

# Staff Picks



## Great Graphic Novels for Teens Part Two

Every year, the Young Adult Library Services Association of the American Library Association publishes a list of recommended graphic novels and illustrated nonfiction for ages 12-18.

This year's nominees are out, and of the 41 nominees, the Library owns 27. We'll be taking a look at these 27 titles in the form of two booklists (Part One was published in July).

Compiled by: Chris H.



### Adventure Time. Volume 1

Ryan North     J Adventu

When The Lich breaks free of his magical prison and wants to destroy all of the Land of Goo, Jake the dog, Finn the human, Princess Bubblegum, and Marceline the Vampire Queen must right the kingdoms once again. Art by Shelli Paroline and Braden Lamb. Based on the Cartoon Network TV show.



### Curses! Foiled Again

Jane Yolen     Yolen

Aliera Carstairs is back. This time she's got her cousin?and best friend?Caroline in tow, and the stakes are higher than ever. The realm of Seelie, the fairy kingdom of which Aliera is the hereditary defender, is under attack, and only Aliera and Caroline can set things right. Caroline, fragile and wheelchair-bound, may seem like more of a liability than an asset, but Aliera knows there's more to her quiet cousin than meets the eye. *Curses! Foiled Again*, a follow up to graphic novel *Foiled!* is Jane Yolen at her best, reunited with her partner in crime, the fabulously talented illustrator Mike Cavallaro.



### Eternal: Zachary's Story

Cynthia Leitich Smith     Smith

When Miranda's guardian angel Zachary recklessly saves her from falling into an open grave and dying, the result is that she turns into a vampire and he is left to try to reinstate his reputation by finally doing the right thing. This graphic novel tells Zachary's side of the story first found in Smith's prose novel *Eternal*. Art by Ming Doyle.



### Mind MGMT. Volume One, The Manager

Matt Kindt     Kindt

A journalist named Meru attempts to solve the mystery of a planeload of people struck with amnesia while evading a deadly pursuit.



### Nothing Can Possibly Go Wrong

Prudence Shen     Shen

You wouldn't expect Nate and Charlie to be friends. Charlie's the laid-back captain of the basketball team, and Nate is the neurotic, scheming president of the robotics club. But they are friends, however unlikely?until Nate declares war on the cheerleaders. At stake is funding that will either cover a robotics competition or new cheerleading uniforms?but not both. Art by Faith Erin Hicks.



### Poseidon: Earth Shaker

George O'Connor J 292.211 Oco

Non-stop action and amazing artwork are featured in O'Connor's graphic retelling of myths involving Poseidon, the god of the seas. Part of the amazing Olympians series of graphic novels.



### Primates: The Fearless Science of Jane Goodall, Dian Fossey, and Birute Galdikas

Jim Ottaviani 599.8 Ott

Tackling Goodall, Fossey, and Galdikas in turn, and covering the highlights of their respective careers, *Primates* is an accessible, entertaining, and informative look at the field of primatology and at the lives of three of the most remarkable women scientists of the twentieth century.

Thanks to the charming and inviting illustrations by Maris Wicks, this is a nonfiction graphic novel with broad appeal.



### Rust. Secrets of the Cell

Royden Lepp J Lepp

Picking up where the previous volume, Rust: Visitor in the Field, left off, after a second robot attack on the Taylor farm, Roman, Oswald, and Jet begin to seek answers to the mysteries of the past. Oswald becomes more and more suspicious of Jet's connection to the robots, while Jet himself tries to connect with the flesh and blood family that has harbored him.



### Supercrooks: The Heist

Mark Millar Millar

When the market is flooded with competition and the authorities are always on your tail, what's an all-American super villain to do? Go to Spain, of course! Johnny Bolt convinces his villainous pals to pull off one last heist but will culture shock get to them before the policia do? Art by Leinil Yu.



### The Flash. Volume 1, Move Forward

Francis Manapul Manapul

As Mob Rule wages a campaign of crime across Central City, including an electromagnetic blast that plunges the city into darkness, The Flash learns the the only way he can capture Mob Rule and save Central City is to learn how to make his brain function even faster than before?but as much as it helps him, it also comes with a steep price. Art by Brian Buccellato.



### Thief of Thieves. Volume 1, I Quit

Robert Kirkman Kirkman

Conrad Paulson lives a secret double-life as master thief Redmond. There is nothing he can't steal, nothing he can't have... except for the life he left behind. He must try to piece together what's left of his life, before the FBI finally catch up to him... but it appears they are the least of his worries. Nick Spencer co-writes, with art by Shawn Martinbrough.



### War Brothers: The Graphic Novel

Sharon McKay Mckay

Jacob and his friends, Paul, Tony, and Norman, are safely tucked away at a well-guarded boarding school in Uganda until the Lord's Resistance Army (LRA) arrives, kills their teachers,

and captures the boys to become child soldiers. This graphic adaptation of Sharon McKay's is a heartbreaking story of kids forced to kill or be killed, and features striking artwork by Daniel Lafrance.



### Who is AC?

Hope Larson    Larson

A bizarre transformation via cell phone turns a young woman into a superhero. Meanwhile, her friend is transformed into a troll by a mysterious online presence. What's going on? Manga-inspired art by Tintin Pantoja.

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