

LIGHTNING GIRL

LIGHTNING GIRL: SUPERHERO SQUAD

LIGHTNING GIRL vs SECRET SUPERVILLAIN

LIGHTNING GIRL: SUPERPOWER SHOWDOWN

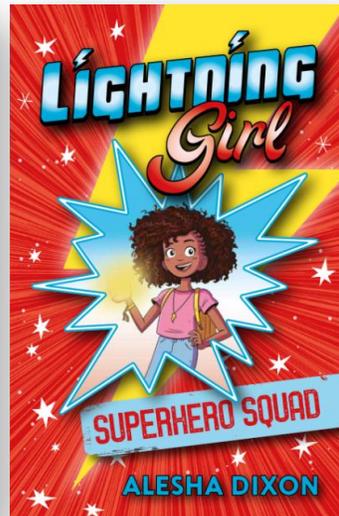
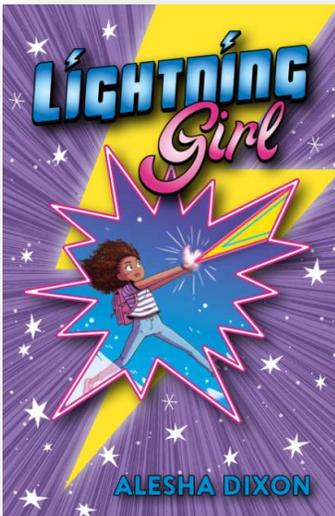
Alesha Dixon with Katy Birchall

Series Fiction | Ages 8+ | Paperback | 5 x 7 ¾ | 320-384 pp | \$6.99

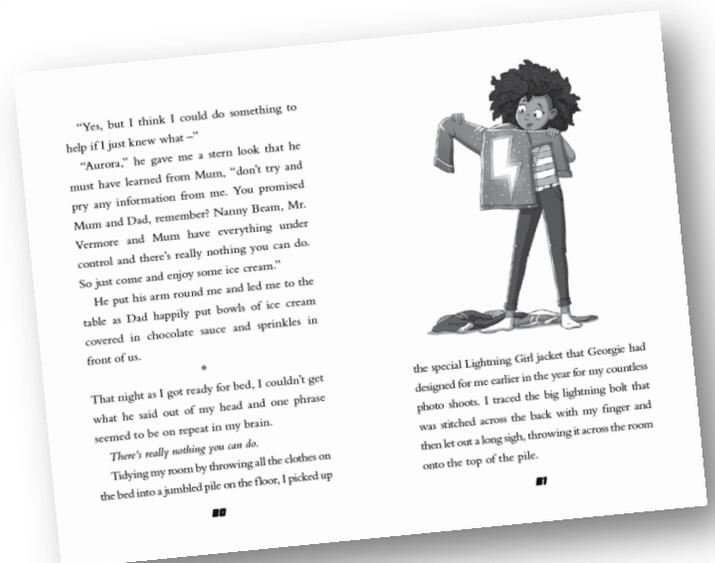
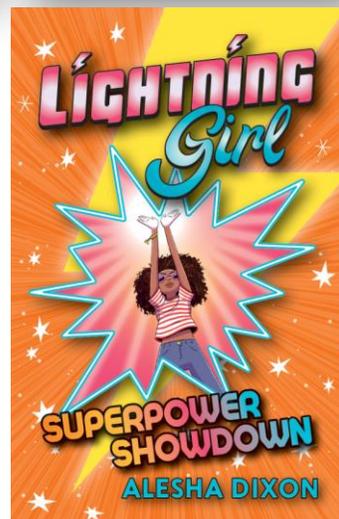
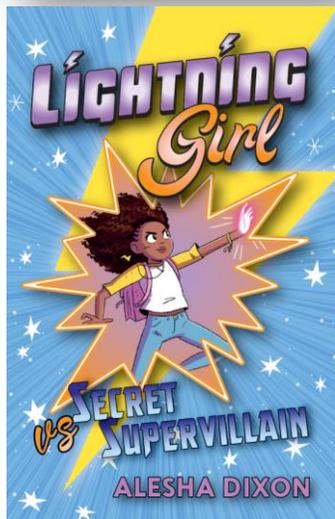
Lightning Girl 978-1-68464-078-2 LOC: 2019946973 | Superhero Squad 978-1-68464-079-9 LOC: 2019946984

Supervillain 978-1-68464-080-5 LOC: 2019946974 | Showdown 978-1-68464-081-2 LOC: 2019946994

It's high time we had a new girl superhero to root for in this middle-grade space - and *Lightning Girl* has all the classic tensions of superhero versus super villain!



- With hilarious illustrations by James Lancett.
- High-voltage adventure; laughs on every page.
- Diverse and inclusive.
- Relatable family and friendship dynamics.



KENSY AND MAX

BREAKING NEWS

UNDERCOVER

Jacqueline Harvey

DISAPPEARING ACT

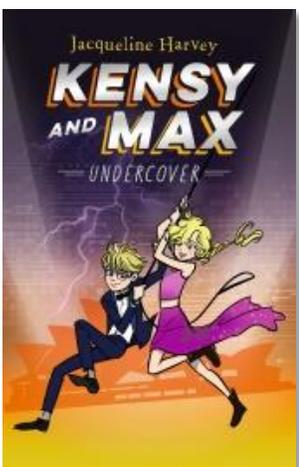
OUT OF SIGHT

Paperback | Ages 8-12 | 5 x 7 ¾ | 336-368 pp | \$6.99

News ISBN: 978-1-61067-992-3 LOC: 2019940408 | Act ISBN: 978-1-61067-993-0 LOC: 2019940411

Under ISBN: 978-1-61067-994-7 LOC: 2019952228 | Sight ISBN: 978-1-61067-995-4 LOC: 2019952397

What would you do if you woke up in a strange place? If your whole life changed in the blink of an eye; if you had no idea what was going on? Twins Kensy and Max Grey are about to find out.



