
GRAPHIC NOVELS

Aaron, Jason **Amazing X-Men : the Quest for Nightcrawler** **GRA AAR**
Ever since Nightcrawler's death, the X-Men have been without their heart and soul. But after learning that their friend may not be gone after all, it's up to Wolverine, Storm, Beast, Iceman, Northstar and Firestar to find and bring back the fuzzy blue elf!

Aaron, Jason **Scalped : Indian Country** **GRA AAR**
Fifteen years ago, Dashiell Bad Horse ran away from a life of abject poverty and utter hopelessness on the Prairie Rose Indian Reservation in hopes of finding something better. Now he's come back home armed with nothing but a set of nun chucks, a hell-bent-for-leather attitude and one dark secret, to find nothing much has changed on The Rez - short of a glimmering new casino, and a once-proud people overcome by drugs and organized crime. Is he here to set things right or just get a piece of the action?

Ahmed, Safdar (ed.) **Refugee Art Project Zine : 1** **GRA REF**
Art work by refugees in the Villawood Detention Centre. Most of the comics in this zine were made by Hazara refugees from Afghanistan, who is one of the largest groups in Australia's detention system.

Ahmed, Safdar (ed.) **Refugee Art Project zine 2 : the cartoons of Mohammad** **GRA REF**
Art work by refugees in the Villawood Detention Centre. Much of this zine is devoted to the Rohingya people of Burma - a persecuted religious and ethnic minority who are considered by the Burmese government to be non-citizens.

Ahmed, Safdar (ed.) **Refugee Art Project Zine 3 : Tribute to Ahmad Ali Jafari** **GRA REF**
Art work by refugees in the Villawood Detention Centre. A tribute to Ahmad Ali Jafari, an Afghan asylum seeker who died in detention.

Ahmed, Safdar (ed.) **Refugee Art Project zine 4 : Murtaza Ali Jafari** **GRA REF**
Art work by refugees in the Villawood Detention Centre. This zine tells the personal story of Murtaza Ali Jafari, a Hazara refugee from Afghanistan.

Ahmed, Safdar (ed.) **Refugee Art Project zine 6 : Women's Art Zine** **GRA REF**
Art work by refugees in the Villawood Detention Centre. The drawings, comics and testimony in this zine are by refugee women at Villawood.

Anzai, Nobuyuki **Flame of Recca (Vols. 6 & 13)** **GRA ANZ**
Famous at school as a ninja geek, Recca always likes a good-natured tussle with his friends, and even with his father.

Backderf, Derf **My Friend Dahmer** **GRA BAC**
In these pages, Derf Backderf tries to make sense of Jeffery Dahmer, the future serial killer with whom he shared classrooms, hallways, libraries and car rides. What emerges is a surprisingly sympathetic portrait of a young man struggling helplessly against the urges, some ghastly, bubbling up from the deep recesses of his psyche.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Baku, Yememakura The Summit of the Gods (Vols. 1-3) GRA BAK

Did the truth about Mallory's ascent of Mt Everest in 1924 - almost three decades before Hillary - die with him on those unforgiving slopes? Or was the secret buried deep within a simple camera? Seventy years later, with Mallory's body still undiscovered on the mountain, a Japanese expedition photographer, Makoto Fucamachi, stumbles across a 1920s Kodak camera in a Kathmandu bazaar which sparks a whole series of questions with few answers.

Barroux Line of Fire : Diary of an Unknown Soldier (August, September 1914) GRA BAR

A graphic adaptation of a 100-year-old diary brings World War I history to life one winter morning, Barroux was walking down a street in Paris when he made an extraordinary find: the real diary of a soldier in World War I.

Bauer, Jan The Salty River GRA BAU

After a difficult separation in his native Germany, Jan Bauer sets off for the Australian desert in search of himself. He intends to walk the length of the 'lhere prnte' the salty river. His 450 kilometre journey takes him into the scorching hot centre of Australia.

Bendis, Brian M. Takio GRA BEN

After being involved in a mysterious explosion, two sisters emerge with superhero powers and have to evade corporate henchmen who are trying to capture them.

Bendis, Brian M. The Trial of Jean-Grey GRA BEN

When an alien race discovers that Jean Grey - once (or perhaps future) host of the destructive Phoenix Force - is back on Earth, they decide to hold her accountable for the genocide committed by Dark Phoenix!

Bendis, Brian M. Uncanny X-Men : the Good, the Bad, the Inhuman GRA BEN

The new Xavier School changes as the effects of the Battle of the Atom are felt - and Kitty Pryde and the All-New X-Men join Cyclops' renegade squad! Meanwhile, Magneto embarks on a personal mission that sets him at odds with most of the X-Men - and the whole Marvel Universe.

Brandon, Ivan Viking : the Long Cold Fire GRA BRA

Finn and Egil are brothers and at war with the world around them. They are trying to stab and steal their way to a seat at the table. But today's the day when the world fights back!

Briggs, Raymond Ethel & Ernest: a True Story GRA BRI

This is the story of Raymond Brigg's parents from their first chance encounter to their deaths. This is the reality of two ordinary lives, of two people who become representative of us all. The book is also social history: we see the dark days of the Second World War, the birth of the Welfare State, the advent of television, and all the changes that were so exhilarating and bewildering for Ethel and Ernest to experience as they brought up their only son.

Briggs, Raymond When the Wind Blows GRA BRI

A story of the grim progression of a nuclear war.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Brubaker, Ed **Coward (Criminal series)** **GRA BRU**

Coward is the story of Leo, a professional pickpocket who is also a legendary heist-planner and thief. But there's a catch with Leo, he won't work any job that he doesn't call all the shots on, he won't allow guns, and the minute things turn south, he's looking for any exit that won't land him in prison. But when he's lured into a risky heist, all his rules go out the window, and he ends up on the run from the cops and the bad men who double-crossed him.

Brubaker, Ed **Death Chases Me (Fatale series)** **GRA BRU**

Secrets, lies, horror, lust, and monsters from the time before time all collide in Fatale. In present day, a man meets a woman who he becomes instantly obsessed with, and in the 1950s, this same woman destroys the lives of all those who cross her path, on a quest for...what?

Bunn, Cullen **Magneto** **GRA BUN**

Once the most feared mutant mastermind on the planet, Magneto is no longer the man he was. After allying with Cyclops and the X-Men, he became a pawn. Now, determined to fight for mutant-kind's survival on his own terms, Magneto sets out to regain what he's lost.

Burns, Charles **Black hole** **GRA BUR**

Suburban Seattle, the mid-1970s. A strange plague has descended upon the area's teenagers, transmitted by sexual contact. The disease is manifested in any number of ways - from the hideously grotesque to the subtle (and concealable) -- but once you've got it, that's it.

Canales, Juan Diaz **Blacksad** **GRA CAN**

Private investigator John Blacksad is up to his feline ears in mystery, digging into the backstories behind murders, child abductions, and nuclear secrets.

Canales, Juan Diaz **Blacksad : a Silent Hell** **GRA CAN**

Private investigator John Blacksad returns, with a new case that takes him to a 1950s New Orleans filled with hot jazz and cold-blooded murder! Hired to discover the fate of a celebrated pianist, Blacksad finds his most dangerous mystery yet.

Carey, Mike **The Unwritten (series)** **GRA CAR**

Tommy Taylor, whose father wrote novels about him as a wizard, evades a mysterious group obsessed with him and investigates the possibility of a conspiracy underneath the various forms of fiction that have been written throughout history.

Carmody, Isobelle **Evermore : a Post-Apocalyptic Fairy Tale** **GRA CAR**

This is the post-apocalyptic fairy tale of Princess Rose, who dwells in a strange, complex walled Kingdom, the final outpost of a lost civilisation. Ruled by a tyrannical and all powerful despot, the Kingdom of Evermore survives and sometimes thrives in an otherwise devastated world of deserts and ruins inhabited by the plague-ridden descendants of those who chose not to sleep away the poisoned eons that followed the end of the old world.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Choi, Brandon **Deathblow : Sinners and Saints** **GRA CHO**
While on a top-secret mission as part of an elite Cold War black ops team, Navy Seal Michael Cray was betrayed and exposed to a hazardous mutagen. Twenty years later with the exposure finally manifesting itself, the world's deadliest mercenary suddenly became a living weapon with extraordinary powers.

Clowes, Daniel **Ghost World** **GRA CLO**
The story of two high-school friends, Ghost World is an atomisation of adolescence. Rebecca and Enid hang out, share confidences and navigate the impossibly strange minefield of modern life.

Cranna, Andrew **The Great Blood Bank Robbery** **GRA CRA**
Deep under the Earth's crust, near Skull River City, a terrible crime has been committed - the city's supply of blood has been stolen from the blood bank. Rocky (a werewolf-kid) and Vince (a vampire-kid) decide they must investigate to help save their friend Gretel Ghoul, who suffers from a rare blood disorder. But who could be behind the crime?

Croci, Pascal **Auschwitz** **GRA CRO**
In this gripping graphic novel, artist Pascal Croci tells the horrifying story of the World War II concentration camp at Auschwitz-Birkenau. Using the fictional story of a couple, Kazik and Cessia, who lose a daughter at the camp and barely survive themselves, Croci depicts the horror and brutality of the Holocaust in grim, searing, black-and-white illustrations.

Crumb, R. **The Book of Genesis** **GRA CRU**
Envisioning the first book of the Old Testament like no one before him, R. Crumb, the legendary illustrator, retells the story of Genesis.

Dauvillier, Loic **The Attack** **GRA DAU**
The Attack opens with Amin Jaafari, an Israeli surgeon of Palestinian origin, trying to save the casualties of a suicide bombing. A day after the deadly attack, an Israeli police officer informs Jaafari that the suicide bomber was his wife, Sihem. Believing her to be on an overnight trip, he completely refuses to accept the accusation. They were leading an ideal life in Tel Aviv, moving among both Arab and Israeli society with ease, or so Jaafari thought.

Davis, Rob **The Motherless Oven** **GRA DAV**
In Scarper Lee's world, parents don't make children - children make parents. Scarper's father is his pride and joy, a wind-powered brass construction with a billowing sail. His mother is a Bakelite hairdryer. In this world it rains knives, and household appliances have souls. There are also no birthdays - only deathdays.

