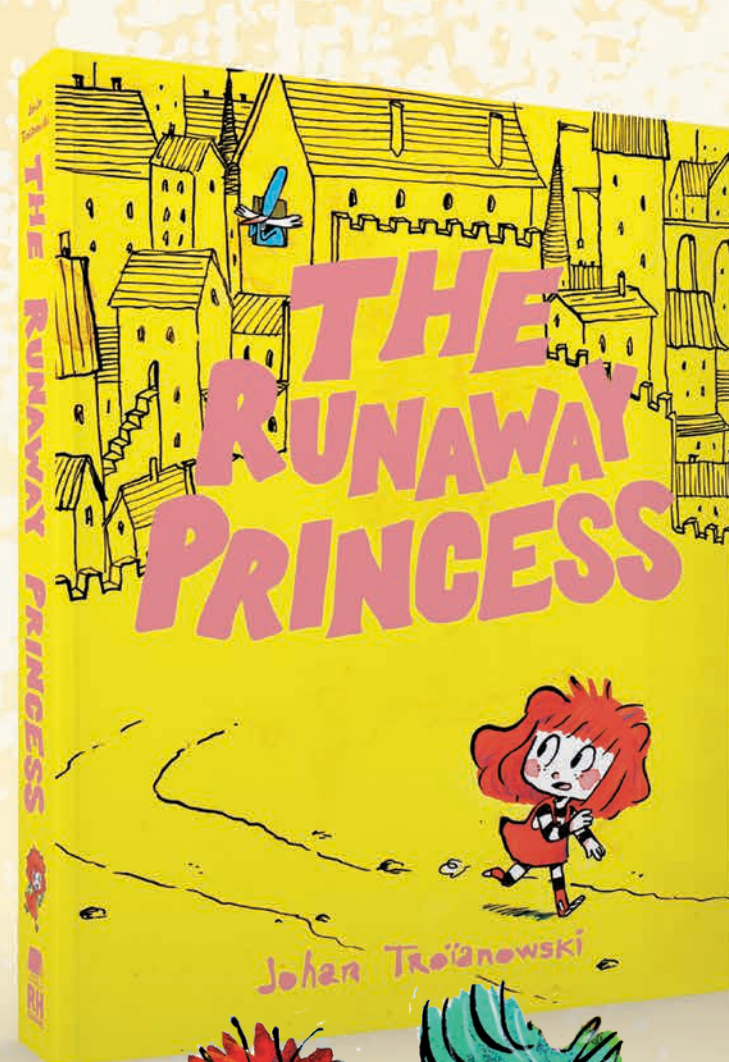


A graphic novel on every bookshelf.

graphic novel *n.* [see COMIC] 1 : a book-length work in comics form; can be fiction or nonfiction; can be any genre; must be long enough to have a spine 2 : one of the coolest ways to read 3 : what you'll be seeing from Random House Graphic starting in 2020



What is a GRAPHIC NOVEL?

COMICS

GRAPHIC NOVELS



comic *n.* 1 : a storytelling format marked by elements of panels, word balloons, text boxes; mostly sequential 2 : a medium or format, not a genre 3 : examples include newspaper comic strips, political cartoons, gag comics, pamphlet comics [see **SUPERHEROES**], mini-comics [see **ZINES**], graphic novels [see the format that kids and teens are falling in love with all across America today because they're amazing]

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PANEL: A single drawing (often contained within a panel border, often rectangular) that consists of one moment of a comics story.

GUTTER: The space between comics panels; the gutter indicates a transition between two moments of the story.

WORD BALLOON/SPEECH BALLOON: Comic characters' dialogue is shown in a word balloon; often oval, with a tail that points at the speaking character's mouth.

THOUGHT BUBBLE: Comic characters' thoughts are shown in a thought bubble; often cloud-shaped, with small cloud puffs that form a trail between the bubble and the character's head.

TEXT BOX: Narration, especially narration not done by a character present in the panel, and captions in a comic are often depicted in a box.

SOUND EFFECT: Non-speech sounds (eg: Crash!) in comics are frequently incorporated into the artwork rather than being depicted in balloons or boxes.

