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LONDON BOOK FAIR 2026

GRAPHIC NOVELS

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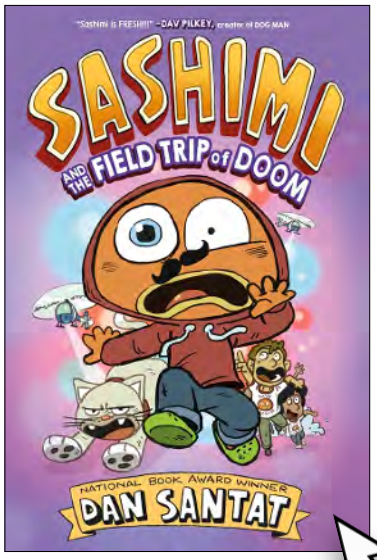


April 2026

SASHIMI AND THE FIELD TRIP OF DOOM

by Dan Santat

Roaring Brook Press; September 2026; 160 pages; Ages 6-10

The second book in bestseller and Caldecott Medalist Dan Santat's graphic novel series that Dav Pilkey (creator of *Dog Man*) calls "a hilarious and beautifully illustrated tale of friendship, adventure and mystery. Sashimi is FRESH!!!"

Sashimi is going on a field trip! Except he didn't get his permission slip signed. And he accidentally boarded (and quickly got kicked off of) the wrong bus.

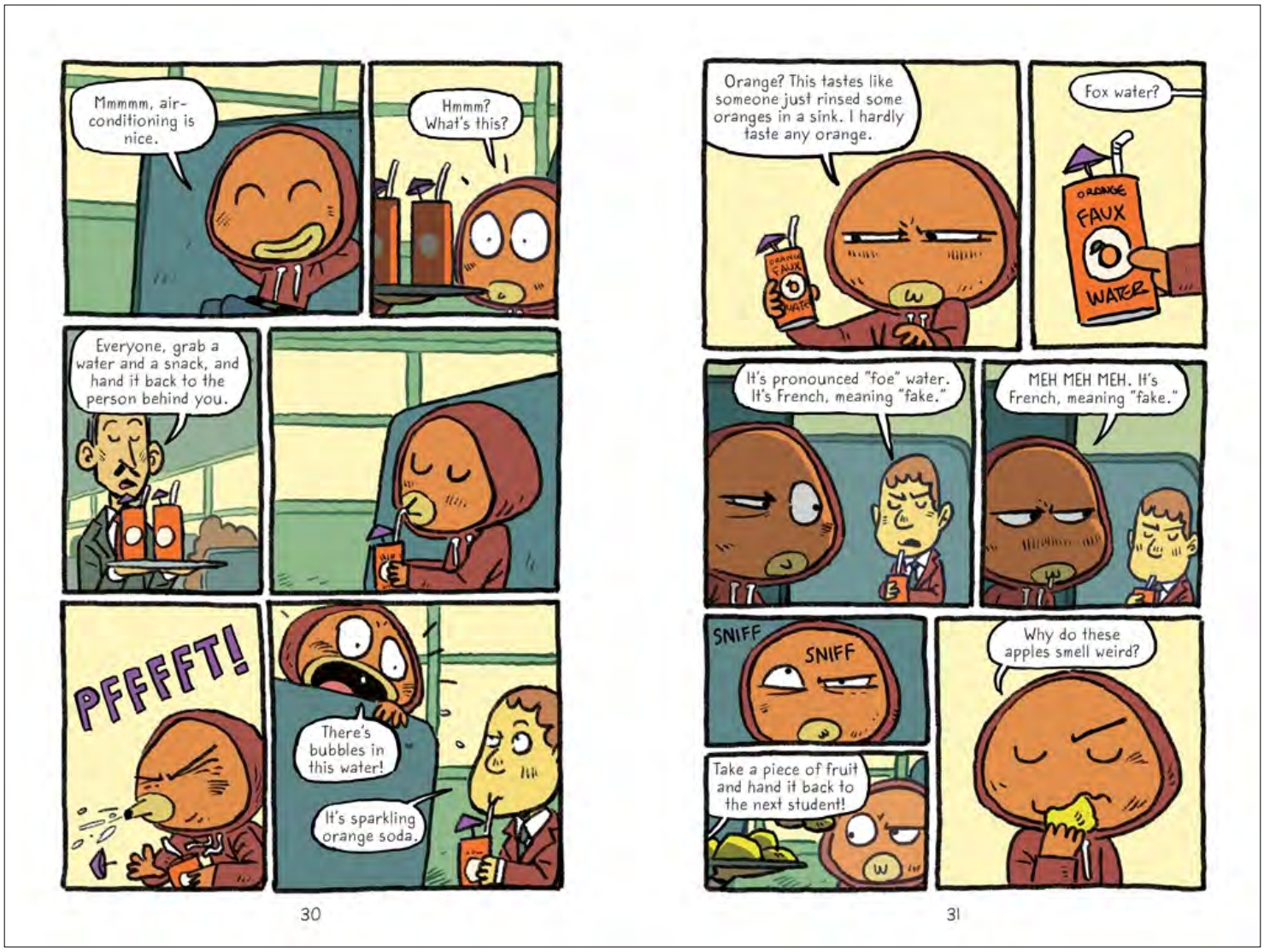
Uh-oh. . . is Sashimi. . . missing?

Sound the alarm! A child without a signed permission slip is on the loose!

It's only a matter of time before Sashimi is able to find his way home. But not before he stirs up a lot of trouble first!

Perfect for fans of *Bad Guys*, *Sharkdog*, and The *Investigator* series!

Series Foreign Sales: Forlaget Cobolt/**Danish** • Querido Uitgeverij/**Dutch** • Anubis/**Greek** • Il Castoro/**Italian** • Forlaget Cobolt/**Swedish**



COVER NOT FINAL

SASHIMI: DOUBLE TROUBLE by Dan Santat

Roaring Brook Press; April 2027; 160 pages; Ages 6-10

From *New York Times* bestselling author Dan Santat, your favorite fish-boy returns! Sashimi trades places with a wealthy look-alike and lives the good life until he discovers a bonkers and sinister secret.

Sashimi likes being himself. And why wouldn't he? Half boy and half fish, Sashimi is entirely awesome.

But when Sashimi is presented with the opportunity to switch places with Jeb, the richest boy in town, he can't resist. Not with a fro-yo gift card on the line!

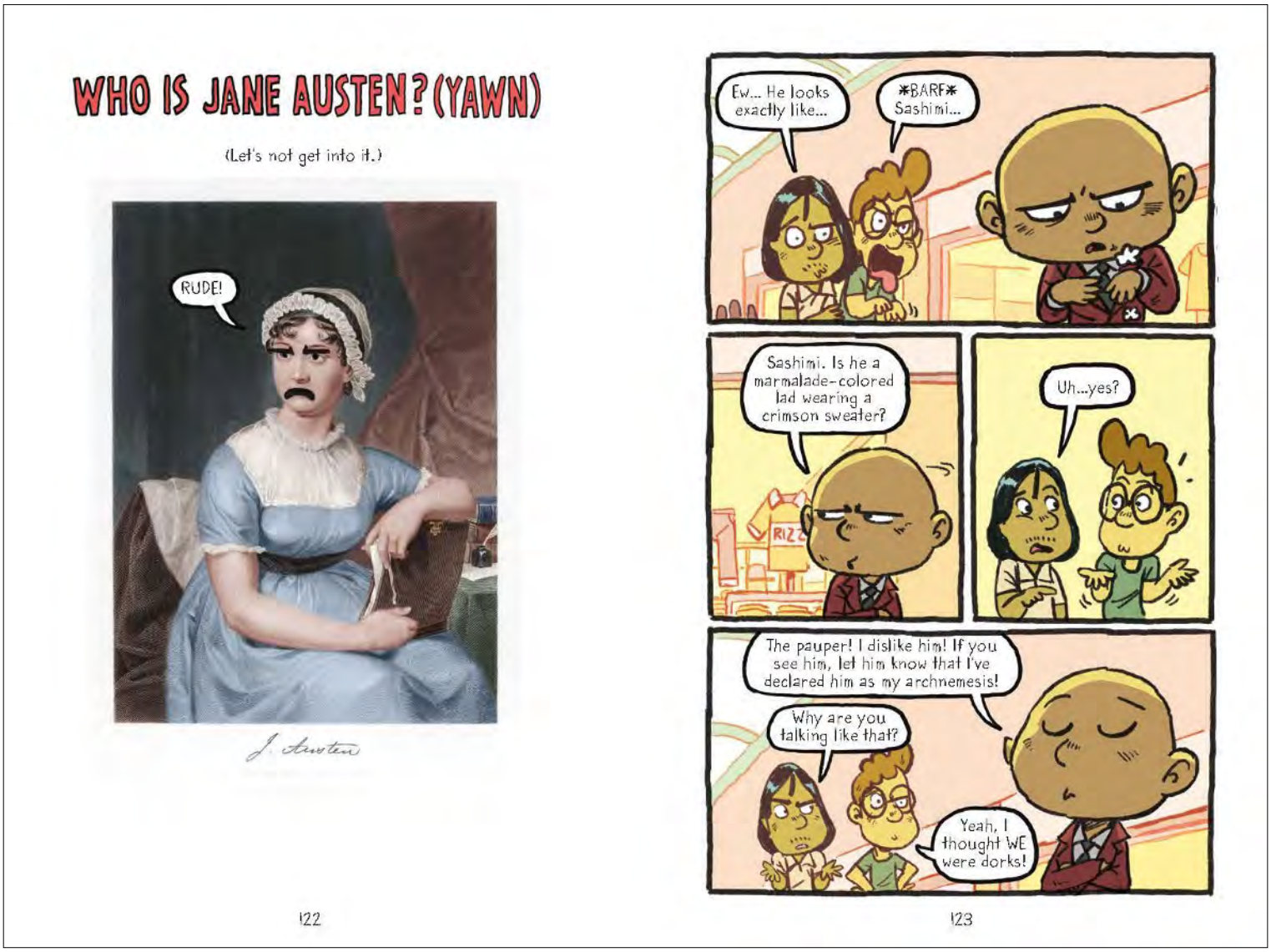
Jeb's family isn't just rich, they run the entire city, and Sashimi is worried about fitting in. But everyone loves him, including Jeb's impossible-to-please grandpa.

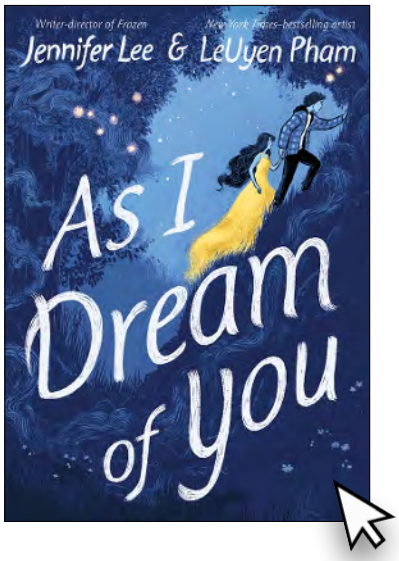
Hey, maybe being pampered with piles of money isn't so bad...

What if Sashimi just. . . didn't switch back?

Perfect for fans of *Bad Guys*, *Sharkdog*, and The *Investigator* series!

Series Foreign Sales: Forlaget Cobolt/**Danish** • Querido Uitgeverij/**Dutch** • Anubis/**Greek** • Il Castoro/**Italian** • Forlaget Cobolt/**Swedish**





AS I DREAM OF YOU by Jennifer Lee; illustrated LeUyen Pham

First Second; May 2026; 352 pages; Ages 14-18

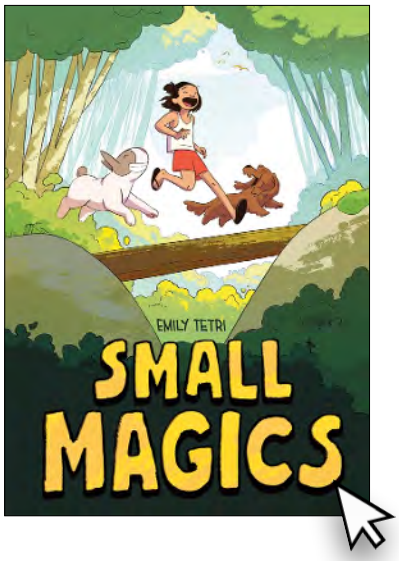
Franny and Sam are each other's entire world. So what do you do when your world ends? Writer and director of *Frozen* Jennifer Lee and illustrator of *Lunar New Year Love Story* LeUyen Pham deliver a tour de force young adult romance with a supernatural twist.

Falling in love is supposed to hurt. That's what Franny and Sam, two cynical teens raised on tales of heartbreak and loss, have come to understand. But when they fall for each other, they find the reality of love is something else entirely—it's electrifying, effortless, all-encompassing, and *easy*. Theirs is a love that can conquer anything. . . maybe even death.

After a shocking accident ends the couple's life together before it can really begin, Sam finds himself drowning in thoughts of Franny. He simply can't imagine a world without her in it. And soon, he doesn't have to. In a series of vivid lucid dreams that blur the line between reality and fantasy, the two find each other again and vow to never separate. But as time goes on, cracks begin to form in their perfect world, and unsettling truths become harder and harder to ignore.

This heartrending yet life-affirming romance from Disney's Jennifer Lee is paired with breathtaking, career-best art from LeUyen Pham. The result is a sublime YA graphic novel that's poised to become a classic.