- Richly created world, fantastic dialogue and characters.
- Coded chapter headings to decipher, maps, case file notes.
- Laughter, intrigue, danger, wonder.
- Witty and fast moving, classic spy adventure with a contemporary twist.
- Sports, science, worldwide locations, and more.

Too tired to ask how the fellow knew his name. Max did as he was bid. The hypnotic shuffling of their luggage being carried up the stairs made the boy feel as if he was almost sleepwalking. They followed Fitz down a long, furnished with two queen-sized beds and a fire-crackling fire. He deposited the duffbags neatly by the door and shrugged off his jacket as the tall man set down their bags and drew the curtains. "Sweet dreams, Kensi," Fitz whispered, rucking the girl under the covers.

Without any urging at all, Max climbed into the other bed. He had so many questions, but right now he couldn't muster a single word. The soft sheets and the thrum of driving rain against the windowpanes made it hard to resist the pull of sleep. He closed his eyes as Fitz and the tall man began talking. Max roused at the mention of his parents' names followed by something, rather alarming — something that couldn't possibly be true. He tried hard to fight off the sandman to hear more, but seconds later Max too was fast asleep.

CHAPTER 2

ILZHBA FK

Kensy scraped her hair into a ponytail and sat down at the end of the bed to put on her shoes. Somewhere in the building, a grandfather clock began to chime. She counted the bells in her head and was surprised to discover how late it was. She'd been up for ages and had attempted to wake Max a couple of times already, but it seemed the boy could sleep through an earthquake this morning.

Unlike her brother, who was usually a light sleeper and early riser, Kensy only had two speeds — full tilt and out cold. The second she

Additional Information

KENSY AND MAX

BREAKING NEWS * DISAPPEARING ACT * UNDERCOVER * OUT OF SIGHT

Jacqueline Harvey

Paperback | Ages 8-12 | 5 x 7 ¼ | 336-368 pp | \$6.99

News ISBN: 978-1-61067-992-3 LOC: 2019940408 | Act ISBN: 978-1-61067-993-0 LOC: 2019940411

Under ISBN: 978-1-61067-994-7 LOC: 2019952228 | Sight ISBN: 978-1-61067-995-4 LOC: 2019952397



Equally appealing to both boys and girls.

Strong cast of diverse, multigenerational, well-developed characters.

Reflects strong family relationships.

Emphasis on all kinds of skills: codebreaking, problem-solving, engineering, athletic, and more.

Detailed international settings complete with maps.

- **Springboard for creative STEAM activities in the classroom and at home.**

- **Promotional and display opportunities:**

- National Siblings Day, April 10
- International Spy Day, April 10
- National Twins Day, first weekend in August
- National Mystery Series Week, first full week in October
- Morse Code Day, April 27

- **For the customer who likes:**

- *48 Hours series*
*Gabrielle Lord * 2 titles*
- *The Clockwork Sparrow series*
*Katherine Woodfine * 4 titles*
- *The Impossible Quest series*
*Kate Forsyth * 5 titles*
- *Ateban Cipher series*
*A.L. Tait * 2 titles*



Kane Miller
EDC PUBLISHING

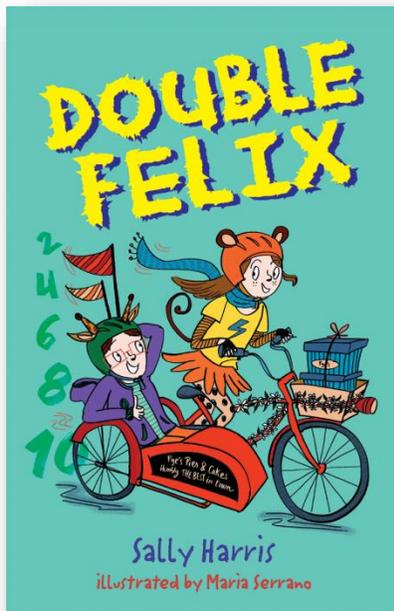
www.kanemiller.com

DOUBLE FELIX

Sally Harris * Maria Serrano

Fiction | ISBN: 978-1-61067-947-3 | Ages 8-12 | Paperback | 5 x 7 ¾ | 208 pp | \$5.99 | LOC: 2018958288

Felix Twain's life is all about numbers: he must tap door handles twice and position objects in pairs. Then Charlie Pye arrives – can she help Felix learn that numbers aren't the only things you can count on?



- Anxiety, OCD, friendship and empathy.
- A school story with a twist.
- Heartwarming, original and hopeful.
- Fascinating, accessible insight.
- Great classroom read.

Slowly, the fog begins to disappear. I can no longer hear the angry voice in my head.

Mrs. Green is looking at me warily, like she is unsure of what I might do next.

The other kids are all looking at me like I'm crazy. Cracked. Completely nuts.

Why doesn't this happen to them too? Why am I the only one that seems to be worried about things being just right? Why is it only me? Why am I the only one who seems to be going mad?

I'm starting to feel better now that the 17 is gone. It is like order has been restored to the universe once more.

I don't think Mrs. Lovejoy is going to see it like that when she hears about it and I decide that I don't want to hang around to find out.

Yanking open the classroom door, I run down the hallway. Instead of heading left toward the office, this time I turn right. The doorway at the end releases me out into the playground. The sky is overcast and gray. The clouds are dark and ominous, like they are up to no good, and feeling drops of rain on my face, I know that staying outdoors isn't an option.

I dart around the end of the next building and pull on the first door handle I come to. It opens easily and I expect to find myself in a deserted hallway near the school cafeteria. Instead, I run in through the doorway and come face-to-face with Hugo carrying a hot meat pie in a paper bag.