Delisle, Guy **Jerusalem : Chronicles From the Holy City** **GRA DEL**
Delisle explores the complexities of a city that represents so much to so many. He eloquently examines the impact of the conflict on the lives of people on both sides of the wall while drolly recounting the quotidian: checkpoints, traffic jams, and holidays. When observing the Christian, Jewish, and Muslim populations that call Jerusalem home, Delisle's drawn line is both sensitive and fair, assuming nothing and drawing everything.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Delisle, Guy **Pyongyang : a Journey Through North Korea** **GRA DEL**

When the fortress-like country recently opened the door a crack to foreign investment, cartoonist Guy Delisle found himself in its capital Pyongyang on a work visa for a French film animation company, becoming one of the few Westerners to witness current conditions in the surreal showcase city. Armed with a smuggled radio and a copy of '1984', Delisle could only explore Pyongyang and its countryside while chaperoned by his translator and a guide.

Delise, Guy **Shenzhen: a Travelogue From China** **GRA DEL**

Shenzhen is entertainingly compact with Guy Delisle's observations of life in urban southern China, sealed off from the rest of the country by electric fences and armed guards. With a dry wit and a clean line, Delisle makes the most of his time spent in Asia overseeing outsourced production for a French animation company. He brings to life the quick pace of Shenzhen's crowded streets.

Dillon, Glyn **The Nao of Brown** **GRA DIL**

Nao suffers from violent morbid obsessions and a racing, unruly mind. She works part time in a 'designer' vinyl toy shop, whilst struggling to get her own design and illustration career off the ground. She's looking for love - the perfect love. But in meeting the man of her dreams, she realises that - dreams can be quite weird. Nao meditates in an attempt to quieten her mind and open her heart and it's through this that she comes to realise that things aren't so black and white after all. In fact, they're much more...brown.

Dolan, Hugh **AE2 : the Silent ANZAC** **GRA DOL**

Australia's second Prime Minister, Alfred Deakin, had had a vision for a strong Australian naval force since Federation in 1901. Two submarines were built in England in 1913 for the Royal Australian Navy, called AE1 and AE2. 'A' stood for Australia. 'E' because it was an E-Class sub. This is the story of one of those submarines.

Dolan, Hugh **The Battle for Australia: the Fall of Singapore** **GRA DOL**

Australia was unprepared in 1942. The country had sent its soldiers to fight in North Africa, leaving its shores unprotected. Australia's then Prime Minister, Menzies, was more concerned with the defence of Britain than he was for his own nation. The Royal Australian Navy and the Air Force were likewise committed to defending England's green and pleasant land. There was not one single fighter aircraft to protect Sydney, Melbourne, Adelaide or Darwin from the Japanese threat.

Dolan, Hugh **Gallipoli : the Landing** **GRA DOL**

A non-fiction account of how ANZAC officers used all available intelligence to plan a surprise night assault using stealth. This graphic narrative follows the roles of espionage, spying, and the use of aerial reconnaissance which provided ANZAC officers with the military intelligence to plan an effective assault despite a heavily defended coast.

Dolan, Hugh **Kokoda : That Bloody Track** **GRA DOL**

Helped by the local men of the New Guinea highlands the poorly equipped Militia - boys and young men from Australian cities - faced veterans of the Imperial Japanese Army's under terrible conditions in the highlands of the Owen Stanley Ranges.

Dolan, Hugh **Ned Kelly : the Man Behind the Mask** **GRA DOL**

We all think we know the story of Ned Kelly, Australia's most famous outlaw, but we've never seen him in full colour like this before ...

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Dolan, Hugh Reg Saunders : an Indigenous War Hero GRA DOL

This is the little-known story of Reg Saunders, the first Indigenous Australian to become an officer in the Army. Reg Saunders MBE (1920–1990) not only survived the World War Two battlefields in the Middle East, North Africa, Greece, Crete and New Guinea, but excelled as a military leader. He was recommended for officer training and, in 1944, returned to New Guinea as a platoon commander – the first Aboriginal Australian to serve as a commissioned officer.

Doxiadis, Apostolos Logicomix GRA DOX

About the treacherous pursuit of the foundations of mathematics. Recounts the spiritual odyssey of philosopher Bertrand Russell. In his agonized search for absolute truth, Russell crosses paths with legendary thinkers like Gottlob Frege, David Hilbert, and Kurt Godel, and finds a passionate student in the great Ludwig Wittgenstein. But his most ambitious goal--to establish unshakable logical foundations for mathematics--continues to loom before him.

Dres, Jeremie We Won't See Auschwitz GRA DRE

When his grandmother dies, Jeremie and his elder brother want to learn more about their family's Polish roots. But Jeremie is less interested in finding out about how the Holocaust affected his family, and more interested to understand what it means to be Jewish and Polish today. They decide not to do the Holocaust trail...they won't go to Auschwitz, but instead they go to a Zelechow and Krakow, which hosts Europe's largest festival of Jewish culture. During the course of a week, they discover a country that is still affected by its past.

Eisner, Will A Contract With God GRA EIS

Re-creates the neighbourhood of Will Eisner's youth through a quartet of four interwoven stories. Expressing the joy, exuberance, tragedy, and drama of life on the mythical Dropsie Avenue of the Bronx.

Ennis, Garth War Stories GRA ENN

Tales of the Wehrmacht's retreat through Russia, the Allied advance on the Gothic line, the occupation of Germany and the burning seas surrounding Europe.

Ewing, Al Loki : Agent of Asgard GRA EWI

Kid Loki's all grown up and the God of Mischief is stronger, smarter, sexier and sneakier than ever before. As Asgardia's secret service, he's ready to lie, cheat, steal, bluff and snog his way through the most treacherous missions the All-Mother can throw at him, starting with a heist on Avengers Tower!

Fleming, Anne Marie The Magical Life of Long Tack Sam GRA FLE

Long Tack Sam is a brilliant Chinese acrobat and magician who travelled the world many times over with a troupe of entertainers, playing to sold out shows throughout the early 1900s. He had fame and fortune and the ability to draw huge crowds.

Gaiman, Neil Facts in the Case of the Departure of Miss Finch GRA GAI

Come and hear of the strange and terrible tale of Miss Finch, an exacting woman befallen by mystery and abduction deep under the streets of London. Join a group of friends, with the stern Miss Finch in tow, as they enter musty caverns for a subterranean circus spectacle called "The Theatre of Night's Dreaming." Come inside, get out of the pounding rain, and witness this strange world of vampires, ringmasters, illusions and the Cabinet of Wishes Fulfill'd.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Gaiman, Neil **The Doll's House** **GRA GAI**
The Sandman tries to keep order in his kingdom of sleep against the forces of darkness and nightmares. This collection contains the full seven-part "Doll's House" storyline. Rose Walker finds more than she bargained for in the Doll's House - long lost relatives, a serial killers' convention and ultimately, her true identity.

Gaiman, Neil **Coraline** **GRA GAI**
Coraline is not the kind of girl to be put off by a sign of danger read in some tea-leaves or indeed a message sent to her by some very talented mice! No, she is the kind of girl who faces a challenge with bravery, intelligence and a lot of determination. Which is just as well because she is going to need all those skills, and more, in this spooky tale of a girl caught on the wrong side of a door, with counterfeit parents who have buttons for eyes and who clearly do not intend to set her free.

Gaiman, Neil **Dream Country** **GRA GAI**
The third book of the Sandman collection is a series of four short comic book stories. Interestingly, the main character of the book-the Sandman, King of Dreams-serves only as a minor character in each of these otherwise unrelated stories. The stories mark a distinct move away from the horror genre into a more fantasy-rich, classical mythology-laden environment.

Gaiman, Neil **Signal to Noise** **GRA GAI**
Somewhere in London, a film director is dying of cancer. His life's crowning achievement, his greatest film, would have told the story of a European village as the last hour of 999 A.D. approached - the midnight that the villagers were convinced would bring with it Armageddon. Now that story will never be told. But he's still working it out in his head, making a film that no one will ever see.

Gaiman, Neil **The Comical Tragedy or Tragical Comedy of Mr Punch** **GRA GAI**
A dark tale of a young boy's loss of innocence as a result of a horrific confrontation with his past.

Gaiman, Neil **Preludes & Nocturnes** **GRA GAI**
A wizard attempting to capture Death to bargain for eternal life traps her younger brother Dream instead.

Gerard, Anthony **Tsubasa** **GRA GER**
Sakura is the princess of Clow, and possessor of a mysterious, misunderstood power that promises to change the world. Syaoran is her childhood friend and leader of the archaeological dig that took his father's life. When Sakura ventures to the dig site to declare her love for Syaoran, a puzzling symbol is uncovered which triggers a remarkable quest. Now Syaoran embarks upon a desperate journey through other worlds, all in the name of saving Sakura.

Gipi **Garage Band** **GRA GIP**
When Giuliano's father loans him the family garage, he and three of his friends form a band. Playing their battered second-hand instruments, the four teenagers find something they love to do, and they find in their friendship and music a refuge from difficult and turbulent home lives. But when their only amp blows a fuse, a desperate search for some new equipment lands them in more trouble than they ever saw coming.

Gipi **Notes for a War Story** **GRA GIP**
An urban fable of life in a lawless, war-torn nation.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Hynson, Colin **The Building of the Great Pyramid** **GRA HYN**
Looks at the inspiration behind Egypt's most impressive pyramid, and the vast workforce required to build it.

Hynson, Colin **Elizabeth I & the Spanish Armada** **GRA HYN**
Examines the rivalry between England and Spain that eventually exploded into conflict, and explores how Elizabeth's navy were able to scuttle the mighty Armada.

Hynson, Colin **The Battle of Gettysburg** **GRA HYN**
Takes a completely factual look at this famous and unforgettable battle of the Civil War.

Inoue, Takehiko **Vagabond : Vol. 1** **GRA INO**
Shinmen Takezo is destined to become the legendary sword-saint, Miyamoto Musashi - perhaps the most renowned samurai of all time. For now, Takezo is a cold-hearted killer, who will take on anyone in mortal combat to make a name for himself. This is the journey of a wild young brute who strives to reach enlightenment by way of the sword - fighting on the edge of death.