EMANATA: Symbolic icons used in comics to indicate specific emotions, moods, or movement. Examples include speed lines (indicating motion), sweat drops (indicating fear, stress, or surprise), stars (indicating injury), and lots more.



by Johan Troianowski



BUG BOYS

About the Book

Join two bug friends as they learn about the science, the world around them, and the meaning of friendship. Rhino-B is a brash, but sweet guy. Stag-B is a calm and scholarly adventurer. Together these two young beetles make up the Bug Boys, best friends who spend their time exploring the world of Bug Village and beyond, as well as their own sometimes confusing and complicated thoughts and feelings.

In their first adventure, the Bug Boys travel through spooky caves, work with a spider to found a library, save their town's popular honey supply from extinction, and even make friends with ferocious termites!

THE RUNAWAY PRINCESS

About the Book

This princess can't resist the lure of adventure, but her parents aren't quite on board in this fantastical graphic novel full of friendship, exploration, and magical adventures.

Princesses stay quietly and obediently at home. They would never want mermaids and swamps and pirates and getting kidnapped to be a part of their lives. But not this princess!

Adventures await when Robin (bored of princess-ing all the time) embarks on the best adventure of her life—meeting friends along the way as she travels through the magical landscape of her country. But her parents aren't so pleased—

and they're coming to find her and bring her back to the castle, no matter how she feels about it!

About the Author

Johan Troianowski was born in Lyon, France, in 1985. He graduated from Beaux-Arts de Toulon in 2003, then started a comics anthology called *Brouillon*. In 2006, he created and became president of the association Little Blue Bear and White Rabbit, which promotes graphic novels; he's also an advocate for wordless comics. As well as making graphic novels, he writes and illustrates poetry for children and runs workshops around the country.



by Laura Knetzger



by Thom Pico and Karensac



ASTER AND THE ACCIDENTAL MAGIC

About the Book

A fun, action-packed fantasy adventure about a girl, her dog, and magic gone wrong. Quiet, birds, nature, serenity. That's what Aster expects when her parents move their whole family to the middle of nowhere. It's just her (status: super-bored), her mom and dad (status: busy with science), her brother (status: has other plans), and . . . magic?

In her new home, Aster meets a mysterious old woman with a herd of dogs who gives her a canine companion of her own. But when she and her dog Buzz are adventuring in the forest, they run into a trickster spirit who gives Aster three wishes. After wishing for the ability to understand and talk to her dog, she becomes only able to talk in dog

language . . . and the trouble she gets into is just starting.

About the Authors

Thom Pico was born in 1989 in Périgueux. Since then, his enthusiasm for writing has led him to a number of different projects, including theater, writing and youth workshops—until Karensac offered to collaborate with him on their new comic book project. You can find him online at @ThomPico.

Karensac was born in 1990 in Grenoble. Always passionate about comics, her webcomic won the Angoulême New Voices prize for online work. *Aster and the Accidental Magic* is her first graphic novel. You can find her online at @MlleKarensac.



by Jessi Zabarsky



WITCHLIGHT

About the Book

Love—loss—witches—this YA fantasy graphic novel has it all! This thoughtful, emotional story will entrance you with its moving story and organic artwork.

Lelek is a witch. That's all Sanja knows when she meets Lelek in the marketplace. But Lelek is hiding something—and as her life begins to intersect with Sanja's, all that she's kept to herself starts to come to light.

Secrets, friendship, and magic all come together as Lelek gets closer and closer to uncovering the truth about her past. *Witchlight* is a wonderful adventure filled with friendship, family, falling in love,

and dealing with the hardest bits of your past all along the way.

About the Author

Jessi Zabarsky lives in Chicago with her cat and forty-three plants. She was raised in the woods and will one day return there. You can find her online at cargocollective.com/hugbox or @jessizabarsky.

Make Your Own Comic LET YOUR IMAGINATION RUN WILD!

Use a combination of art and words to tell your story! Fill each panel with a different moment, and make sure to include speech bubbles so we know what your characters are saying. Here are some questions you can answer to help you dream up your perfect story: Will it take place on this planet or another? Are your main characters superheroes or normal kids? Are they going to go on an adventure, or do something simple, like have breakfast? Only you know the answers!

Write your graphic novel's title here!