"Hello, Felix," says Hugo, surprised. He grasps tight to his paper bag and only just avoids dropping his hot pie on my head.

"Hello, Hugo. Hello, Hugo," I say.

The words are out of my mouth before I can stop them. After our last meeting, I definitely never wanted to see Hugo ever again. It is pretty bad luck running into him of all people in an otherwise empty hallway.

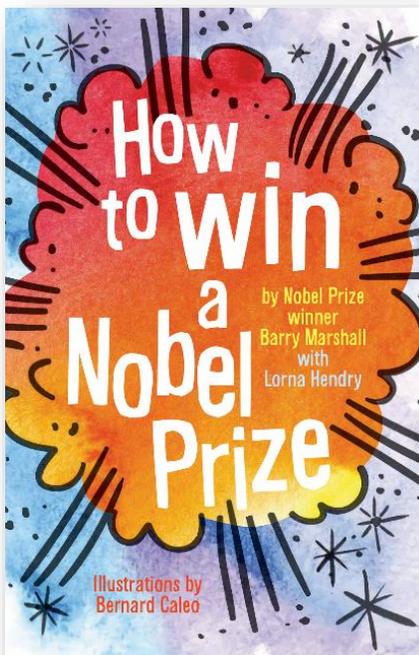
Apparently today is not my lucky day. At that very moment, Mrs. Lovejoy also appears in the hallway. It is like she has a built-in special teacher radar that can sense when there is a student doing something they shouldn't be doing.

HOW TO WIN A NOBEL PRIZE

Barry Marshall with Lorna Hendry * Bernard Caleo

Fiction | ISBN: 978-1-61067-829-2 | Ages 8+ | Paperback | 5 x 7 4/5 | 240 pp | \$6.99 | LOC: 2018942389

This funny, fascinating adventure story, introducing Nobel Prize winning scientists, includes experiments that young scientists can do themselves at home.



- Author Dr. Barry Marshall won the 2005 Nobel Prize for Medicine.
- Learn the secrets behind some of the most important scientific discoveries.
- Simple explanations and demonstrations bring science to life.
- Appealing main character (girl power!) and quirky illustrations.

Barry cleared his throat and the older woman gave him a stern stare. "Yes, Professor Marshall? What is it this time? I am extremely busy. I may already have my two Nobels, but that doesn't mean the work stops."

"My apologies, Madame Curie. But I've brought Mary to meet you, as we agreed. Mary, this is Madame Marie Curie and her daughter—"

"Iréne," said the younger woman, putting out her hand for Mary to shake. "My name is Iréne." She looked closely at Mary. "She is very young, Mama."

"One is never too young to embark on a life of discovery," said Curie. "You should know that, Iréne. You began your scientific education when you were still a child. If it hadn't been for that unfortunate war, you would have had your doctorate years ago. Although you were very useful to me on the front, helping those poor young men with their terrible injuries."

"Congratulations on the doctorate, Iréne," said Barry. "That was nice work you did on polonium."



Iréne blushed. "Thank you. I enjoyed it. And I'm teaching Mama's assistant Frédéric my techniques. In a few years, we will also win a Nobel—"

"Polonium was actually my discovery, Mary," interrupted Marie. "My husband, Pierre, helped—he built a nice piece of equipment that was very useful for measuring electrical activity in the air—but the idea! The idea was mine!"

"You shared the prize with him, Mama," said Iréne.

TRY IT YOURSELF

HOW FAST IS LIGHT?

A microwave heats food using energy waves that travel at the speed of light. In this experiment, you use a bar of chocolate to calculate how fast that is.

WHAT YOU NEED

- 1 plain chocolate bar (a flat one, without bumps or lumps or raised squares)
- Microwave
- Dinner plate
- Ruler with millimeters
- Calculator

WHAT TO DO

1. Find out what frequency your microwave uses. This information will be on a label inside the door, on the back, or in the user manual. The frequency will be written either in megahertz (MHz) or gigahertz (GHz). Hertz is the number of times a wave goes up and down in 1 second.

2. Use the table below to convert your microwave's frequency to hertz.

Frequency (in GHz) _____ x 1,000,000,000

= _____ hertz

Frequency (in MHz) _____ x 1,000,000

= _____ hertz

3. If the microwave has a spinning plate on the bottom, take it out and put a normal dinner plate upside down in the microwave.
4. Put the chocolate bar on the plate and heat it until it starts to melt in two or three places. This will take about 20 seconds.
5. Take the plate out and measure how far apart the melted spots of chocolate are. The distance between the melted spots of chocolate is half a wavelength.



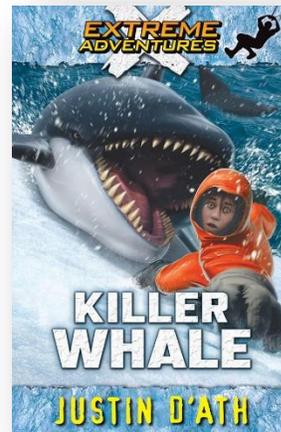
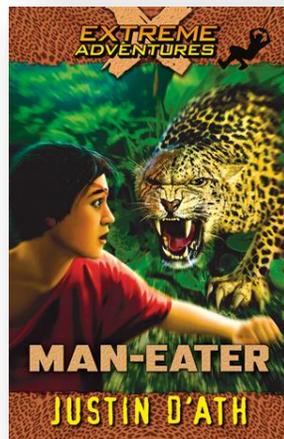
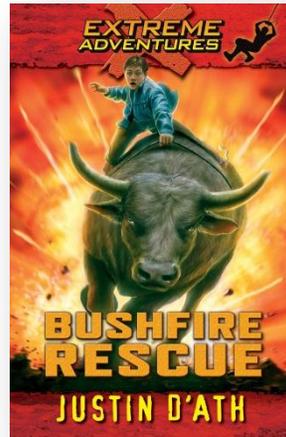
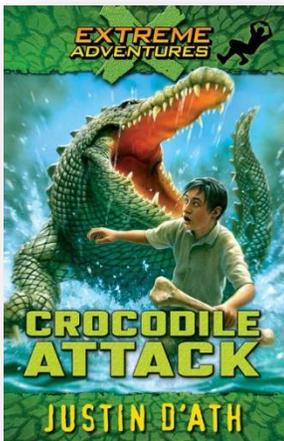
Kane Miller
EDC PUBLISHING