Isayama, Hajime **Attack on Titan (Vols. 1-3, 12)** **GRA ISA**
In this post-apocalyptic sci-fi story, humanity has been devastated by the bizarre, giant humanoids known as the Titans. Little is known about where they came from or why they are bent on consuming mankind.

Jacobson, Sid **The 9/11 Report: a Graphic Adaptation** **GRA JAC**
On December 5, 2005, the 9/11 Commission issued its final report card on the government's fulfillment of the recommendations issued in July 2004: one A, twelve Bs, nine Cs, twelve Ds, three Fs, and four incompletes. Here is stunning evidence that Sid Jacobson and Ernie Colón, with more than sixty years of experience in the comic-book industry between them, were right: far, far too few Americans have read, grasped, and demanded action on the Commission's investigation into the events of that tragic day and the lessons America must learn.

Jodorowsky, Alejandro **The Incal** **GRA JOD**
With the great darkness attacking the galaxy, John Difool races through the cosmos with his pet concrete bird, Deepo, and the Universe's greatest warrior, the Metabaron, on a quest to face the great evil.

Joyce, William **The Fantastic Flying Books of Mr Morris Lessmore** **GRA JOY**
Morris Lessmore loves words, books and order. One day though, his nicely arranged world is upset, and even the words in his books are scattered.

Keenan, Sheila **Dogs of War** **GRA KEE**
Tells the stories of the canine military heroes of World War I, World War II, and the Vietnam War. This collection of three fictional stories was inspired by historic battles and real military practice. Each story tells the adventures of a soldier and his service dog.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Kibuishi, Kazu **The Stonekeeper (Amulet series)** **GRA KIB**

After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mom through a door in the basement. Emily and Navin, desperate not to lose her, follow her into an underground world inhabited by demons, robots, and talking animals.

Kirkman, Robert **The Walking Dead : Book 1 : a Continuing Story of Survival Horror** **GRA KIR**

An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months, society has crumbled: there is no government, no grocery stores, no mail delivery and no cable TV.

Kishimoto, Masashi **Naruto** **GRA KIS**

While going through the possessions of a deceased guest who owed them money, the mistress of the inn and her son find a treasure map that leads them to a pirate's fortune.

Knaak, Richard A. **Shadows of Ice** **GRA KNA**

On the war-ravaged world of Azeroth, a young blue dragon's quest for a mysterious power has led him and his companions to the remote mountains of Lordaeron. In that frozen, treacherous wasteland, they find themselves caught in a battle of life, death.

Kubo, Tite **Bleach** **GRA KUB**

Ichigo Kurosaki has always been able to see ghosts, but this ability doesn't change his life nearly as much as his close encounter with Rukia Kuchiki, a Soul Reaper and member of the mysterious Soul Society. While fighting a Hollow, an evil spirit that preys on humans who display psychic energy, Rukia attempts to lend Ichigo some of her powers so that he can save his family; but much to her surprise, Ichigo absorbs every last drop of her energy.

Kubo, Tite **Strawberry and the soul Reapers** **GRA KUB**

Ichigo Kurosaki has always been able to see ghosts, but this ability doesn't change his life nearly as much as his close encounter with Rukia Kuchiki, a Soul Reaper and member of the mysterious Soul Society.

Kunwu, Li **A Chinese Life** **GRA KUN**

Li Kunwu's story is a personal one that is inextricably linked to his three decades as a propaganda artist for the Communist Party. We're taken on a journey from the creation of the People's Republic of China in 1949, through the Cultural Revolution, to the present day.

Kuper, Peter **Stop Forgetting to Remember** **GRA KUP**

Kuper's alter ego, Walter Kurtz, reminisces about his path from awkward adolescence to current success as a commercial illustrator and father-to-be. His account incorporates first-person stories, dealing with his efforts to lose his virginity, recreational drug use, and unhealthy relationships.

Kurtzman, Harvey **Corpse on the Imjin! : and Other Stories** **GRA KUR**

An unflinching look at the horror and madness of combat throughout history.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Martin, Waid Rivera Here Comes Daredevil GRA MAR

Daredevil, Spider-Man and the Punisher find themselves caught up in an epic chase across Manhattan for the Omega Drive, a powerful and dangerous information source that could change the course of all of their lives.

Masson, Sophie The Secret Army : Operation Loki GRA MAS

When three teenagers find themselves on a remote island, they discover that they have one thing in common, psychic powers triggered by a recent accident.

Mazzucchelli, David Asterios Polyp GRA MAZ

Meet Asterios Polyp: middle-aged, meagrely successful architect and teacher, aesthete and womanizer, whose life is wholly upended when his New York City apartment goes up in flames. In a daze, he leaves the city and relocates to a small town in the American heartland. But what is this escape really about?

McCarthy, Helen The art of Osamu Tezuka : God of Manga GRA MCC

Osamu Tezuka has often been called the god of manga. Best known for Astro Boy and Kimba the White Lion, Tezuka was instrumental in developing Japanese animation and modern manga comics. The Art of Osamu Tezuka is the first authorized biography celebrating his work and life and featuring over 300 images, many of which have never been seen outside of Japan.

McCloud, Scott Zot! 1987-1991 : The Complete Black and White Collection GRA MCC

Zot is a blond haired, blue eyed teenage hero from an alternate Earth - this alternate reality is a retro-futuristic technological utopia where flying cars, robots and interplanetary travel are common and nearly all of its inhabitants benefit from peace, prosperity and a marked lack of conventional social ills. Jaunting back and forth between the two worlds seems exciting for Zot at first, but there are subtle differences in the essential nature of the two planets that take some getting used to.

McKenna, Brenton Ubbys Underdogs (series) GRA MCK

It is the late 1940s and Broome, a small pearling town in the heart of an ancient land, is still recovering from WWII. Ubbys, a smart, street-wise Aboriginal girl, is the leader of a small rag-tag gang known as the 'Underdogs.' Ubbys Underdogs: Heroes Beginnings (Book 2) is storytelling on a remarkable scale. It continues with established characters that have links to other worlds amidst an intricate backdrop of Aboriginal and Chinese mythology.

McNeil, Carla Speed The Finder Library GRA MCN

Since 1996, Finder has set the bar for science-fiction storytelling, with a lush, intricate world and compelling characters. Now, Dark Horse presents the first four story arcs of Carla Speed McNeil's groundbreaking series in a single volume.

Meltzer, Brad The Tornado's Path GRA MEL

Red Tornado, the android hero, has been wounded and this sets into motion a chain of events that could lead either to the destruction of the JLA or to the birth of a new JLA.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Moore, Alan **V for Vendetta** **GRA MOO**
V for Vendetta is a frightening and powerful story about the loss of freedom in a totalitarian England. The story captures both the suffocating nature of life in an authoritarian police state and the redemptive power of the human spirit which rebels against it.

Moore, Alan **Watchmen** **GRA MOO**
It all begins with the paranoid delusions of a half-insane hero called Rorschach. But is Rorschach really insane or has he in fact uncovered a plot to murder super-heroes and, even worse, millions of innocent civilians? On the run from the law, Rorschach reunites with his former teammates in a desperate attempt to save the world and their lives, but what they uncover will shock them to their very core and change the face of the planet!

Mutard, Bruce **The Sacrifice** **GRA MUT**
In the shadow of World War II, Robert Wells must choose to fight or not to fight.

Mutard, Bruce **The Silence** **GRA MUT**
The Silence is told through the eyes of Choosy McBride, gallery manager and curator, and her artist partner, Dmitri. When Choosy discovers an extraordinary artwork she is determined to track down the unknown artist. Together they follow the trail to an exhibition at an enigmatic gallery in Northern Queensland, but the creator of the mysterious artworks remains elusive.

Myrick, Layland **Missouri Boy** **GRA MYR**
Myrick contributes a heartfelt glimpse of his youth, presenting vignettes that reflect life growing up in a small town. From marvelling at the creation of a perfect paper airplane and swimming nude in a nearby lake with his friends to miffing an opportunity with a pretty girl and seeing death close up, the author shares memories of his boyhood and teen years.

Niffenegger, Audrey **The Three Incestuous Sisters** **GRA NIF**
These rich pages present the tale of three very different sisters: one who is beautiful, one who is smart, and one who is talented. A melodrama of sibling rivalry unfurls as one sister is driven mad with jealousy due to the passionate love affair of another. Escalating to a dizzying climax, the romance of the two lovers ends in sabotage, shame, and despair. Haunting illustrations and lyrical prose depict a timeless tale of love, revenge, and ultimately, transcendence.

O'Connor, George **Journey into Mohawk Country** **GRA OCO**
A young Dutch trader sets out from a tiny outpost on the southern tip of Manhattan Island to explore the Iroquois country, where the powerful Mohawk tribe control the most important trade routes in the region.

Oda, Eiichiro **One Piece : East Blue 1-2-3** **GRA ODA**
Follow the beginning of Luffy's search for the greatest treasure in the world, one guy alone in a rowboat, in search of the legendary One Piece. As a child, Monkey D. Luffy dreamed of becoming the King of the Pirates. But his life changed when he accidentally gained the power to stretch like rubber, at the cost of never being able to swim again! Now Luffy, with the help of a motley collection of pirate wannabes, is setting off in search of the One Piece, said to be the greatest treasure in the world.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

O'Halley, Bryan Lee **Scott Pilgrim's Precious Little Life** **GRA OHA**

Scott Pilgrim's life is totally sweet. He's 23 years old, he's in a rock band, he's between jobs, and he's dating a cute high school girl. Nothing could possibly go wrong, unless a seriously mind-blowing, dangerously fashionable, rollerblading delivery girl named Ramona Flowers starts cruising through his dreams and sailing by him at parties.

Ord, Mandy **Sensitive Creatures** **GRA ORD**

From spammers who take over your email identity, or dealing with a dead rat, to putting out flames in a train station bin, or how to warm your feet in winter, the experiences and reflections of Mandy's one-eyed girl will put you in touch with what really matters.

Otomo, Katsuhiro **Akira (vols. 1-2)** **GRA OTO**

Neo-Tokyo, 2019. The city is well on the way to rebuilding after World War III. The central characters, Kaneda and Tetsuo, two high school drop-outs, are members of a joy-riding motorcycle gang. In the opening scene, Kaneda and Tetsuo stumble upon a secret government project to develop telekinetic humans, apparently for use as weapons. Tetsuo learns of the existence of his 'peer' Akira, the project's most powerful subject, and determines to challenge him.

