

Fall 2017
Spring 2017
Fiction

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Fall 2017

AUMA'S LONG RUN by Eucabeth Odhiambo

Ages 8-12

304 pages

September 1, 2017 publication

Auma loves to run. In her small Kenyan village, she's a track star with big dreams. A track scholarship could allow her to attend high school and maybe even become a doctor. But a strange new sickness called AIDS is ravaging the village, and when her father becomes ill, Auma's family needs her help at home. Soon more people are getting sick—even dying—and no one knows why. Now Auma faces a difficult choice. Should she stay to support her struggling family or leave to pursue her own future? Auma knows her family is depending on her, but leaving might be the only way to find the answers to questions about this new disease. Inspired by the author's childhood in Kenya.

●Eucabeth Odhiambo is a professor of Teacher Education at Shippensburg University in Pennsylvania. This is her first novel.

British / Translation / Audio / Film & TV Rights: Lerner Publishing Group

***Funny Bone Books – First Chapters* by Wiley Blevins, illustrations by Jim Paillot**

Ages 5-7

32 pages

August 1, 2017 publications

Ick is shy and cautious. Crud is fun-loving and full of curiosity. These pals have fun whether they're laying low or having an adventure.

#1: Ick's Bleh Day - Ick is feeling down, under-the-weather. BLEH! But lucky for him, his pal Crud is there to cheer him up.

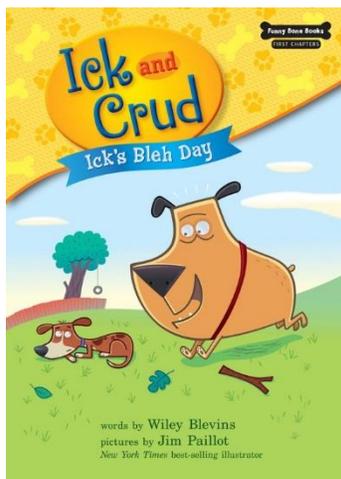
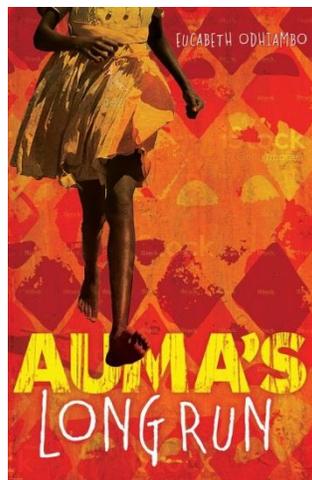
#2: Mystery in the Barn - Something big is happening in the barn. The animals are all making a fuss. No good dog can resist the chance to sniff out the mystery.

#3: Going to the Vet - Bob is loading the car for a trip. Yippee! Ick and Crud love to take trips. But suddenly this trip doesn't seem like it will be fun.

#4: The Big Crunch - It's another lazy day in the backyard, and Ick doesn't want to explore the mysterious sound in the woods. But Crud has his back—or does he?

●Wiley Blevins has written more than 70 books for children and has created reading programs for schools in the US and Asia. He currently lives and writes in New York City. ●Jim Paillot is the New York Times best-selling illustrator for *My Weird School* (HarperCollins).

British / Translation / Audio / Film & TV Rights: Red Chair Press c/o Lerner Publishing Group



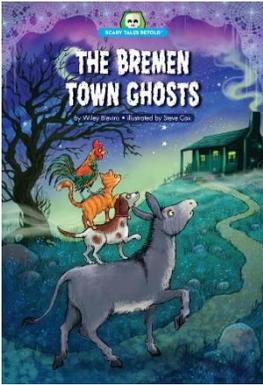
Scary Tales Retold by Wiley Blevins, illustrations by Steve Cox

Ages 6-9

24 pages

August 1, 2017 publication

Not for bedtime reading! These non-traditional fairy tales have been retold for the bravest young readers. Spooky and creepy, each book in the series will forever change the way you think of these classic tales. Four new titles for Fall 2017:



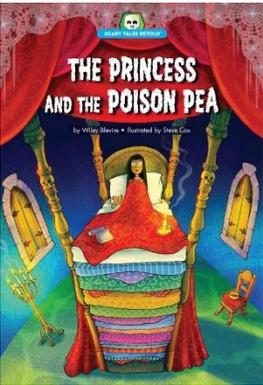
Rapunzel and the Werewolf - Rapunzel with the long dark hair ends up locked in a tower because of a deal with a witch. When she and the prince fall in love, will they be able to outwit the witch?

