

## Graphic Novels at the Round Lake Area Public Library



***Sound Off!: The Adventures of Daniel Boom Aka Loud Boy*** by D.J. Steinberg

J STE

As an infant, Daniel Boom is incapable of being quiet. He grows older and works hard to not be injudiciously noisy-to use his "inside voice"-but he just can't help being loud. Then he is warned by his eccentric uncle that this may be just what the evil society Kid-Rid wants, as it tries to silence all children around the globe. Taking action, Daniel, his sister, and three other kids battle against the adults who try to squash their exuberant youthful tendencies.



***The Adventures of Ook and Gluk: Kung-fu Cavemen from the Future*** by Dav Pilkey (series)

J PIL

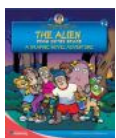
Its 500,001 BC, and Ook and Gluk's hometown of Caveland, Ohio, is under attack by an evil corporation from the future. When Ook, Gluk, and their little dinosaur pal Lily are pulled through a time portal to 2222, they discover a future world that's even more devastated than their own. Luckily, they find a friend in Master Wong, a martial arts instructor who trains them in the ways of kung fu. Now all they have to do is travel back in time 502,223 years and save the day!



***The Adventures of Super Diaper Baby: The First Graphic Novel*** by Dav Pilkey (series)

J PIL

Irrepressible friends George Beard and Harold Hutchins create a new comic book superhero, Super Diaper Baby.



***The Alien from Outer Space: A Graphic Novel Adventure*** by Erica Farber

J FAR

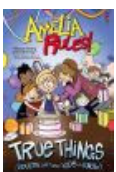
LC witnesses the landing of a spaceship, meets an alien, and helps the alien repair his spaceship so that he may return home.



***Amelia Earhart: This Broad Ocean*** by Sarah Stewart Taylor

JB EAR

Grace, an aspiring young journalist, is excited when Amelia Earhart arrives in her town of Trepassey, Newfoundland, on June 4, 1928. Earhart wants to become the first female passenger to cross the Atlantic Ocean by air. Grace is there to see them--and to receive Earhart's telegram announcing their arrival in Ireland after twenty hours and forty minutes in flight.



***Amelia Rules! True Things (Adults Don't Want Kids to Know)*** by Jimmy Gownley (series)

J GOW

Amelia Louise McBride's eleventh birthday party is fabulous, but soon her friends are fighting all the time, she gets a terrible report card, and when she summons the courage to tell a boy how she feels about him, she learns why it is called a "crush."



***Amulet: The Stonekeeper*** by Kazu Kibuishi (series)

J KIB

After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mom through a door in the basement.



***The Amulet of Samarkand: A Bartimaeus Graphic Novel*** by Jonathan Stroud

J STR

Nathaniel, a magician's apprentice, summons up the djinni Bartimaeus and instructs him to steal the Amulet of Samarkand from the powerful magician Simon Lovelace.



***Anya's Ghost*** by Vera Brosgol

J BRO

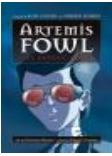
Anya, embarrassed by her Russian immigrant family and self-conscious about her body, has given up on fitting in at school but falling down a well and making friends with the ghost there just may be worse.



***Around the World*** by Matt Phelan

J PHE

Challenged with circling the world at the end of the nineteenth century, three very different adventurers--avid bicyclist Thomas Stevens, fearless reporter Nellie Bly, and retired sea captain Joshua Slocum--embark on epic journeys.



***Artemis Fowl: The Graphic Novel*** by Eoin Colfer

J COL

When a twelve-year-old evil genius tries to restore his family fortune by capturing a fairy and demanding a ransom in gold, the fairies fight back with magic, technology, and a particularly nasty troll.



***Babymouse: Queen of the World!*** by Jennifer Holm

J HOL

An imaginative mouse dreams of being queen of the world, but will settle for an invitation to the most popular girl's slumber party.