www.kanemiller.com

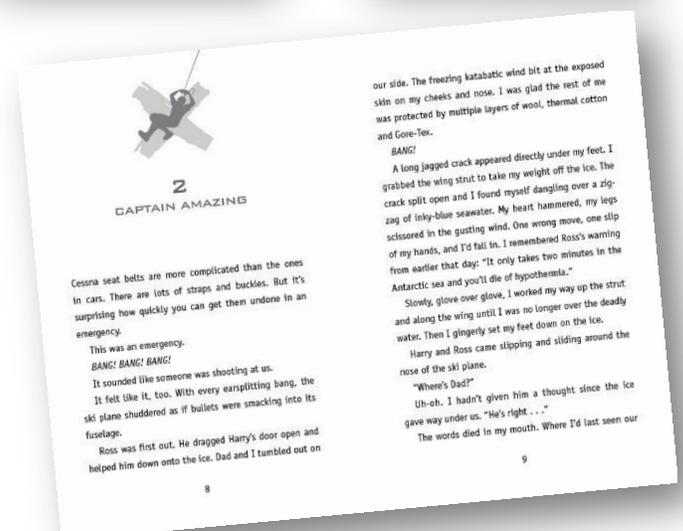
EXTREME ADVENTURES

Justin D'Ath

Series Fiction | Ages 8-12 | Paperback | 5 x 7 ¾ | 128-144 pp | \$4.99



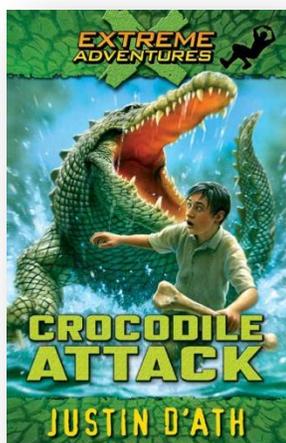
- Courageous young hero.
- Maximum thrills; nonstop action.
- Exotic settings: nature and ecology.
- Edge-of-your-seat adventure.
- Perseverance, ingenuity, self-reliance.



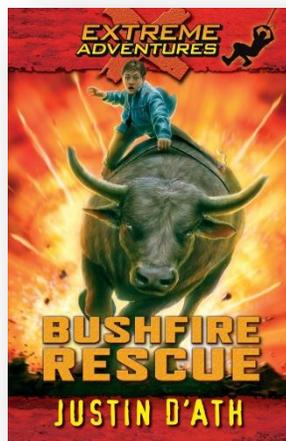
EXTREME ADVENTURES

Justin D'Ath

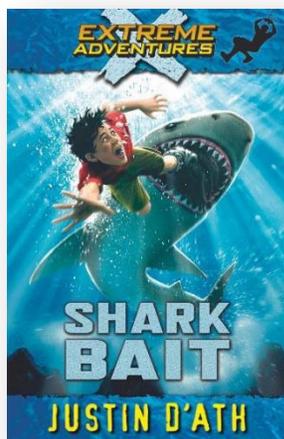
Series Fiction | Ages 8-12 | Paperback | 5 x 7 ¾ | 128-144 pp | \$4.99