Ten Missing Princesses - When the King asks a soldier to solve a mystery, he has no idea what he'll find. Follow along and watch the princesses dance the night away.

The Bremen Town Ghosts - Off to Bremen Town go Donkey, Cat, Dog, and Rooster. But music is not on their minds. They're tired of their cruel masters and in search of a better life. Will they find it?

The Princess and the Poison Pea - The King and evil Queen are looking for a proper Princess to marry their Prince. When a Princess is found, will they all live happily ever after? Or will they live at all?

●Wiley Blevins has written more than 70 books for children and has created reading programs for schools in the US and Asia. He currently lives and writes in New York City. ●Steve Cox lives in Bath, England. He first designed toys and packaging before turning full-time to illustrating. When he is not drawing he plays lead guitar in a rock band.



British / Translation / Audio / Film & TV Rights: Red Chair Press c/o Lerner Publishing Group

Mallory #28: MALLORY MAKES A DIFFERENCE by Laurie Friedman, illustrations by Jennifer Kalis

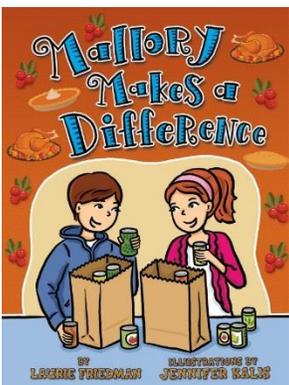
Ages 7-11

152 pages

September 1, 2017 publication

Mallory spearheads the school food drive and thinks of the perfect prize for the class that brings in the most food: a homework-free week! But when things start to go wrong, will Mallory's plans for a happy Thanksgiving be ruined? All's well that ends well in this heartfelt conclusion to the *Mallory* series.

●Laurie Friedman is the author of many award-winning books for children including her newest series, *The Mostly Miserable Life of April Sinclair*. She lives in Miami, Florida.



British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: The Gersh Agency

**Level Up 6-book series by Raelyn Drake, Israel Keats, and R.T. Martin
Ages 11 and up**

112-128 pages

October 1, 2017 publication

It is the year 2089. Virtual reality games are part of everyday life, and one company—L33T CORP—is behind the most popular games. Though most people are familiar with L33T CORP, few know much about what happens behind the scenes of the megacorporation. L33T CORP has developed a new virtual reality game: *Level Up*. It contains more than one thousand unique virtual realities for gamers to play. But the company needs testers to smooth out glitches. Teenagers from around the country are chosen for this task and they are given a warning: win the game, or be trapped within it. Forever.

Alien Invasion - Solo_Lobo is a gamer who prefers to play by himself. But when he winds up in a virtual game, he must rescue his captured crewmates from aliens to win the game. Can he rescue his crew in time?

Labyrinth - SuprSolvr is excited to test a virtual reality game set in a mechanical labyrinth, though she wishes she wasn't saddled with a partner. But they must work together to win—or risk being trapped in the game forever.

