THE FOLLOWING BOOKS ARE LOCATED IN EITHER THE JUVENILE (JUV) OR TEEN (YA) GRAPHIC NOVEL SECTIONS

ALPHABETICAL BY TITLE, UNLESS NOTED*

A Wrinkle in Time (YA) *Larson

Meg Murray and her friends become involved with unearthly strangers while searching for Meg's father, who has disappeared while engaged in secret work for the government.

Ariol (JUV)

Ariol is your everyday tween donkey: he lives in the suburbs with his mom and dad, his best friend is a pig, and he's in love with a beautiful cow in his class.

Beet (JUV)

The Vandel Busters are a roving band of certified monster destroyers. Beet's biggest ambition in life is to join them!

The Best of Archie Comics (YA) *Archie

Celebrate 70 years of Archie Comics fun with this massive full-color collection of over 50 favorite comic book stories!

Bone (YA)

Fone, Phoney, and Smiley are separated and lost in a vast uncharted desert. One by one, they find their way into a deep, forested valley where they come face to face with . . .

Cardboard (JUV) *TenNapel

When cardboard creatures come magically to life, a boy must save his town from disaster.

Chi's Sweet Home (YA)

Chi is a mischievous young kitten, exploring the world, learning about living with humans, and getting in trouble!



Coraline (JUV) *Gaiman

When Coraline steps through a door in her family's new house, she finds another house strangely similar to her own (only better). At first, things seem marvelous . . . but there's another mother and another father there, and they want her to stay and be their little girl - forever.

The Dark Crystal #1: Creation Myths

Spanning a time period from thousands of years ago to right up to the start of the original film, this graphic novel trilogy tells the definitive origin of the Skeksis, Mystics, Gelflings, the world of Thra, and The Dark Crystal itself.

Drama (JUV) *Telgemeier

Callie rides an emotional roller coaster while serving on the stage crew for a middle school production of Moon over Mississippi as various relationships start and end, and others never quite get going.

Gunnerkrigg Court (YA)

Antimony Carver is starting her first year of school at gloomy Gunnerkrigg Court, a very British boarding school that has robots running around along side body-snatching demons, forest gods, and the odd mythical creature.

Hikaru No Go (JUV)

One day, Hikaru finds an old Go board in his grandfather's attic. Trapped inside the board is Fujiwarano-Sai, the ghost of an ancient Go master. In one fateful moment, Sai becomes a part of Hikaru's consciousness and together they make an unstoppable Go-playing team!



Hollow Fields (YA)

Lucy was meant to be enjoying her first day at her new school, however, a macabre twist of fate sees her enrolled instead at Miss Weaver's Academy for the Scientifically Gifted and Ethically Unfettered - dedicated to raising the next generation of mad scientists and evil geniuses!

Howl's Moving Castle (YA)

Eldest of three sisters in a land where it is considered to be a misfortune, Sophie is resigned to her fate as a hat shop apprentice until a witch turns her into an old woman and she finds herself in the castle of the wizard Howl.

Lizard Prince (YA)

Princess Canary has been promised in marriage to Prince Heath - but falls for his brother, Prince Sienna. The only problem is, Sienna's been enchanted and he's a talking lizard!

Lou #1: Secret Diary (JUV)

Lou shares the high and low points of being a a tween: taking a few screamingly awkward steps into dating, acquiring a cat, and discovering that she may be done playing with dolls.

One Fine Day (JUV)

Nanai, Guru, and Rang live with a magician; sometimes they're a fussy dog, a rain-loving cat, and a tiny mouse with a big sweet tooth . . . and sometime they're kids, but they're always curious and naughty and oh-so-kawaii!



Princess Knight (YA)

Princess Sapphire was born with a boy heart and a girl heart and must pretend to be a male prince so she can inherit the throne.

Sailor Moon (YA)

Usagi meets Luna, a talking cat, who tells her that she is Sailor Moon and must fight evils and enforce justice, in the name of the Moon and the mysterious Moon Princess.

Shugo Chara (YA)

Everybody thinks that Amu has it all; nobody knows that she's shy and wishes she had the courage to truly be herself. Changing her life is going to take more than wishes and dreams it's going to take a little magic!

Smile (JUV) *Telgemeier

Raina just wants to be normal. But when she falls and injures her two front teeth, she endures a long and frustrating journey with braces, corrective surgery, and a retainer with fake teeth attached.

Spirited Away (YA)

Chihiro and her family become lost in a forest and end up in an abandoned amusement park. As night falls, Chihiro finds out she's in a world of ghosts, demons, and strange gods.

Three Thieves: Tower of Treasure (JUV)

Three circus performers plan to rob the royal treasury, setting off a series of adventures that will take the three thieves from one end of the world to the other in search of a missing twin.



Tribes: The Dog Years (YA)

Over a hundred years after a viral apocalypse shortened the human lifespan to 21 years, the remnants of humanity survive in small tribes amidst the ruins of the techno-industrial age.

Twin Spica (YA)

Thirteen-year-old Asumi looks up to the stars with hope in her eyes; her future may very well be among them as she's a member of the first class admitted to the Tokyo Space School.

Whistle! (JUV)

Everybody has a dream, and for Sho, that dream is simple: he wants to be the best soccer player he can possibly be. Even though he's the shortest player on his team, he's willing to work day and night to make it happen!

Yotsuba&! (JUV)

Yotsuba is a green-haired and wide-eyed girl who doesn't have a clue ... about anything! With no knowledge of the world around her, and an unnatural fear of air conditioners, Yotsuba has her new neighbors' heads spinning.

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GRAPHIC NOVELS FOR TVEENS

