

The Runaway's Diary

By James Patterson and Emily Raymond, illustrated by Valeria Wicker

Publisher: Arrow

ISBN 9781529120639 SCIS: 5400391

\$19.99

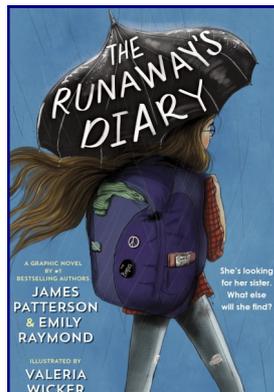
Blurb:

While searching for her sister in an unfamiliar city, a young girl finds more than she bargained for in this exciting new graphic novel.

I'm running away. Not to a place - to a person.

Eleanor is happiest when she's left alone to dream up elaborate stories. Sam is outgoing, fun and popular. Despite their differences, the sisters have always been there for each other - until everything changes.

Now Sam is somewhere in Seattle, and Eleanor runs after her. Nothing is easy in the big, unforgiving city. As Eleanor faces setbacks, she also makes new friends and tells new stories. Eleanor can rewrite her life in so many ways... but can she make a happy ending her reality?



Lamont Review:

This is a terrific graphic novel, telling the story of runaway Eleanor, who is searching for her older sister, Sam, who ran away to Seattle.

Living rough and telling stories on the streets for people to put money down to feed herself, it is not a great life for Eleanor. But with the help of Jesse, another street person, will she ever find Sam, or should Eleanor just go home?

This is very much about the art of storytelling, and there is a twist at the end of the story that is a real highlight.

With themes of homelessness, friendship, persistence and telling stories, this is a great and easy to read book that is suitable for all teenagers.

Reviewed by Rob

Apple Black: Volume 1

By Odunze Oguguo

Publisher: Rockport Publishers / Quarto US

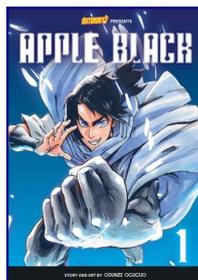
ISBN 9780760376843 SCIS: 5405310

\$19.99

Blurb:

Raised in isolation to be the world's savior known as the Trinity, young sorcerer Sano ventures out to train with other talented magic-users just as evil emerges again to threaten the world. Many years ago, humans acquired fruits called "Black" from a tree that descended from the skies, which turned humans into sorcerers. Although all of Black is now extinct, humans still have sorcery inherited from their ancestors. As generations go by, the effects of Black in the bloodline diminishes and sorcerers use a variety of objects as "wands" to harness their magical power. Blessed by "Merlin," the god of sorcery, with the Arodihs arm, Sano, a young sorcerer, has the ultimate wand. He is raised and trained in isolation and secrecy to be the world's savior known as the Trinity. The savior is believed to be the one who dawns the Infinite Night, an eternal night of chaos.

Sano begins his training amongst a group of other talented new magic-users where many already know his name. Sano gets a fiery start after being admitted to Black Bottom Island's guild for young sorcerers with his newfound freedom. As his fellow gifted allies and sorcerers accompany Sano on his quest, the treachery, betrayal, and evil that have plagued nearly all of Eden emerge again to threaten the world. Can Sano survive the threats on his young life? Saturday AM, the world's most diverse manga-inspired comics, are now presented in a new format!



Lamont Review:

Sano is a young sorcerer who has only ever lived by himself, with just teachers to guide him. He is the Trinity, the savior, the one who will save the world, and when he is sent to Black Bottom Island guild, he finally meets the other young sorcerers.

Sano is soon put to the test, as he struggles to find out why his father died, and if he will be able to fulfil his destiny. Can he also find the true power source behind Apple Black?

A fast-paced and action-packed graphic novel with great illustrations and a wonderful cast of entertaining characters.

Perfect for all fantasy lovers looking to try a new format, as well as lovers of manga, this is suited to all readers from Year 7 and up.

Reviewed by Michelle

Hammer: Volume 1

By JeyOdin

Publisher: Rockport Publishers / Quarto US

ISBN 9780760376836 SCIS: 5405321

\$19.99

Blurb:

In *Hammer, Volume 1*, Stud's father has gone on another expedition, leaving him alone to fend for himself. Luckily, he can turn his bare hands into hammers.

Left on his own again, Stud gets sucked into one of his father's journals down into an ocean kingdom grappling with the murder of its king. Can Stud use his hammer hands to solve the case?

Our hero Stud is a 14-year-old boy whose father regularly abandons him on expeditions that he regularly catalogs in his own journals. Having to fend for himself, Stud isn't like most kids—he can turn his hands into hammers! Unfortunately, the kids in the village don't think it's cool and do not allow him to join their own fun adventures. Considering that his father has always advised him that friends are the most important accomplishment a person can make, what's a boy who can turn part of his body into metal to do? Go on his own adventures, of course!

When Stud stumbles upon one of his father's journals detailing his past adventures with Tara, Stud's mother; our young hero unknowingly makes a wish. Using “wishing coins,” after reading a passage about them, Stud gets sucked into the book, and it is at the location of one of his parents' adventures! While that would be weird enough, he's fallen on top of a hammerhead shark by the name of Steele, who is suspected of killing the Ocean King. Stranded in a water world and unable to breathe without special assistance, Stud's in a bit of trouble. With no way home in sight, he attempts to finally make a friend who can help him and thus chooses to aid the Mermaid Detective trying to solve the murder case. Can Stud solve this problem with his shiny hammer hands? He's going to try!



Lamont Review:

Stud lives on the outskirts of a mining town. He lives with an adventure seeking Dad, who leaves Spud alone for longer and longer periods of time.

He is ostracized by the kids from the town's mining families, and he yearns to fit in. He hopes to receive his powers on his birthday, but it develops shortly after. His powers are hammer fists that he learns to control - the tighter his fists when he calls them, the larger they are.

When Stud goes into his Dad's secret room and opens his book, he is quickly caught up in the pages and transported to a world under the ocean, where he uses his powers to protect Detective Dan and the Underwater Kingdom from hideous monsters.

With wonderful illustrations and an action-packed storyline, this series will appeal to all aficionados of this genre, aged 11 - 15.

Reviewed by Rob