Pekar, Harvey **The Quitter** **GRA PEK**

The Quitter focuses on the author's childhood and young adult years, from his sense of alienation as a young Jewish boy in an increasingly African-American neighbourhood, to his struggle to find his place in the world. Pekar is his own worst enemy, finding discouragement in anything less than stunning success, berating himself, and quitting when things don't go exactly as he plans.

Petersen, David **Mouse Guard : Fall 1152** **GRA PET**

An epic tale of a band of heroic mice on a quest to save their kingdom.

Pipe, Jim **Anne Frank** **GRA PIP**

Deals with the harrowing plight of the Frank family, from their flight from Nazi Germany, to their eventual capture and deportation to Hitler's concentration camps.

Robinson, James **All-New Invaders : Gods and Soldiers** **GRA ROB**

The Kree Empire intends to conquer the universe using an army of Norse gods! Four heroes united by their past - Captain America, Namor, the original Human Torch and the Winter Soldier - must now wage war against the Kree to save Earth!

Sacco, Joe **Footnotes in Gaza** **GRA SAC**

Rafah, a town at the bottommost tip of the Gaza Strip, has long been a notorious flashpoint in the bitter Middle East conflict. Buried deep in the archives is one bloody incident that left 111 Palestinians shot dead by Israeli soldiers in 1956. Seemingly a footnote to a long history of killing, that day in Rafah, reveals the competing truths that have come to define an intractable war.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Sacco, Joe **Journalism** **GRA SAC**
Sacco chronicles the detention of Saharan refugees who have washed up on the shores of Malta; the Chechen War, the Chechen Women documents the trial without end of widows in the Caucasus; and in Kushinagar he goes deep into the lives of India's untouchables, who are hanging onto the planet by their fingernails. Other pieces take Sacco to the smuggling tunnels of Gaza; the trial of Bosnian warlord Milan Kovacevic; The Hague; the war in Iraq; and the darkest chapter in recent American history, Abu Ghraib.

Sacco, Joe **Palestine** **GRA SAC**
In late 1991 and early 1992, at the time of the first Intifada, Joe Sacco spent two months with the Palestinians in the West Bank and Gaza Strip, travelling and taking notes. Upon returning to the United States he started writing and drawing 'Palestine', which combined the techniques of eyewitness reportage with the medium of comic-book storytelling to explore this complex, emotionally weighty situation.

Sacco, Joe **Safe area Gorazde : the War in Eastern Bosnia 1992-95** **GRA SAC**
Between 1995-1996, Sacco spent four months in Bosnia immersing himself in the human side of life during wartime, researching stories that are rarely found in conventional news coverage. Here he focuses on the Muslim enclave of Gorazde, which was besieged by Bosnian Serbs during the war.

Sajad, Malik **Munnu : a Boy From Kashmir** **GRA SAJ**
Seven-year-old Munnu is growing up in Indian-administered Kashmir. Life revolves around his family: Mama, Papa, sister Shahnaz, brothers Adil and Akhtar and, his favourite, older brother Bilal. It also revolves around Munnu's two favourite things: sugar and drawing. But Munnu's is a childhood experienced against the backdrop of conflict.

Satrapı, Marjane **Persepolis (Vols. 1-2)** **GRA SAT**
Persepolis tells the story of Marjane Satrapı's life in Tehran from the ages of six to fourteen, years that saw the overthrow of the Shah's regime, the triumph of the Islamic Revolution and the devastating effects of war with Iraq. Satrapı bears witness to a childhood uniquely entwined with the history of her country.

Saunders, Nicholas **Alexander the Great** **GRA SAU**
Examines how a boy-king managed to command an army that conquered much of Europe and Asia.

Saunders, Nicholas **Julius Caesar** **GRA SAU**
Dramatises the battles, plots and eventual demise of a man who created the greatest empire the ancient world had ever seen.

Sedgwick, Marcus **Dark Satanic Mills** **GRA SED**
Set in a near-future Britain, Dark Satanic Mills tracks a young girl's journey from the flooded landmarks of London to the vast, scorched and abandoned hills of the north. Framed for a murder she did not commit, the innocent and beautiful Christie has no other choice but to run for her life.

Selznick, Brian **The Invention of Hugo Cabret** **GRA SEL**
Orphan, clock keeper and thief: Hugo lives in the walls of a busy Paris train station, where his survival depends on secrets and anonymity.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

- | | | |
|--|---|----------------|
| Selznick, Brian | The Marvels | GRA SEL |
| <p>Two stand-alone stories - the first in nearly 400 pages of continuous pictures, the second in prose - create a beguiling narrative puzzle. The journey begins on a ship at sea in 1766, with a boy named Billy Marvel. After surviving a shipwreck, he finds work in a London theatre. There, his family flourishes for generations as brilliant actors until 1900, when young Leontes Marvel is banished from the stage.</p> | | |
| Selznick, Brian | Wonderstruck | GRA SEL |
| <p>Ben's story takes place in 1977 and is told in words. Rose's story in 1927 is told entirely in pictures. Ever since his mother died, Ben has felt lost. At home with her father, Rose feels alone. When Ben finds a mysterious clue hidden in his mother's room, and when a tempting opportunity presents itself to Rose, both children risk everything to find what's missing.</p> | | |
| Seth | It's a Good Life, If You Don't Weaken | GRA SET |
| <p>A modern quest tale about longing, anxiety and the lessons of nostalgia.</p> | | |
| Show, Clara | The Headless Tribe : in Search Of More Deities | GRA SHO |
| <p>This is a collection of short stories that tell of unusual and unexplained supernatural happenings and sightings, as well as simple tales of love and friendship.</p> | | |
| Sim, Dave | Cerebus | GRA SIM |
| <p>When we first meet Cerebus, a small, grey, and chronically ill-tempered aardvark, he is making his living as a barbarian.</p> | | |
| Sim, Dave | Church and State | GRA SIM |
| <p>Church and State is volume three of the Cerebus the Aardvark series and picks up where High Society leaves off. A face from Cerebus's past returns with an offer he can't refuse. But the grey one has learned a few lessons from the powers that be and turns the tables on the would-be puppet masters. No longer Prime Minister and no longer caring about anything, Cerebus is nominated to pontiff and decides everyone should give them gold.</p> | | |
| Sis, Peter | The Wall : Growing up Behind the Iron Curtain | GRA SIS |
| <p>In his most personal work to date, award-winning author Peter Sis offers a brilliant graphic memoir, taking readers on an extraordinary journey as he recalls his youth growing up in Czechoslovakia in the 1960s, when his country was on the Communist side of the Iron Curtain.</p> | | |
| Slott, Dan | Silver Surfer : New Dawn | GRA SLO |
| <p>The universe is big. And the Silver Surfer is about to discover the best way to see it is with someone else. Meet Dawn Greenwood, the Earth girl who's challenged the Surfer to go beyond the boundaries of the known universe! Who's the Never Queen? How is the universe's future tied into her very existence? And why is she trying to destroy the Surfer?</p> | | |
| Soo, Ra | King of Hell | GRA SOO |
| <p>In life, Majeh was a gifted swordsman. In death, he acts as a reaper for the King of Hell, collecting souls of the dead and bringing them to the underworld. When a rift opens up between Hell and Earth, evil spirits begin escaping to the mortal realm and Majeh must hunt them down and destroy them before the rift is permanently opened.</p> | | |

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Spiegelman, Art **In the Shadow of No Towers** **GRA SPI**

In his first new book of comics since the ground-breaking "Maus," Art Spiegelman offers a deeply personal, politically charged, graphically and emotionally stunning account of the events and aftermath of September 11, 2001--a no-holds-barred political statement and a revelation of the cultural reach of cartooning.

Spiegelman, Art **Maus: a Survivor's Tale** **GRA SPI**

Maus tells the story of Vladek Spiegelman, a Jewish survivor of Hitler's Europe, and his son, a cartoonist coming to terms with his father's story. Spiegelman portrays the Nazis as cats, the Jews as mice, the Poles as pigs and the Americans as dogs. They are all terrifyingly human.

Starke, Ruth **An ANZAC Tale** **GRA STA**

When Australia pledges its support to Great Britain at the outbreak of World War I, mates Roy Martin and Wally Cardwell are among the first to enlist. But what the friends first thought would be an adventure soon turns to disaster.

Stassen, Jean-Philippe **Deogratias : a tale of Rwanda** **GRA STA**

This is the story of a boy caught up in an unthinkable horror; a harrowing tale of the Tutsi genocide in Rwanda, as seen through the eyes of a boy named Deogratias.

Tan, Shaun **The Arrival** **GRA TAN**

What drives so many to leave everything behind and journey alone to a mysterious country, a place without family or friends, where everything is nameless and the future is unknown? This is the story of the migrants, refugees and displaced persons who have made this journey.

Tardi, Jacques **It Was the War of the Trenches** **GRA TAR**

Tardi is not interested in the national politics, the strategies, or the battles of World War I. He focuses on the day to day life of the soldiers in the trenches, and, with icy, controlled fury and disgust, he brings that existence alive. Yet he also delves deeply into the underlying causes of the war, the madness, and the cynical political exploitation of patriotism.

Tezuka, Osamu **Astro Boy** **GRA TEZ**

Astro Boy is created by the genius roboticist Dr Tenma after his young son Tobio is killed in an accident involving his robotic car.

Tezuka, Osamu **Message to Adolf (Part 1 & 2)** **GRA TEZ**

Japanese journalist Sohei Toge is covering the 1936 Berlin Olympics. During his stay, he is dealt a major blow when his younger brother, an international student in Germany, is murdered right after informing him about an important document. Meanwhile in Japan, a half-German, half-Japanese boy named Adolf Kauffmann and his best friend, a Jewish boy named Adolf Kamil, were accidentally involved in this incident. Their lives and fates are now inevitably interwoven around the biggest secret of the third Adolf - Adolf Hitler.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Tezuka, Osamu **The Book of Human Insects** **GRA TEZ**
Renders the 70s as a brutal and often polarizing bug-eat-bug world, where only those willing to sell their soul to the masses and become something less than human are capable of achieving their wildest dreams. Featuring a cast of jaded journalists, anarchist hit men, right-wing shadow brokers, cutthroat executives, and spent artists, the novel traces the career of an ingénue who is every bit those men's match.