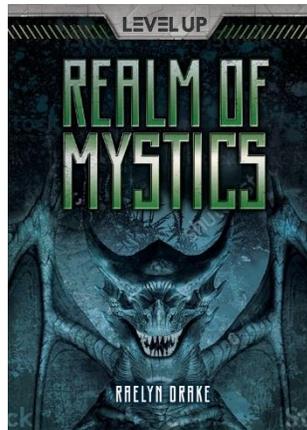
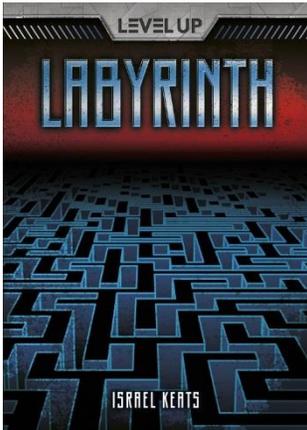
Pod Racer - A11_4_ON3 likes to look out for himself—especially when it comes to winning. When he learns he's part of a four-player team with his former gaming crew, no one is happy. Will his self-centered playing be their downfall?

Realm of Mystics - When a girl wakes up in a virtual reality fantasy video game, she's sure it's a mistake. She has no interest in gaming. But she has to help her team win—or risk being trapped in the game forever.

Safe Zone - If gamers No_Idea and N3V3RDIE don't survive the zombie apocalypse in a virtual reality game, they'll be trapped in a world filled with virtual zombies forever. Will they make it to the game's safe zone in time?

The Zephyr Conspiracy - Gadget, a gamer playing as a steampunk pirate in a virtual reality game, is searching for pieces of a mysterious mechanical device. Once she finds them all, she'll be released from the game. But is she in over her head?

British / Translation / Audio / Film & TV Rights: Lerner Publishing Group



Spring 2017

THE SIX-DAY HERO by Tammar Stein

Ages 8-13

256 pages

April 1, 2017 publication

Motti knows that war is coming. Israel is only nineteen years old—the same age as Motti's older brother, Gideon—and the tiny country is surrounded by enemies. It's only a matter of time before Egypt, Jordan and Syria attack. Motti wishes he could join the Israeli army like Gideon and be a hero. But when his best friend's family flees the country and his brother goes off to fight, he realizes this war isn't a game. His family is in danger, and Israel's very survival is at stake. But hope comes to Motti in unexpected forms. In the kind Ethiopian priest who lives nearby; in his grouchy neighbor, old Mrs. Friedburg; in the young Germans who come to offer help; and in his father's childhood friend, a Jordanian man who harbors none of the hate Motti expects. Through the six days of the war that will decide Israel's fate, Motti discovers that bravery can be found in the most surprising places.

- Tammar Stein is the award-winning author of four young adult novels including *Light Years*, which was named a Sydney Taylor Notable Book and an ALA Best Book for Young Adults. She lives in Virginia.

British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: Ink Well Management

Mallory #27: MALLORY MCDONALD, SUPER SITTER by Laurie Friedman black and white illustrations by Jennifer Kalis

Ages 7-11

160 pages

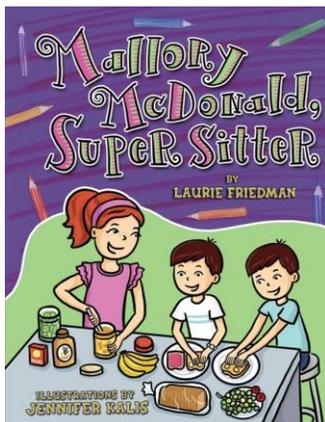
March 1st 2017 publication

In the 27th installment of this popular early middle-grade series, Mallory's new neighbors, the Goldmans, have twin five-year-old boys who need babysitters. Mallory's new neighbors hire her to watch their twin boys, but Mallory has trouble balancing her babysitting duties with her schoolwork and friends. Will she figure out how to prioritize the things that matter the most?