***Binky the Space Cat*** by Ashley Spires

J SPI

Binky is a space cat - at least in his own mind. He's really a house cat who has never left the family "space station." Binky has a mission: to blast off into outer space (outside), explore unknown places (the backyard) and battle aliens (bugs). As he builds his spaceship, he must be extremely careful with his blueprints - the enemy is always watching. Soon Binky is ready to voyage into outer space. His humans go out there every day and he's sure they need a certified space cat to protect them. But just as he's about to blast off with his co-pilot, Ted (stuffed mouse), Binky realizes that he's left something very important behind and it's not the zero-gravity kitty litter.



***Bone: Quest for the Spark*** by Tom Sniegoski (series)

J SNI bk. 1

Twelve-year-old Tom Elm, his raccoon friend Roderick, Percival, Abbey, and Barclay Bone, warrior-priest Randolph, and forest-woman Lorimar join in a quest to find the pieces of the Spark that can save Dreaming--and the Waking World--from a Darkness created by the Nacht.



***The Boxcar Children Graphic Novels: The Lighthouse Mystery*** by Joeming W. Dunn (series)

J WAR

A mysterious woman, a dog barking every night at midnight, a puzzling note in the sand all add to a mysterious summer in a lighthouse.



***Calamity Jack*** by Shannon Hale

J HAL

In this graphic novel interpretation of "Jack and the beanstalk," Jack is a born schemer who climbs a magical beanstalk in the hope of exacting justice from a mean giant and gaining a fortune for his widowed mother, aided by some friends.



***Cat Burglar Black*** by Richard Sala

J SAL

K.'s aunt, who works at the Bellsong Academy for Girls, has invited K. to attend the school. But as soon as she arrives, K. notices some strange goings-on: her aunt has suddenly taken ill; there are only three other students and no regular classes; and a statue speaks to K. when no one else is around.



***Coraline*** by Craig P. Russell

J GAI

When Coraline steps through a door in her family's new house, she finds another house strangely similar to her own (only better). At first, things seem marvelous. The food is better than at home, and the toy box is filled with fluttering wind-up angels and dinosaur skulls that crawl and rattle their teeth. But there's another mother and another father, and they want her to stay and be their little girl. They want to change her and never let her go. Coraline will have to fight with all her wit and all the tools she can find if she is to save herself and return to her ordinary life.



***Curse of the Were-wiener*** by Ursula Vernon

J VER

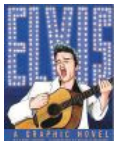
When Danny Dragonbreath's best friend Wendell the iguana is bitten by one of the hot dogs from his school lunch, he begins to turn into a were-wiener.



***The Elves and the Shoemaker: A Grimm Graphic Novel*** by Martin Powell

J398.209 POW

Emrick the shoemaker can barely afford food for himself and his wife, but they still give far more than they take. One day, Emrick's generosity compels him to trade a pair of his shoes for a beautiful woodlands painting. He hangs the curious work of art on the wall and goes to sleep hungry. The next morning, he awakens to find a beautifully-crafted pair of shoes resting upon his desk. Later that night, Emrick and his wife watch from the shadows as several tiny elves emerge from inside the magical painting!



***Elvis: A Graphic Novel*** by Terry Collins

JB PRE

In graphic novel format, this book explores the life of Elvis Presley and describes his return to stardom through his '68 Comeback Special.



***Exploring Titanic: An Isabel Soto History Adventure*** by Agnieszka (series)

J910.452 BIS

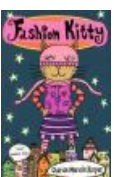
In graphic novel format, follows the adventures of Isabel Soto as she investigates the sinking of the Titanic"--Provided by publisher.



***Far From Home*** by Ben Hatke

J ZIT

When young Zita discovers a device that opens a portal to another place, and her best friend is abducted, she is compelled to set out on a strange journey from star to star in order to get back home.



***Fashion Kitty*** by Charise Mericle Harper (series)

J HAR

After a stack of fashion magazines falls on Kiki Kitty's head while she is blowing out the candles on her birthday cake, Kiki turns into Fashion Kitty, a feline superhero who saves other kitties from fashion disaster.