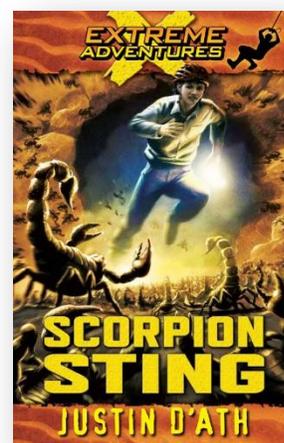
978-1-61067-188-0
LOC: 2009931602



978-1-61067-162-0
LOC: 2009931603



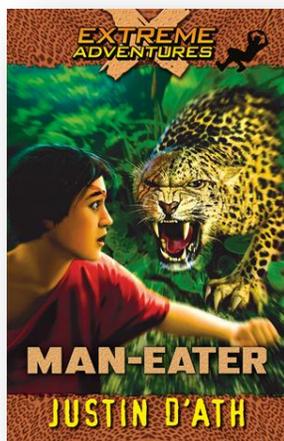
978-1-61067-119-4
LOC: 2009943488



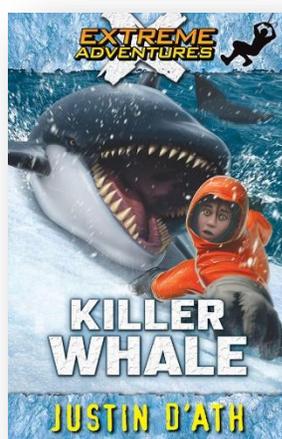
978-1-61067-220-7
LOC: 2009943489



978-1-61067-344-0
LOC: 2010934687



978-1-61067-341-9
LOC: 2010934688



978-1-61067-360-0
LOC: 2014942799



978-1-61067-359-4
LOC: 2014942798

BOY BAND OF THE APOCALYPSE

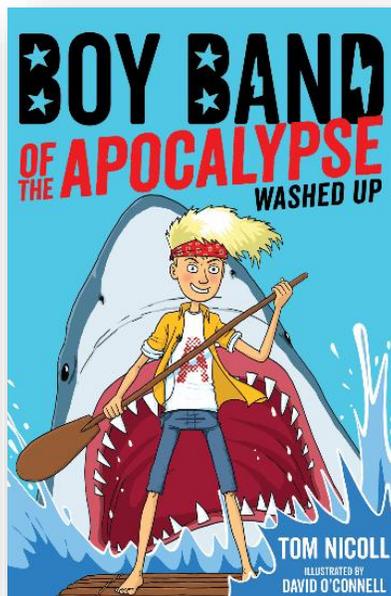
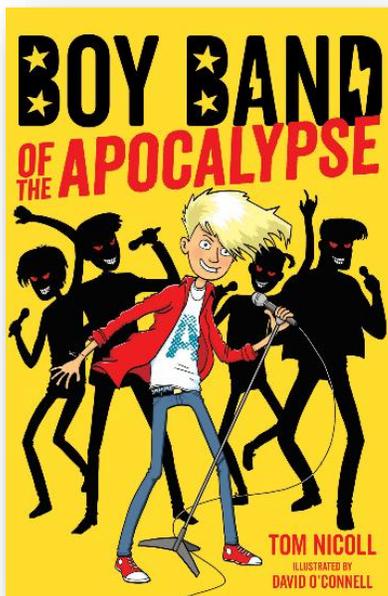
BOY BAND OF THE APOCALYPSE: WASHED UP

Tom Nicoll * David O'Connell

Paperback | Ages 9-12 | 5 x 7 ¾ | 320 pp | \$6.99

Book 1 ISBN: 978-1-61067-830-8 | LOC: 2018942390 Book 2 ISBN: 978-1-61067-831-5 | LOC: 2018942391

The world's Most Evil Boy Band are plotting to destroy the universe. Sam must discover his hidden talents if he wants to save humanity...



- Suspicious boy band, maniacal quadruplets, and a ten-year-old girl with elite combat skills.
- Relatable hero (and heroine!).
- Contemporary settings and old-school evildoers.
- Silly, witty ... and slightly scary!

"What's that dog even doing here?" asked Cruul.

"I don't go anywhere without my baby," said Zizi.

"Well, keep him away from me," said Cruul.

"I'm— **ACHOO!**"

"Sorry?" said Zizi. "You're what?"

"I think he was about to say he's allergic to dogs?"

I said, grinning.

Zizi looked bewildered by the thought. "Surely you can't be allergic to Pierre?" she said. "He's a *nice* dog."

"**ACHOOOO!**" screamed Cruul, blowing a stream of snot into the face of a woman who had just arrived, clutching a tablet and a walkie-talkie.

"Ugh, perfect," she said, wiping it off. "All right, guys, my name's Karen. I'm the production manager. Now if everyone can please follow me, we're due to go live in a few minutes."

With Cruul trailing along at the back, still sniveling, we followed Karen up the beach, cameras filming our every step.

Finally we reached a cave. I stopped suddenly, causing Lexi to bang into me.

"Ow!" she moaned. "Why did you stop?"



THE IMPOSSIBLE QUEST

Escape from Wolfhaven Castle

The Beast of Blackmoor Bog

Wolves of the Witchwood

The Drowned Kingdom

Battle of the Heroes

Kate Forsyth

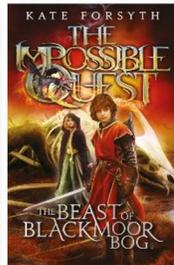
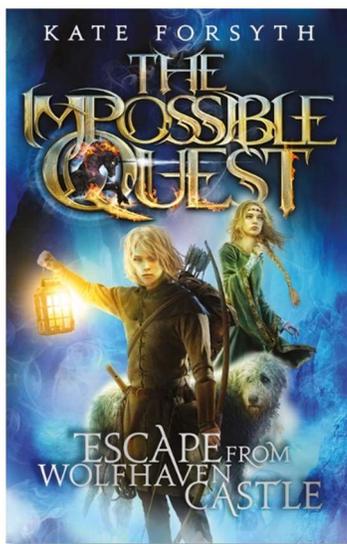
Paperback | Ages 9-13 | Paperback | 5 x 7 ½ | 192 pp | \$5.99

Escape ISBN: 978-1-61067-414-0 LOC: 2015938785 | Wolves ISBN: 978-1-61067-415-7 LOC: 2015938800

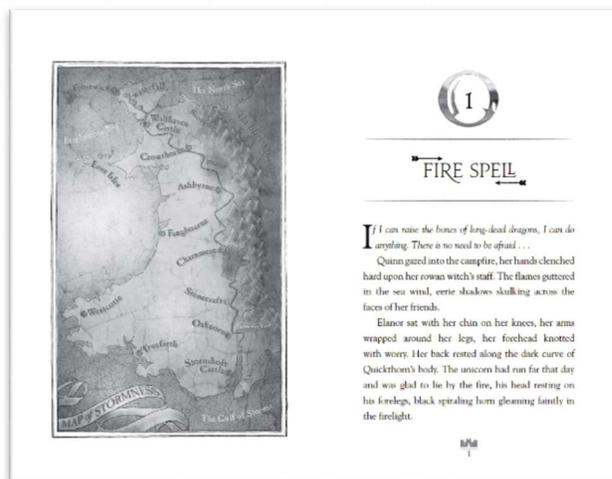
Beast ISBN: 978-1-61067-416-4 LOC: 2015938802 | Drowned ISBN: 978-1-61067-417-1 LOC: 2015945041

Battle ISBN: 978-1-61067-418-8 LOC 2015945352

In the tradition of classic, epic fantasy, comes a new series weaving battles, beasts and bravery, as four young and unlikely heroes are forced on a perilous quest.



- Four unlikely heroes, four mysterious gifts, five thrilling books.
- Issues of class and gender, assumptions and entitlements.
- Beautifully written, compelling adventure for both boys and girls.