- Laurie Friedman is the author of many award-winning books for children including her newest series, *The Mostly Miserable Life of April Sinclair*. She lives in Miami, Florida

British / Translation Rights: Lerner Publishing Group

Audio / Film & TV Rights: The Gersh Agency



***The Mostly Miserable Life of April Sinclair #8: LIFE, LOSS AND LEMONADE* by Laurie Friedman**

Ages 10-14

168 pages

April 1, 2017 publication

Laurie Friedman's witty heroine faces saying hard goodbyes, moving forward, and following her heart in this honest, humorous and touching final chapter in the *Mostly Miserable Life of April Sinclair* series. As freshman year winds down, April has a lot to look forward to, including getting her driving permit and spending the summer with her quirky almost-boyfriend, Leo. But she also knows her beloved grandmother, who is battling cancer, doesn't have much time left. On top of that, her closest friend, Sophie, is moving away. And April is struggling to make sense of everything. What would her Grandmother tell April to do when life has handed her lemons?

British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: The Gersh Agency

CAMP SO-AND-SO by Mary McCoy

Ages 13 and up

424 pages

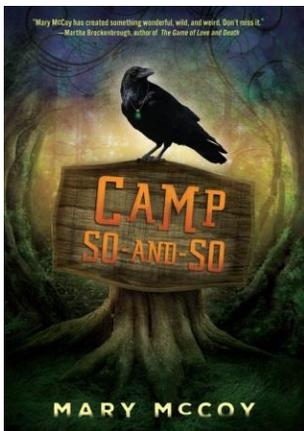
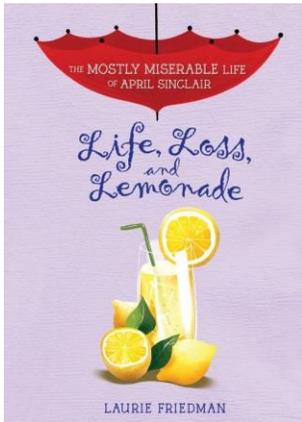
March 1, 2017 publication

Twenty-five teenage girls divided into five cabins at a mysterious summer camp. Five “classic” camp stories you've heard before—or think you have: a camp rivalry story, a camp love story, a murder-in-the-woods horror story, and a coming-of-age quest. One mastermind controlling each girl's fate—unless the girls can turn the tables. Will they make it out alive? “The Cabin in the Woods” by way of “A Mid-Summer Night’s Dream”, CAMP SO-AND-SO is a wildly original, whip-smart and genre-busting novel starring a cast of amazing and unforgettable characters.

●Mary McCoy’s debut novel, *Dead to Me* (Disney-Hyperion) has been published to excellent reviews.

British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: Marsal Lyons Literary Agency



POINTE, CLAW by Amber J. Keyser

Ages 13 and up

288 pages

April 1, 2017 publication

Jessie is practically killing her body to become a professional ballerina. Meanwhile, her childhood friend, Dawn, is having blackouts and fugues, and experiencing changes in her body and language that could only point to one thing: she's turning into a bear. When the girls reconnect after many years, their relationship grows in intensity as they each fight to confront society's narrow definition of what femininity means. When Jessie's dreams of becoming a professional ballet dancer are ultimately shattered and Dawn faces a future trapped in an institution, the two girls make a break for it, each finally embracing her own wildness.

●Amber J. Keyser writes both fiction and nonfiction for tweens and teens. Her most recent books for Lerner are *The Way Back From Broken* and *Sneaker Century: A History of Athletic Shoes*. She lives in the Pacific Northwest.

British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: Transatlantic Literary Agency

SPLINTER by Sasha Dawn

Ages 13 and up

304 pages

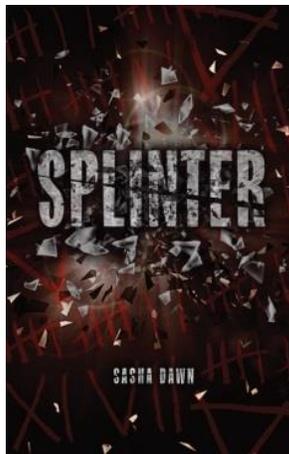
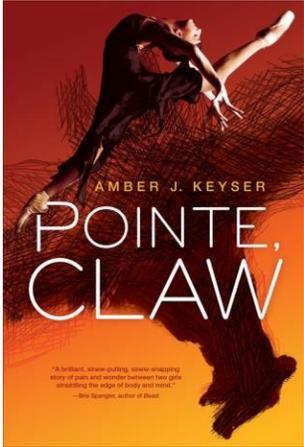
March 1, 2017 publication

Sami's mother disappeared ten years ago, when Sami was six, and the police have always suspected that Sami's father killed her. She's sure her father's innocent. But when new evidence emerges linking him to another woman's mysterious death, Sami sets out to uncover the truth. Will she prove her father's innocence—or will she stumble onto secrets she'd rather not confront?