***The Forest Surprise*** by Carla Mooney

J MOO

Jake and his family are heading to the forest for the day. Jake has everything he needs for the perfect hike. But when things start to go wrong, Jake's perfect forest hike may turn into a great forest adventure.



***Frankenstein: The Graphic Novel*** by Brigit Viney

J VIN

While remaining true to the spirit of Shelley's famous work, this adaptation allows readers to have it their way, savoring this horror classic with either the Original Text, or the Quick Text, a simplified abridgement. More than a straightforward retelling, this edition invites readers to explore important social issues, as well as the nature of creation and destruction.



***Geronimo Stilton: Dinosaurs in Action*** by Giuseppe Ferrario

J STI

The Pirate Cats decide to better their odds by getting rid of Professor Volt ; kidnapping him and leaving him in the Cretaceous Period- a time when the earth was occupied by dinosaurs society. Geronimo and his friends must travel back in time 140 million years to save Professor Volt from literally becoming a part of history!



***Ghostopolis*** by Doug TenNapel

J TEN

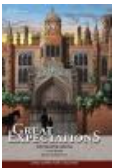
"Garth Hale is as good as dead...The only problem is he's still alive. When Garth Hale is accidentally zapped into the ghost world by Frank Gallows, a washed-up ghost wrangler, he discovers that he has special powers. Soon he finds himself on the run from the evil ruler of Ghostopolis, who wants to use Garth's newfound abilities to tighten his grip on the spirit world. After Garth meets Cecil, his grandfather's ghost, the two search for a way to get Garth back home, nearly losing hope until Frank Gallows shows up to fix his mistake."--P.[4] of cover.



***The Golden Goose: A Grimm Graphic Novel*** by Sean Tulien

J398.209 TUL

Simon is the neglected son of a poor woodcutter. Eliza is the bereaved Princess of a royal family. The two teens live separate lives, unaware of each other's existence -- until a wild man from the mysterious Black Forest gifts simple Simon with a magical golden goose . . .



***Great Expectations: The Graphic Novel*** by Brigit Viney

J VIN

In graphic novel format, presents an adaptation of Dickens' tale of an orphan growing up in Victorian England.



***Hereville: How Mirka Got Her Sword*** by Barry Deutsch

J DEU

There are no dragons in Hereville, the Orthodox Jewish community where Mirka lives, but that doesn't stop her from honing her skills. She accepts a challenge from a mysterious witch that could bring Mirka her heart's desire: a dragon-slaying sword! All she has to do is find—and outwit—the giant troll who's got it!



***Houdini: The Handcuff King*** by Jason Lutes

J LUT

Follows the life of the Great Harry Houdini in graphic novel format.



***The Jaguar Paw Puzzle: A Graphic Novel Adventure*** by Erica Farber

J FAR

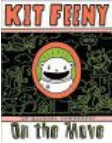
In the South American rainforest, the Critter Kids visit an archaeological dig in Mayan ruins. They discover that a priceless jade statue has been stolen.



***Joey Fly, Private Eye in Creepy Crawly Crime*** by Aaron Reynolds

J REY

Have you ever had one of those moments? You know--you're trying to find a stolen diamond pencil box for your beautiful butterfly customer, your mosquito witness won't give you any information, and your clumsy scorpion assistant has just tampered with your only bit of evidence? Joey Fly has those moments a lot.



***Kit Feeny: On the Move*** by Michael Townsend

J TOW

When plucky Kit Feeny moves to a new town, he immediately makes an enemy of the sadistic school bully and must struggle to find friends who share his interests.



***Knights of the Lunch Table: The Dodgeball Chronicles*** by Frank Cammuso (series)

J CAM

Artie King's hopes for easing into life at Camelot Middle School are dashed when he opens a mysterious locker filled with useful, wonderful items and is pulled into a do-or-die dodgeball game that pits Artie and his friends against the school's toughest kids.



