

Fever Crumb 1 Philip Reeve

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MALAKI STEWART

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No Such Thing as Dragons Scholastic Inc.

Kimchi and calamari. It sounds like a quirky food fusion of Korean and Italian cuisine, and it's exactly how Joseph Calderaro feels about himself. Why wouldn't an adopted Korean drummer—comic book junkie feel like a combo platter given: (1) his face in the mirror (2) his proud Italian family. And now Joseph has to write an essay about his ancestors for social studies. All he knows is that his birth family shipped his diapered butt on a plane to the USA. End of story. But what he writes leads to a catastrophe messier than a table of shattered dishes—and self-discovery that Joseph never could have imagined.

Mortal Engines (Mortal Engines, Book 1) Scholastic Inc.

London is a city on wheels - a future city like you've never known before. In the terrible aftermath of the Sixty Minute War, cities which survived the apocalypse became predators, chasing and feeding on smaller towns. Now London is hunting down its prey, getting ready to feed. But as the chase begins, Tom uncovers a secret - a secret full of deadly consequences. Soon he is plunged into a world of unkillable enemies, threatened by a weapon that will tear his life apart... Winner of the Nestle Gold Award and the Blue Peter Book of the Year Award, this is a book to devour again and again.

Mortal Engines: Fever Crumb Harper Collins

Due to popular demand, THE TRACTION CODEX: AN HISTORIAN'S GUIDE TO THE ERA OF PREDATOR CITIES is now available as an ebook of its own. Initially published as exclusive bonus material for the PREDATOR CITIES ebundle, this comprehensive and illuminating companion to Philip Reeve's critically acclaimed quartet will delight new and old fans alike.

The Traction Codex A&C Black

In an alternate-world Los Angeles, prosecutor/psychic Lee Enfield and her partner, Gelert, investigate the murder of an elf. They soon reveal a deadly network of ties among organized crime, multinational corporations, and planetary governments of the Seven Worlds -- all working together on the "ethnic cleansing" of elves from the alternate world of Alfheim.

The Illustrated World of Mortal Engines Scholastic UK

Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth through time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It's up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable and may resemble a hat.

Scholastic UK

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a

remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

A Rousing Tale of Dauntless Pluck in the Farthest Reaches of Space Scholastic UK

It was a dark, blustery afternoon in spring, and the city of London was chasing a small mining town across the dried-out bed of the old North Sea. So begins Philip Reeve's *Mortal Engines*, the first book in his epic post-apocalyptic series of giant motorized cities on wheels. But how did the world end up like this? What led to the downfall of our civilization, and to the rise of the Traction Cities that roam the Great Hunting Ground to attack and devour each other? Now, for the first time, discover the untold future history of Traction. This lavishly illustrated book contains incredible tales of fearsome Zagwan warriors riding war-zebras into battle, daring air-traders flying the Bird-Roads in search of adventure, and the mysterious plague-ridden wasteland of the Dead Continent that was formerly known as 'North America'. This definitive companion guide includes detailed maps, fascinating character profiles, and stunning colour illustrations from incredible artists, including Ian McQue, David Wyatt, Aedel Fakhrie, Maxime Plasse, Rob Turpin, Philip Varbano and Amir Zand. *MORTAL ENGINES* is soon to be a major motion picture.

The Horror from Beyond Uranus Georgium Sidus! Scholastic Australia

The third in the fantastically exciting trilogy set in a land of magic from the award-winning Philip Reeve. The heroes of *GOBLINS* and *GOBLINS VS DWARVES* (9781407134802) continue their adventures outside the walls of Clovenstone castle. Awaiting Skarper and Henwyn are powerful dark forces that must be vanquished, monstrous creatures to be fought, and astonishing mysteries to be solved.

A Web of Air Bloomsbury Publishing USA

While dealing with people from their past and treachery from unexpected sources, Tom, Hester, and Wren return to the radioactive seesspool known as London to save the world, in the thrilling conclusion to *The Hungry City Chronicles*.

A Darkling Plain Scholastic Inc.

From the renowned author of *Here Lies Arthur* and *No Such Thing As Dragons*, the adventures of a goblin outcast who must save his world from the rise of a dangerous dark magic... Welcome to a wild world of magical creatures and heroic adventure! The squabbling goblins that live in the great towers of Clovenstone spend their time fighting and looting. Only clever young Skarper (who happens to be in exile) understands that dark magic created by a vanquished sorcerer is rising again. With the help of a wannabe-hero, a middle-aged princess, and a few bumbling wizards, Skarper must fight to save their world.