The Mapmaker Chronicles

Race to the End of the World Prisoner of the Black Hawk
Breath of the Dragon

A.L. Tait

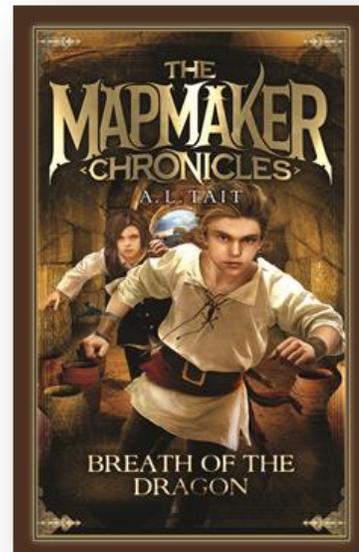
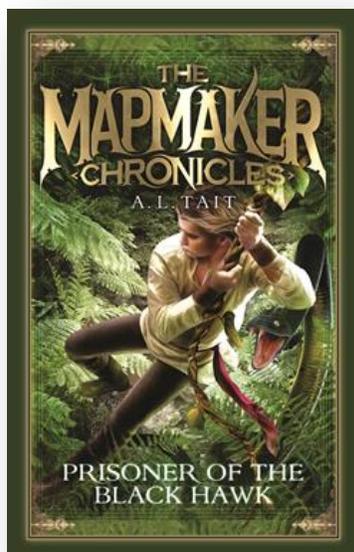
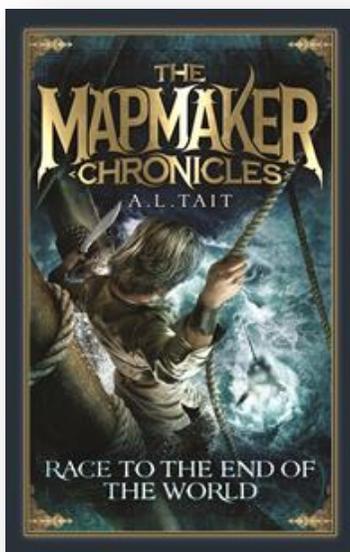
Series Fiction | Ages 9-14 | Paperback | 5 x 7 ¾ | 240 pp | \$5.99

Race to the End of the World | ISBN: 978-1-61067-622-9 | LOC: 2016955642

Prisoner of the Black Hawk | ISBN: 978-1-61067-623-6 | LOC: 2016955643

Breath of the Dragon | ISBN: 978-1-61067-624-3 | LOC: 2016955644

Adventure and danger lie just off the edge of the map in this swashbuckling new trilogy!



- Part fantasy quest, part peril on the high seas.
- Mystery, monsters, murder and mayhem.
- Appeals equally to boys and girls.
- Showcases cartography, maps and exploration.

And anything Gelyn could do, Verдания could do better.

He frowned, considering the men before him. When he'd first announced his desire to secure a map of the world, he'd offered no prize. He wanted to see who might come forward merely for the glory. Only one man had done so, and he was standing on the far left of the line of bowed heads.

John Ddian, an explorer of some repute, looked stiff with tension. King Orel knew that he was keen to get started—had wanted to set out four months ago, in fact. When he'd heard he had to wait for a scribe to be trained, he hadn't been happy. But, as King Orel pointed out, there wasn't much point in setting out to create a map without a mapmaker on board.

On paper, Dolan, who went by one name to most of Verдания, was a clear favorite for the race, and King Orel knew for a fact that the money changers in the back alleys were taking bets on Ddian returning first. King Orel was not so sure. Every time he spoke with Ddian, he became less and less certain of the man's abilities. Yes, he'd performed creditably in the Crusadic Wars and had managed to draft out a scrappy mud map of the progress of the army through neighboring countries, but the songs sung about him were now at least twenty years old. The Great Explorer, it seemed, had been content to explore only his backyard for the past two decades.

26

Given those misgivings, he had decided to open things up by offering a reward. And it was quite a reward. The explorer who returned with the clearest and most beautiful map would win the prize of his choice. Dolan had chosen gold. Gold and glory. Which, given the man's previous occupation as a soldier for hire, was probably to be expected.

The man standing next in line was quite a different proposition. Ollion of Blenheim looked ill at ease in his silk stockings, slippers and embossed velvet tunic. As well he might. Standing between two men dressed in worn leather breeches, simple hemp shirts and scuffed knee-high boots, he looked as out of place as a fish on a jetty. When he'd first presented as a candidate for the race, King Orel had looked at him askance. Why would this perfumed popinjay, particularly one so popular with the ladies, want to put himself through such danger and hardship?

The answer had arrived soon enough. Ollion wanted power. His choice of prize, should he win, was a scar on the King's own counsel. A prize indeed for a minor Lord like himself, and not something he could ever hope to win without the race. Discreet investigations into Ollion's finances showed that he could afford to buy himself the best and most comfortable ship, an experienced crew and every assistance he could wish for to give him the best possible chance in the race.

King Orel had granted him permission to compete.