Tezuka, Osamu **Buddha : Kapilavastu** **GRA TEZ**
The prince Siddhartha runs away from home, travels across India, and questions Hindu practices such as ascetic self-mutilation and caste oppression. Rather than recommend resignation and impassivity, Tezuka's Buddha predicates enlightenment upon recognizing the interconnectedness of life, having compassion for suffering, and ordering one's life sensibly.

Thompson, Craig **Blankets** **GRA THO**
Wrapped in the landscape of a blustery Wisconsin winter, Blankets explores the rivalry of two brothers growing up in the isolated country, and the budding romance of two coming-of-age lovers.

Thompson, Craig **Habibi** **GRA THO**
Sprawling across an epic landscape of deserts, harems, and modern industrial clutter, Habibi tells the tale of Dodola and Zam, refugee child slaves bound to each other by chance, by circumstance, and by the love that grows between them. We follow them as their lives unfold together and apart and as they struggle to make a place for themselves in a world.

Tran, G.B. **Vietnamerica : a Family's Journey** **GRA TRA**
A memoir about the author's experiences as the son of Vietnamese immigrants who fled to America during the fall of Saigon. Describes how he learned his tragic ancestral history and the impact of the Vietnam War on his family while visiting their homeland years later.

Urasawa, Naoki **20th Century Boys** **GRA URA**
War is over. The Friend is dead. Mankind no longer faces the threat of extinction. Peace has finally come to Tokyo... Or has it? The mystery still remains. Nobody knows who the Friend was and where he came from. The only clue is hidden deep within the memories, the memories of the hero Kenji. It is time to open Pandora's Box to discover what is left at the bottom.

Vaughan, Brian K. **Pride of Baghdad** **GRA VAU**
In the spring of 2003, a pride of lions escapes from the Baghdad Zoo during an American bombing raid. Lost and confused, hungry but finally free, the four lions roamed the decimated streets of Baghdad in a desperate struggle for their lives. In documenting the plight of the lions, it raises questions about the true meaning of liberation, can it be given, or is it earned only through self-determination and sacrifice? And in the end, is it truly better to die free than to live in captivity?

Vaughan, Brian K. **Saga** **GRA VAU**
When two soldiers from opposite sides of a never-ending galactic war fall in love, they risk everything to bring a fragile new life into a dangerous old universe. Saga is the sweeping tale of one young family fighting to find their place in the worlds.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Vaughan, Brian K. **Y : the Last Man : Unmanned (vols. 1-2)** **GRA VAU**

This is the saga of Yorick Brown, the only human survivor of a planet-wide plague that instantly kills every mammal possessing a Y chromosome. Accompanied by a mysterious government agent, a brilliant young geneticist and his pet monkey, Ampersand, Yorick travels the world in search of his lost love and the answer to why he's the last man on earth.

Vives, Bastien **A Taste of Chlorine** **GRA VIV**

A teenage boy suffering from curvature of the spine begins swimming every week at the local pool, at the repeated request of his chiropractor. In the interior and echoing world of the swimming pool, surrounded by anonymous bodies and in between lengths, he becomes acquainted with a girl who agrees to give him pointers on his poor technique. It is the start of a tentative friendship, one that exists only in the water. As their relationship develops, the boy's need for the girl grows, until the pool becomes for him a place freighted with expectancy and longing. One day, she mouths a message underwater, but what could it mean?

Ware, Chris **Jimmy Corrigan : the Smartest Kid on Earth** **GRA WAR**

This is the story of a lonely and emotionally-impaired everyman (Jimmy Corrigan, the Smartest Kid on Earth), who is provided, at age 36, with the opportunity to meet his father for the first time.

Whedon, Brett **Serenity : Those Left Behind** **GRA WHE**

One small Firefly-class star ship named Serenity takes its ragtag crew of mercenaries, outlaws, and fugitives in search of a job, any job, that'll earn them enough cash to afford that most elusive commodity - peace.

Wilson, G. Willow **Cairo** **GRA WIL**

Set in modern-day Cairo, this magical thriller follows four humans and a genie as they navigate the city's streets and spiritual underworld to find a stolen hookah sought by a vengeful gangster-magician.

Wood, Wallace **The King of the World** **GRA WOO**

The Immi elves live deep in the forest, completely isolated from the rest of the world, until a shadow with eyes falls over their village. A young Immi known as Odkin is tricked into volunteering to investigate and is drawn into the intrigues of Alacazar the wizard to save the world from the blackest villain of all space and time.

Woodring, Jim **Weathercraft** **GRA WOO**

After enduring 32 pages of almost incomprehensible suffering, Manhog embarks upon a transformative journey and attains enlightenment. He wants to go to celestial realms, but instead altruistically returns to the unifactor to undo a wrong he has inadvertently brought about: the transformation of the evil politician Whim into a mind-destroying plant-demon who distorts and enslaves Frank and his friends. The new and metaphysically expanded Manhog sets out for a final battle with Whim.

Worton, Zach **The Klondike** **GRA WOR**

This is the history of how a handful of colourful characters sparked the largest mobilization of gold seekers in history. The key players are: the prospector George Carmack; the racist prospector Robert Henderson; Skookum Jim Mason, a Native American, Soapy Smith, a noted con-artist; Belinda Mulrooney, perhaps the first female involved in the gold rush to become rich; and the Royal Canadian Mounted Police.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Yang, Gene Luen **American Born Chinese** **GRA YAN**
The novel follows three stories: the tale of a monkey that strives to be seen as God-like; a young boy with naturalized Chinese parents acclimating to his new home and school in the predominantly white American suburbs; and a seemingly-white adolescent trying to maintain his social posture.

Yang, Gene Luen **Boxers** **GRA YAN**
China, 1898. Bands of foreign missionaries and soldiers roam the countryside, bullying and robbing Chinese peasants. Little Bao has had enough. Harnessing the powers of ancient Chinese gods, he recruits an army of Boxers – commoners trained in Kung Fu – who fight to free China from “foreign devils”.

Yang, Gene Luen **Saints** **GRA YAN**
China, 1998. An unwanted and unwelcome fourth daughter, Four-Girl isn’t even give a proper name by her family when she’s born. She finally finds friendship – and a name, Vibiana – in the most unlikely of places: Christianity.

GRAPHIC NOVELS - ADAPTATIONS

Amano, Shiro **Kingdom Hearts (series)** **GRA AMA**
The stories follow the events that take place in the video games of the same name, with differences to account for the loss of interactivity that a video game provides. The manga and novel series are divided into three series based on each of the three main video games.

Auster, Paul **City of Glass** **GRA AUS**
Quinn writes mysteries. The Washington Post has described him as a "post-existentialist private eye." An unknown voice on the telephone is now begging for his help, drawing him into a world and a mystery far stranger than anything he ever created in print.

Baum, Frank L. **The Wizard of Oz** **GRA BAU**
After a cyclone transports her to the land of Oz, Dorothy must seek out the great Wizard in order to return to Kansas, accompanied on her journey by the Scarecrow, the Tin Woodman, and the Cowardly Lion.

Camus, Albert **The Stranger** **GRA CAM**
Through the story of an ordinary man unwittingly drawn into a senseless murder on an Algerian beach, Camus explored what he termed "the nakedness of man faced with the absurd."

Cervantes, Miguel **Don Quixote** **GRA CER**
Don Quixote is a middle-aged gentleman from the region of La Mancha in central Spain. Obsessed with the chivalrous ideals touted in the many books he has read, he decides to take up his lance and sword to defend the helpless and destroy the wicked. After a first failed adventure, he sets out on a second one with a somewhat befuddled labourer named Sancho Panza, whom he has persuaded to accompany him.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Chaucer, Geoffrey **The Canterbury Tales** **GRA CHA**
Accompany a band of merry medieval pilgrims as they make their way-on motorcycles, of course-to Canterbury. Meeting at the Tabard Inn, the travellers, including a battle-worn knight, a sweetly pretentious prioress, the bawdy Wife of Bath, and an emaciated scholar-clerk, come up with a plan to pass time on the journey to Thomas a Becket's shrine by telling stories.

Chen, Wei Dong **Three Kingdoms series (vol. 1-3)** **GRA CHE**
At the end of the second century, the lands of ancient China are thrown into turmoil. When the Han Dynasty collapses, a tyrant overthrows the weak emperor, and a group of regional warlords forms an army to restore the nation. But bravery and valour are soon stifled by ambition and cunning, and the coalition dissolves before the battle is even won. Now, a new group of heroes must emerge if China is to survive!

Coelho, Paulo **The Alchemist** **GRA COE**
Andalusian shepherd boy Santiago travels from his homeland in Spain to the Egyptian desert in search of a treasure buried in the Pyramids. Along the way he meets a Gypsy woman, a man who calls himself king, and an alchemist, all of whom point Santiago in the direction of his quest. No one knows what the treasure is, or if Santiago will be able to surmount the obstacles along the way. But what starts out as a journey to find worldly goods turns into a discovery of the treasure found within.

McVeigh, Mark & Velez, Ivan **Dead High Yearbook** **GRA DEA**
Meet the students of Dead High. Watch as they encounter their grisly fates: death by vampire attack; body invasion by muscle-building 'supplements' gone haywire; a car crash that leaves the victim somewhere between life and death; and a twisted love triangle ending in violence.

Dickens, Charles **Tale of Two Cities** **GRA DIC**
After 18 years as a prisoner in the Bastille, Dr Manette is reunited with his daughter in England. There, two very different men - an exiled French aristocrat and a disreputable, but brilliant, English lawyer - become joined through their love for Lucie Manette. From tranquil London, the action moves through the bloodstained streets of Paris and soon all fall under the lethal shadow of La Guillotine.

Doyle, Arthur Conan **The Hound of the Baskervilles** **GRA DOY**
Could the sudden death of Sir Charles Baskerville have been caused by the gigantic ghostly hound that is said to have haunted his family for generations? Arch-rationalist Sherlock Holmes characteristically dismisses the theory as nonsense. And, immersed in another case, he sends Dr Watson to Devon to protect the Baskerville heir and observe the suspects at close hand.