●Sasha Dawn teaches writing at community colleges and offers pro bono writing workshops to local schools. Her most recent novel for Lerner is *Oblivion* which Kirkus called “Thoroughly compelling”. She lives in her native northern Illinois.

British / Translation / Audio Rights: Lerner Publishing Group

Film & TV Rights: Harvey Klinger

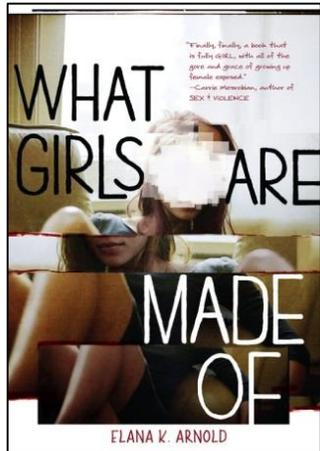


WHAT GIRLS ARE MADE OF by Elana K. Arnold

Ages 13 and up

208 pages

April 1, 2017 publication



When Nina Faye was fourteen, her mother told her there was no such thing as unconditional love. Nina believed her. Now Nina is sixteen. And she'll do anything for the boy she loves, just to prove she's worthy of him. But when he breaks up with her, Nina is lost. What is she if not a girlfriend? What is she made of? Broken-hearted, Nina tries to figure out what the conditions of love are. She's been volunteering at a high-kill animal shelter where she realizes that for dogs waiting to be adopted, love comes only to those with youth, symmetry, and quietness. She also ruminates on the strange, dark time her mother took her to Italy to see statues of saints who endured unspeakable torture because of their unquestioning devotion to the divine. Is this what love is? Raw, compelling, and unflinching, Elana K. Arnold's newest novel explores the darkest crevices of femaleness. What girls are made of might just surprise you.

●Elana K. Arnold completed her M.A. in Creative Writing / Fiction at the University of California, Davis. Her first book with Lerner, *Infamous*, was published to critical acclaim.

British / Translation / Audio Rights: Lerner Publishing Group

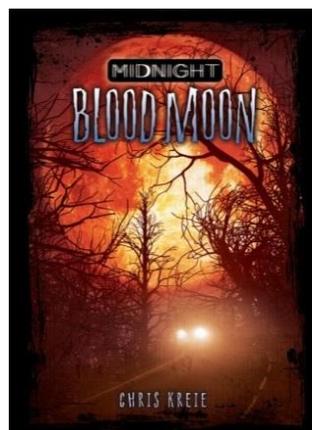
Film & TV Rights: Rubin Pfeffer Content

Midnight 6-book series by K.R. Coleman, J. Fallenstein, Chris Kreie, and R.T. Martin

Ages 11 and up

96-104 pages

April 1, 2017 publication



Weird things keep happening in Middleton. From unexpected strangers to dangerous "accidents," the teens in this town realize it is no longer fun and games. In this action-filled series of spooky stories, relatable characters must figure out how to escape what feels like a real-life nightmare. Twists and turns will keep readers on the edge of their seats as they wait to see how these teens survive . . . or IF they survive!

Blood Moon - Mateo has waited all year to go see the blood moon eclipse with his friends. But when a driverless truck drives them off the road, their fun turns to terror. Something sinister is happening. Are Mateo and his friends cursed?

Dark Star - When a new girl enrolls at Middleton High, nobody pays her any attention—that is, until students start disappearing during a class field trip. Will they all make it out alive? And who is this mysterious new student?