27



Kane Miller
EDC PUBLISHING

www.kanemiller.com

THE MYSTERY OF THE CLOCKWORK SPARROW

THE MYSTERY OF THE JEWELLED MOTH

THE MYSTERY OF THE PAINTED DRAGON

THE MYSTERY OF THE MIDNIGHT PEACOCK

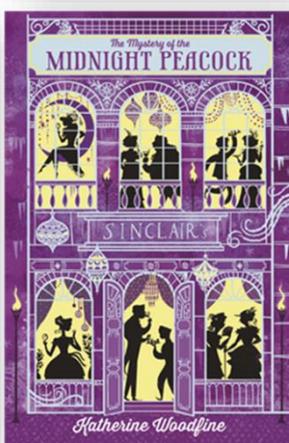
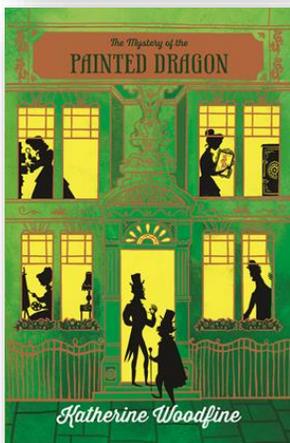
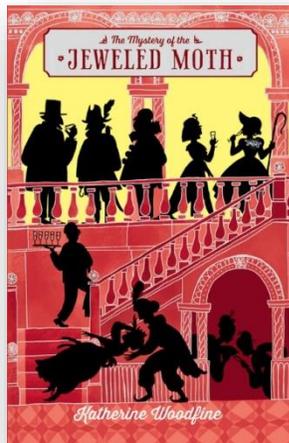
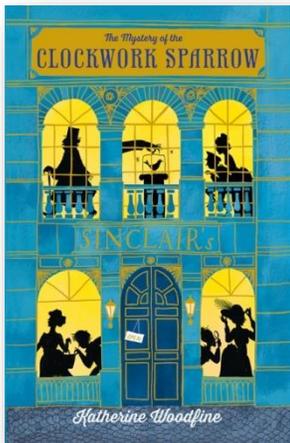
Katherine Woodfine

Series Fiction | Ages 11+ | Paperback | 5 x 7 ¾ | 320 - 352 pp | \$6.99

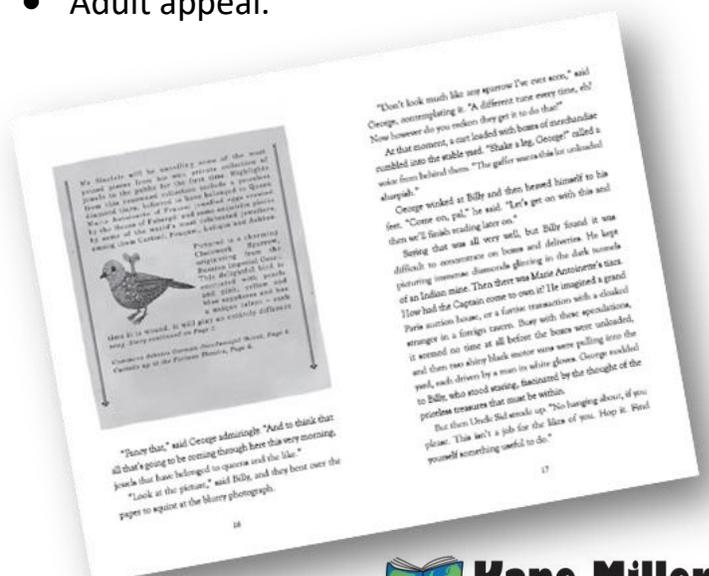
Clockwork Sparrow ISBN: 978-1-61067-437-9 LOC: 2015954239 | Jeweled Moth ISBN: 978-1-61067-438-6 LOC: 2015954169

Painted Dragon ISBN: 978-1-61067-661-8 LOC: 2016959849 | Midnight Peacock ISBN: 978-1-61067-842-1 LOC: 2018932780

Fast friends and bold heroines Miss Sophie and Miss Lilian, employees of Sinclair's Department Store and part-time sleuths, are on the case!



- Sumptuous Edwardian England setting.
- Dramatic, page-turning action and adventure.
- Strong female characters.
- Adult appeal.



THE ATEBAN CIPHER

The Book of Secrets

The Book of Answers

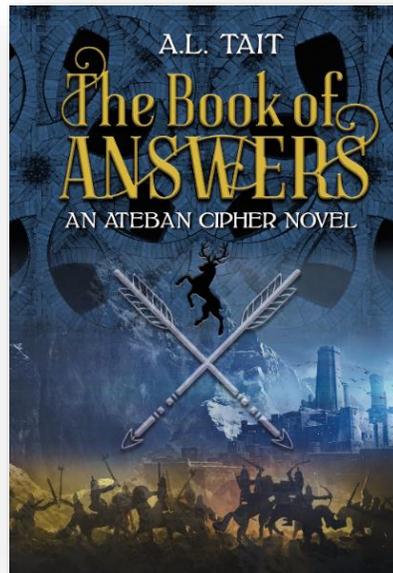
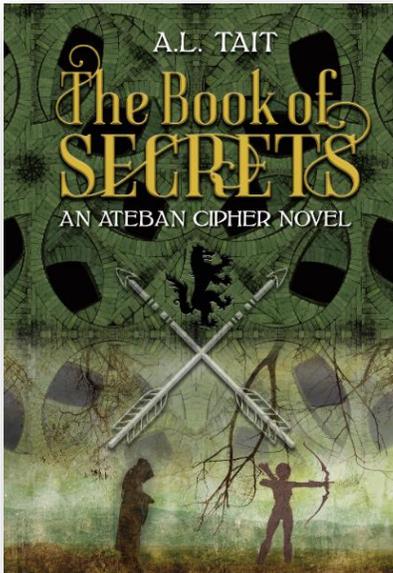
A. L. Tait

Paperback | Ages 9-14 | 5 x 7 ¾ | 256 pp | \$5.99

Book 1 ISBN: 978-1-61067-827-8 | LOC: 2018942387

Book 2 ISBN: 978-1-61067-828-5 | LOC: 2018942388

An orphan in exile. A band of rebel girls. A prince whose throne has been stolen. Come on a journey full of danger, intrigue, adventure and incredible secrets in *The Ateban Cipher* duology.



- Fantasy, adventure, mystery and a quest.
- Appeals to boys and girls.
- By the award-winning author of *The Mapmaker Chronicles*.
- Friendship, books, reading, girl power.

CHAPTER FOUR

"I'm definitely sure it was this one," Gabe said in a loud voice.