Dysart, Josh **Neil Young's Greendale** **GRA DYS**
Even for politically active teenage girls, Sun Green has always been different. There's been talk that the Green family women had great powers in concert with nature, but Sun herself never really wondered too much about it. Then, in the autumn of 2003, as the nation gallops blindly into war, a Stranger appears in her hometown of Greendale, and everything starts going to hell.

Fitzgerald, F. Scott **The Great Gatsby** **GRA FIT**
A brilliant, innovative, reverently faithful graphic novel adaptation of F. Scott Fitzgerald's jazz-age classic. Nicki Greenberg's throng of fantastical creatures play out the drama, the wry humour and the tragedy of the novel, faithful to Fitzgerald's plot, mood and characterisation.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Gemmell, David **Wolf in Shadow** **GRA GEM**
In a savagely reshaped world ruled by brigands and war makers, a rider seeks a lost city. Jon Shannow, the brigand-slayer, wants only peace, but from the Plague Lands emerges the Lord of the Pit. With his Hellorn army he intends to plunge mankind into a new Satanic era. But they face the deadliest warrior of the new age: Jon Shannow - the Jerusalem Man.

Gaiman, Neil **The Graveyard Book (Vol. 1 and 2)** **GRA GAI**
Nobody Owens, known as Bod, is a normal boy. He would be completely normal if he didn't live in a graveyard, raised by ghosts, with a guardian who belongs to neither the world of the living nor the dead. There are dangers and adventures for Bod in the graveyard. But it's in the land of the living that the real danger lurks, for it's there that the man Jack lives, and he has already killed Bod's family.

Groening, Matt **Futurama-o-rama** **GRA GRO**
Four stories based on the television series devised by Matt Groening, honouring science fiction whilst making fun of the genre's built-in absurdities. The stories included are: Monkey Sea, Monkey Doom! But Deliver Us to Evil, The Owner of Mars Attacks! And Doop the Right Thing.

Higson, Charlie **Silverfin** **GRA HIG**
There's something slithering in the water at Loch Silverfin. Something deadly. Something that must be kept secret. It's James Bond's first day at Eton, and already he's met his first enemy. This is the start of an adventure that will take him from the school playing fields to the remote shores of Loch Silverfin and a terrifying discovery that threatens to unleash a new breed of warfare. Before the name became legend. Before the boy became the man.

Hinds, Gareth **Beowulf** **GRA HIN**
First recorded in 1000 A.D, the epic tale of the warrior-prince Beowulf is here reinvented through Gareth Hinds's illustrations.

Hinds, Gareth **The Odyssey : a Graphic Novel** **GRA HIN**
Fresh from his triumphs in the Trojan War, Odysseus, King of Ithaca, wants nothing more than to return home to his family. Instead, he offends the sea god, Poseidon, who dooms him to years of shipwreck and wandering. Battling man-eating monsters, violent storms, and the supernatural seductions of sirens and sorceresses, Odysseus will need all his strength and cunning, and a little help from Mount Olympus, to make his way home and seize his kingdom from the schemers who seek to wed his queen and usurp his throne.

Horowitz, Anthony **Stormbreaker : the Graphic Novel** **GRA HOR**
When his guardian dies in suspicious circumstances, 14-year-old Alex Rider finds his world turned upside down. Within days he's gone from schoolboy to superspy. Forcibly recruited into MI6, Alex has to take part in some gruelling SAS training exercises. Then armed with his own special set of secret gadgets, he's off on his first mission.

Hosseini, Khaled **The Kite Runner : the Graphic Novel** **GRA HOS**
1970s Afghanistan: Twelve-year-old Amir is desperate to win the local kite-fighting tournament and his loyal friend Hassan promises to help him. But neither of the boys can foresee what will happen to Hassan that afternoon, an event that is to shatter their lives.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Jolley, Dan **Universal Monsters : Cavalcade of Horror** **GRA JOL**
The Mummy, Frankenstein, Dracula, and The Creature from the Black Lagoon come to comics in this collection of adaptations of classic films from Universal Studios.

Jordan, Robert **Eye of the World (series)** **GRA JOR**
Rand al'Thor and his friends Matrim and Perrin are at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world.

Jordan, Robert **New spring : the Graphic Novel** **GRA JOR**
Tells the story of the search for the infant Dragon Reborn and of the adventures of Moiraine Damodred, a young Aes Sedai, and Lan Mandragoran, the uncrowned king of a long-dead nation.

King, Stephen **The Dark Tower (series)** **GRA KIN**
The Barony of Gilead has fallen to the forces of the evil John Farson, as the Gunslingers are massacred at the Battle of Jericho Hill. But one Gunslinger rises from the ashes: Roland Deschain. As the last of the Gunslingers, he sets out in search of the mysterious Dark Tower - the one place where he can set the events of his out-of-synch world right.

Knaak, Richard A. **WarCraft : the Sunwell Trilogy** **GRA KNA**
It began after the bloodthirsty ranks of the demon army known as the Burning Legion were at last vanquished. It began with the destruction of the Fount of Arcane Magic, the legendary and treacherous Well of Eternity. And it began, with the salvaging, the stealing, of some traces of the Well's waters.

Langridge, Roger **Thor : the Mighty Avenger** **GRA LAN**
He's banished, he's mad, and he wants to fight. Roger Langridge and Chris Samnee re-imagine the God of Thunder in Thor the Mighty Avenger, battling robots the size of cities, taming the mightiest sea creatures, and rescuing damsels from the vilest villains.

Lee, Tony **Excalibur : the Legend of King Arthur** **GRA LEE**
In a dramatic and moving tale of trickery and betrayal, forgiveness and hope, the legend of King Arthur, his loves and losses, the fall of Camelot, his Knights of the Round Table, the secrets of his past and mysteries of his future, all come to bear in this visually stunning portrait of a man.

Lee, Tony **Outlaw : the Legend of Robin Hood** **GRA LEE**
The year is 1192. Prince John is getting fat and wealthy on blood money while the king fights in Jerusalem. When Robin of Loxley returns home from the Crusades, he soon discovers that things are not as they should be.

Lucas, George **Star Wars series** **GRA STA**
Adapted from George Lucas' original screenplay, this story unlocks the history and events that laid the foundation for the Rebel Alliance's epic struggle against the Empire as chronicled in the original Star Wars film trilogy.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Luo, Guanzhong **Romance of the Three Kingdoms (series)** **GRA LUO**
This ten-volume series is a pictorial edition of China's historical novel "Romance of the Three Kingdoms". It vividly depicts a series of famous battles and hundreds of historical characters in one of the most turbulent periods in China's long history.

Martin, George R.R. **The Hedge Knight** **GRA MAR**
Set one hundred years before the events in "A Song of Ice and Fire", "The Hedge Knight" chronicles a young squire as he travels the cruel and complex path to knighthood in the Seven Kingdoms.

Martin, George R.R. **A Game of Thrones (series)** **GRA MAR**
Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing.

McKenzie, Roger **Saga of a Star World** **GRA MCK**
Collected here for the first time, these are the original comic stories inspired by the legendary 1980s sci-fi TV series, Battlestar Galactica.

Miyazaki, Hayao **Castle in the Sky (series)** **GRA MIY**
A legend of the days of the first flying machines, where fantastic adventure takes to the air! Pirates greedy for treasure and secret agents hungry for power are both chasing Sheeta, a young girl who wears a mysterious blue stone around her neck. The stone's power makes Sheeta defy gravity and float down into the life of Pazu, a tough young orphan boy inventor. Soon Pazu and Sheeta are caught up together, way up, into the clouds, where somewhere awaits Laputa, a floating city built by a lost race of people.

Miyazaki, Hayao **Howl's Moving Castle (series)** **GRA MIY**
Sophie thinks of herself as plain and boring, especially compared to her vivacious younger sister, Lettie. Sophie expects to spend the rest of her life quietly making hats in the back room of her family's shop, but as her country prepares for war, she is forced to set out on an extraordinary adventure!

Miyazaki, Hayao **Ponyo (series)** **GRA MIY**
Loosely based on Hans Christian Andersen's The Little Mermaid, Ponyo, is about a female fish that runs away from her home in the sea and ends up stranded on the shore. Sosuke, a five-year-old boy who lives on a cliff, rescues her and promises to protect Ponyo forever.

Miyazaki, Hayao **Spirited Away (series)** **GRA MIY**
Ten-year-old Chihiro and her family are on their way to their new home. Dad takes a wrong turn, though, and they become lost in a forest. Eventually they find their way to a strange abandoned amusement park. Chihiro wanders off. As night falls, Chihiro finds out she's in a world of ghosts, demons, and strange gods. A mysterious boy, Haku, tells her that to survive Chihiro must find work. She must go down to the boiler room and seek out an old man named Kamaji.

Moorcock, Michael **Elric : the Making of a Sorcerer** **GRA MOO**
Young Elric must first learn to protect his beloved homeland from raiders. Then, he must learn the perils of making pacts with the magical world in return for protection and power in order to become a prince and ascend to the throne of Melnibone. He'll have to learn to temper his youthful enthusiasm with wisdom if he is going to rule the Bright Empire.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Neilson, Micky **World of WarCraft : Ashbringer** **GRA NEI**
Based on the multiplayer videogame, it tells the saga of the Missing King of Stormwind. Upon learning he is in fact the lost ruler of Stormwind, Lo'Gosh returns to reclaim his throne with his comrades in arms Valeera and Broll. But all is not as it seems in the eastern kingdom, especially if one informed dwarf has anything to say about it.

Patterson, James **Daniel X (series)** **GRA PAT**
With supreme abilities, like being able to shape-shift and move objects with his mind, Daniel is strong enough to take on anything in the world. It's the things from beyond this planet that are the real problem. Daniel possesses a coveted list that belonged to his father, before he was brutally murdered, targeting intergalactic criminals preying on the human race. Now, Daniel vows to take on his father's dangerous mission as the Alien Hunter.

Pratchett, Terry **Guards! Guards!** **GRA PRA**
Some night time prowler is turning the, mostly, honest citizens of Ankh Morpork into something resembling small charcoal biscuits. And that's a real problem for Captain Vimes, who must tramp the mean streets of the naked city looking for a seventy foot long fire breathing dragon which, he believes, can help him with his enquiries.