***L. Frank Baum's The Wizard of Oz: The Graphic Novel*** by Michael Cavallaro

J CAV

A graphic adaptation of L. Frank Baum's classic story about the adventures of Dorothy and her dog Toto after a tornado whisks them away from their home in Kansas to the fantastic, magical land of Oz.



***Lunch Lady and the Cyborg Substitute*** by Jarrett Krosoczka (series)

J KRO

The school lunch lady is a secret crime fighter who uncovers an evil plot to replace all the popular teachers with robots.



***Magic Trixie*** by Jill Thompson (series)

J THO

Magic Trixie lives with her Mom, Dad, cat Abby Cadabra, her Grampy, and goes to the Monstersorrishool with her friends Stitch, Patch and Loupie.



***Mighty Mighty Monsters: Monster Beach*** by Sean O'Reilly (series)

J ORE

The Mighty Mighty Monsters make a new friend at the beach.



***Mouse Guard: Legends of the Guard*** by Jeremy Bastian and David Petersen (series)

J MOU

A collection of stories about the brave, fabled Mouse Guard are told by the patrons in the June Alley Inn, whose proprietor has offered a prize to whoever can tell the greatest tale.





***Outlaw: The Legend of Robin Hood: A Graphic Novel*** by Tony Lee

J ROB

In the depths of the forest, Robin raises an army to challenge the evil Sheriff. Wearing a dark hood for disguise and with his unparalleled gift for the bow, Robin quickly becomes an outlaw, fighting the forces of evil for the good of the poor.



***Point Blank*** by Anthony Horowitz

J HOR

Alex Rider, teenage superspy, infiltrates the mysterious Point Blanc Academy, armed with only a false ID and a set of disguised gadgets. Can he alert the world to what he finds out before it's too late?



***Pilot & Huxley: The First Adventure*** by Dan McGuinness (series)

J MCG

Pilot and Huxley get zapped to another dimension by aliens seeking to enslave Earth. Things get weird when they traverse a swamp of bees, battle a sea monster, and end up in the nose of a giant dragon. But with help from a girl who can transform into a monster, they might just make it back home.



***Princess Candy: Sugar Hero*** by Michael Dahl (series)

J PRI

On Halo Nightly's eleventh birthday, her Aunt Pandora gives her a collection of jars filled with brightly colored candies. Soon she learns that the candies give her the incredible powers of nature. Halo uses the powers to combat Doozie Hiss, a rival student with super powered hair.



***Rapunzel's Revenge*** by Shannon Hale

J HAL

Rapunzel is raised in a grand villa surrounded by towering walls. Rapunzel dreams of a different mother than Gothel, the woman she calls Mother. She climbs over the wall and finds out the truth. Her real mother, Kate, is a slave in Gothel's gold mine. In this Old West retelling, Rapunzel uses her hair as a lasso and to take on outlaws--including Gothel.



***Salt Water Taffy: The Legend of Old Salty*** by Matthew Loux (series)

J LOU

Jack Putnam and his brother Benny are being taken on a month-long vacation with their family to Chowder Bay, Maine. What the boys thought would be a boring vacation becomes a series of adventures.



***The Search*** by Eric Heuvel

J HEU

After recounting her experience as a Jewish girl living in Amsterdam during the Holocaust, Esther, helped by her grandson, embarks on a search to discover what happened to her parents before they died in a concentration camp.



***Secret Science Alliance and the Copycat Crook*** by Eleanor Davis

J DAV

Eleven-year-old Julian Calendar thought changing schools would mean leaving his "nerdy" persona behind, but instead he forms an alliance with fellow inventors Greta and Ben and works with them to prevent an adult from using one of their gadgets for nefarious purposes.



***Sidekicks*** by Dan Santat

J SAN

When Captain Amazing feels he is getting too old to be a reliable superhero, he tries to hire a new sidekick, but his pets have different ideas.



**Skateboard Sonar** by Eric Stevens

J STE

Although blind, Matty is an excellent skateboarder, but when the former champion mocks him during the skating competition, Matty shows that seeing is not everything.