Jinks and O'Hare Funfair Repair Random House Books for Young Readers

The shattering final instalment of Philip Reeve's *Predator Cities* quartet flings you back into his blasted world of predator cities, ruinous wars and terrifying Stalkers. Abandoned by Hester, Tom and Wren stumble across the wreckage of a vast traction city: London. As the Green Storm take arms and the truce with the Traction Cities splinters, the world is on a collision course - beginning and ending in London's ruined shell. As everything Tom and Hester know and love hurtles towards apocalypse, who will be left to tell the tale? Winner of the Guardian Children's Fiction Prize 2007, this epic finale is fast-moving, thrilling, heartbreaking - and as exciting as hell!

Mothstorm Scholastic UK

In a future London, England, foundling Fever Crumb has been raised as an engineer, but at age fourteen she leaves her sheltered world and begins to learn startling truths about her past while facing danger in the present.

Cakes in Space Scholastic UK

In a future land once known as Britain, nomad tribes are preparing to fight a terrifying enemy - the first-ever mobile city. Before London can launch

itself, young engineer Fever Crumb journeys to the wastelands of the North to seek out the ancient birthplace of the Scriven mutants. In the chaotic weeks before battle begins, Fever finds a mysterious black pyramid. The extraordinary secrets it contains will change her world forever. The seventh awe-inspiring adventure in the *World of Mortal Engines* series by superb writer Philip Reeve, at the height of his powers.

Station Zero Watkins Media Limited

Return to the world of *Mortal Engines* in this new book of three short stories about the rebellious young aviatrix, Anna Fang, illustrated by Ian McQue. A key character in the *Mortal Engines* book and film, this is your chance to learn more of her past. *Night Flights* includes *Traction City*, the 2011 World Book Day Book by Philip Reeve.

Night Flights Scholastic UK

The reawakening of ancient sorcery is bringing new creatures to the world of Clovenstone. A network of tunnels is sneaking into the heart of goblin territory. Skarper and his friends try to halt this underground invasion, but the dwarves - ruthless, cunning and covered in mole-droppings - are a dangerous enemy. The hapless heroes of *GOBLINS* must defend their magical castle in a fabulously action-packed sequel from one of the master storytellers of children's fantasy fiction.

Starcross Scholastic UK

Welcome to the dark side of Camelot. Gwynna is just a girl who is forced to run when her village is attacked and burns to the ground. To her horror, she is discovered in the wood. But it is Myrddin the bard who has found her, a traveler and spinner of tales. He agrees to protect Gwynna if she will agree to be bound in service to him. Gwynna is frightened but intrigued-and says yes-for this Myrddin serves the young, rough, and powerful Arthur. In the course of their travels, Myrddin transforms Gwynna into the mysterious Lady of the Lake, a boy warrior, and a spy. It is part of a plot to transform Arthur from the leader of (con't)

Goblin Quest Scholastic UK

Get ready for killer cupcakes! Deadly donuts! And an outer space adventure with illustrations on almost every page. Astra's family is moving—to a whole new planet. And what does any kid need on moving day? Snacks! But when Astra asks her spaceship's computer to whip up the ultimate dessert, it makes cakes so amazing that they come to life. Now these cake-monsters are destroying the ship! Can Astra and her robot friend stop them in time? Or are these terrible treats a recipe for disaster? For early chapter book readers who are ready for something longer, the *Not-So-Impossible Tales* are packed with silly humor, action, and larger-than-life fun. "An out-of-this-world choice to read alone or read aloud." —School Library Journal "Will appeal to reluctant and strong chapter-book readers alike." —Booklist "Goofy fun from the first page, and Astra, a perfect mix of ingenious, precocious, and excitable, will grab readers right away." —The Bulletin of the Center for Children's Books

Goblins Scholastic Inc.

When the festive season arrives at Larklight, so does some unsettling news. A sinister-looking cloud is fast approaching the outskirts of the Known Universe. The closest planet, Georgium Sidus, has but two human inhabitants: the missionary Rev Cruet and his daughter Charity: most recent communication: 'Great danger - imperative that-'. And so, aboard a Naval Gunship, Art, Myrtle and family, bravely go where only one man and his daughter have gone before, to determine the nature of the menacing cloud and rescue the Cruets.

Scrivener's Moon Harper Collins

MORTAL ENGINES launched Philip Reeve's brilliantly-imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground. "No 11-to-16-year-old should miss the superbly imagined debut novel from Philip Reeve" - The Times "This big, brave, brilliant book combines a thrilling adventure story with endless moral conundrums" - Guardian

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