Sfar, Joann **The Little Prince** **GRA SFA**
A lone pilot stranded in the desert is awoken by a little prince, and they become friends. The prince comes from a tiny nameless planet far away. All that exists on his planet are three volcanoes and a flower. Yet, when the flower became difficult to please, like and understand, the little prince left in search of new friends and places. Only when face to face with the absurdities of the adult world, does he finally realise how special all that he has really is to him.

Shakespeare, William **Hamlet** **GRA SHA**
Denmark is in turmoil. The palace is seething with treachery, suspicion and intrigue. On a mission to avenge his father's murder, Prince Hamlet tries to claw free of the moral decay all around him. But in the ever-deepening nest of plots, of plays within plays, nothing is what it seems. Doubt and betrayal torment the Prince until he is propelled into a spiral of unstoppable violence.

Shakespeare, William **King Lear** **GRA SHA**
An ageing king makes a capricious decision to divide his realm among his three daughters according to the love they express for him.

Shakespeare, William **Macbeth** **GRA SHA**
Promised a golden future as ruler of Scotland by three sinister witches, Macbeth murders the king to ensure his ambitions come true. But he soon learns the meaning of terror – killing once, he must kill again and again, and the dead return to haunt him.

Shakespeare, William **A Midsummer Night's Dream** **GRA SHA**
A young woman flees Athens with her lover, only to be pursued by her would-be husband and by her best friend. Unwittingly, all four find themselves in an enchanted forest where fairies and spirits soon take an interest in human affairs, dispensing magical love potions and casting mischievous spells.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Shakespeare, William Othello **GRA SHA**
A popular soldier and newly married man, Othello seems to be in an enviable position. And yet, when his supposed friend sows doubts in his mind about his wife's fidelity, he is gradually consumed by suspicion.

Shakespeare, William **GRA SHA**
The bitter, deformed brother of the King is secretly plotting to seize the throne of England is prepared to go to any lengths to achieve his goal.

Shakespeare, William Shakespeare's Julius Caesar : The Manga Edition **GRA SHA**
When it seems that Julius Caesar may assume power, a plot to destroy him is hatched by those determined to preserve the threatened republic.

Shakespeare, William The Tempest **GRA SHA**
Prospero and his daughter Miranda have been exiled to a mysterious island where he uses his magical powers to control his enemies.

Shakespeare, William Twelfth Night **GRA SHA**
Separated from her twin brother, Viola disguises herself as a boy to serve the Duke of Illyria. Wooing a countess on his behalf, she is stunned to find herself the object of his beloved's affections.

Smith, Brendan P. The Brick Bible : the New Testament : a New Spin on the Story of Jesus **GRA SMI**
For over a decade, Brendan Powell Smith, has been hard at work using Lego to re-create scenes from the Bible. Now, in one volume, he has brought together over 1,000 brick photographs depicting the narrative story of the New Testament.

Stevenson, Robert L. Treasure Island **GRA STE**
While going through the possessions of a deceased guest who owed them money, the mistress of the inn and her son find a treasure map that leads them to a pirate's fortune.

Tolkien, J.R.R. The Hobbit **GRA TOL**
Bilbo Baggins is a hobbit who enjoys a comfortable, unambitious life. But his contentment is disturbed when the wizard, Gandalf, and a company of dwarves arrive on his doorstep to take him on an adventure.

Toriyama, Akira Dragon Ball (series) **GRA TOR**
The life of a young monkey-tailed boy, Son Goku, is turned upside-down when he meets Bulma, a girl determined to collect the seven "Dragon Balls".

Vance, James Kings in Disguise **GRA VAN**
Set in January 1932, the movie-loving Freddie Bloch is selling his father's empties for the cost of a matinee. When his father disappears and his brother gets arrested, Freddie finds himself homeless and adrift, trying to survive during the Detroit labour riots and amid the furore of violent, anti-communist mobs.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

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| Base, Graeme | The Eleventh Hour : a Curious Mystery | PB BAS |
| When Horace turns 11, he celebrates in style by inviting his friends to a grand party. But little does Horace know that when the time comes for the banquet, a most curious mystery will be revealed and no one is above suspicion... | | |
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| Base, Graeme | Enigma : a Magical Mystery | PB BAS |
| Enter a magical world in this warm, funny and enduring story about the special relationship between a grandson and his grandpa – and their love for magic. | | |
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| Base, Graeme | The Last King of Angkor Wat | PB BAS |
| Tiger, Gibbon, Water Buffalo and Geeko are sitting amongst the ruins of ancient Angkor Wat, wondering which of them would have made the best king. The appearance of a mysterious visitor leads them to discover their true selves in a race to a distant hilltop. | | |
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| Base, Graeme | The Sign of The Seahorse : a Tale of Greed and High Adventure in Two Acts | PB BAS |
| The Seahorse Cafe is the hippest place in undersea Reeftown until the evil Gropmund Groper and his gang move in. | | |
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| Base, Graeme | The Worst Band in the Universe | PB BAS |
| Castigated for defying tradition and playing an original tune on his Splingtanger, thirteen-year-old Sprocc leaves Planet Bipp in search of musical freedom and enters the annual Worst Band in the Universe Competition. | | |
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| Briggs, Raymond | Father Christmas | PB BRI |
| Father Christmas as you have never seen him, a grumpy old man in a red suit doing a job that, fortunately, comes only once a year. | | |
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| Briggs, Raymond | Fungus the Bogeyman | PB BRI |
| Deep under the ground, in the dark tunnels of bogeydom, live the bogeys, a vile collection of slimy, smelly creatures who revel in everything revolting. As Fungus the bogeyman, a particularly foul and fetid specimen goes about his bogey business, the full horrors of bogeydom are revealed. | | |
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| Briggs, Raymond | Jim and the Beanstalk | PB BRI |
| Jim is the smartest of all the smart boys who have ever climbed the Beanstalk. Not only does he avoid becoming fried boy on toast, but he transforms the bald toothless old giant into a Liberace lookalike, gets all the gold he and his mother will ever need, and a thank you letter from the giant as well! | | |
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| Briggs, Raymond | The Puddleman | PB BRI |
| The story centres around an outing by Tom and his grandfather, whom Tom calls 'Collar' because he wants to lead him around on a lead. Tom wants to look at the puddles, but Collar protests there won't be any because it hasn't rained for ages. | | |
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| Browne, Anthony | Anthony Browne's King Kong | PB BRO |
| King Kong is a giant gorilla who lives on a remote island. The mighty beast falls for a beautiful girl, Ann Darrow, and desperate to have her he finds himself lured into captivity. | | |
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GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Crew, Gary	Memorial	PB CRE
When the soldiers return in 1918, a memorial tree is planted. But generations later, what do those who pause in the shadows of the tree's immense branches remember?		
Crew, Gary	Old Ridley	PB CRE
Why is it that Joachim is so fascinated by old Ridley, the inventor who lives next door? Are the mysterious rumours about the old man really true? Can he fly? Has he invented light? Is he mad...? Whatever the truth, the destinies of man and boy are about to be eternally entwined...		
Crew, Gary	Valley of Bones	PB CRE
For Tristan, the city dump was a treasure trove full of history. One day he found a box. It was filled with lenses, a microscope, a monocle, a magnifying glass and a View master. That Tristan saw through the dark orbs as he clicked the viewer was like nothing he had ever seen before. He clicked more slowly, then crept into bed, trembling.		
Crew, Gary	The Viewer	PB CRE
Tristan has always been curious and when he finds an old wooden box in the local town rubbish dump he takes it home to examine it. When he finally opens it Tristan finds a viewer inside it which exerts a strange power over him.		
Crew, Gary	The Watertower	PB CRE
This is a science fiction picture book. It is an eerie story about two boys who go to swim in the disused tower on the hill. The conclusion is open ended as it leaves the reader to decide whether there has been a super- natural occurrence.		
Do, Anh	The Little Refugee	PB DO
Anh Do nearly didn't make it to Australia. His entire family came close to losing their lives as they escaped from war-torn Vietnam in an overcrowded boat. It was a dangerous journey, with murderous pirates and terrifying storms, but they managed to survive.		
French, Jackie	The Beach They Called Gallipoli	PB FRE
With beautiful and painterly illustrations by Bruce Whatley this is a book that explores the beach where the battles took place. In focusing on the actual place of war, the book also examines many other aspects of WW1, from the soldiers and the conditions they fought in, to the civilians at home.		
Gaiman, Neil	The Truth is a Cave in the Black Mountains: a Tale of Travel and Darkness With Pictures of All Kinds	PB GAI
A haunting story of family, the otherworld, and a search for hidden treasure.		
Gleeson, Libby	I am Thomas	PB GLE
As the voices in his life crowd in on him, Thomas looks for another way. Powerful illustrations and a spare text make a parable of Thomas's journey, which reflects the courage we all need to find our passion and be ourselves.		
Greder, Armin	Australia to Z	PB GRE
A disquieting and potent account of Australian nationhood, and how we, as a culture, might appear to those from other cultures.		

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Hoban, Russell **Jim's Lion** **PB HOB**
Jim is in hospital. He's frightened. What if the doctors send him somewhere that he can't find his way back from? Nurse Bami tells Jim that he must go to his good place and there, his finder will come looking for him. Everyone has a finder. And so, deep in Jim's dreams, he finds his: a lion.

Hoffman, Mary **Sun, Moon and Stars** **PB HOF**
A book that explores the ancient and eternal mysteries of the sun, moon and stars. Myths and legends from around the world are beautifully retold and richly illustrated in a unique blend of ideas and images.

Innocenti, Roberto **Rose Blanche** **PB INN**
A small girl in Nazi Germany discovers that frightening things are happening outside the town where she lives. Though Rose Blanche understands little of what it all means, she realises that in her own small way she can help, and does so without questioning.

Innocenti, Roberto **The Last Resort** **PB INN**
On an afternoon like any other, an artist's imagination disappears. His quest to recover it leads him to a remote seaside hotel visited by some remarkable guests.

Jeffers, Oliver **A Child of Books** **PB JEF**
A little girl sails her raft 'across a sea of words' to arrive at the house of a small boy. There she invites him to come away with her on an adventure where they can journey through 'forests of fairy tales', 'across mountains of make-believe' and 'sleep in clouds of song'. Guided by his new friend, the boy unlocks his imagination and a lifetime of magic lies ahead of him.

Jeffers, Oliver **The Incredible Book Eating Boy** **PB JEF**
This is the mouth-wateringly irresistible tale of a boy's insatiable hunger! Henry loves books, but not like you and I. He loves to eat books! This story follows the trials and tribulations of a boy with a voracious appetite for books.

Johnstone, Matthew **I had a black dog** **PB JOH**
Black Dog is shorthand for the disease depression. Artist and writer Matthew Johnstone, a sufferer himself, has written and illustrated this moving and uplifting insight into what it is like to have a Black Dog as a companion.

Koyczan, Shane **To This Day: For the Bullied and Beautiful** **PB KOY**
Featuring the work of thirty artists from around the world, To This Day is a powerful expression of the lasting effects of bullying, and the inner strength that allows people to move beyond it.

Kwaymullina, Ambelin **The Lost Girl** **PB KWA**
A beautiful story of how Mother Nature helps a lost girl find her way back to her family. The girl had lost her way. She had wandered away from the Mothers, the Aunties and the Grandmothers, from the Fathers and the Uncles and the Grandfathers. Who will show her the way home?

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Laza, Aidan **Kuiyku Mabaigal : Waii & Sobai** **PB LAZ**
A man cannot be recognised as a warrior in the Torres Strait Islands until he survives a battle with a native enemy. Waii and Sobai are two brothers, famous as fighters. They share in killing trespassers or attackers. If they come upon a man untaught in fighting, their arrows dig into his chest. He cries for help, but his call is never heard.

Leblanc, Andre **The Red Piano** **PB LEB**
During China's Cultural Revolution, a young girl is taken from her family and sent to a far-off labour camp. Forbidden to play the piano, she nevertheless finds a way of smuggling hand-written music into the camp and sneaking away at night to practice a piano in a secret location. Then, one night, she is caught.

Li, Cunxin **The Peasant Prince** **PB LI**
This is a true story of a poor Chinese peasant boy who, plucked unsuspectingly at the age of ten from millions of others across the land to be trained as a ballet dancer.

Lindgren, Astrid **The Red Bird** **PB LIN**
Anna and Matthew, two poor siblings who have known only hunger, cold, and hard labour since their mother died, follow a bright red bird to a land of happiness.

Lofthouse, Liz **Ziba Came on a Boat** **PB LOF**
About a little girl whose family has lost everything and their brave journey to make a new life.

Mansbach, Adam **Go the Fuck to Sleep** **PB MAN**
A bedtime book for parents who live in the real world, where a few snoozing kitties and cutesy rhymes don't always send a toddler sailing blissfully off to dreamland.

Marsden, John **Home and Away** **PB MAR**
What would happen if a typical Australian family found themselves refugees?

Marsden, John **Prayer for the Twenty-First Century** **PB MAR**
May the road be free for the journey, May it lead where it promised it would. These opening words lead to a compelling text that speaks to both young and old, expressing the deeply held hopes and fears that we all recognise.

Marsden, John **The Rabbits** **PB MAR**
A sophisticated and compelling allegory on colonisation in general, and colonisation in Australia in particular.

Maruki, Toshi **The Hiroshima Story** **PB MAR**
On 6 August, 1945, the first atom bomb was dropped on the Japanese city of Hiroshima. Toshi Maruki, a Japanese artist and writer, went into the burnt-out city to give what help she could to the survivors. Deeply moved by her experience, she painted a series of pictures and wrote this account of what happened to one family in Hiroshima.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

Meeks, Arone R. **Enora and the Black Crane** **PB MEE**
Tells a creation story and the subsequent loss of innocence of a young man named Enora, who killed a beautiful crane. The punishment that Enora received was his own loss of life and rebirth in the form of an ugly black crane.

Metzenthien, David **One Minute's Silence** **PB MET**
On the 100th anniversary of the start of World War I, David Metzenthien asks what is the true meaning of remembering? A powerful and moving picture book for older readers about the 'one minute's silence' we observe on Remembrance Day, and what Gallipoli means to us in this context.

Millard, Glenda & Lesnie, Phil **Once a Shepherd** **PB MIL**
A tale of young Tom Shepherd and his bride, whose idyllic world will not last. Tom must leave his pregnant wife and head off to fight in World War I.

Miller, David **Refugees** **PB MIL**
Two wild ducks become refugees when their swamp is drained. Their journey in search of a new place to live exposes them to danger, rejection and violence before they are given a new home.

Miyazaki, Hayao **Ponyo** **PB MIY**
Loosely based on Hans Christian Andersen's The Little Mermaid, Ponyo, is about a female fish that runs away from her home in the sea and ends up stranded on the shore. Sosuke, a five-year-old boy who lives on a cliff, rescues her and promises to protect Ponyo forever.

Morimoto, Junko **My Hiroshima** **PB MOR**
Junko Morimoto personally experienced the bombing of Hiroshima and this is her story of that day, recollected as a child's memories. Early illustrations reveal happy times, then increasingly a military build-up in Japan. Absent from school the day of the bomb, Morimoto recalls crawling from the ruins of her house to view terrible destruction and human suffering.

Neri, Filippo **Steam park** **PB NER**
A fantastic gothic fable set in an amusement park and told entirely through pictures.

Niffenegger, Audrey **The night bookmobile** **PB NIF**
The Night Bookmobile tells the story of a young woman who one night encounters a mysterious disappearing mobile library that happens to stock every book she has ever read. Seeing her history and her most intimate self in this library, she embarks on a search for the bookmobile. Over time, her search turns into an obsession as she longs to be reunited with her own collection and her memories.

O'Hagan, Jack **Along the Road to Gundagai** **PB OHA**
Andrew McLean's illustrations bring to life the story of the men who went to the Great War, many of them never to return home.

Ottley, Matt **Requiem for a Beast** **PB OTT**
An exploration of the parallels between a young man's battle for psychological freedom and the processes that bind and blind us in society.

GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

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| Tan, Shaun | The Lost Thing | PB TAN |
| <p>About the anonymity of modern life and how people can lose their identity in the twenty-first century hustle-bustle unless someone takes the time to find their true place in the world.</p> | | |
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| Tan, Shaun | The Red Tree | PB TAN |
| <p>When a child awakens with dark leaves drifting into her bedroom, she feels that sometimes the day begins with nothing to look forward to, and things go from bad to worse. The child wanders, oblivious to the glimmer of promise in the shape of a tiny red leaf.</p> | | |
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| Tan, Shaun | The Singing Bones : Inspired by Grimm's' Fairy Tales | PB TAN |
| <p>In this volume, the essence of seventy-five fairy tales by the Brothers Grimm is evoked by Shaun Tan's extraordinary sculptures. Nameless princes, wicked stepsisters, greedy kings, honourable peasants and ruthless witches, tales of love, betrayal, adventure and magical transformation: all inspiration for this gallery of sculptural works.</p> | | |
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| Thompson, Colin | Dust : Save the Children | PB THO |
| <p>She has no name. She is one of more than 10 million children who die from hunger each year. This book opens the curtains on a moment in her life. We are given a glimpse into her reality as she awaits death and finally dies from hunger in her mother's already cold arms.</p> | | |
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| Treize, Percy | The Peopling of Australia | PB TRE |
| <p>An Aboriginal tale of the creation of our Great Southern Land, from dinosaurs to settlement.</p> | | |
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| Van Allsburg, Chris | The Mysteries of Harris Burdick | PB VAN |
| <p>Fourteen black-and-white drawings, each accompanied by a title and a caption, entice readers to make up his or her own story.</p> | | |
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| Weitzman, David | Rama and Sita : a Tale From Ancient Java | PB WEI |
| <p>Just after sundown, in villages all over Java and Bali, the night comes alive with the shimmering metallic sounds of the gamelan, an orchestra of gongs, chimes, flutes, drums and cymbals. Families gather to hear the ancient tale of Rama and Sita, a story of intrigue, adventure, mystery and the ageless struggle of good against evil.</p> | | |
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| Whatley, Bruce | Ruben | PB WHA |
| <p>Rubens dreams were of places that made no sense to him. Places that did not exist. At least not anymore...Ruben is a young boy surviving in a futuristic derelict city. He ventures out every day to find what he needs to survive but it is getting harder and harder. He has to go deeper and deeper into the heart of Block City. Escape is essential.</p> | | |
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| Wheatley, Nadia | My Place | PB WHE |
| <p>This highly original book traces Australian history from 1988 back to 1788. Each double page spread steps back ten years, always at the same site, and reveals life at that time through the perspective of a child living there. A superlative example of historical accuracy presented in an exciting innovative way.</p> | | |
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| Wiesner, David | June 29, 1999 | PB WIE |
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GRAPHIC NOVELS AND PICTURE BOOKS READING LIST

It is 1942 on the Kokoda Track in New Guinea. Jack and Hoshi are soldiers on opposite sides of the war, who meet in battle, discovering that they have much more in common than they had ever realised.

NON-FICTION

Chute, Hillary L. **Outside the Box : Interviews With Contemporary Cartoonists** **741.5973 CHU**
For nearly a decade Hillary L. Chute has been sitting down for extensive interviews with the leading figures in comics, and with *Outside the Box* she offers fans a chance to share her ringside seat. Chute's in-depth discussions with twelve of the most prominent and accomplished artists and writers in comics today reveal a creative community that is richly interconnected yet fiercely independent, its members sharing many interests and approaches while working with wildly different styles and themes.

Mazur, Bob & Danner, Alexander **Comics : a Global History, 1968 To the Present** **741.59 MAZ**
Chronicling the last five decades of comics from around the world.

COMICS

Elder, Josh **Reading With Pictures : Comics That Make Kids Smarter** **COM ENG**
This full-colour volume features more than a dozen short stories (both fiction and nonfiction) that address topics in Social Studies, Math, Language Arts, and Science.

Groening, Matt **Futurama Adventures** **COM ENG**
Five stories based on the television series devised by Matt Groening, honouring science fiction whilst making fun of the genre's built-in absurdities. The stories included are: Who's Dying to be a Gazillionaire?, Xmas Time is Fear, New Year's Rockin' Evil, Planet X-Press Men and Freaky Fry-Day.