"Just like you were definitely sure it was the last three," said Damman, frustration making his voice rise. "Enough! This is a wild goose chase."

"I'll decide when enough is enough," said Ronan, and Gabe didn't miss the menace in his voice.

"I'm sorry," Gabe said, trying to be conciliatory whilst his eyes searched the surrounding woods for any hint of escape. "It was dark when I was last here and all the trees look the same."

"Says the boy who topped the class in plant studies," said Damman with a smirk.

"It's different in real life," Gabe said, echoing Gwyn's words. Frown to think that a thief's taunt could help him now.

"That's as may be," said Ronan, "but this is your last chance. If it's not here, it's into the dungeons with you." He hooked his thumbs into his thick black belt as he spoke, drawing Gabe's attention to the stout, polished truncheon that hung from his right hip. His left was adorned with a silver sword.

Gabe's throat was dry as he led the two men off the path, heading towards a large oak tree with a hollow about halfway up its sturdy trunk. "Up there." He pointed, thinking that perhaps he could simply start climbing and not come back down.

"Up you go then," said Ronan, "and no mucking about – I was the castle's champion tree climber in my day and I will follow you up there if I have to."

Cold with fear, Gabe began climbing, knowing that there was nothing in the hollow, not knowing what Ronan would do to him when he learned of this sad truth. The bark was rough under his hands and his feet slipped inside his sandals, but he persisted, knowing he had no choice. He reached a small branch, putting his hand in the V it created where it met the trunk to test its strength. Deciding it was sturdy enough, he dragged himself up high enough to put one foot in the V, before stopping to catch his breath.

"Oii!" came Ronan's rough shout from below. "No dillydallying."

Staring up into the tree above him, Gabe took a moment to take in the beauty of its spreading canopy

48 HOURS

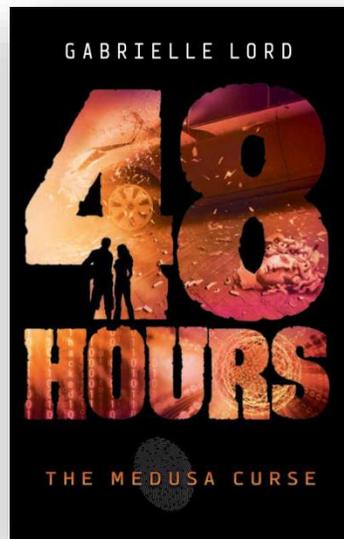
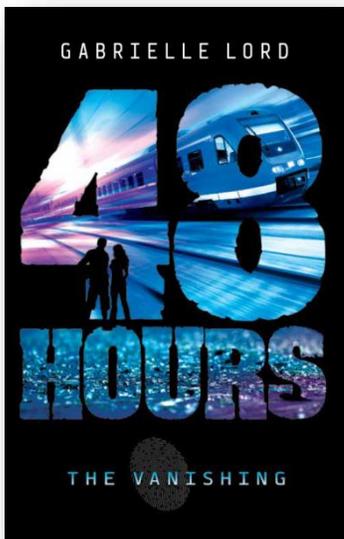
THE VANISHING THE MEDUSA CURSE

Gabrielle Lord

Series Fiction | Ages 12+ | Paperback | 5 x 7 ¾ | 240 pp | \$6.99

Vanishing ISBN: 978-1-61067-865-0 LOC: 2018958283 | Curse ISBN: 978-1-61067-866-7 LOC: 2018958284

One kidnapping. One cold case. Two amateur investigators.
Only 48 hours to solve the crime...



- Author of bestselling *Conspiracy 365* series.
- High school rules; CSI tools.
- 48 hours to collect the evidence, profile the criminal, save a life, stop the crime. The clock is ticking!
- Friendship, science, mystery, suspense.

THE MEDUSA CURSE

Maureen continued, echoing Jazz's thoughts. "It did seem a bit odd. But it probably belonged to one of the exhibition sponsors."

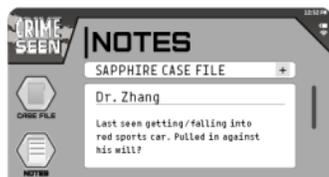
"Did you notice anything else unusual?"

"Now that you mention it, Dr. Zhang did seem to stumble when he got into the car. It was dark, though. I thought he must have tripped." Suddenly she looked anxious. "Oh dear, do you think he might have been attacked? Pulled into the car by force?"

"We don't know," replied Phoenix. "But it's possible. Nobody knows where he is. Not even his family."

Maureen's face had gone white. "I'm such a fool . . . I should have remembered this earlier. Look, I have to go. I need to speak with the police. You two stay safe!"

Jazz and Phoenix made their way to a small grassy area just outside the museum. Jazz opened up CrimeSeen. "Now we have a new Point Last Seen," she said, making notes on what Maureen had told them.



12:52 PM SATURDAY

"What if that car was the one used in the raid? I wish we'd had more time in the Velocity wing before the security guards and police got there," Phoenix said. "I would have collected mud from the tire tracks."

"Then you would have deliberately interfered with the crime scene. I've just finished a book about crime scene protection and we came close enough to interfering last night as it was, walking around like we did." Jazz's avid reading of true crime books and forensic studies sometimes got on Phoenix's nerves.

"Under the circumstances, I think it would have been justified," he argued.

"It was bad enough that you fell over and landed right in the . . ." Jazz stopped, staring at Phoenix excitedly.

"Footprints!" they said together.

"We have a soil sample," hooted Phoenix triumphantly. "There'll be dirt traces on my jeans. Let's head back to my place and take a closer look."

...

Jazz and Phoenix jumped on a bus. It stopped just outside Phoenix's house. As they got off and prepared to cross the road, Jazz noticed a blue van. She looked closer and did a horrified double take.

77