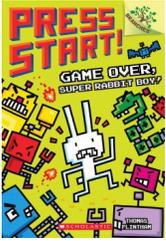


New Juvenile Fiction

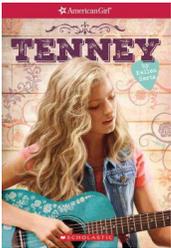
March 2017



Game Over, Super Rabbit Boy!
by Thomas Flintham
When the nefarious King Viking creates a robot army to spread No Fun throughout Animal Town and abducts fun-loving Singing Dog, video game character Super Rabbit Boy must use his speed and bravery to save the day.



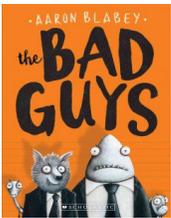
Step Into the Spotlight!
by Heather Alexander
Living and working at the Stardust Circus, performers Bella, Carly and Allie welcome newcomer Marlo, who tries to fit in by attempting the trapeze, tightrope walking, juggling and dog training before finding her special talent.



Tenney
by Kellen Hertz
When Tenney gets invited to perform solo at Nashville's famed Bluebird Cafe, the pressure is on to write the song that will show what she's made up.



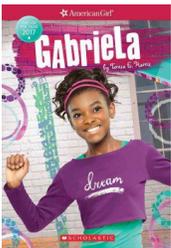
Wolfie & Fly
by Cary Fagan
Wolfie, a lone wolf who does not like using her imagination, reluctantly befriends Fly, a slightly weird and wordy boy, and soon they find themselves navigating through deep water in a submarine made from a cardboard box



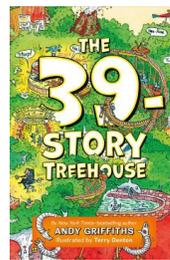
The Bad Guys
by Aaron Blabey
A group of animal companions who look bad but perform good deeds overcome their inborn natures to work together for the sake of rescuing hundreds of dogs from a maximum-security dog pound.



Diary of an 8-Bit Warrior
by Cube Kid
Runt, a villager who was always expected to become a farmer like his parents, wants to save his village from attacking mobs, and becomes determined to train to become a warrior



Gabriela
by Teresa E Harris
When Gabby's beloved community arts center is threatened with closure, she makes a plan to use her spoken word poetry to overcome her stutter and save Liberty Arts.



The 39-Story Treehouse
by Andy Griffiths
Having expanded their treehouse to an astonishing thirty-nine stories, Andy and Terry describe the invention of their "Once-Upon-a-Time machine," which they have designed to write and illustrate their stories for them.



The Son of Neptune : The Graphic Novel
by Robert Venditti
A graphic novel rendition of the best-selling sequel follows the experiences of Percy, who has lost nearly all of his memory after a long sleep; Hazel, who is faced with the devastating consequences of misusing her gift; and Frank, who struggles to know his true heritage.



Dragonwatch
by Brandon Mull
A debut entry in a spin-off sequel to the Fablehaven series follows the broken alliance between humans and dragons that have come to regard dragon sanctuaries as prisons.



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