(Midnight, continued)

GRAFFITI - Legend has it that couples who paint their names on the bridge at midnight will stay together forever. Now, couples are having freak accidents after breaking up. Can Lucia get to the bottom of it before someone gets hurt?

S.O.S. - One night at midnight, Tyrell sees a strange light in the window of an abandoned factory, signaling S.O.S. Tyrell tries to help the signaler, but when a scissor-wielding ghost appears, things start to get creepy. What does the ghost want?

TRUTH OR DARE - Trey and his friends plan a camping trip to celebrate graduating. But when someone goes missing, Trey begins to suspect that an otherworldly force is stalking the local lake. Can he and his friends escape before they, too, vanish?

THE WITCHING HOUR - Rosie moves to Middleton, where star football player Mackie has just died. Rosie tries to help Mackie's best friend Omar get over his grief, but Mackie's ghost doesn't seem to be satisfied. What can they do to stop the haunting?

British / Translation / Audio / Film & TV Rights: Lerner Publishing Group

***Day of Disaster* 6-book series by Vanessa Acton and Kristin F. Johnson**

Ages 11 and up

104 – 112 pages

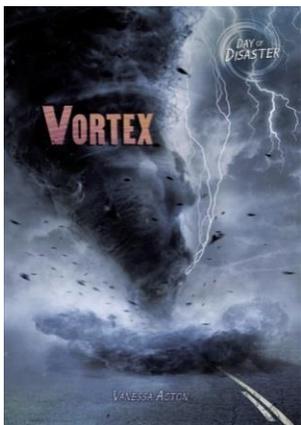
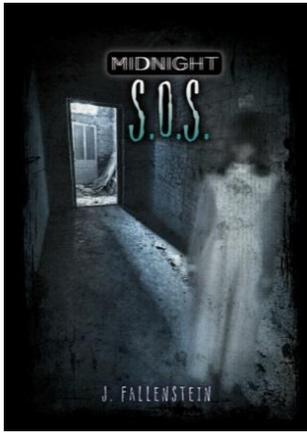
March 1, 2017 publication

Do you have what it takes to survive? In these fast-paced and highly engaging stories about natural disasters, teens face life-or-death situations in which they need luck and quick thinking to survive. While outrunning storms and surviving in the most extreme conditions, relatable characters encounter larger-than-life excitement!

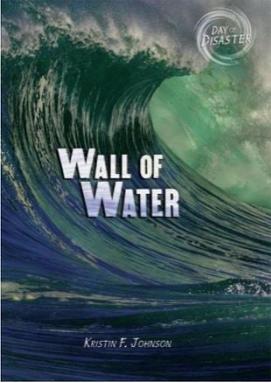
Aftershock - Ray, Sasha, Liam, and Harper have been friends since they were young, but a recent argument might end their friendship. That is, until the earthquake hits. Personal drama doesn't seem so serious when every moment is a struggle to survive.

Backfire - Elijah is having the worst summer ever. Little does he know, it's about to get worse. A wildfire is burning out of control—and it's headed straight for his town. Can he and his friends escape the flames?

Black Blizzard - After causing his speech team to lose, all Tyler wants is get home. But the wind is picking up and ominous clouds are approaching. His teammates are starting to panic. Can Tyler help his team survive the incoming dust storm?



(Day of Disaster, continued)



Deep Freeze - When the heat goes out in Zach's family cabin, Zach and his dog are forced out into the freezing blizzard. They'll have to do everything possible to find help before they freeze to death. Will they survive the storm?

Vortex - Blair and her brothers are driving home from a disastrous road trip when their day suddenly gets worse. After facing down a tornado, their car is barely functioning. Can Blair get her brothers to safety before the next twister hits?

Wall of Water - When Alexandra's dad gets a new job, her family moves to Hawaii. But a tsunami slams into their new island home, turning paradise into a living nightmare. Can Alexandra survive the flood, or will everything she loves be swept away?

British / Translation / Audio / Film & TV Rights: Lerner Publishing Group