**Smile** by Rania Telgemeier

J TEL

From sixth grade through tenth, Raina copes with a variety of dental problems that affect her appearance and how she feels about herself.



**The Smurf King: A Smurfs Graphic Novel** by Peyo

J PEY

"An ambitious Smurf hopes to be put in charge of the Smurfs when Papa Smurf is away, and after a hard-fought campaign, he wins the election and is put in power! But sometimes it's not so good to be the king-- especially when there's a rebellion!" -- p. [4] of cover.



**Snowboard Standoff** by Scott Ciencin

J CIE

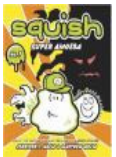
Isaac Foster, captain of Team Rogue, is not sure what to expect from Kai Palakiko, who is new to snowboarding, but an expert surfer and a last minute addition to the team--can Kai adapt his talent in time for the big competition?



**The Sons of Liberty** by Alexander Lagos

J LAG

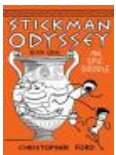
Teenage runaway slaves with superhuman powers, a Hessian giant, the most evil slave owners imaginable, and Benjamin Franklin: this story of the Revolution blends fact and fantasy in an imaginative reinterpretation of a critical time in American history.



**Squish: Super Amoeba** by Jennifer L. Holm and Matthew Holm (series)

J HOL no. 1

Squish is a comic book-loving, twinkie-eating grade school AMOEBA trying to find his place in the world. Inspired by his favorite comic book hero, SUPER AMOEBA!, Squish has to navigate school, family, and friends. Can Squish save the world—and his friends—from the forces of evil lurking in the hallways?



**Stickman Odyssey: An Epic Doodle** by Christopher Ford (series)

J FOR

In this humorous take on the Odyssey, Zozimos, banished from his country by his evil stepmother, has many adventures as he prepares to return home to reclaim the throne that is rightfully his.



**Stone Rabbit: BC Mambo** by Erik Craddock (series)

J CRA

After Stone Rabbit is transported back to prehistoric times, his bottle of barbecue sauce becomes the key ingredient in a power-hungry Neanderthal's plan to dominate the world.



**The Storm in the Barn** by Matt Phelan

J PHE

In Kansas in the year 1937, eleven-year-old Jack Clark faces his share of ordinary challenges: local bullies, his father's failed expectations, a little sister with an eye for trouble. But he also has to deal with the effects of the Dust Bowl, including rising tensions in his small town and the spread of a shadowy illness.



***Time Warp Trio: Nightmare on Joe's Street*** by Jon Scieszka

J SCI

In the first graphic novel, adapted from an episode's teleplay, the boys go back to 1816. Frankenstein's monster has come to life and is out for revenge. He's after Mary Shelley, the woman who created him and made him so ugly. The boys (Joe and Sam minus Fred) must again use the time-traveling book to set things right.



***To Dance*** by Siena Cherson Siegel

JB SIE

The author describes how she first decided she wanted to be a ballerina at the age of six, and how that dream carried her from her home in Puerto Rico to dance class in Boston to performing with the New York City Ballet



***Tom Thumb: A Grimm Graphic Novel*** by Scott Sonneborn

J398.209 SON

A retelling in graphic format of the fairy tale about the adventures of a boy who is no taller than a thumb.



***Tower of Treasure*** by Scott Chantler

J CHA

As an acrobat in a traveling circus, 14-year-old orphan Dessa Redd is hoping to finally find her twin brother or the mysterious man who snatched him away when they were little.



***Tricky Coyote Tales*** by Chris Schweizer

J SCH

Coyote seeks food and fun in the canyons and hills of the southwest, and the reader helps him make choices as he encounters many other creatures, some friendly and some dangerous.



***Witches Brew: A Sam and Friends Mystery*** by Mary Labatt

J LAB

Sam, a dog detective, and her friends investigate the new neighbors who might be witches.