Foreign Sales: Albin Michel/**French** • Tunue/**Italian**



SMALL MAGICS by Emily Tetri

First Second; September 2026; 256 pages; Ages 8-12

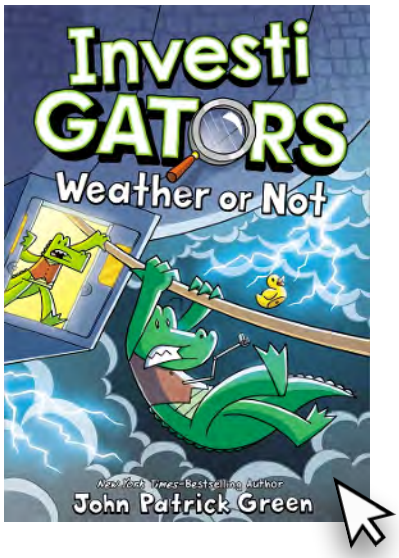
A young girl uncovers the "small magics" of her aunts' island home, where dogs talk and the wind blows your way if you say "please," in this stunning middle grade graphic novel. Perfect for fans of Studio Ghibli and *The Moth Keeper*.

It's the last summer before Sara's family moves and she has to start over at a new school—the last summer before everything changes. But instead of spending it with the friends she'll be leaving behind, Sara is sent to stay with her aunts on a tiny island in the middle of nowhere, miles and miles away from any other kids.

At least it's a magical island.

The moment Sara steps foot on its shores, she begins to discover the "small magics" that make life there an endlessly surprising adventure. From talking animals to trees that move aside if you just say "please," this island is full of impossible, incredible things. And with her aunts' two dogs as her eager (and *very* chatty) guides, Sara is ready to discover them all.

Celebrate the sweetness of summer, the joys of unexpected friendships, and the hidden wonders of the world with *Small Magics*.



INVESTIGATORS: WEATHER OR NOT

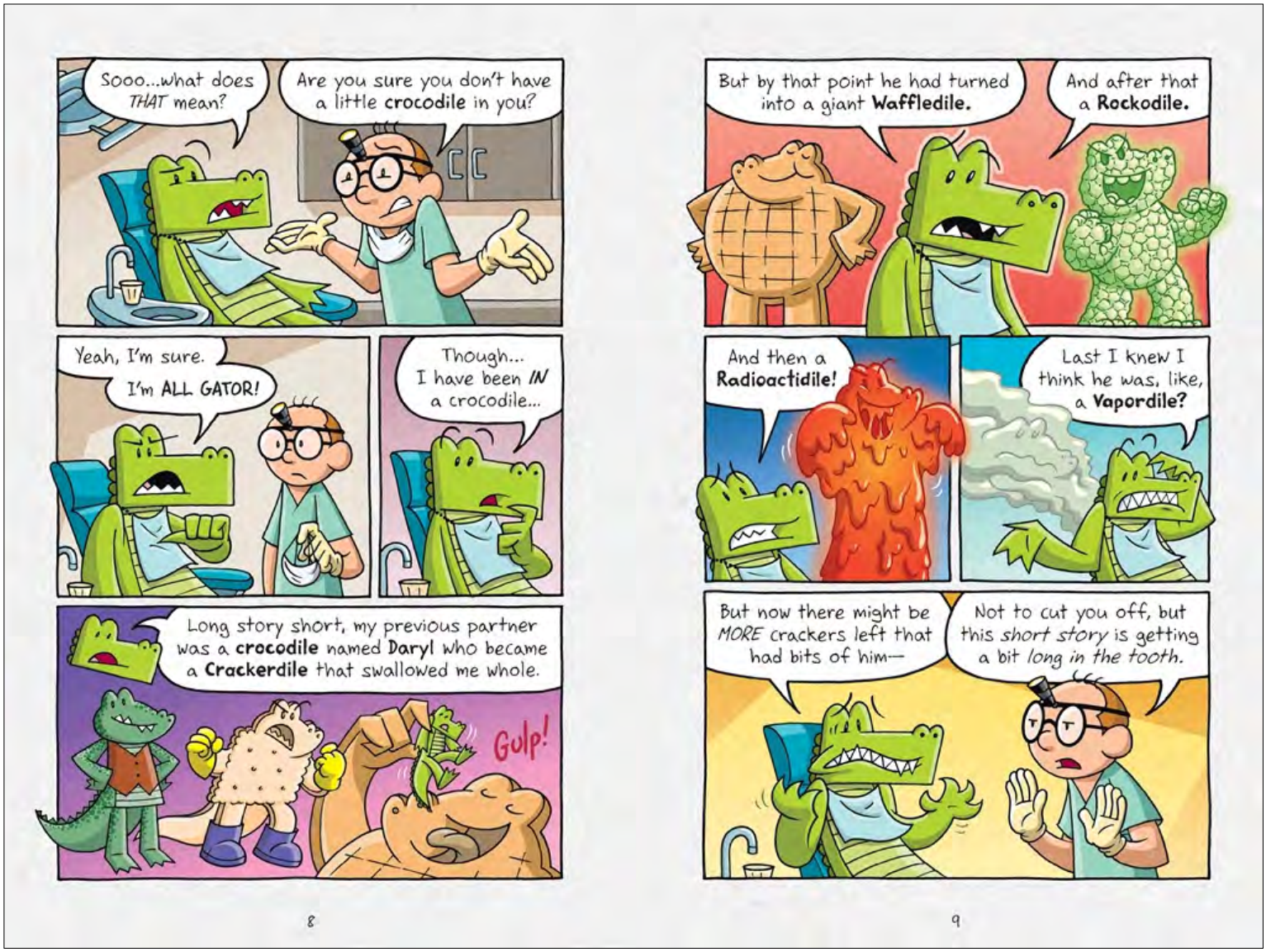
by John Patrick Green

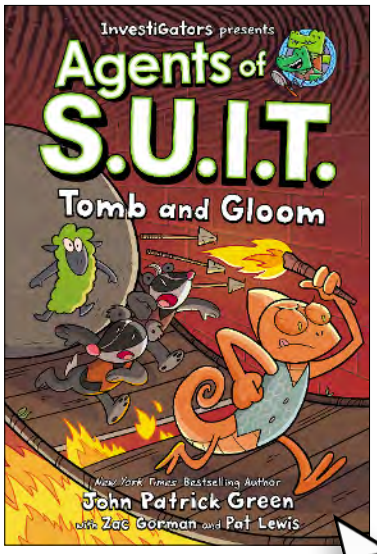
First Second; June 2026; 208 pages; Ages 7-10

Multiple-time New York Times–bestselling sewer surfing super-sleuths Mango & Brash are back in the ninth volume of the mega-smash-hit *InvestiGators* series!

The InvestiGators' latest case is a dairy disaster! The city's water supply has been replaced with milk and the newest feline agents, the InvestiGatos, don't seem to be complaining. What's with the simian scientists and why is the rain green?! All will be revealed in this sticky volume of InvestiGators!

Series Foreign Sales: Bota Shqiptare/**Albanian** • Jarir Bookstore/**Arabic** • Alfaguara/**Catalan** • CITIC/**Chinese Simplified** • Bogoo/**Danish** • WSOY/**Finnish** • Scholastic/**French in North America** • Karibu/**German** • Agyra/**Greek** • Keter/**Hebrew** • Vad Viragok/**Hungarian** • Bhuana Ilmu Populer/**Indonesian** • Tunue/**Italian** • Alma Littera/**Lithuanian** • Wydawnictwo Jaguar/**Polish** • Record/**Portuguese in Brazil** • Presenca/**Portuguese in Portugal** • Zalozba Jazbina/**Slovenian** • Alfaguara/**Spanish** • Olimpos Yayinlari/**Turkish** • Macmillan/**UK & British Commonwealth**





COVER NOT FINAL

INVESTIGATORS: AGENTS OF S.U.I.T.: TOMB AND GLOOM by John Patrick Green and Zac Gorman; illustrated by Pat Lewis

First Second; February 2027; 208 pages; Ages 7-10

InvestiGators fans, rejoice! Get ready to dive into the fifth volume of *Agents of S.U.I.T.*, featuring the weird and wacky coworkers of everyone's favorite sewer-sleuthing super-agents, Mango and Brash! With more than four million copies of InvestiGators in print, readers are primed for more GatorVerse action!

Cilantro is leading her very first mission, but nothing is going according to plan. She's been chased by ancient rock beasts, stalked by a doppelganger, and now she's teleporting to the moon! At least Maestronaut will finally have some company. . . Meanwhile, S.U.I.T. is in danger of being shut down, Mango and Brash are holograms, Zeb is dressed like a cupcake (aww!), and what's with the Shakespeare-spouting orb?! All will be revealed in *Agents of S.U.I.T.: Tomb and Gloom*.

Series Foreign Sales: Look Book/**Chinese Simplified** • Agyra/**Greek** • Keter/**Hebrew** • Tunue/**Italian** • Olimpos/**Turkish** • Macmillan/**UK & British Commonwealth**

COVER TO COME

SCRIBBLE by Gavin Aung Than

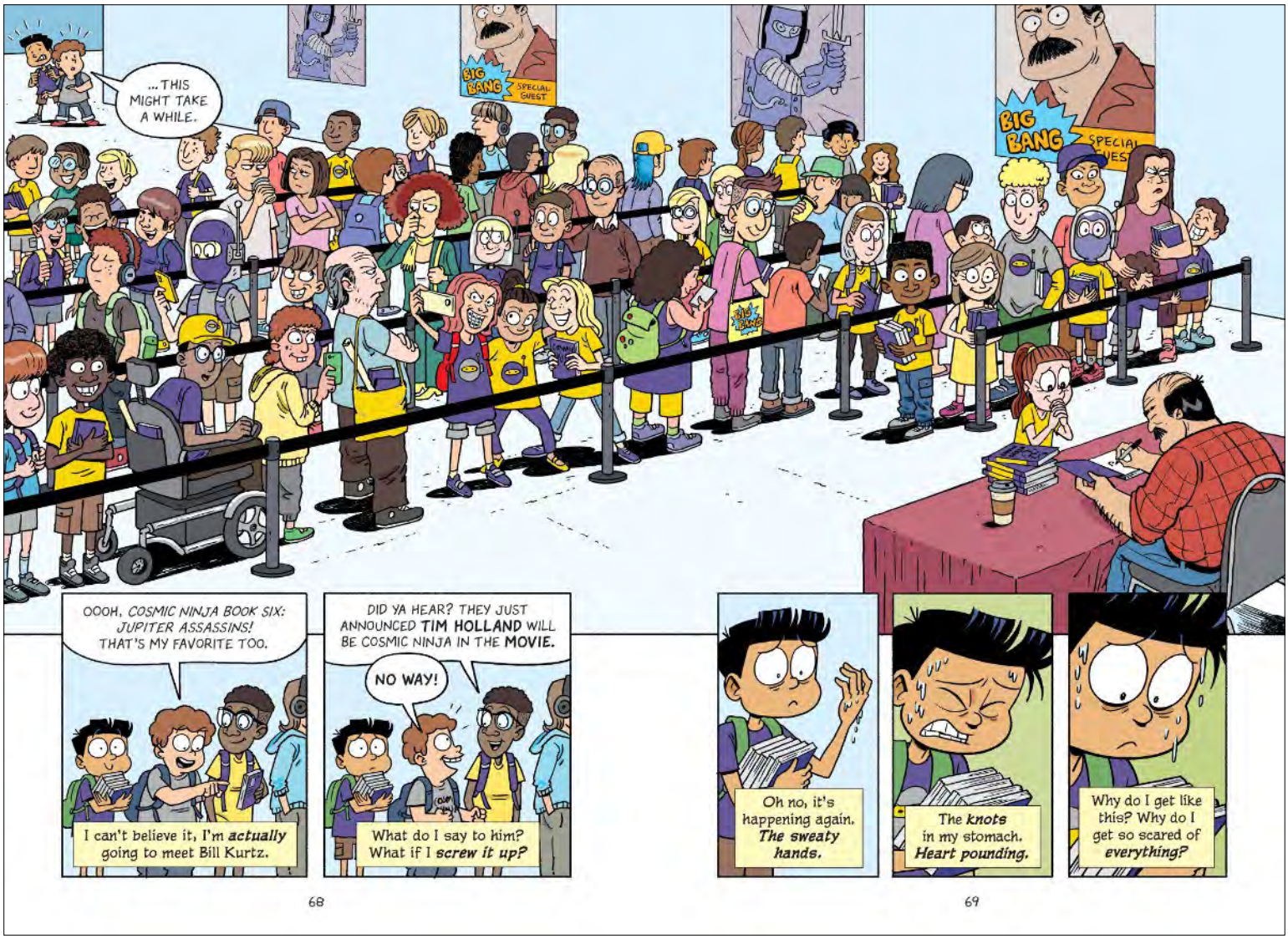
First Second; March 2027; 256 pages; Ages 9-14

Eddie Maung is always drawing, and it's starting to get him in trouble! From Gavin Aung Than, creator of the viral webcomic *Zen Pencils*,comes a semi-autobiographical middle grade graphic novel that's perfect for fans of *The Cartoonist's Club*!

Eddie Maung loves to draw. He's happiest when he's drawing comics about an unstoppable superhero named Dagger. Eddie dreams of becoming a cartoonist someday, but his parents don't understand his "scribbling." They wish he were more like his older brother, who always finishes his homework on time and gets good grades effortlessly. On top of that, Eddie's dad will never let him forget how difficult it was to immigrate from Myanmar so he could give the family a better life in Australia.

When Eddie's scribbling costs him his best friend and gets him into big trouble at school, it jeopardizes everything he cares most about. Can he find his way back to the dream that started it all before it's too late?

Foreign Sales: Hardie Grant/**Australia & New Zealand**



COVER TO COME

UNAUTHORIZED BREAD by Cory Doctorow; adaptation and art by J.R. Doyle and Blue Delliquanti

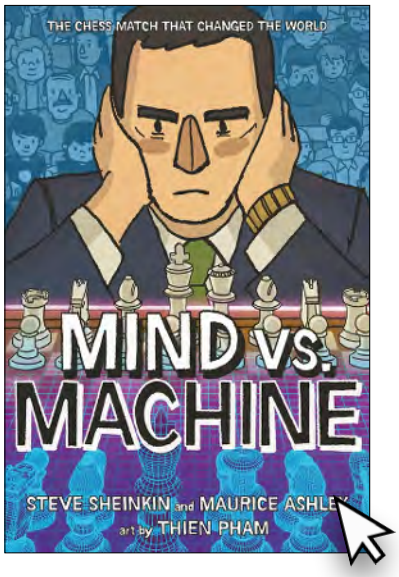
First Second; April 2027; 240 pages; Ages 12-17

New York Times bestselling author of _Enshittification_ Cory Doctorow presents _Unauthorized Bread_—a near-future dystopian graphic novel about how we use our technology. . . and how it uses us.

Salima's new high-tech apartment building seems ideal, until she and her neighbors discover it's designed to enforce inequality. Elevators discriminate by income, appliances extract revenue. The fridge won't chill unauthorized groceries. The toaster won't toast unauthorized bread.

When the company that makes these electronic "conveniences" goes under, they stop working altogether. Salima must lead a dangerous jailbreaking effort, training a child army who liberate the building's appliances, even those hated elevators. But this group of disenfranchised young immigrants will have to risk everything.

Cory Doctorow is one of our most incisive and imaginative thinkers about technology, and *Unauthorized Bread* is both propulsive dystopian adventure and a chilling warning about the cost of surrendering control to technology.



MIND VS. MACHINE by Maurice Ashley and Steve Sheinkin; illustrated by Thien Pham

Roaring Brook Press; September 2026; 240 pages; Ages 10-14

A high-stakes middle grade nonfiction graphic novel about the legendary chess match between World Champion Garry Kasparov and IBM's Deep Blue computer, co-authored by Steve Sheinkin and Chess Grandmaster Maurice Ashley and illustrated by Thien Pham.

The hopes of humanity rest on the shoulders of one chess player.

It's May, 1997, in Manhattan, New York. World champion Garry Kasparov is about to begin a six-game match against Deep Blue, the cutting-edge super computer developed by IBM, led by Feng-Hsiung Hsu. No machine has ever defeated a chess champion in a multi-game match.

If it happens, it will be a major turning point in human history. This is, as Newsweek declares on its cover, "The Brain's Last Stand." Will the human mind prevail? Or is this checkmate for humankind?

Told through the three-time National Book Award finalist Steve Sheinkin's searingly propulsive storytelling and first-hand accounts from chess Grandmaster Maurice Ashley, with riveting illustrations by Eisner winner Thien Pham (*Family Style: A Memoir*), this nail-biting narrative captures the excitement and suspense of a classic sports showdown, along with thought-provoking themes about where humanity stands at the rise of AI.

26

27

WOLF'S BELLY by John August; illustrated by Simón Estrada

Roaring Brook Press; July 2026; 320 pages; Ages 8-12

An engaging and surprising retelling of Little Red Riding Hood that follows Lu (aka Little Red) and her grandmother into the wolf's belly—a magical dimension home to all the wolf has ever eaten. Perfect for fans of *Lightfall* and *This Was Our Pact*.

You may think you know the story.

Little Red Riding Hood is swallowed by a wolf, and later rescued by a kindly Woodcutter.

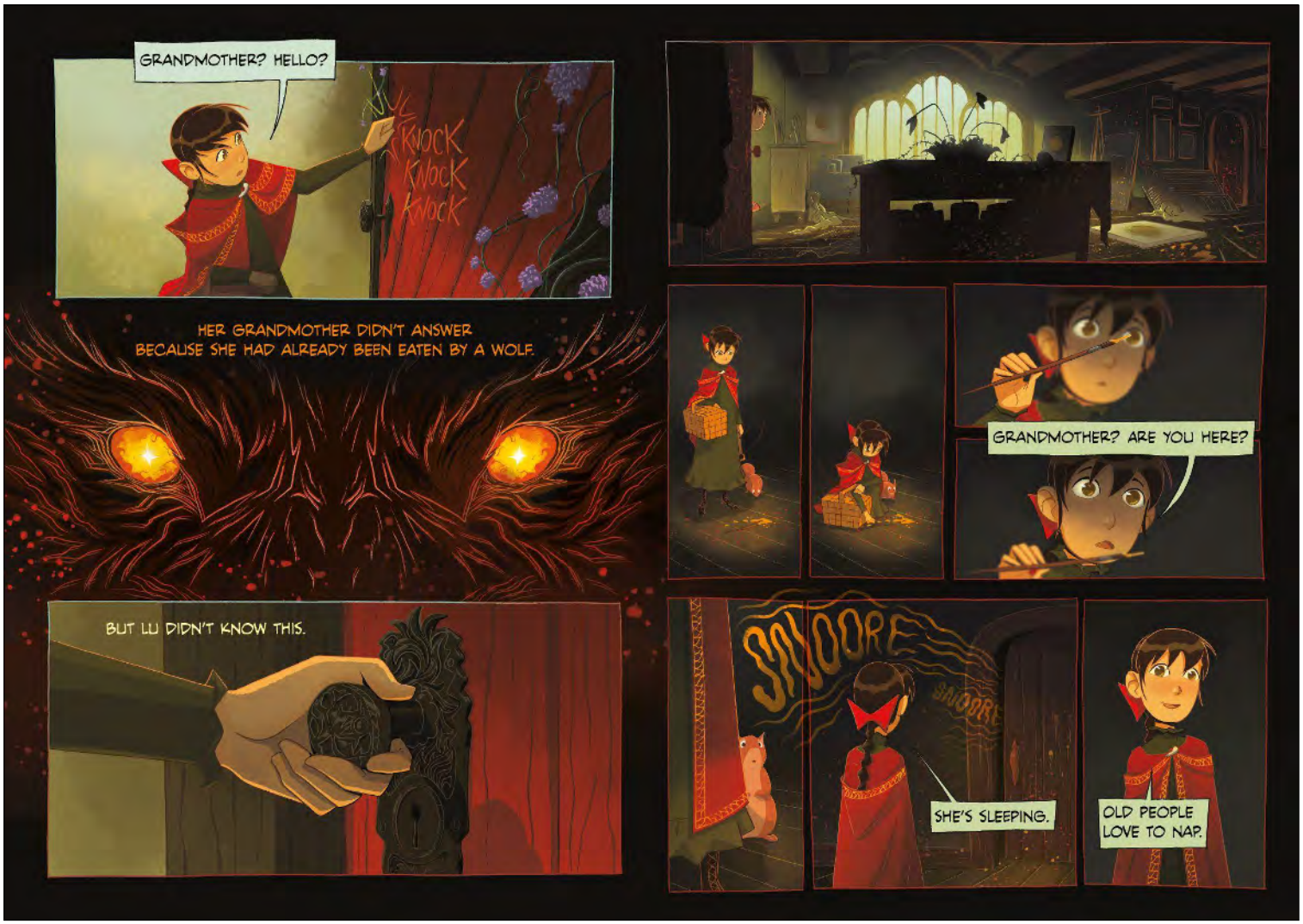
But that's not what really happened.

For starters, her name was Lu. The daughter of two brave adventurers, she wasn't headed to Grandmother's house. She was looking for glory.

She was hunting the Wolf.

Swallowed by the beast, Lu finds herself trapped in Wolf's Belly, a magical dimension holding all the things the wolf has eaten. To escape, she must win over and unite the other fairytale survivors, including a stubborn Knight and the fourth Little Pig.

Adventure awaits, and danger! Can Lu unlock the secrets of this strange realm before the Wolf devours her village?



COVER TO COME

LOVE LIGHT by Mela Rogers

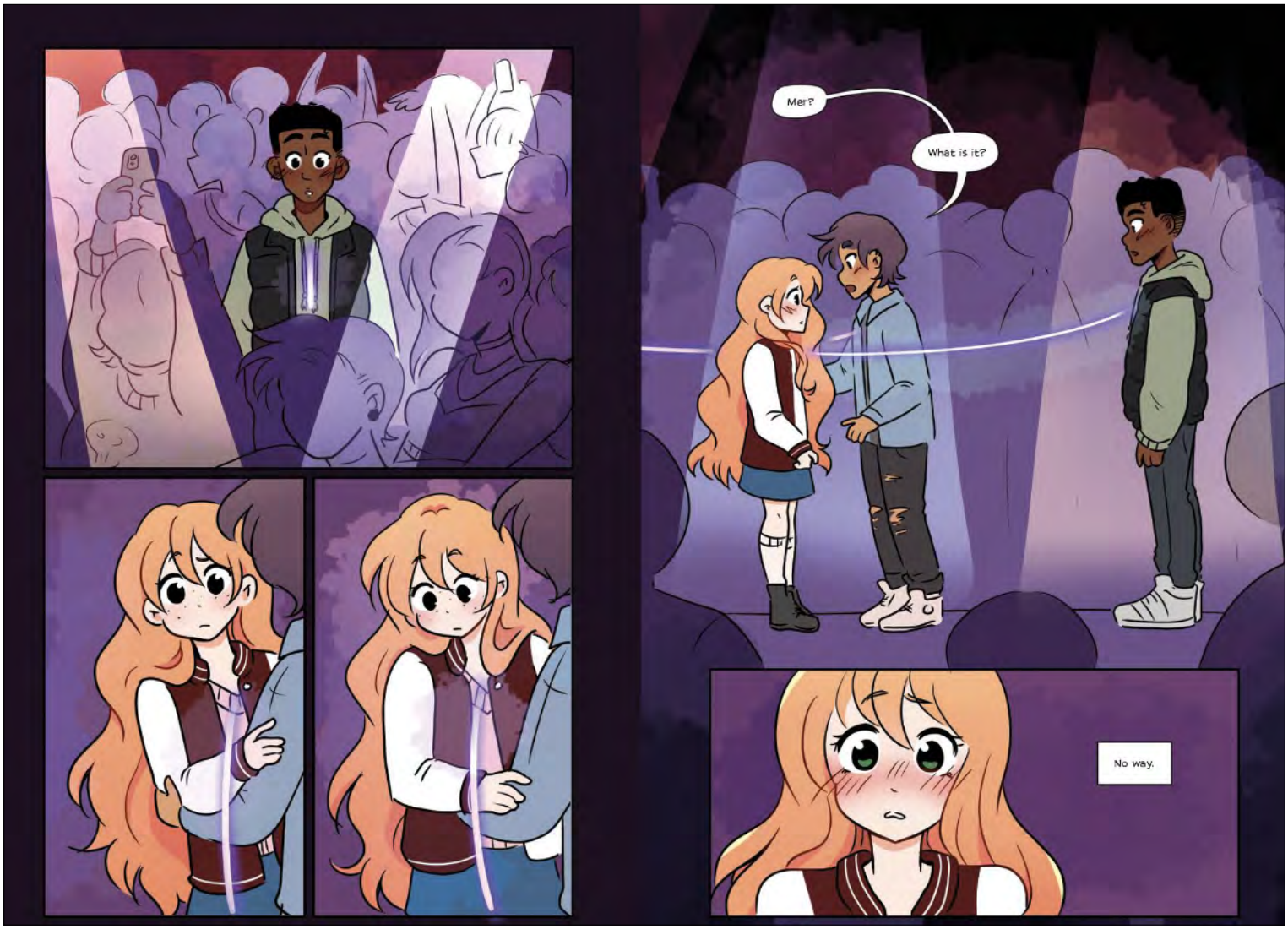
Henry Holt and Co. (BYR); December 2026; 330 pages; Ages 12-18

In this romantic YA graphic novel, a teenage girl lives in a world where people are connected to their soulmates by a light that shines from their chest, but what happens when she falls in love with someone who isn't her soulmate?

Sixteen-year-old Meredith believes she knows exactly how to find her soulmate: follow the Light, the beacon glowing from her heart and connecting her to one other person. It's what her parents and her faith have always told her.

But when Meredith meets Casey, she falls for her, hard and fast, even though they're not Lights soulmates. Keeping their relationship a secret is stressful, and when Meredith runs into her actual soulmate, things get even more complicated.

How can she choose between faith, fate, and first love?



SEEING STARLIGHT by Myisha Haynes

First Second; February 2027; 304 pages; Ages 14-18

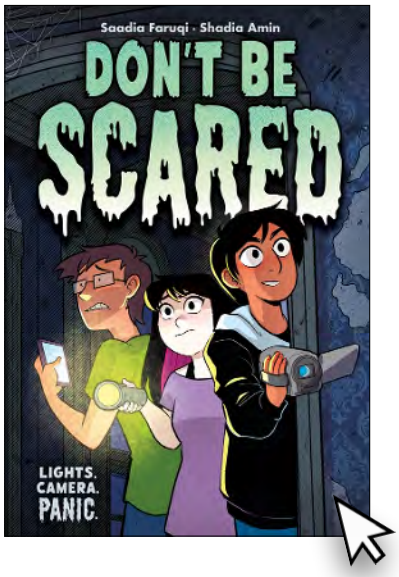
Hakeem is skeptical about the existence of anything supernatural, so what happens when he falls for a boy who might not be human? This solo debut combines the sweet romance of Crumbs with the supernatural fun of *The Witch Boy*, perfect for teens looking for a paranormal school story.

"There's no such thing as Aliens."

At least, that's what Hakeem thinks. Which sucks for him, because he's about to attend Black Birch High, a school specializing in everything paranormal. To make matters worse, his childhood friend seems to hate him, and he's failing UFOlogy.

Then he meets Yuhit, his handsome classmate who's excited about everything, and is willing to help Hakeem study. Things start off great but despite the crush that Hakeem definitely is developing, there's something off about Yuhit that holds him back. But is that because of Hakeem's cynicism and trust issues, or because there's something Yuhit is hiding from him?

As otherworldly events begin to transpire, and rumors fly of strange creatures prowling the town, will Hakeem even believe what his eyes are seeing?



DON'T BE SCARED by Saadia Faruqi; illustrated by Shadia Amin

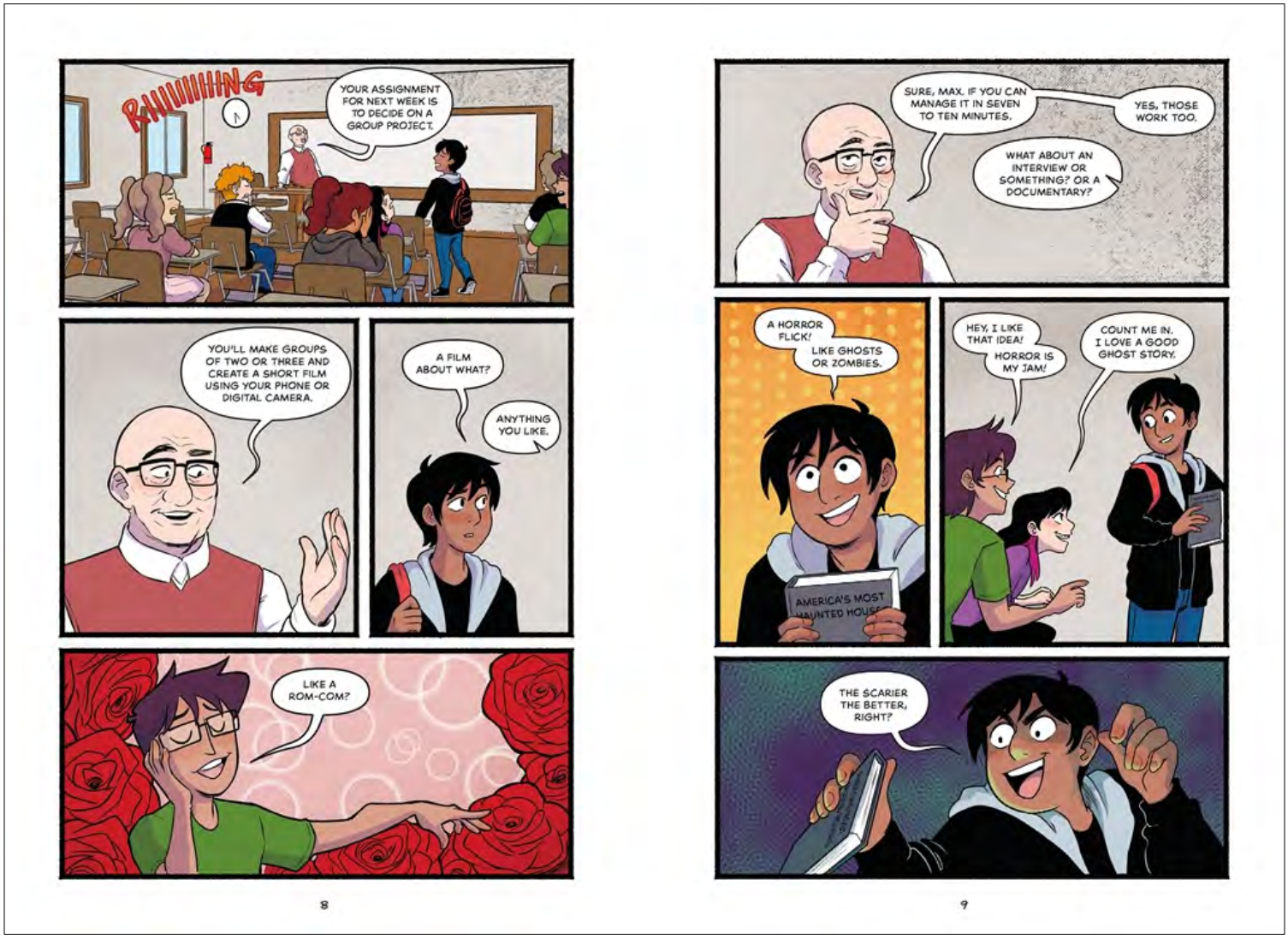
First Second; September 2026; 208 pages; Ages 8-12

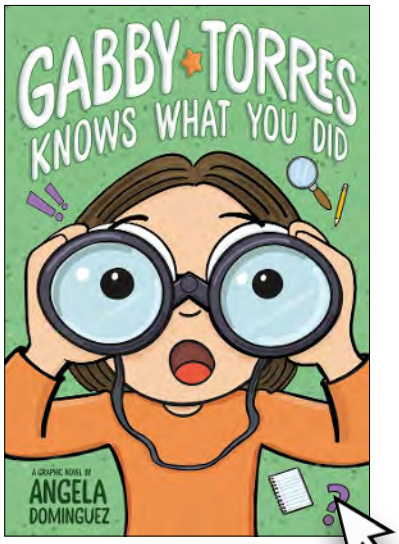
Saadia Faruqi's breakout graphic novel *Saving Sunshine* got tons of love including an Eisner nomination. Now she's back with another story that does what she does best—mixes family dynamics, culture, and friendship with compelling and accessible storytelling for a middle-grade audience!

Riz Choudhry lives for two things: movies and anything spooky. His dad? Not so much. While Riz dreams of filmmaking and jump scares, his father dreams of Riz going to med school and law school—and neither one includes ghosts.

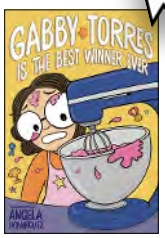
But the film club is Riz's safe haven, a place where other supernatural-obsessed first-gen kids swap scary stories from their cultures. So, when the group decides to film a documentary about the creepy old mansion in town, Riz is all in. But there's a problem. His dad wants Riz to quit the club. AND the building is about to be demolished. Now Riz and his friends must use the power of filmmaking to save the mansion...before it vanishes forever.

Packed with shivers, laughter, and heart, *Don't Be Scared* celebrates friendship, heritage, and daring to fight for what matters—even if it means disagreeing with your family.





January 2025



December 2025

GABBY TORRES KNOWS WHAT YOU DID

by Angela Dominguez

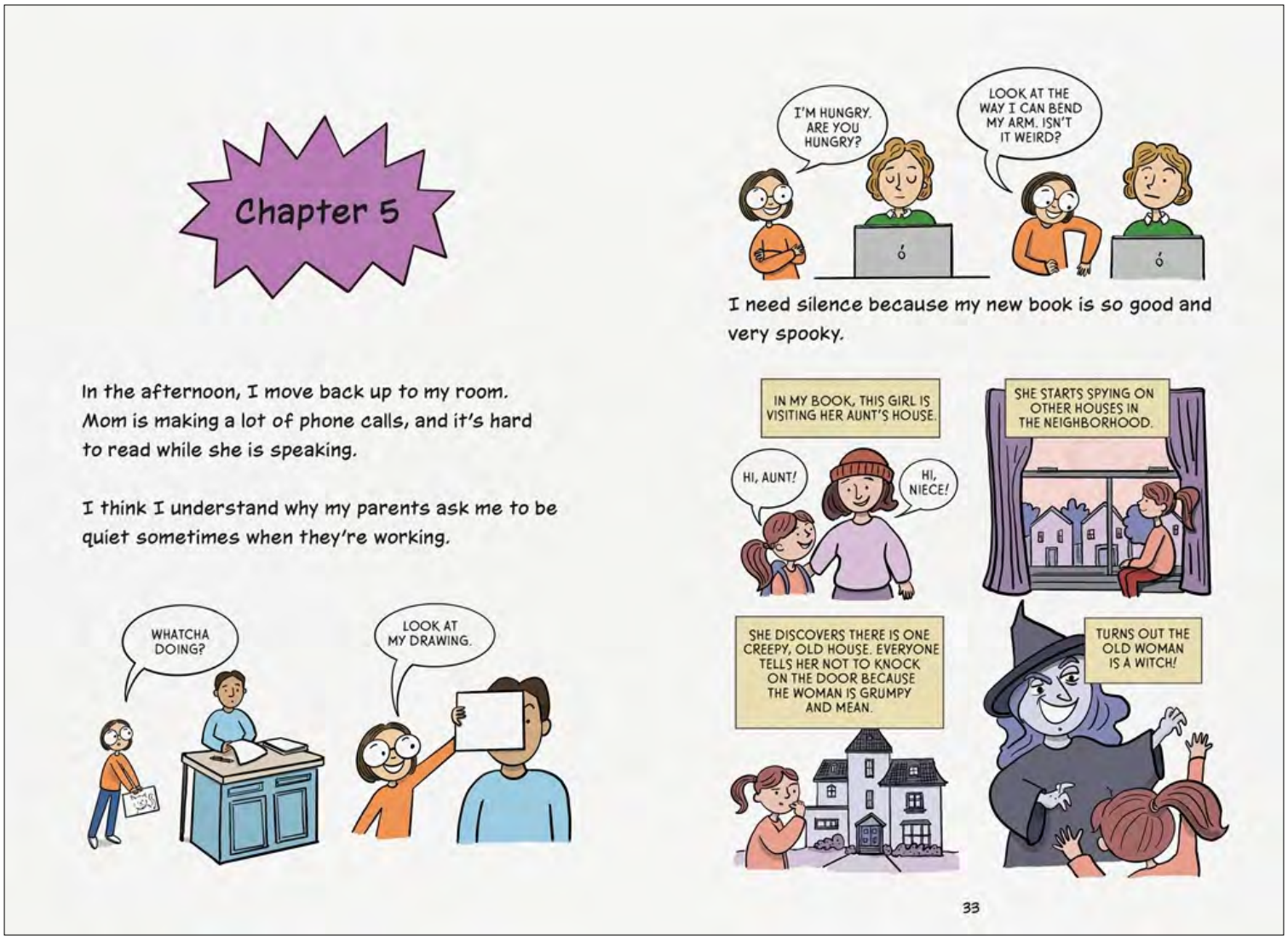
Roaring Brook Press; September 2026; 160 pages; Ages 6-9

In the third book in the Gabby Torres graphic novel series, nine-year-old Gabby is determined to get to the bottom of some mysterious happenings at her new neighbor's house. Perfect for fans of *The Cupcake Diaries* and *Dory Fantasmagory*.

Gabby is excited when the "For Sale" sign next door is gone on morning. She's getting new neighbors!

But when mysterious packages, wrapped in white plastic, show up at the house, Gabby is suspicious. Is that a couch. . . or a coffin? As other mysteries begin to pile up—like a strange howling in the middle of the night—Gabby knows only SHE can get to the bottom of it. With binoculars in hand, Gabby is ready to spy!

But not everything is as it seems, and making assumptions about others can quickly turn sour. Luckily, sometimes the truth can be even sweeter!



August 2025

DREAM BIG by Shannon Hale; illustrated by Marcela Cespedes

Roaring Brook Press; August 2026; 224 pages; Ages 8-12

Mega-bestselling graphic novel author Shannon Hale (*Real Friends*, *Best Friends*, and *Friends Forever*—2 million copies sold!) is back with Book 2 in her *Dream On* series, perfect for fans of *Invisible Emmie* and *Click*.

A movie is being filmed right in Cassie's neighborhood! Is this her chance to be a star? Dreams come true when she and her best friend Vali get hired as extras. Plus, she'll get paid, which will help her parents with their money troubles. But when Vali drops out of the movie, Cassie is stuck with the mean kid actors. Even worse, it turns out she's in a horror movie, and the monster in it scares her. Will she get called a "baby" or "scaredy-cat". Can Cassie make it through the movie without her fears driving her away?

Join Cassie as she finds the courage to face her fears and dream big!

With bright and charming illustrations by Marcela Cespedes, *Dream Big* is a joyful story filled with imagination, fun dreams, and wonder. This book is perfect for readers who want to enjoy a gentle and accessible friendship story, as well as anyone looking for SEL themes about empathy, kindness, compassion, and forgiveness.

Series Foreign Sales: Scholastic/**Australia & New Zealand** • Keter/**Hebrew** • Maxim/**Hungarian** • Il Castoro/**Italian** • Jaguar/**Polish**

COVER TO COME

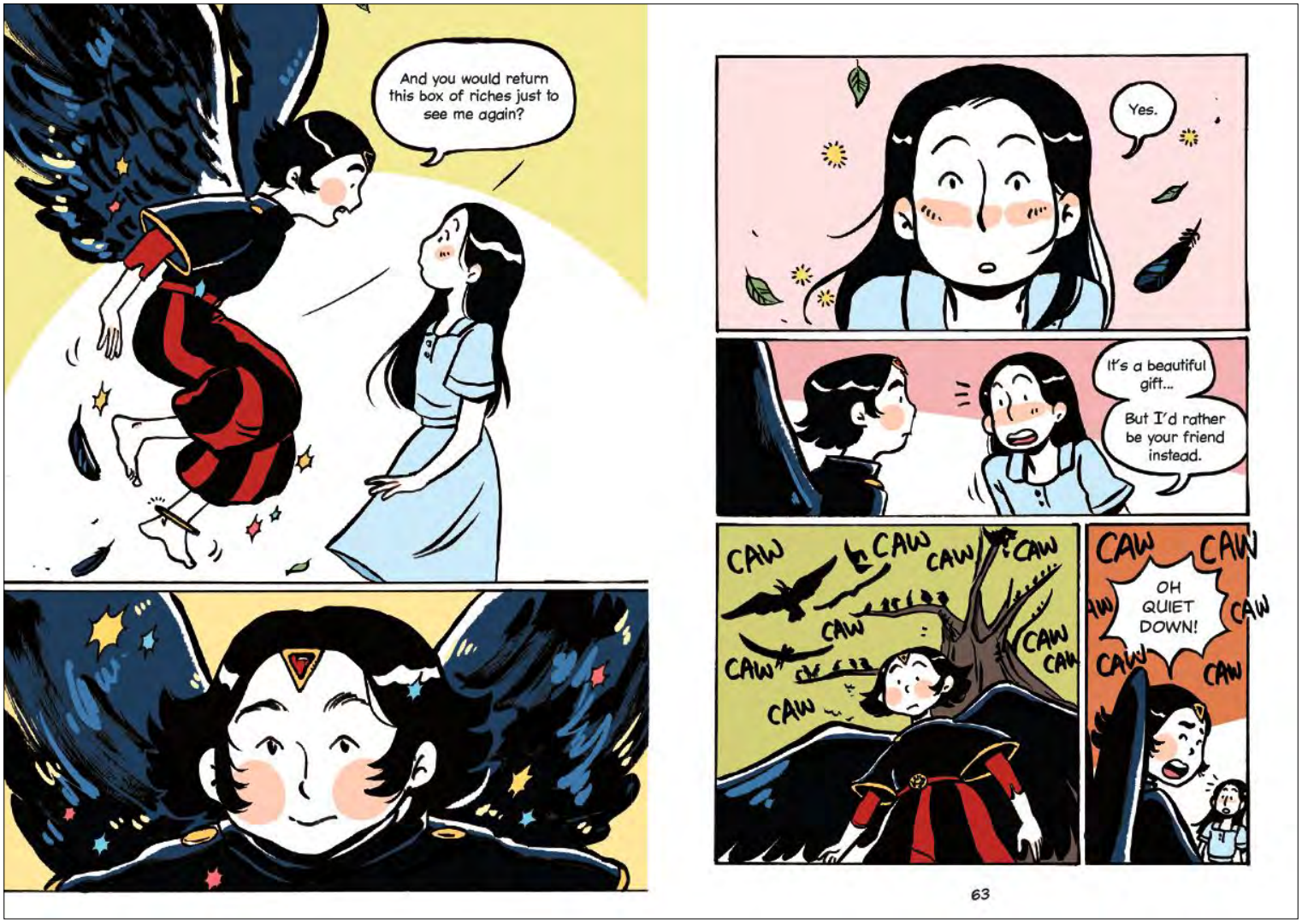
THE CROW PRINCESS by Vivian Zhou

First Second; April 2027; 240 pages; Ages 10-14

A poignant fantasy graphic novel about the friendship between a young girl and a forest spirit. This middle grade fairy tale is perfect for fans of *The Tea Dragon Society* and Hayao Miyazaki films!

Yue'er is waiting for summer to end. In the fall, she and her mom are leaving their quaint mountain village behind and moving to an apartment in the city. There, Yue'er can attend theater classes and become the famous actress she longs to be.

But her plans change when she discovers an injured crow and nurses it back to health. The bird turns out to be Princess Aya, daughter of the crow god. Aya introduces Yue'er to the magic of the spirit world, and they quickly develop a friendship stronger than any she's ever known. But summer can't last forever. . . and a resort development in the village threatens not just their friendship, but all the animal spirits who live in the mountains.



COVER TO COME

PACO & TINY by Julio Anta; illustrated by Jacoby Salcedo

First Second; April 2027; 176 pages; Ages 8-12

Paco doesn't know where he belongs as a new kid in a strange city. But with the help of his giant dog Tiny, he'll learn that the metropolis holds plenty of adventure. The latest graphic-novel from Eisner-nominated team Julio Anta and Jacoby Salcedo! Perfect for fans of *Mexikid* and *Pawcasso*.

Paco is ready to move to the big city!

He's seen countless old movies that show New York as an amazing place full of adventure, but he soon finds out that isn't reality. The fantastic buildings he expected to see are plain, the streets are crowded, and there are NO giant monsters around. Except for the strangely large creature that almost literally runs into him after destroying a hot dog cart. Wait, WHAT?

Reenergized, Paco follows the creature and finds out it's an overly large dog named Tiny who seems to cause chaos wherever he goes. Together this unlikely pair begins to explore the city and finds out there's far more adventure than what meets the eye.

From Eisner-nominated team Julio Anta and Jacoby Salcedo comes an instant classic tale of a boy and his best friend.

COVER TO COME

MAX IN THE MIDDLE by Steve Foxe; illustrated by Mike Amante

First Second; February 2027; 256 pages; Ages 8-12

Everything in Max's life is changing—for better or worse? He's about to find out, in this first volume of the middle-grade graphic novel trilogy about the everyday trials and triumphs of a newly blended family. Perfect for fans of *Real Friends* and *Squished*!

Max has always had his mom to himself. Then his family expands to include stepdad Ernesto, stepbrother Jonas, and baby TJ. Suddenly, Max is in the middle—and he doesn't like it. When acting out lands him in trouble at school, it's Jonas who shows up for him, and Max finds an unexpected ally in the one person he never thought he'd call a big brother.

Told with honesty, humor, and heart, *Max in the Middle* explores the messy, beautiful reality of blended families—and the bonds that hold them together. We're releasing this heartwarming trilogy on an annual schedule.

COVER TO COME

March 2026

THE GREENIES: NO DRAMA by Emma Mills; illustrated by Sarah Nicole Kennedy

Henry Holt and Co. (BYR); March 2027; 224 pages; Ages 8-12

In this second book in a middle school graphic novel series full of friendship and funny mishaps, the group finds themselves swept up in the chaos of the school play.

After a well-intentioned but disastrous attempt to clean the school fountain, the Greenies once again find themselves in detention.

This time, their assignment is to help with the school play, *Mystery at Deathmore Manor*. To everyone's surprise, they end up loving the backstage world, especially designing the sets. But when they try to be environmentally friendly and use natural materials, the sets begin to fall apart under the stage lights, sparking one mishap after another.

With the drama club's funding on the line and a crucial grant hinging on a flawless opening night, the Greenies must step in, onstage and off, to save the show.

LAST ONE PICKED by Audrey Meeker; colors by Sarah Davidson

Feiwel & Friends; October 2026; 224 pages; Ages 9-12

Will Annabeth learn to enjoy volleyball, or will she be left at the mercy of a sport she never wanted to play? Find out in *Last One Picked*, a charming, heartwarming middle grade graphic novel from creator Audrey Meeker.

Annabeth has the perfect plan for the summer after eighth grade: volunteering at her local library and lounging at home re-reading her favorite books ever, the Warrior Princess series. But when her mom decides to sign her up for volleyball camp—worse, the *same* volleyball camp her ex-best friend Serena is going to - those plans go out the window. Annabeth is immediately out of her depth, with no experience, no friends, and no kneepads, and the volleyball girls are all tall, athletic, and extroverted. . . unlike her. Then Serena shows up at the library as a new volunteer, and everything goes from bad to worse.

But it turns out that maybe volleyball *isn't* the worst thing ever, and Annabeth slowly starts to gain confidence and the support of her teammates, while Serena's bad attitude begins to override her skill on the court. As tryouts approach, the girls make a deal: Annabeth will intentionally fail during tryouts so Serena can have her spot on the team, and in exchange, Serena will let her take her job as a volunteer for the library's upcoming Warrior Princess author event. It seems like a win-win scenario. . . but suddenly giving up the chance at playing volleyball doesn't sound as great as Annabeth thought it might.

FAST BREAK by Shawn Pryor; illustrated by Del Hahn

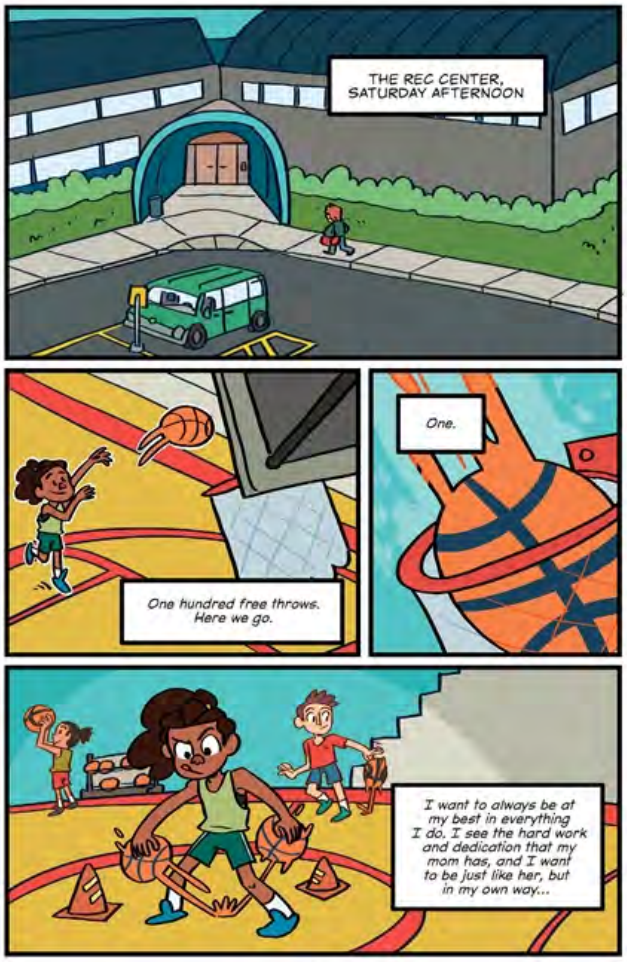
Farrar, Straus and Giroux (BYR); October 2026; 192 pages; Ages 8-12

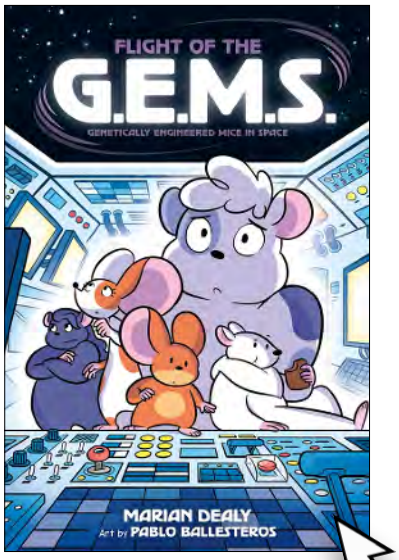
Growing up is a team effort in *Fast Break*, a contemporary middle-grade graphic novel about hoops, family, and friendship—perfect for fans of *The Tryout* and *Ride On*.

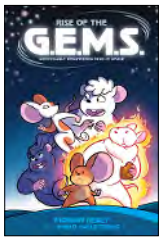
Mikayla Thomas is a star basketball player determined to be the best at everything she does, including making her family's move across town as stress-free as possible.

So when the girls' coach at Mikayla's new school refuses to let her try out for their lineup, she agrees to join the Firebirds, a ragtag coed-league team, instead. But Mikayla is used to winning, and while the Firebirds are great kids, they aren't great at basketball.

In this fast-paced, high energy story about taking charge on and off the court, Mikayla begins to realize that the path to success isn't a solo journey—it's a team effort.







September 2025

FLIGHT OF THE G.E.M.S. (GENETICALLY ENGINEERED MICE IN SPACE)

by Marian Dealy; illustrated by Pablo Ballesteros

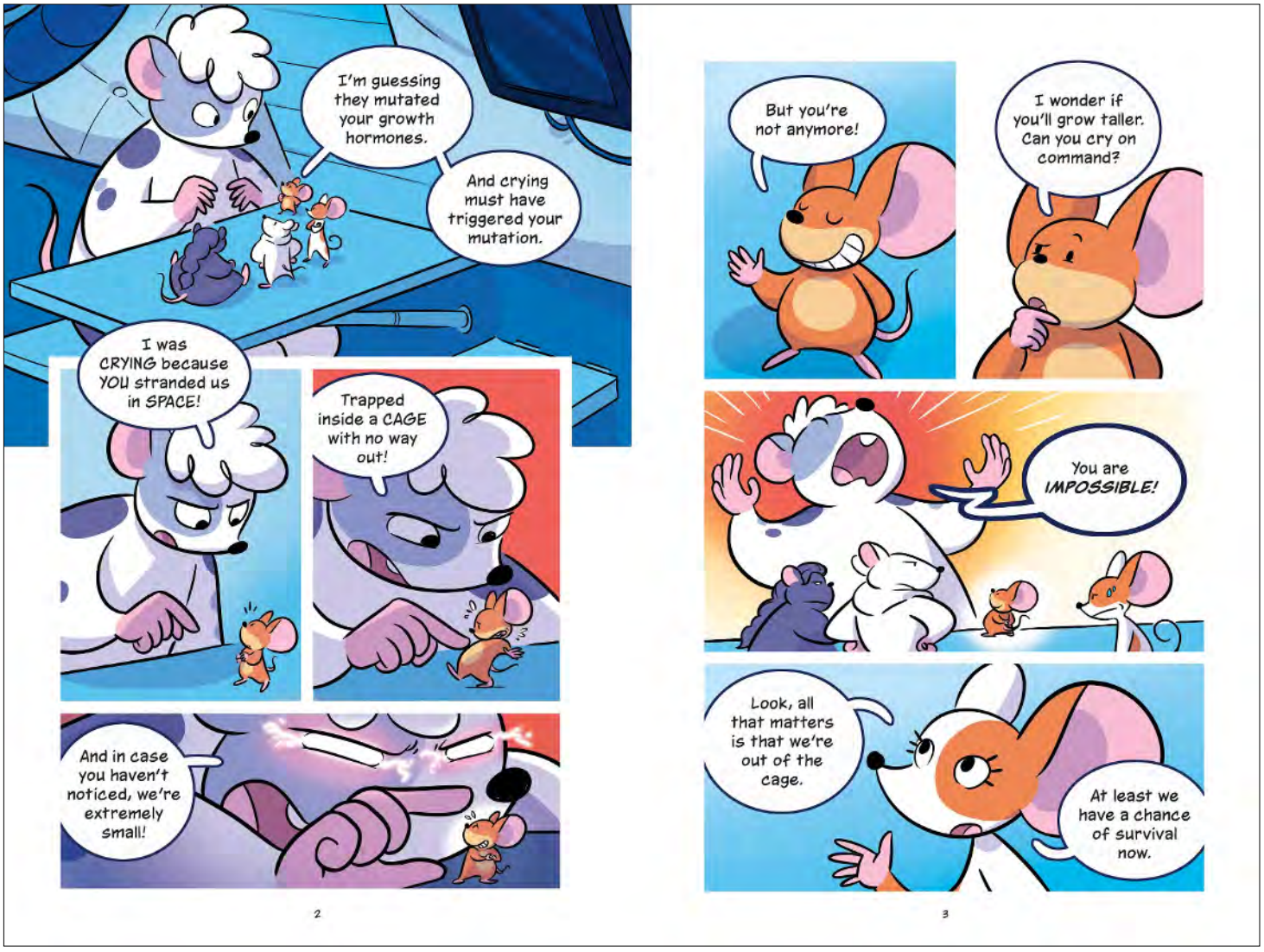
Roaring Brook Press; September 2026; 192 pages; Ages 7-10

Flight of the G.E.M.S. is the exhilarating and colorful graphic novel sequel in the G.E.M.S. series about a group of lab mice who must embrace their superpowers and learn to work as a team, perfect for fans of _Dog Man_ and _InvestiGators_!

Theo, Dorothy, Jonas, Ursula, and Hugh lived inside a cage their whole lives until the day they became GEMs: genetically engineered mice! Now they're free from the team of astronauts at the International Space Station.

There's just one problem: How can five mice fly a spaceship back to Earth?

After an asteroid field destroys the ship's navigation system, the G.E.M.S. must once again band together, working as a team and using their unique mutations to find the way home.



February 2025

February 2026

SPACE CHASERS: MISSION TO MARS

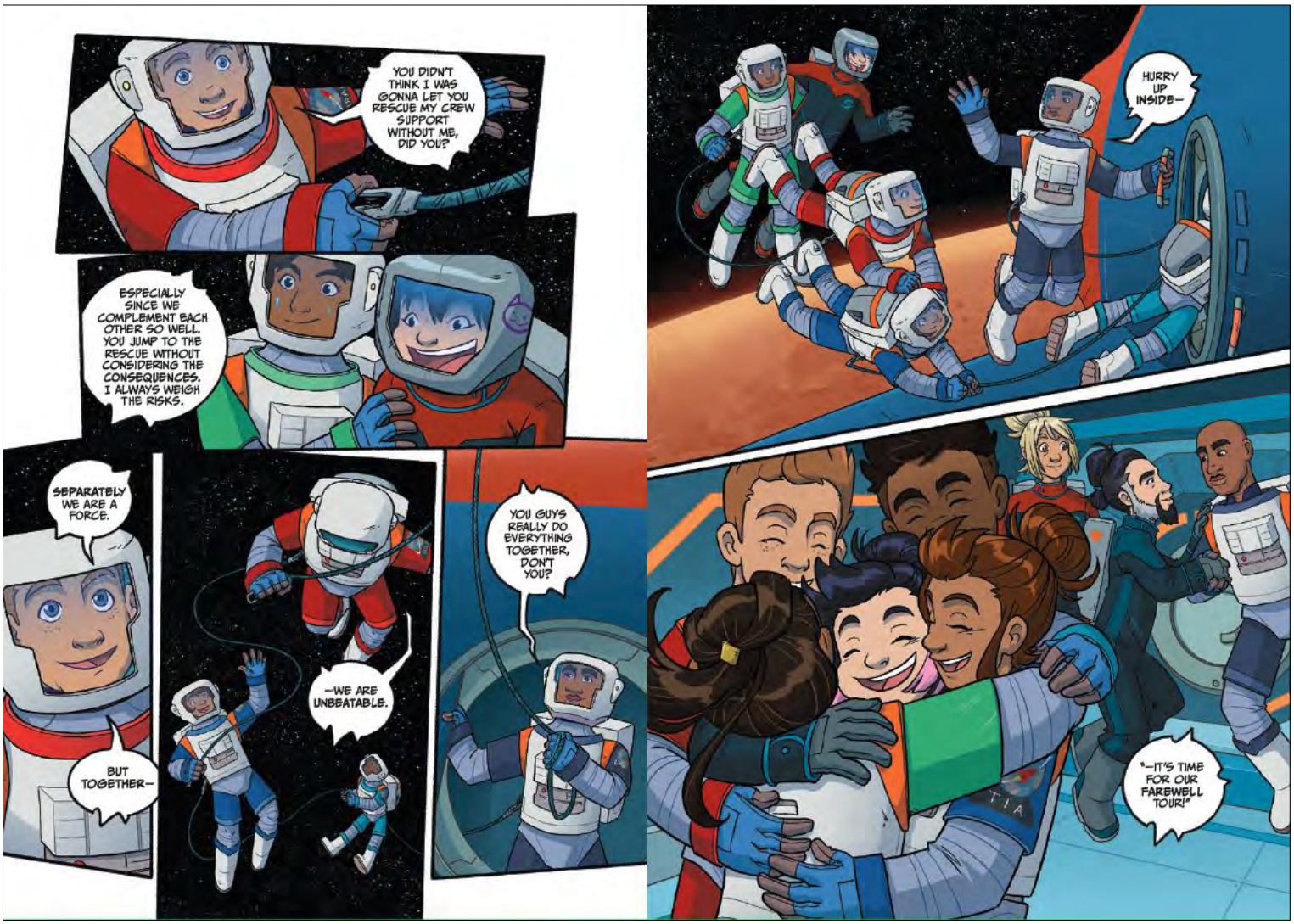
by Leland Melvin and Joe Caramagna; illustrated by Alison Acton

First Second; February 2027; 224 pages; Ages 8-12

Our team of brilliant kids-turned-astronauts are back again and a mission to Mars is on the horizon. . . but can their teamwork ensure they all get back safely? Find out in the final installment of this space adventure series!

Andi has always been artistic, creative, and enthusiastic, but unlike the other members of the STEAM team, it doesn't feel like they have a specialty. After all, what place does music and painting have in hard science and space travel? But this leaves Andi with an echoing uncertainty about who they are and what place they really have on their team.

So when a mission to Mars could be the first step towards self-discovery, Andi takes a deep breath and goes for it. But when things go awry, Andi will have to stay calm and think on their feet. Can they get everyone to safety?



COVER TO COME

AMERICAN HISTORY: THE LATIN REMIX

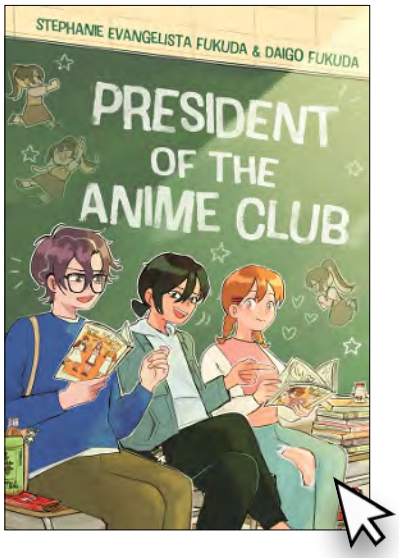
by John Leguizamo with Dave Roman; illustrated by Ronnie Vazquez

First Second; February 2027; 192 pages; Ages 10-14

Award winning actor and comedian John Leguizamo hilariously combines personal experiences with historical perspectives to bring his unique take on Latin History and how it impacts and helps form American culture, from before America's creation through to the present day.

Latin History is American History. But it's not always easy to get the truth behind the lessons. What began as a true story of John Leguizamo and his son experiencing bullying and erasure in middle school turned into a one-man show that Leguizamo performed on Broadway and around the United States for six years. And now, with the help of co-writer Dave Roman, artist Ronnie Vasquez, and colorist Kelly Fitzpatrick, that story's being brought to this original graphic novel: *American History: the Latin Remix*, bringing the collective experiences of Latin History to life for readers of every background.

Readers will get a crash course through not only the various facts, stories, and truths that aren't always shared in American History classes, and will also get a bombastic, comedic and honest discussion of what it does to people of all ages when they're told their history doesn't exist, and what it does to people when they're told their history doesn't matter as much as someone else's.



PRESIDENT OF THE ANIME CLUB

by Stephanie Evangelista Fukuda and Daigo Fukuda

First Second; September 2026; 272 pages; Ages 14-18

This wholesome manga-style YA graphic novel tells a charming tale of friends, crushes, and rivalries within a high school anime club. Perfect for fans of *Fangirl: The Manga* and *The New Girl*!

It's the first day of high school, and Cherie is unsure how to find her place. But then she meets Naomi, a fellow freshman and fan of *Orange High School Bakery Club*—Cherie's favorite anime. Naomi's warmth and confidence ignite confusing feelings in Cherie. Their duo becomes a trio when they befriend Miro, a boy in their class with an interest in learning about anime.

Enter Jenny: a charismatic upperclassman and president of the school's anime club. When she invites the three friends to join, it creates tension between them. As Cherie, Naomi, and Miro deal with complicated feelings, can their special bond survive? And will their love of anime endure?

SOULMATES by David Wilson

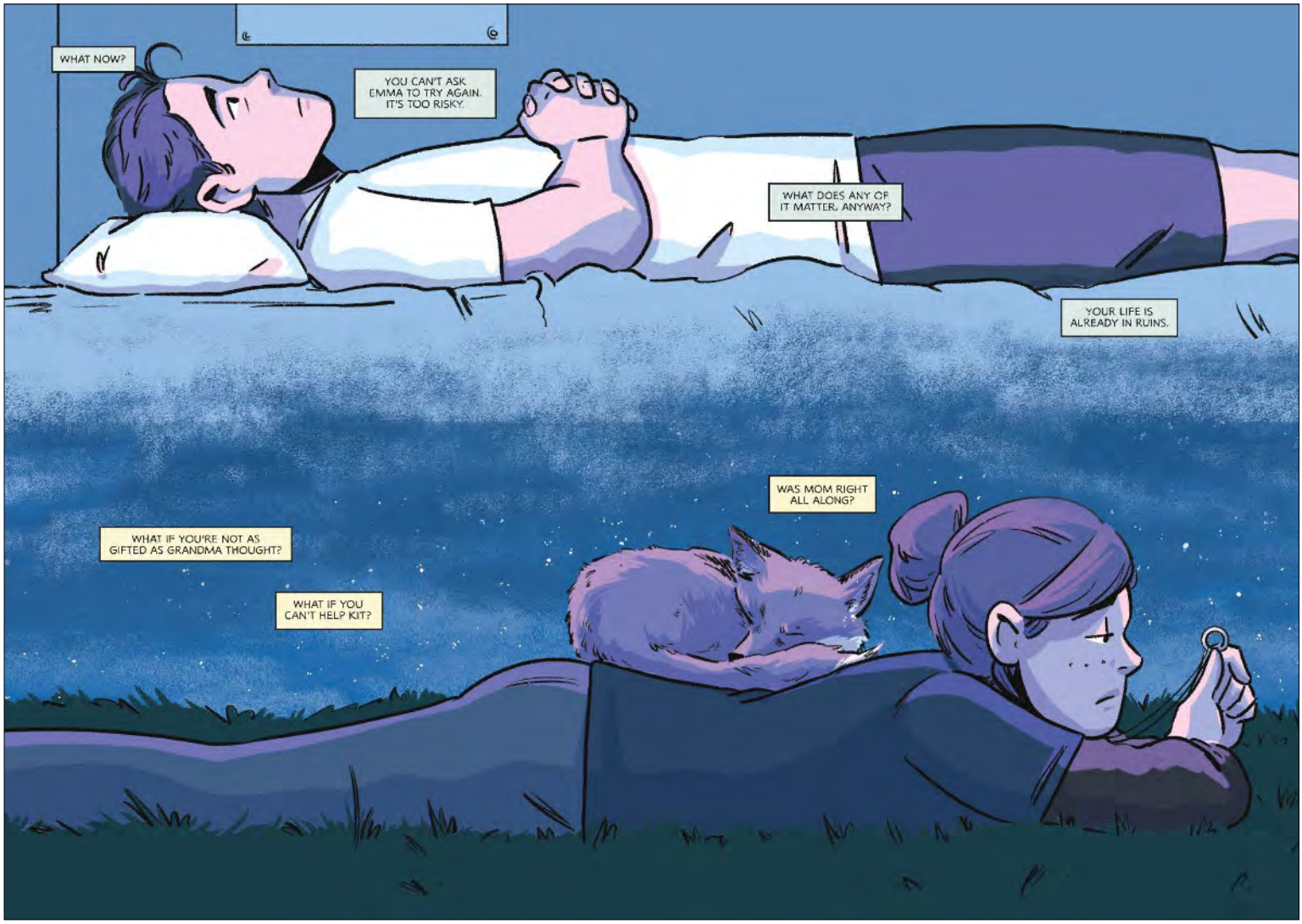
Roaring Brook Press; August 2026; 320 pages; Ages 12-18

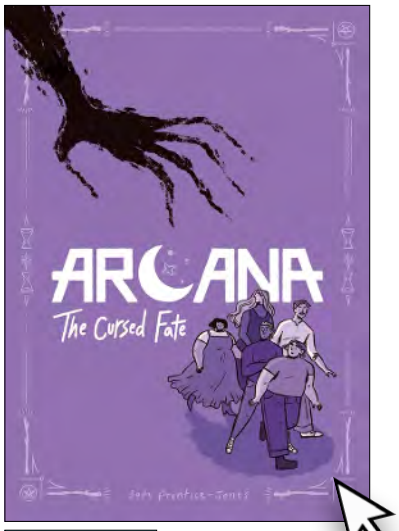
For fans of *Lunar New Year Love Story* and *Pumpkinheads*, David Wilson's author-illustrator graphic novel debut explores themes of life and death, the bittersweetness of first love, and the notion that perhaps your perfect soulmate is the one who helps you discover your true self.

Kit is the golden boy of his small town. Captain of the football team, perfect grades, perfect relationship, perfect everything. But when his childhood best friend, Emma, mysteriously returns to town, Kit's life is thrown into turmoil.

She's the only one who knows what happened that day he fell at the cliffs—and why he woke up alone on the shore. She's also the only one who may know the truth about the strange visions he's been having—and why the people he sees in them are turning up dead.

As Kit and Emma reconnect and rekindle the past, Kit's forced to admit that things aren't as perfect as they seem. And Emma. . . well, she isn't what she seems either. Her family's been hiding a secret for generations and with Death looming over all of them, the truth can't stay buried forever.





June 2025

ARCANA: THE CURSED FATE

by Sam Prentice-Jones

Feiwel & Friends; June 2026; 256 pages; Ages 14-18

In *The Cursed Fate*, a tarot-inspired young adult graphic novel from creator Sam Prentice-Jones, five friends must break a generational curse in order to free their futures.

After uncovering harrowing secrets about their pasts and enduring a devastating loss, James, Daphne, Koko, Sunny, and Eli are determined to break the bonds of the ancestral curse that holds their futures in limbo. Confronting the secretive Majors leads to a vital revelation: a group of rebel witches known as the New Moon Order was responsible for casting the curse, and the Majors are not quite as all-powerful as they seem.

With the might of the Majors now on their side, the group sets out to undo the curse, once and for all, returning to the place where everything began: the seemingly abandoned farm house where Eli first began exploring his magic. The five friends must face their ghosts, both real and imagined, in this compelling examination of generational trauma, power, and what it means to craft a family of your own making.

Series Foreign Sales: HarperCollins/**Portuguese in Brazil** • Bonnier/**UK & British Commonwealth**

HOLLOW MAGIC by Mars Lauderbaugh

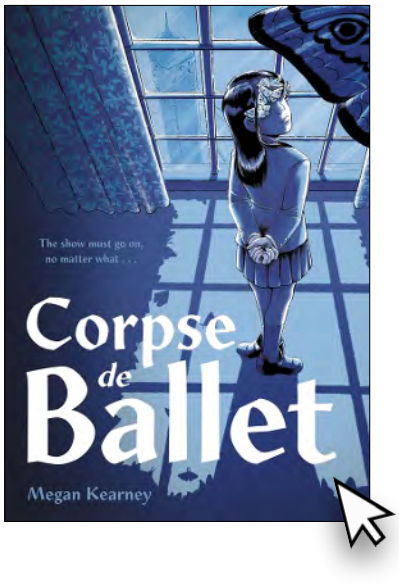
Feiwel & Friends; August 2026; 240 pages; Ages 14-18

Hollow Magic is a highly anticipated young adult fantasy graphic novel from creator Mars Lauderbaugh (illustrator of the _Cemetery Boys_ cover) about found family, magic, and the power of deciding for yourself who you truly are.

Raised in the world of fey, seventeen-year-old Rosefinch has the ability to lift curses with nothing but a twist of her fingers. But Rosefinch is a witch, and magic in a witch left long enough in the fey realm becomes supercharged, painful to use, and potentially even dangerous.

Following a rumor that the village of Harp is home to a witch who might be able to help control her magic, Rosefinch discovers an ancient ruined castle with the inhabitants long gone; the only remaining soul a knight cursed to stand a frozen guard at the entrance. The magic she uses to free them melts more than just the ice, and soon, Rosefinch is falling for this charming stranger. But Thierry has secrets of their own, as do other members of the Harp family still hidden within the castle walls. The Harp witch's wicked magic ripped this family apart for a reason,and Rosefinch must find a way to stop the curse or lose Thierry—and chance to learn the truth about her magic—forever.

With mesmerizing art and a sweeping queer romance, this spellbinding fairy tale shows the power of found family and love where we least expect it.



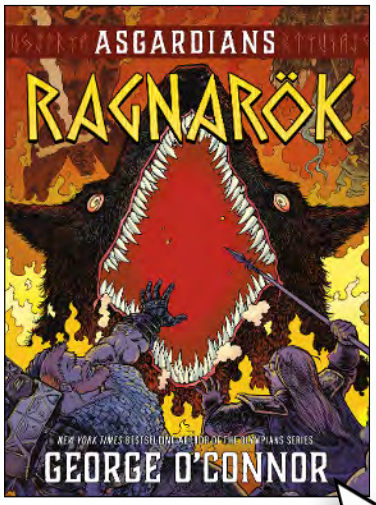
CORPSE DE BALLET by Megan Kearney

First Second; July 2026; 336 pages; Ages 14-18

In her solo graphic novel debut, Megan Kearney weaves a fresh tale of dark academia and brutal competition. This psychological thriller is perfect for fans of *Black Swan*!

Arriving at Saint Anselmus in the middle of the year, Rosamund Hammond is ready to practice hard and prove she deserves to be there. But something at this boarding school doesn't feel right.

It turns out that just before Rosamund enrolled, a student disappeared without telling anyone. Was it really a leave of absence—or something more sinister? Together with her new roommate, Rosamund spirals deeper and deeper into an obsession with the truth. As the school prepares for its showcase performance of *Coppélia*, can she commit to her hard-earned ballet dreams while solving the mystery that's haunting her—or will she lose herself in the process?



NEAR FINAL COVER

ASGARDIANS: RAGNAROK

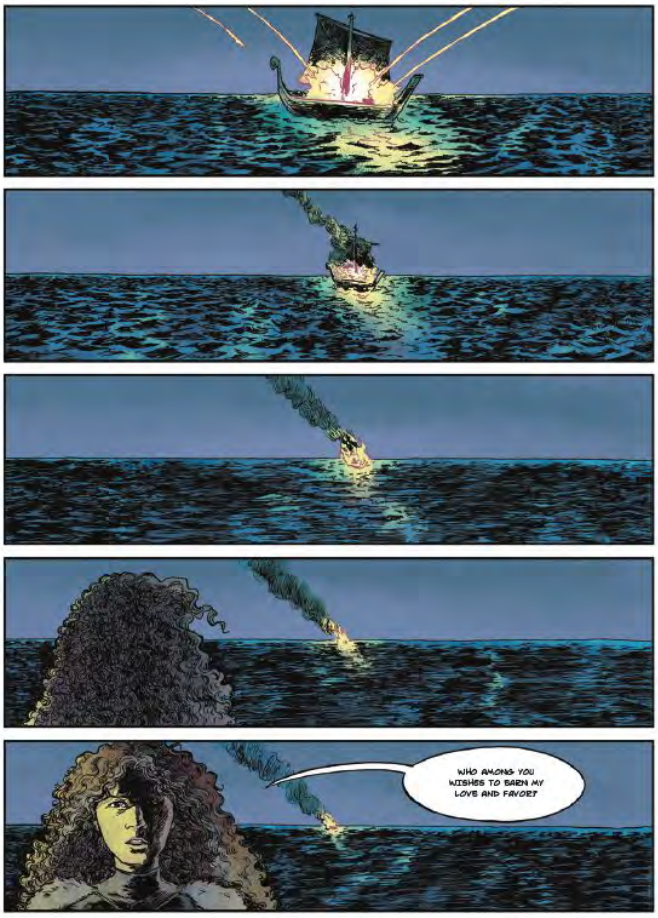
by George O'Connor

First Second; March 2027; 112 pages; Ages 10-14

Following the smash-hit *Olympians* series (over a million copies sold!), George O'Connor embarks on a new saga about the Norse gods. This fourth and final volume tells the story of the world-shattering event, Ragnarok!

Gullinkambi, the golden-combed rooster, has crowed, which can only mean one thing—the final battle is upon us. Tremors ripple through the nine worlds, and the walls of Asgard shudder as Odin sees visions of razorlike teeth and a great tree consumed by flames. The Midgard Serpent rises from the depths, and in far-off Hel, a great ship sets sail to bring war to Odin and Asgard. Ragnarok, the end of the old world and the beginning of the new, has arrived. . .

In *Asgardians*, George O'Connor provides the perfect companion to his *Olympians* series, and his highly kinetic illustrations bring these gritty and astonishing tales of war, rivalry, and deception to vivid and startling life.

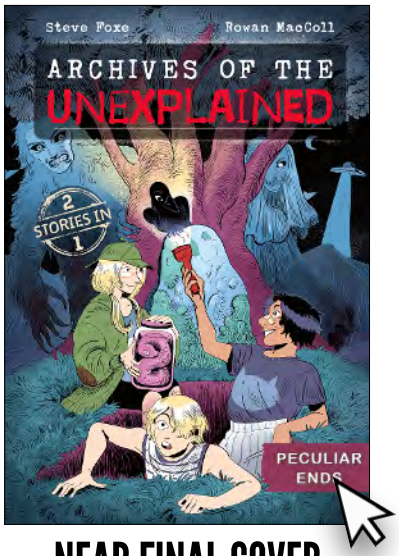


ARCHIVES OF THE UNEXPLAINED: LOST SKIES AND SEAS by Steve Foxe; illustrated by Daryl Toh

First Second; August 2026; 112 pages; Ages 8-12

Welcome to the third venture into the *Archives of the Unexplained*, a middle grade fiction graphic novel series exploring historical and mysterious hair-raising events. In this dive we look into the disappearance of Flight 19 and the U.S.S. *Cyclops*!

Shiver me timbers! Divya and Neal's school trip to a maritime museum takes an eerie turn when they sneak away to explore the out-of-bounds areas. There they meet an old bearded docent who is full of strange tales of vanishing planes and ships. What really did happen to the crew of Flight 19, lost over the ocean during a training exercise? And what was the fate of the U.S.S. *Cyclops*, vanished without so much as an S.O.S. signal or a trace of wreckage? One thing's for sure—when their teacher finds Divya and Neal they're going to be in a boatload of trouble!



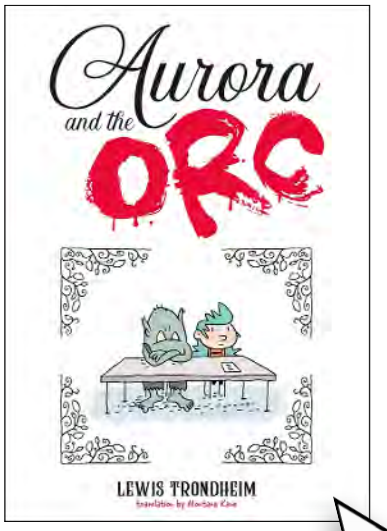
NEAR FINAL COVER

ARCHIVES OF THE UNEXPLAINED: PECULIAR ENDS by Steve Foxe; illustrated by Rowan MacColl

First Second; January 2027; 112 pages; Ages 8-12

Open the *Archives of the Unexplained* as we delve into unearthly real-life stories, explore the unknown, and examine the elusive facts of history's many mysteries. In *Peculiar Ends* , discover the tragic mystery of Richard Lancelyn Green and his obsession with Sir Arthur Conan Doyle, and the chilling tale of the nine hikers who walked into the icy Dyatlov Pass and whose deaths remain unexplained to this day.

Lucy and Alex just want to enjoy their campout and tell each other spooky stories. But when Alex convinces Lucy to venture farther into the woods, will the setting prove a little too scary for these best friends? With Lucy's uninvited little brother, Scotty, tagging along, they recount the tragic mystery of Richard Lancelyn Green, a man whose obsession with Sir Arthur Conan Doyle ended in a puzzle even the great Sherlock Holmes would struggle to solve, and the chilling tale of the nine hikers who walked into the icy Dyatlov Pass and whose deaths remain unexplained to this day. When a lone crow leads them to a hidden gravestone, are they about to become part of their own mystery or is the local wildlife playing tricks on them?



AURORA AND THE ORC by Lewis Trondheim; translated by Montana Kane

First Second; June 2026; 192 pages; Ages 7-10

From comics legend Lewis Trondheim comes a middle grade graphic novel with a quirky balance of humor, fantasy world-building, and real heart.

There's something strange about the new kid in class. Maybe it's because he's from a faraway country where they practice different customs. Or maybe it's because his skin is green, he carries a club, and his favorite pastime is slaying elves.

Her teacher and classmates are unfazed, but to Aurora, it's obvious—the new kid is an orc! And as his unofficial chaperone, Aurora must teach him about human life and curb his outrageously orc-like behavior. But as she travels with him and sees more of his world, it becomes clear she also has much to learn, not just about him but her own family.

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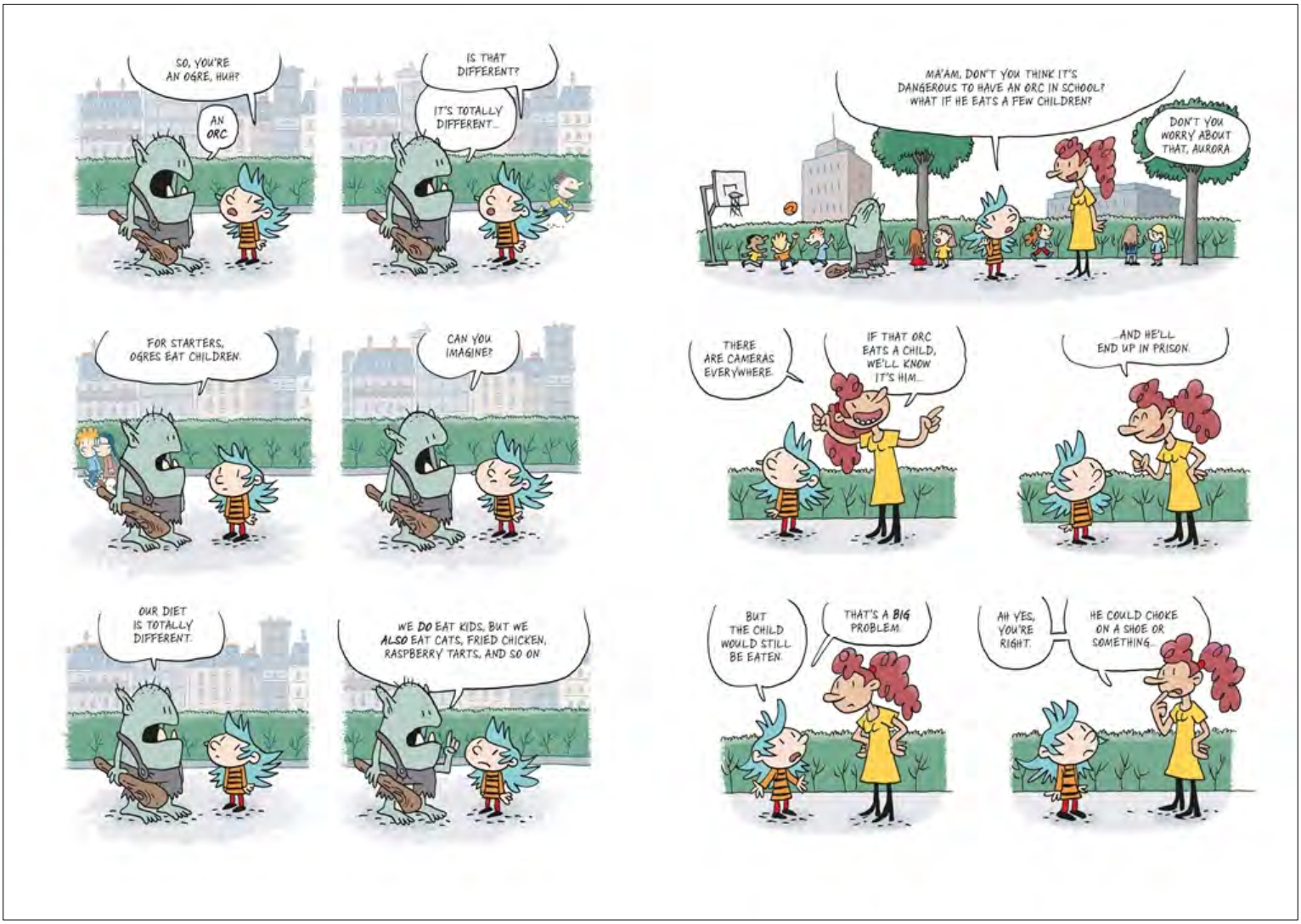

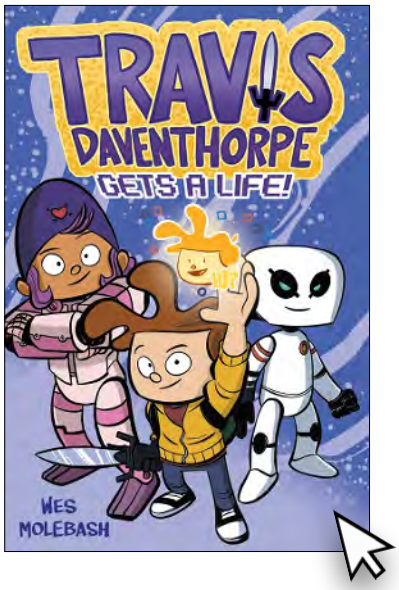

TRAVIS DAVENTHORPE GETS A LIFE!

by Wes Molebash

First Second; July 2026; 288 pages; Ages 8-12

Hilo meets _The Last Kids on Earth_ in the third volume of this pun-filled, video game–inspired, sci-fi fantasy adventures series!

The secret is out! Travis Daventhorpe is telling his parents everything—about the legendary sword of legends, the prophecy, and Nol Invictus. The final battle is fast approaching, and only Travis can save the multiverse. His parents are supportive, but while he's waiting for Nol Invictus to make his move, couldn't Travis take it easy for change? Be a kid, spend time with friends, and maybe even go to the Valentine's Day Dance? Travis is ready to face Nol Invictus, but does he have the courage to step out on the dance floor?

From Wes Molebash comes the third volume of this pun-filled, video game-inspired, sci-fi fantasy adventure series. Join Travis Daventhorpe as he dodges interdimensional warriors, trains for the fight of his life, and tries out his best dance moves. . . all while trying to fulfill his magical destiny!

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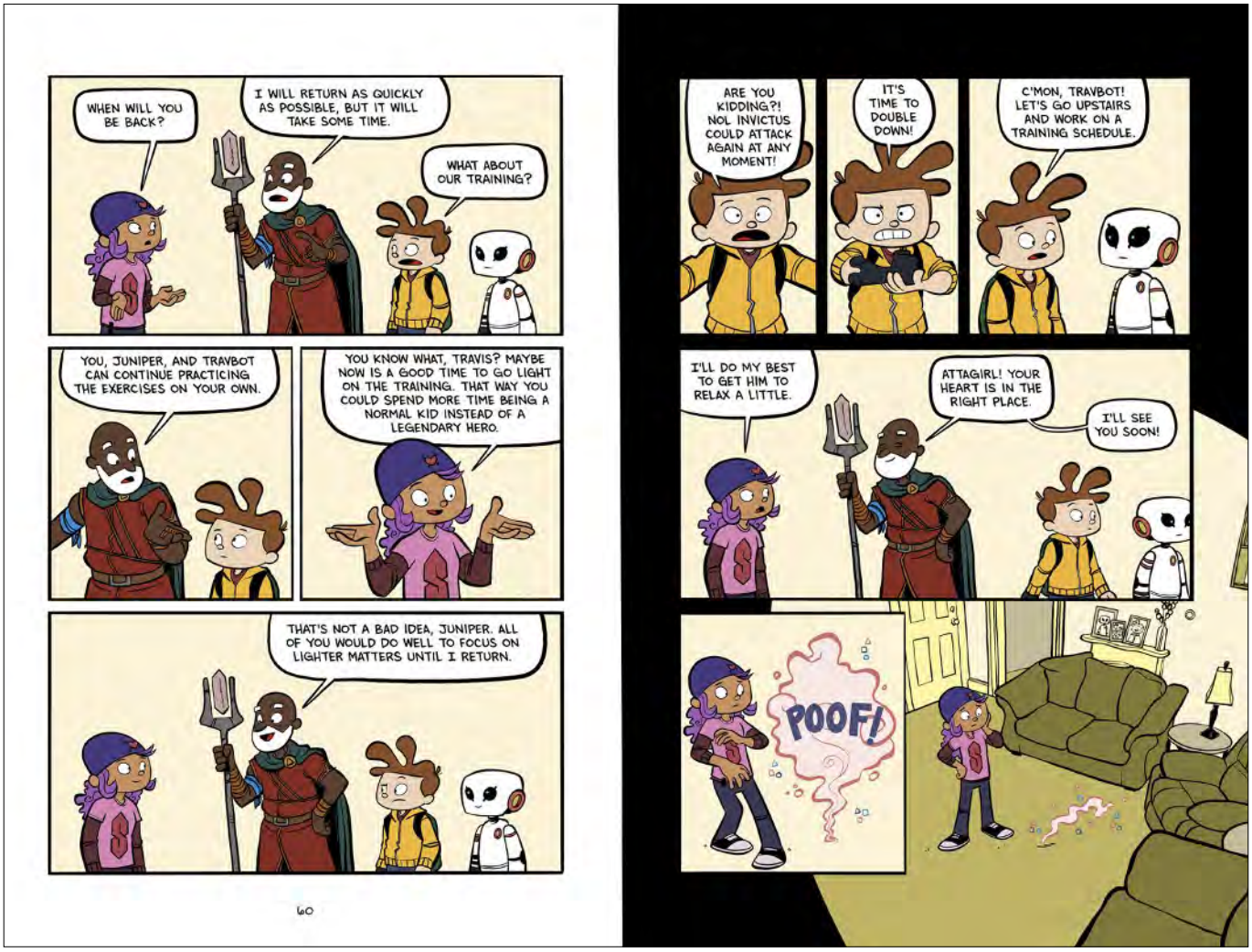

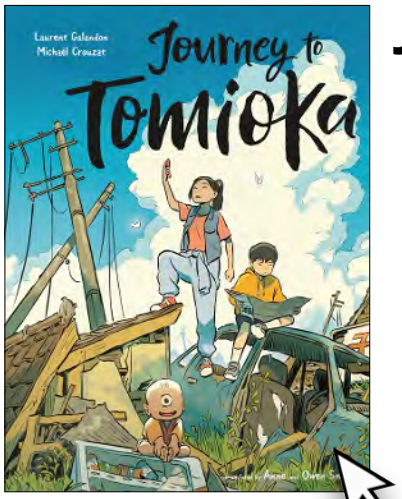

JOURNEY TO TOMIOKA by Laurent Galandon; illustrated by Michaël Crouzat; translated by Anne and Owen Smith

First Second; June 2026; 112 pages; Ages 8-12

For fans of *This Was Our Pact* and Hayao Miyazaki films comes a breathtaking middle grade fantasy adventure full of wonder and magic.

Osamu hasn't been the same since that day. When the tsunami hit Fukushima prefecture, it killed his parents, destroyed his home, and triggered one of the world's worst nuclear disasters. Now, all Osamu has left is his grandmother, Bā-chan, and his big sister, Akiko. As he withdraws into his own world, he befriends friends yōkai—spirits only he can see.

Then, tragedy strikes again, and Bā-chan dies. Osamu and Akiko are determined to return her ashes to their family farm in Tomioka, a town within Fukushima's forbidden zone. There, the siblings will face dangerous radiation and yōkai, both friendly and deadly—but they're willing to risk it all to make it home.

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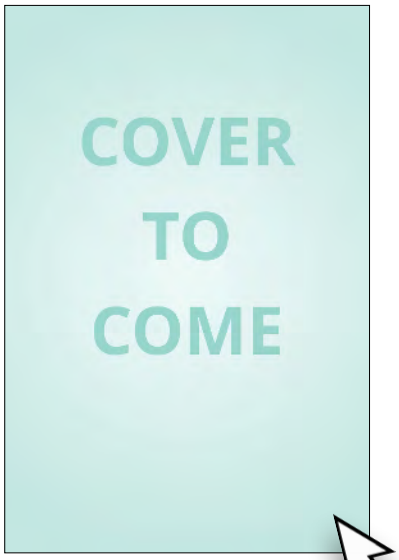

WHEN A TIGER FLIES by Susie Yi

Roaring Brook Press; February 2027; 352 pages; Ages 14-18

A poignant YA graphic novel about Ara, a sheltered sixteen-year-old prodigy wrestling with her newfound freedom at Harvard by beloved webcomics artist, Susie Yi. Perfect for fans of *In Limbo* and *Are You Listening*.

Sixteen-year-old Ara is a prodigy. Under the sheltered care of her parents, