### Graphic Novels

<table>
<thead>
<tr>
<th>Author</th>
<th>Title</th>
<th>Series</th>
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<tbody>
<tr>
<td>Aaron, Jason</td>
<td><strong>Scalped : Indian Country</strong></td>
<td>GRA AAR</td>
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<tr>
<td></td>
<td>Fifteen years ago, Dashiell Bad Horse ran away from</td>
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<td></td>
<td>a life of abject poverty and utter hopelessness on</td>
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<td></td>
<td>the Prairie Rose Indian Reservation in hopes of</td>
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<td></td>
<td>finding something better. Now he's come back home</td>
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<td></td>
<td>armed with nothing but a set of nunchucks, a</td>
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<td></td>
<td>hell-bent-for-leather attitude and one dark secret,</td>
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<td></td>
<td>to find nothing much has changed on The Rez - short</td>
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<td></td>
<td>of a glimmering new casino, and a once-proud people</td>
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<td></td>
<td>overcome by drugs and organized crime. Is he here</td>
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<td></td>
<td>to set things right or just get a piece of the</td>
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<tr>
<td></td>
<td>action?</td>
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<tr>
<td>Aaron, Jason</td>
<td><strong>Amazing X-Men : the Quest for Nightcrawler</strong></td>
<td>GRA AAR</td>
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<tr>
<td></td>
<td>Ever since Nightcrawler's death, the X-Men have</td>
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<td></td>
<td>been without their heart and soul. But after</td>
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<td></td>
<td>learning that their friend may not be gone after</td>
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<tr>
<td></td>
<td>all, it's up to Wolverine, Storm, Beast, Iceman,</td>
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<td></td>
<td>Northstar and Firestar to find and bring back the</td>
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<td></td>
<td>fuzzy blue elf!</td>
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<tr>
<td>Ahmed, Safdar (ed.)</td>
<td><strong>Refugee Art Project Zine 1</strong></td>
<td>GRA REF</td>
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<tr>
<td></td>
<td>Art work by refugees in the Villawood Detention</td>
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<tr>
<td></td>
<td>Centre. Most of the comics in this zine were made</td>
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<tr>
<td></td>
<td>by Hazara refugees from Afghanistan, who are one of</td>
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<td></td>
<td>the largest groups in Australia's detention system.</td>
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<tr>
<td>Ahmed, Safdar (ed.)</td>
<td>**Refugee Art Project Zine 2: The Cartoons of</td>
<td>GRA REF</td>
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<tr>
<td></td>
<td>Mohammad</td>
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<td></td>
<td>Art work by refugees in the Villawood Detention</td>
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<td></td>
<td>Centre. Much of this zine is devoted to the</td>
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<td></td>
<td>Rohingya people of Burma - a persecuted religious</td>
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<td></td>
<td>and ethnic minority who are considered by the</td>
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<td></td>
<td>Burmese government to be non-citizens.</td>
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<td>Ahmed, Safdar (ed.)</td>
<td>**Refugee Art Project Zine 3: Tribute to Ahmad Ali</td>
<td>GRA REF</td>
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<tr>
<td></td>
<td>Jafari</td>
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<td></td>
<td>Art work by refugees in the Villawood Detention</td>
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<td></td>
<td>Centre. A tribute to Ahmad Ali Jafari, an Afghan</td>
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<td>asylum seeker who died in detention.</td>
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<tr>
<td>Ahmed, Safdar (ed.)</td>
<td><strong>Refugee Art Project Zine 4: Murtaza Ali Jafari</strong></td>
<td>GRA REF</td>
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<td></td>
<td>Art work by refugees in the Villawood Detention</td>
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<td></td>
<td>Centre. This zine tells the personal story of</td>
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<td></td>
<td>Murtaza Ali Jafari, a Hazara refugee from</td>
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<td></td>
<td>Afghanistan.</td>
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<tr>
<td>Ahmed, Safdar (ed.)</td>
<td><strong>Refugee Art Project Zine 6: Women’s Art zine</strong></td>
<td>GRA REF</td>
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<tr>
<td></td>
<td>Art work by refugees in the Villawood Detention</td>
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<tr>
<td></td>
<td>Centre. The drawings, comics and testimony in this</td>
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<tr>
<td></td>
<td>zine are by refugee women at Villawood.</td>
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<tr>
<td>Anzai, Nobuyuki</td>
<td><strong>Flame of Recca (vols. 6 &amp; 13)</strong></td>
<td>GRA ANZ</td>
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<tr>
<td></td>
<td>Famous at school as a ninja geek, Recca always</td>
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<td></td>
<td>likes a good-natured tussle with his friends, and</td>
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<td></td>
<td>even with his father.</td>
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<td>Backderf, Derf</td>
<td><strong>My Friend Dahmer</strong></td>
<td>GRA BAC</td>
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<tr>
<td></td>
<td>In these pages, Derf Backderf tries to make sense</td>
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<td>of Jeffery Dahmer, the future serial killer with</td>
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<td></td>
<td>whom he shared classrooms, hallways, libraries and</td>
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<td>car rides. What emerges is a surprisingly</td>
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<td>sympathetic portrait of a young man struggling</td>
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<td></td>
<td>helplessly against the urges, some ghastly,</td>
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<td></td>
<td>bubbling up from the deep recesses of his psyche.</td>
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</table>
Cranky columnist Anne Merkel is only happy when she's complaining: about her editors, about being single in New York City, about running out of Scotch. But when her long-lost sister shows up claiming to be Queen of the Leather Astro-Girls of Saturn, Anne's going to wish she'd never complained about anything.

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.

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. Barroux rescued the diary from the trash and illustrated the soldier's words.

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 'Ihere prnte' the salty river. His 450 kilometre journey takes him into the scorching hot centre of Australia.

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.

For years, Professor Charles Xavier has championed the peaceful relationship between mutants and humans. But with growing racism and paranoia, the President of the United States decides that Xavier, with his mysterious psychic powers and shrouded background, might be the bigger problem.

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.

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!

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**  
*Father Christmas*  
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.

**Briggs, Raymond**  
*Ethel & Ernest: a True Story*  
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*  
A story of the grim progression of a nuclear war.

**Brubaker, Ed**  
*Coward (Criminal vols.1-2)*  
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 vols. 1-2)*  
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*  
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 mutantkind's survival on his own terms, Magneto sets out to regain what he's lost.

**Burns, Charles**  
*Black Hole*  
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*  
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*  
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 in the midst of drugs, voodoo, the rollicking atmosphere of Mardi Gras, and the dark underbelly that it hides.
A.B. ‘Banjo’ Paterson Library

Graphic Novels and Picture Books

Carey, Mike  The Unwritten (vols. 1-2)  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.

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. Changing his ways and taking on the guise of Deathblow, Cray now looks to save his soul by becoming mankind's last hope of survival in an epic battle between good and evil.

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 Illustrated  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.

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.
A.B. ‘Banjo’ Paterson Library

Graphic Novels and Picture Books

De Crecy, Nicolas  
Salvatore : vol. 1 : Transports of Love  
GRA DEC
A dog auto repair mechanic is in such demand, he can afford to move his garage to a distant hard-to-reach peak for peace and privacy. The privacy, as it turns out, is to build a mode of transportation that can get him across earth and seas to his beloved far, far away.

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 drollly 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.

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. But among the statues, portraits and propaganda of leaders Kim Il-Sung and his son Kim Jong-Il - the world's only Communist dynasty - Delisle was able to observe more than was intended of the culture and lives of the few North Koreans he encountered.

Delisle, 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  
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  
**The Battle for Australia: the Fall of Singapore**  
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  
**AE2: The Silent ANZAC**  
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  
**Reg Saunders: An Indigenous War Hero**  
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.

### Dolan, Hugh  
**Ned Kelly: the Man Behind the Mask**  
Edward 'Ned' Kelly was born in 1855 into a poor Irish immigrant family in rural Victoria. He grew up loyal to his family, angry at the injustice he saw in Australian society and desperate to better his situation by any means. Often in trouble with the police, with the so-called Kelly Gang he was involved in horse and cattle stealing, bank robbing, kidnapping and ultimately murder.

### Doxiadis, Apostolos  
**Logicomix**  
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**  
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**  
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.
<table>
<thead>
<tr>
<th>Author</th>
<th>Title</th>
<th>Description</th>
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<tbody>
<tr>
<td>Ennis, Garth</td>
<td>War Stories: vol. 1 &amp; vol. 2</td>
<td>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.</td>
</tr>
<tr>
<td>Ewing, Al</td>
<td>Loki: Agent of Asgard</td>
<td>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!</td>
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<tr>
<td>Fleming, Anne Marie</td>
<td>The Magical Life of Long Tack Sam</td>
<td>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.</td>
</tr>
<tr>
<td>Gaiman, Neil</td>
<td>Facts in the Case of the Departure of Miss Finch</td>
<td>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 &quot;The Theatre of Night's Dreaming.&quot; Come inside, get out of the pounding rain, and witness this strange world of vampires, ringmasters, illusions and the Cabinet of Wishes Fulfill'd.</td>
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<tr>
<td>Gaiman, Neil</td>
<td>The Dolls House</td>
<td>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 &quot;Doll's House&quot; 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.</td>
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<tr>
<td>Gaiman, Neil</td>
<td>Coraline</td>
<td>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.</td>
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<tr>
<td>Gaiman, Neil</td>
<td>Dream Country</td>
<td>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.</td>
</tr>
<tr>
<td>Gaiman, Neil</td>
<td>Signal to Noise</td>
<td>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.</td>
</tr>
</tbody>
</table>
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.

Girard, Pascal  
**Bigfoot**  
GRA GIR

Jimmy is a teenager in a crummy little town. He’s got a lousy best friend, Simon, a porn habit, and an uncle whose miserable existence is the embodiment of life stalled in its tracks. He’s also got a tender soul, a pure-hearted crush, and the makings of a budding artist. A horrible YouTube video of Jimmy dancing in his living room becomes viral, courtesy of Simon, and makes every sweet and hopeful thing about Jimmy seem utterly pathetic.

Gipi  
**Notes for a War Story**  
GRA GIP

An urban fable of life in a lawless, war-torn nation.

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 secondhand 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.

Gold, Cassandra  
The Mostly True Story of Matthew and Trim  
GRA GOL

A mostly true recount of the tragic but inspiring life of Matthew Flinders and his cat Trim. They relate their adventures, as they map and explore Australia, and their eventful return to England.

Graham, Brandon  
**Prophet : 1 Remission**  
GRA GRA

On distant future Earth, changed by time and alien influence, John Prophet awakens from cryosleep. His mission: to climb the towers of Thauili Van and restart the Earth empire. But, news of the Empire's return brings old foes and allies out of the recesses of the vast cosmos.

Graham, Brandon  
**King City**  
GRA GRA

Joe is a catmaster, trained to use his cat as any tool or weapon. His best friend, Pete, falls in love with an alien he's forced to sell into green slavery, while his ex, Anna, watches her Xombie War veteran boyfriend turn into the drug he's addicted to. King City is an underbelly of a town run by spy gangs and dark magic, with mystery down every alleyway.
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<th>Author</th>
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<tr>
<td>Grant, Pat</td>
<td><em>Blue</em></td>
<td>GRA</td>
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<td>Part autobiography and part science fiction, the book follows three spotty teenagers who skip school to go surfing and end up investigating rumours of a dead body on the train line. Provincial values and the emotions aroused by immigration clash as the teenagers encounter strange, blue-skinned foreigners that have arrived in their little beach town.</td>
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<td>Gravett, Paul</td>
<td><em>Graphic Novels : Everything You Need To Know</em></td>
<td>GRA</td>
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<td>An accessible, entertaining, and highly illustrated guide to the diversity of contemporary comics in book form. Featuring striking graphics and explanatory extracts from a wide range of graphic novels, the book examines the specific language of the comics medium; the history and pioneers of the form; recent masterpieces; the impact of Japanese manga and European albums translated into English; how artists have overcome prejudices towards the genre; and the ambitious range of themes and issues artists are addressing, including childhood, war and survival, politics, the future, sexuality, and the supernatural.</td>
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<td>Hague, Michael</td>
<td><em>In the Small</em></td>
<td>HAG</td>
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<td>When a mysterious cataclysmic event, &quot;the blue flash,&quot; causes the population of the earth to shrink in size to six inches tall, suddenly humanity has the tables turned on itself: the very civilization it has created becomes its greatest obstacle to survival.</td>
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<tr>
<td>Hunt, Steven</td>
<td><em>The East Wind : the Cloudchasers : (vols. 1-2)</em></td>
<td>HYN</td>
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<td>In the streets of Bankertown, where children are threatened with the grey and forbidding walls of The Institution, a young girl named Alice rebels by daring to show imagination. Is she the child destined to save Bankertown and bring colour, light and imagination back into the world? Determined not to take any chances, The Banker sends his vermin-infested lieutenant, the terrifying Catcher, through the clouds to hunt down Alice and her companions.</td>
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<td>Hynson, Colin</td>
<td><em>Elizabeth I &amp; the Spanish Armada</em></td>
<td>HYN</td>
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<td>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.</td>
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<td>Hynson, Colin</td>
<td><em>The Building of the Great Pyramid</em></td>
<td>HYN</td>
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<td>Looks at the inspiration behind Egypt's most impressive pyramid, and the vast workforce required to build it.</td>
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<tr>
<td>Hynson, Colin</td>
<td><em>The Battle of Gettysburg</em></td>
<td>HYN</td>
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<td></td>
<td>Takes a completely factual look at this famous, and unforgettable battle of the Civil War.</td>
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<tr>
<td>Inoue, Takehiko</td>
<td><em>Vagabond : vol. 1</em></td>
<td>INO</td>
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<td></td>
<td>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.</td>
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</tr>
</tbody>
</table>
Isayama, Hajime  
*Attack of Titan (Vol 1-3)*  
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 fulfilment 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.

Kibuishi, Kazu  
*Amulet: the Stonekeeper*  
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 (vols. 1-3)*  
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.
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.

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.

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'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.

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

Recounts the life of Lat, a Muslim boy growing up in rural Malaysia in the 1950s; his adventures and mischief-making, fishing trips, religious education, and work on his family's rubber plantation. Meanwhile, the traditional way of life in his village, Kampung is steadily disappearing, with tin mines and factory jobs increasingly overtaking the village's agricultural way of life. When Lat himself leaves for boarding school, he can only hope that his familiar Kampung will still be there when he returns.

300 years ago, the Dark Magician Deshwitat Maybus, a vampire, was sealed in limbo by the Light Magician Kalutika. Resurrected in the present day, Deshwitat has vowed to destroy Kalutika, and now, with the help of a team of spiritual warriors, seeks the means to use Light magic to achieve his ends.

Where does a young boy turn when his whole world suddenly disappears? What turns two brothers from an unstoppable team into a pair of bitterly estranged loners? How does the simple-hearted care of one middle-aged nurse reveal the scars of an entire community, and can anything heal the wounds caused by a century of deception? Award-winning cartoonist Jeff Lemire pays tribute to his roots with Essex County, an award-winning trilogy of graphic novels set in an imaginary version of his hometown, the eccentric farming community of Essex County, Ontario, Canada.
A.B. ‘Banjo’ Paterson Library

Graphic Novels and Picture Books

Lemire, Jeff  The Underwater Welder  GRA LEM
As an underwater welder on an oilrig off the coast of Nova Scotia, Jack Joseph is used to the immense pressures of deep-sea work. Nothing, however, could prepare him for the pressures of impending fatherhood. As Jack dives deeper and deeper, he seems to pull further and further away from his young wife and their unborn son. But then, something happens deep on the ocean floor. Jack has a strange and mind-bending encounter that will change the course of his life forever!

Lemire, Jeff  Sweet Tooth : Out of the Deep Woods  GRA LEM
Tells the story of Gus, a rare new breed of human/animal hybrid, who has been raised in isolation following an inexplicable pandemic that struck a decade earlier. Now, with the death of his father he's left to fend for himself, until he meets a hulking drifter named Jepperd who promises to help him. Jepperd and Gus set out on a post-apocalyptic journey into the devastated American landscape to find 'The Preserve', a refuge for hybrids.

Levis, John & Aydin, Andrew & Powell, Nate  March : Book One  GRA LEW
Congressman John Lewis is an American icon, one of the key figures of the civil rights movement. His commitment to justice and nonviolence has taken him from an Alabama sharecropper's farm to the halls of Congress, from a segregated schoolroom to the 1963 March on Washington, and from receiving beatings from state troopers to receiving the Medal of Freedom from the first African-American president.

Marchetto, Marisa  Cancer Vixen  GRA MAR
What happens when a shoe-crazy, lipstick-obsessed, wine-swilling, pasta-slurping, fashion-fanatic, madly-in-love, single-forever, about-to-get-married big city girl cartoonist with a fabulous life finds a lump in her breast? That's the question that sets this graphic memoir in motion. Marisa Acocella Marchetto tells the story of her eleven-month, ultimately triumphant bout with breast cancer - from diagnosis to cure, and every challenging step in between.

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.

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 E.  Ubby’s Underdogs : the Legend of the Phoenix Dragon  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. Ubby, a smart, street-wise Aboriginal girl, is the leader of a small rag-tag gang known as the 'Underdogs'. Trying to make a name for the Underdogs, she meets Sai Fong, a Chinese girl just off the boat from Shanghai. From the moment Ubby and Sai Fong meet, their worlds collide as they find themselves thrown into a series of bizarre adventures full of myths and legends and everything from ancient mechanical demons to fantastic beasts.

McKenna, Brenton E.  Ubby’s Underdogs : Heroes Beginnings  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. Ubby, a smart, street-wise Aboriginal girl, is the leader of a small rag-tag gang known as the 'Underdogs.' Ubby's 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.

Mignola, Mike  The Amazing Screw-on Head and Other Curious Objects  GRA MIG
When Emperor Zombie threatens the safety of all life on earth, President Lincoln enlists the aid of a mechanical head. With the help of associates Mr Groin (a faithful manservant) and Mr Dog (a dog), Screw-On Head must brave ancient tombs, a Victorian flying apparatus, and demons from a dimension inside a turnip.
An emperor amasses an army of hundreds of thousands, drawn from two continents, to invade a third continent and conquer a tiny divided nation. Only a few hundred warriors stand against them. Yet the tiny nation is saved.

It's a lousy room in a lousy part of a lousy town. But Marv doesn't care. There's an angel in the room. She says her name is Goldie. A few hours later, Goldie's dead without a mark on her perfect body and the cops are coming before anyone, but Marv knows she's been killed. Somebody paid good money for this frame.

Deep in the South American jungle there's a place of legend, a final refuge where the nastiest of the nasty can disappear from the prying eyes of the world. Now the vigilante known as the Punisher and the X-Man called Wolverine have stumbled upon this secret sanctuary and the residents of 'Erewhon' couldn't be happier… or more prepared!

Set in the Japanese countryside of the lawless and chaotic Muromachi Period, Princess Mononoke is the story of a young man's quest to reconcile the powerful forces of human civilization and industry with the need to live harmoniously in the natural world.

A semiautobiographical account of the desperate final weeks of a Japanese infantry unit at the end of World War II. The soldiers are told that they must go into battle and die for the honour of their country, with certain execution facing them if they return alive.

Set in modern-day Tel Aviv, a young man, Koby Franco, receives an urgent phone call from a female soldier. Learning that his estranged father may have been a victim of a suicide bombing in Hadera, Koby reluctantly joins the soldier in searching for clues. His death would certainly explain his empty apartment and disconnected phone line. As Koby tries to unravel the mystery of his father's death, he finds himself piecing together not only the last few months of his father's life but his entire identity.

Follows the life of one man, Bras de Olivias Dominguez. Every chapter features an important period in Bras’ life in exotic Brazil, and each story ends the same way: with his death. And then, the following story starts up at a different point in his life, oblivious to his death in the previous issue, and then also ends with him dying again.
<table>
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<tr>
<th>Author</th>
<th>Title</th>
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<th>Review</th>
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<tbody>
<tr>
<td>Moore, Alan</td>
<td><strong>Watchmen</strong></td>
<td>GRA MOO</td>
<td>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!</td>
</tr>
<tr>
<td>Moore, Alan</td>
<td><strong>V for Vendetta</strong></td>
<td>GRA MOO</td>
<td>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.</td>
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<tr>
<td>Mutard, Bruce</td>
<td><strong>The Silence</strong></td>
<td>GRA MUT</td>
<td>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.</td>
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<tr>
<td>Mutard, Bruce</td>
<td><strong>The Sacrifice</strong></td>
<td>GRA MUT</td>
<td>In the shadow of World War II, Robert Wells must choose to fight or not to fight.</td>
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<tr>
<td>Myrick, Layland</td>
<td><strong>Missouri Boy</strong></td>
<td>GRA MYR</td>
<td>Myrick contributes a heartfelt glimpse of his youth, presenting vignettes that reflect life growing up in a small town. From marveling at the creation of a perfect paper airplane and swimming nude in a nearby lake with his friends to muffing an opportunity with a pretty girl and seeing death close up, the author shares memories of his boyhood and teen years.</td>
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<td>Niffenegger, Audrey</td>
<td><strong>The Three Incestuous Sisters</strong></td>
<td>GRA NIF</td>
<td>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.</td>
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<tr>
<td>O’Connor, George</td>
<td><strong>Journey into Mohawk Country</strong></td>
<td>GRA OCO</td>
<td>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.</td>
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<tr>
<td>Oda, Eiichiro</td>
<td><strong>One Piece : East Blue</strong></td>
<td>GRA ODA</td>
<td>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.</td>
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**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!

**Satrapi, Marjane**  
*Persepolis (vols. 1-2)*  
GRA SAT

Persepolis tells the story of Marjane Satrapi'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. Satrapi bears witness to a childhood uniquely entwined with the history of her country.
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 spent four months in Bosnia, between 1995-1996, 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.

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.

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.

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.

Saunders, Nicholas

Examines how a boy-king managed to command an army that conquered much of Europe and Asia.

Dramatises the battles, plots and eventual demise of a man who created the greatest empire the ancient world had ever seen.

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.
### Graphic Novels and Picture Books

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<tr>
<th>Author</th>
<th>Title</th>
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<tr>
<td>Selznick, Brian</td>
<td><strong>The Invention of Hugo Cabret</strong></td>
<td>GRA SEL</td>
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<tr>
<td></td>
<td>Orphan, clock keeper and thief: Hugo lives in the walls of a busy Paris train station, where his survival depends on secrets and anonymity.</td>
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<tr>
<td>Selznick, Brian</td>
<td><strong>Wonderstruck</strong></td>
<td>GRA SEL</td>
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<td></td>
<td>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.</td>
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<tr>
<td>Selznick, Brian</td>
<td><strong>The Marvels</strong></td>
<td>GRA SEL</td>
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<td></td>
<td>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. Nearly a century later, Joseph Jervis runs away from school and seeks refuge with an uncle in London. Albert Nightingale's strange, beautiful house, with its mysterious portraits and ghostly presences, captivates Joseph and leads him on a search for clues about the house, his family, and the past.</td>
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<td>Seth</td>
<td><strong>It's a Good Life, If You Don’t Weaken</strong></td>
<td>GRA SET</td>
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<td></td>
<td>A modern quest tale about longing, anxiety and the lessons of nostalgia.</td>
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<td>Show, Clara</td>
<td><strong>The Headless Tribe : in Search of More Deities</strong></td>
<td>GRA SHO</td>
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<td></td>
<td>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.</td>
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<tr>
<td>Sim, Dave</td>
<td><strong>Cerebus</strong></td>
<td>GRA SIM</td>
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<td></td>
<td>When we first meet Cerebus, a small, gray, and chronically ill-tempered aardvark, he is making his living as a barbarian.</td>
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<tr>
<td>Sim, Dave</td>
<td><strong>Church and State</strong></td>
<td>GRA SIM</td>
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<td></td>
<td>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 gray 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.</td>
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<tr>
<td>Sis, Peter</td>
<td><strong>The Wall : Growing Up Behind the Iron Curtain</strong></td>
<td>GRA SIS</td>
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<td></td>
<td>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.</td>
<td></td>
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<td>Slott, Dan</td>
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**Tezuka, Osamu**  
**Message to Adolf (Part 1&2)**  
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.

**Tezuka, Osamu**  
**Astro Boy**  
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**  
**The Book of Human Insects**  
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 ingenue who is every bit those men's match.

**Tezuka, Osamu**  
**Buddha : Kapilavastu (vols. 1-2)**  
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**  
**Habibi**  
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.

**Thompson, Craig**  
**Blankets**  
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.

**Tran, GB**  
**Vietnamerica : a Family’s Journey**  
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**  
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** (vol.1)  
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.

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 hooka 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.
A.B. ‘Banjo’ Paterson Library

Graphic Novels and Picture Books

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**Woodring, Jim - Weathercraft**

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**

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.

**Yang, Gene Luen - Boxers**

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**

China, 1998. An unwanted and unwelcome fourth daughter, Four-Girl isn’t even given 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.

**Yang, Gene Luen - American Born Chinese**

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.

**Graphic Novels – Adaptations**

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**Amano, Shiro - Kingdom Hearts (vols. 1-4)**

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 both divided up into three series based on each of the three main video games.

**Auster, Paul - City of Glass**

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 any 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
The day his mother dies, Meursault notices that it is very hot on the bus that is taking him from Algiers to the retirement home where his mother lived; so hot that he falls asleep. Later, while waiting for the wake to begin, the harsh electric lights in the room make him extremely uncomfortable, so he gratefully accepts the coffee the caretaker offers him and smokes a cigarette. The same burning sun that so oppresses him during the funeral walk will once again blind the calm, reserved Meursault as he walks along a deserted beach a few days later--leading him to commit an irreparable act.

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 laborer named Sancho Panza, whom he has persuaded to accompany him.

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  Heroes and Chaos (Three Kingdoms Vol. 1)  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!

Chen, Wei Dong  The Family Plot (Three Kingdoms Vol. 2)  GRA CHE
After the coalition army of the 18 feudal lords falls apart, Shao Yuan sets his sights on conquering the Ji Province.

Chen, Wei Dong  To Pledge Allegiance (Three Kingdoms Vol. 3)  GRA CHE
After the death of Zhuo Dong, Emperor Xian escapes from the capital of Chang An, and the city falls under the control of Zhuo Dong’s allies Jue Li and Si Guo. A power vacuum is thus created, and Cao Cao and Shao Yuan emerge as the most powerful men aiming to inherit the throne.
**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.

**Dead High Yearbook**  
(various authors)  
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.

**Gemmell, David**  
*Wolf in Shadow*  
GRA GEM  
In a savagely reshaped world ruled by brigands and warmakers, 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)**

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**

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.

### Groening, Matt
**Futurama Adventures**

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.

### Higson, Charlie
**Silverfin**

There's something slithering in the water at Lock 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
**The Odyssey**

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.

### Hinds, Gareth
**Beowulf**

The epic tale of the warrior-prince Beowulf.

### Horowitz, Anthony
**Stormbreaker**

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**

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.
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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.

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.

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.

In the farthest reaches of space, a creature terrified us. Acid blood. Armored skin. Razor-sharp teeth. No mercy. In the depths of a rain forest, another creature hunted us. Perfect camouflage. Fearsome weapons. Brutal methods. No conscience. In 2004, these monsters clashed on Earth in the greatest battle the universe has ever known.

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.

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.

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.

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
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: Episode 1: The Phantom Menace
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.

Lucas, George
Star Wars: Episode 11: The Attack of the Clones
The next phase in the story unlocking 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.

Lucas, George
Star Wars: Episode 11: Revenge of the Sith
A dark time for the galaxy. Ravaged and weakened by civil war, the Republic has turned to the Jedi to lead its clone armies against the droid forces of the Separatists.

Lucas, George
Star Wars: Visionaries
The artists of the Lucasfilm art department and the visual effects studio of Industrial Light and Magic come together to tell their own Star Wars tales in this compilation of short stories.

Lucas, George
Star Wars: The Heart of the Rebellion
Follows Leia from the weeks just before the events in 'A new hope', to the time just before 'The Empire strikes back'.

Lucas, George
Star Wars: Darth Maul
In hiding for generations, the evil Sith have waited for the precise moment to reveal themselves and take vengeance upon the Jedi Order.

Lucas, George
Star Wars: General Grievous
Before the events of Star Wars: Episode III, the sinister villain from Clone Wars Adventures took on an entire alien species and threatened the future of the Jedi order.

Lucas, George
Star Wars: Return of the Jedi
While Luke Skywalker has done much for the Rebel cause, his greatest challenge is yet to come: freeing his father from the seductive power of the dark side of the Force.

Lucas, George
Star Wars: Light and Dark
The Jedi are taught to use the Force for good; to avail themselves only of the light side. But the dark side can be a dangerous temptation to even the strongest Jedi.
Lucas, George  
**Star Wars: Last Stand on Jabiim**  
GRA LUC  
General Obi-Wan Kenobi and his Padawan Anakin Skywalker find themselves in command of a regiment of Clone Troopers on the muddy battlefields of the rain world of Jabiim.

Lucas, George  
**Star Wars: The Best Blades**  
GRA LUC  
The darkest days of the Clone Wars have arrived, when even victories are cause for abiding sorrow; when the hopes for a brighter future are lost in the turmoil of a divided galaxy; and when friendships are tools of convenience and the reason for betrayals.

Lucas, George  
**Star Wars: Victories and Sacrifices**  
GRA LUC  
For millennia the Republic has relied on the Jedi to bring order and justice to a chaotic galaxy. Now, with the outbreak of the Clone Wars, the Jedi are called upon to lead armies against armies - not only to defend, but to attack. It is not a role that General Obi-Wan Kenobi would have chosen for himself, but it is a duty he cannot ignore.

Lucas, George  
**Star Wars: Clone Wars Adventures 2**  
GRA LUC  
Obi-Wan Kenobi, Yoda and Mace Windu are battling to stem the advance of the Separatist battle droids as they swarm from planet to planet.

Luo, Guanzhong  
**Romance of the Three Kingdoms vols. 1-10**  
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.  
**A Game of Thrones (vols. 1 & 2)**  
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.

Marin, 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.

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

Miyazaki, Hayao  
**Spirited Away (vols. 1-5)**  
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.
Miyazaki, Hayao  Howl’s Moving Castle (vols. 1-4)  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  Castle in the Sky (vols. 1-4)  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  Ponyo (vols. 1-4)  GRA MIY
Loosely based on Hans Christian Andersen's The Little Mermaid, Ponyo, is about a female fish who 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.

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.

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 (vols. 1-2)  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.
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 realize how special all that he has really is to him.

Shakespeare, William  
Hamlet

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

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  
Richard III

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  
Twelfth Night

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.

Shakespeare, William  
Othello

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  
The Tempest

Prospero and his daughter Miranda have been exiled to a mysterious island where he uses his magical powers to control his enemies.

Shakespeare, William  
Macbeth

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  
Julius Caesar

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  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.

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 (vols. 1-2)  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.

PICTURE BOOKS

Abdulla, Ian  Tucker  PB ABD
The Murray River of the 1950s was full of fish. But if tucker was plentiful, money was not, for there were few employment opportunities for Aboriginal people. Everyone was expected to help provide food.

Anno, Mitsumasa  Anno’s Three Little Pigs  PB ANN
Explores by the use of colourful pictures and story the elements of combinatorial analysis or combinatorics, which forms the basis of much of today's computer programming and mathematical problem solving.
### Graphic Novels and Picture Books

<table>
<thead>
<tr>
<th>Author</th>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baker, Jeannie</td>
<td>Window</td>
<td>About the effect that human beings have on the landscape around them.</td>
</tr>
<tr>
<td>Baker, Jeannie</td>
<td>Belonging</td>
<td>About how people in urban communities are working to bring back the variety of local native plants and animals that once lived there. In so doing, they are discovering the need to nurture and be nurtured by the unique character of the place where they live.</td>
</tr>
<tr>
<td>Baker, Jeannie</td>
<td>Mirror</td>
<td>This innovative picture book comprises two stories designed to be read simultaneously - one from the left, the other from the right. Page by page, we experience the lives of two little boys - one from an urban family in Sydney, the other from Morocco.</td>
</tr>
<tr>
<td>Baker, Jeannie</td>
<td>Where the Forest Meets the Sea</td>
<td>A tale of Queensland's Daintree Wilderness area, the largest pristine area of rainforest in Australia.</td>
</tr>
<tr>
<td>Baker, Jeannie</td>
<td>The Hidden Forest</td>
<td>Looking for his lost fish trap, Ben thinks he sees something dark moving under the water. Is it a creature or only his imagination? He dives in to see, and discovers a wonderful hidden forest full of amazing creatures.</td>
</tr>
<tr>
<td>Bantock, Nick</td>
<td>The Egyptian Jukebox</td>
<td>Enter the fantastic world of Hamilton Hasp, eccentric millionaire gone missing, where it's up to you to help uncover the clues hidden amongst the curios and fill in the blanks to point the way to decoding the cryptic inscriptions.</td>
</tr>
<tr>
<td>Barbalet, Margaret</td>
<td>The Wolf</td>
<td>A wolf comes to stalk the outside of the house where Tal and his family live. Consumed with fear, they stay shut inside for months, inventing new games, until a voice in a dream tells Tal to 'let it in'. The wolf is not as menacing as they had imagined.</td>
</tr>
<tr>
<td>Base, Graeme</td>
<td>The Eleventh Hour : a Curious Mystery</td>
<td>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...</td>
</tr>
<tr>
<td>Base, Graeme</td>
<td>The Sign of the Seahorse</td>
<td>The Seahorse Cafe is the hippest place in undersea Reeftown until the evil Gropmund Groper and his gang move in.</td>
</tr>
<tr>
<td>Base, Graeme</td>
<td>The Discovery of Dragons</td>
<td>A Victorian scientist, R.W. Greasebeam, presents the “original” correspondence of early explorers who encountered some of the world’s most fearsome dragons.</td>
</tr>
<tr>
<td>Author</td>
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<tr>
<td>Base, Graeme</td>
<td>Enigma: A Magical Mystery</td>
<td>PB BAS</td>
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<tr>
<td>Base, Graeme</td>
<td>The Worst Band in the Universe</td>
<td>PB BAS</td>
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<tr>
<td>Base, Graeme</td>
<td>The Last King of Angkor Wat</td>
<td>PB BAS</td>
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<tr>
<td>Briggs, Raymond</td>
<td>The Puddleman</td>
<td>PB BRI</td>
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<td>Briggs, Raymond</td>
<td>Fungus the Bogeyman</td>
<td>PB BRI</td>
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<td>Briggs, Raymond</td>
<td>Jim and the Beanstalk</td>
<td>PB BRI</td>
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<tr>
<td>Browne, Anthony</td>
<td>Anthony Browne’s King Kong</td>
<td>PB BRO</td>
</tr>
<tr>
<td>Cali, Davide</td>
<td>The Enemy</td>
<td>PB CAL</td>
</tr>
<tr>
<td>Carmody, Isobelle</td>
<td>Dreamwalker</td>
<td>PB CAR</td>
</tr>
</tbody>
</table>
Carmody, Isobelle  
Night School  
PB CAR  
A group of children spend the night in a big old school and go on a chilling journey of self-discovery when they decide to play a game. They must travel from room to room, picking up a lantern and writing down their names to ward off the dark. But the old school holds a secret that they must confront if they are to succeed in their journey.

Cottin, Menena  
The Black Book of Colourt  
PB COT  
Our eyes tell us about colour. But what if you are blind? Can you still know colours? Using simple language and beautiful textured art, this book shows you how to 'see' without your eyes. The pages are black, but using your imagination and your senses you can hear, smell, touch and taste colours!

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  
Caleb  
PB CRE  
Caleb van Doorn was no ordinary child...entering University at the age of fourteen. This child prodigy had extraordinary physical attributes, particularly his eyes... blue-green they were, almost iridescent, with their enormity further increased by a his pince-nez, a type of wingless spectacles that clamp on the bridge of the nose. His overwhelming passion in life is the study of natural sciences - particularly insects of the Carbogniferous Period!

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 Viewmaster. 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 Lost Diamonds of Killiecrankie  
PB CRE  
In March 1969 Geoffrey Middleton, a young artist from Tasmania, stumbled upon one of the greatest unsolved mysteries of the 19th century, the fate of the lost diamonds of Killiecrankie. Middleton kept his knowledge of the lost diamonds secret until, driven by guilt, he told his dark and dreadful story to novelist Gary Crew and illustrator Peter Gouldthorpe, both award winning story-tellers.

Crew, Gary  
In the Beech Forest  
PB CRE  
An ordinary boy takes a path leading him from the safety of his home into a dark forest. His head is full of the fearful images of his computer games that so excite, yet terrify him; battles between heroes and dreadful beasts that may haunt this primal landscape. What will become of him on this journey?

Crew, Gary  
I Saw Nothing : the Extinction of the Thylacine  
PB CRE  
Rosie witnessed the capture of the last Thylacine. Could she have done anything to save it, and save the species from extinction?
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?

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...

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.

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.

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.

A haunting story of family, the otherworld, and a search for hidden treasure.

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.

One morning the people of the island found a man sitting on the shore, where fate and the ocean currents had set him and his frail raft in the night. When he saw them coming towards him, he rose to his feet. He was not like them.

Some time ago, in a big city in a distant country where winter would sometimes last three years, there lived a woman. She had a child, a son. And because she loved him very much she promised herself that he should be spared the terrible things that happen in life, and with him in her arms she left her house and the city and in a place where there were no roads and no bridges she built him a house and in it she cared for him and was happy. But one moonless night she died...
A disquieting and potent account of Australian nationhood, and how we, as a culture, might appear to those from other cultures.

The Dreamtime stories in his book are told simultaneously in Kukatja and English. As well, the Aboriginal works of art have, on the facing pages, explanatory 'key' diagrams. Following the stories is a wealth of fascinating notes on the Kukatja family and kinship system and the language.

A poignant account of the story of John Kilpatrick Simpson and how he and his donkey, Duffy, rescued over 300 men during the campaign at Gallipoli.

On October 31, 1917, the 4th and 12th Regiments of the Australian Light Horse took part in one of the last great cavalry charges in history. Among the first to leap the enemy trenches was Lieutenant Guy Haydon riding his beloved mare, Midnight. This is their story.

It is 1914 and Dusty and Bluey are headed for adventure. They are Anzacs, members of the Australian Light Horse, on their way to the Great War. The story of Bluey and Dusty is a story of family and friendship. It is the story of Gallipoli.

There's been an attack. Grabbing his camera, a newspaper photographer rushes to the nearest clinic. What he finds there will change the way he thinks forever. Inspired by real events in the Middle East, this picture book takes the reader to a place far from comfort and safety.

Born with a wee nub at the base of the spine, as the little girl grows up, so does the nub; into a beautiful, expressive tail. The girl is accepting, her parents encouraging of her difference and her school friends think it's way cool what her tail can do, and express. But it's hard holding on to your individuality as you get older, when you think all you need to do to belong is to conform. Wouldn't she be better off without this freaky feature?

Tells the story of brotherhood between a street urchin and the stray cat he befriends.

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.
### A.B. ‘Banjo’ Paterson Library

#### Graphic Novels and Picture Books

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<th>Author</th>
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<tbody>
<tr>
<td>Hoffman, Mary</td>
<td>Sun, Moon and Stars</td>
<td>PB HOF</td>
<td></td>
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<tr>
<td>Innocenti, Roberto</td>
<td>Rose Blanche</td>
<td>PB INN</td>
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<td>Innocenti, Roberto</td>
<td>The Last Resort</td>
<td>PB INN</td>
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<tr>
<td>Jeffers, Oliver</td>
<td>The Incredible Book Eating Boy</td>
<td>PB JEF</td>
<td></td>
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<tr>
<td>Jeffers, Oliver</td>
<td>A Child of Books</td>
<td>PB JEF</td>
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<tr>
<td>Johnstone, Matthew</td>
<td>I Had a Black Dog</td>
<td>PB JOH</td>
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<td>Koyczan, Shane</td>
<td>To This Day: For the Bullied and Beautiful</td>
<td>PB KOY</td>
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<tr>
<td>Kwaymullina, Ambelin</td>
<td>The Lost Girl</td>
<td>PB KWA</td>
<td></td>
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<tr>
<td>Laza, Aidan</td>
<td>Kuiyku Mabaigal : Waii &amp; Sobai</td>
<td>PB LAZ</td>
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</tbody>
</table>

- **Hoffman, Mary** - *Sun, Moon and Stars*: 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*: 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*: 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** - *The Incredible Book Eating Boy*: 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.

- **Jeffers, Oliver** - *A Child of Books*: 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.

- **Johnstone, Matthew** - *I Had a Black Dog*: Black Dog is shorthand for a 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*: 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*: 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?

- **Laza, Aidan** - *Kuiyku Mabaigal : Waii & Sobai*: 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.

Manos, Helen  Samsara Dog  PB MAN
Samsara Dog lived many lives. Coming back again and again didn’t worry him. He lived each life as it came, until he learned the most important lesson of all.

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

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 recognize.

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

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

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.

McNaughton, Colin  Making Friends with Frankenstein  PB MCN
A riot of puns and rhymes that provide a veritable feast of ridiculous monsters, revolting insults and awful aliens.
Enora and the Black Crane

Tell 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.

One Minute’s Silence

On the 100th anniversary of the start of World War I, David Metzenthen 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. By showing us both sides of the conflict - Australian and Turkish - he encourages readers to think about all those who have fallen, and by using this very iconic battle that is one of the few to have brought two nations closer together he suggests another perspective on Gallipoli.

Once a Shepherd

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.

Refugees

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.

Ponyo

Loosely based on Hans Christian Andersen's The Little Mermaid, Ponyo, is about a female fish who 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.

The Night Bookmobile

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.

My Hiroshima

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.

Steam Park

A fantastic gothic fable set in an amusement park and told entirely through pictures.

Along the road to Gundagai

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.
<table>
<thead>
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<tbody>
<tr>
<td>Ottley, Matt</td>
<td>Requiem for a Beast</td>
<td>PB OTT</td>
<td>An exploration of the parallels between a young man’s battle for psychological freedom and the processes that bind and blind us in society.</td>
</tr>
<tr>
<td>Plant, Andrew</td>
<td>The Poppy</td>
<td>PB PLA</td>
<td>The Poppy is the true story of one of Australia's greatest victories, and of a promise kept for nearly a century. On Anzac Day, 1918, a desperate night counter-attack in the French village of Villers-Bretonneux became one of Australia's greatest victories. A bond was forged that night between France and Australia that has never been broken. Villers-Bretonneux is 'The town that never forgets'.</td>
</tr>
<tr>
<td>Riddle, Tohby</td>
<td>Unforgotten</td>
<td>PB RID</td>
<td>Nobody knows where they come from. But they come. Impossible birds of the big sky and the long night. So begins this timely and timeless story. An angel is so overcome by the follies of the human world, it sinks to earth, becoming trapped here until human innocence and kindness set it free.</td>
</tr>
<tr>
<td>Ringgold, Faith</td>
<td>Tar Beach</td>
<td>PB RIN</td>
<td>Cassie Louise Lightfoot has a dream: to be free to go wherever she wants for the rest of her life. One night, her dream comes true. The stars lift her up and Cassie Louise Lightfoot is flying!</td>
</tr>
<tr>
<td>Saxby, Claire</td>
<td>Meet the ANZACs</td>
<td>PB SAX</td>
<td>Anzac stands for Australian and New Zealand Army Corps. It is the name given to the Australian and New Zealand troops who landed at Gallipoli in World War I. The name is now a symbol of bravery and mateship.</td>
</tr>
<tr>
<td>Schumann, John</td>
<td>I Was Only Nineteen</td>
<td>PB SCH</td>
<td>Townsville lined the footpath as we marched down to the quay. This clipping from the paper shows us young and strong and clean. And there's me in my slouch hat, with my SLR and greens. God help me, I was only nineteen. John Schumann's unforgettable lyrics about the Vietnam War are etched in our memories and into our history books.</td>
</tr>
<tr>
<td>Sendak, Maurice</td>
<td>Where the Wild Things Are</td>
<td>PB SWN</td>
<td>Max is sent to bed without supper and imagines sailing away to the land of “Wild Things”, where he is made king.</td>
</tr>
<tr>
<td>Snicket, Lemony</td>
<td>The Dark</td>
<td>PB SNI</td>
<td>Laszlo is afraid of the dark. The dark lives in the same house as Laszlo but mostly it spends its time in the basement. It doesn't visit Laszlo in his room. Until one night it does. This is the story of Laszlo and how he stopped being afraid of the dark.</td>
</tr>
<tr>
<td>Stanley, Elizabeth</td>
<td>The Deliverance of Dancing Bears</td>
<td>PB STA</td>
<td>This is a contemporary fable about a dancing bear, whose dreams of freedom keep her spirit alive despite the pain and degradation of her existence. Into this setting comes a noble-minded peasant, who liberates the bear and reminds onlookers that the dignity of all living creatures must be respected.</td>
</tr>
</tbody>
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Tan, Shaun  The Lost Thing  PB TAN
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.

Tan, Shaun  The Bird King and Other Sketches  PB TAN
The Bird King is a collection of sketches, random jottings, preliminary designs for books, film and theatre projects, sketchbook pages and drawings from life. Each of these represent some aspect of a working process, whereby stories generally evolve from visual research and free-wheeling doodles.

Tan, Shaun  The Red Tree  PB TAN
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.

Tan, Shaun  The Singing Bones  PB TAN
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.

Thompson, Colin  The Big Little Book of Happy Sadness  PB THO
George lives with his grandmother and a big empty space where his mother and father should be. One Friday on his way home from school, George visits the animal shelter. There, in the very last cage, is Jeremy, a sad dog who looks as lost and lonely as George feels. When Jeremy comes home to live with George and his granny, their lives change, and they learn that when it comes to love, it's quality not quantity that counts.

Thompson, Colin  Norman and Brenda  PB THO
Some people have big houses, big cars, and big hair. You know their gorgeous children will become just like them. Norman and Brenda are nothing like those people - they are the anti-heroes' anti-heroes.

Thompson, Colin  The Short and Incredibly Happy Life of Riley  PB THO
Human beings live for quite a long time and for a lot of that time we are not happy. We want to be taller, shorter, fatter, thinner, older and younger. We want our straight hair to be curly, our curly hair to be straight, and our brown eyes to be blue. Rats live for quite a short time and for most of that time they are very, very happy… and we think we are better than rats!

Thompson, Colin  Dust : Save the Children  PB THO
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.

Trezise, Percy  The Peopling of Australia  PB TRE
An Aboriginal tale of the creation of our Great Southern Land, from dinosaurs to settlement.
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<thead>
<tr>
<th>Author</th>
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<tr>
<td>Van Allsburg, Chris</td>
<td>The Mysteries of Harris Burdick</td>
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<td>Weitzman, David</td>
<td>Rama and Sita : a Tale From Ancient Java</td>
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Van Allsburg, Chris  **The Mysteries of Harris Burdick**  PB VAN

Fourteen black-and-white drawings, each accompanied by a title and a caption, entice readers to make up his or her own story.

Weitzman, David  **Rama and Sita : a Tale From Ancient Java**  PB WEI

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.

Wheatley, Nadia  **My Place**  PB WHE

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.

Wiesner, David  **June 29, 1999**  PB WIE

June 29, 1999 is a date no one will forget, particularly not Holly Evans of New Jersey. Holly had great expectations for her science project when she sent seedlings aloft into the ionosphere, but she never imaged results that would be hitherto unprecedented in scale.

Wild, Margaret  **Fox**  PB WIL

Dog and Magpie are friends but when Fox comes into the bush, everything changes. This is an archetypal drama about friendship, loyalty, risk and betrayal.

Wild, Margaret  **Woolvs in the Sitee**  PB WIL

In a strange and sinister world, Ben is in hiding from the 'woolvs'. His only ally, Missus Radinski, doesn't believe the woolvs exist - until it is too late. Alone, Ben must go out into the streets and confront his fears.

Wild, Margaret  **Let the Celebrations Begin**  PB WIL

Miriam is 12 years old. She lives in hut 18, bed 22, in the Belsen concentration camp. She has almost nothing, no food and no toys. Miriam and the women in the camp are making toys, planning a party for when the war is over.

Wild, Margaret  **The Treasure Box**  PB WIL

When the enemy bombed the library, everything burned. As war rages, Peter and his father flee their home, taking with them a treasure box that holds something more precious than jewels. They journey through mud and rain and long cold nights, and soon their survival becomes more important than any possessions they carry. But as the years go by, Peter never forgets the treasure box, and one day he returns to find it...
**Wilson, Mark**  
**My Mother’s Eyes: the Story of an Australian Boy Soldier**  
A fifteen-year-old Australian farm boy lies about his age to enlist to war and is caught up in the horrors of World War I in Egypt and on the Western Front, where 5,500 Australian troops were lost in two days at Fromelles alone. This boy's story in this unique, stirring picture book is based on true stories of the twenty-three teenage soldiers, one only fourteen, who fought with the Australian army in World War I, as recorded at the Australian War Memorial.

**Wilson, Mark**  
**Angel of Kokoda**  
Twelve-year-old Kari grew up along the banks of the Kusumi River, east of the village of Kokoda. His father taught him the traditional ways of his people, and Sister Mary taught him English at the mission schoolhouse. One day Kari's peaceful world is shattered when a bomb rips through the village of Kokoda. Kari searches among the wounded and finds a young soldier lying in a ditch. The soldier is badly hurt, but Kari will not leave him. Together they make the perilous journey to safety along the Kokoda Track.

**Wilson, Mark**  
**The Afghanistan Pup**  
A story about an abandoned pup in Afghanistan who touches the lives of two very different people - a girl struggling to get an education in the face of fierce opposition, and an Australian soldier.

**Winch, Gordon**  
**The Last ANZAC**  
Alec Campbell was a hero. The old man, the last living ANZAC, and all of the Australian and New Zealand soldiers who fought at Gallipoli, were heroes. Alec, who died in May 2002 at the age of 103, enlisted in 1915 when he was just 16. He had put his age up to 18 in order to be accepted by the army and agreed to fight at the front, wherever he was needed.

**Wolfer, Dianne**  
**Photographs in the Mud**  
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 realized.

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**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.
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<tr>
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<tbody>
<tr>
<td>Mazur, Bob &amp;</td>
<td><em>Comics: a Global History, 1968 to the Present</em></td>
<td>741.59</td>
<td>Chronicling the last five decades of comics from around the world.</td>
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<td>Danner, Alexander</td>
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**COMICS**

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<th>Author</th>
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<tr>
<td>Elder, Josh</td>
<td><em>Reading with Pictures</em></td>
<td>COM ENG</td>
<td>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.</td>
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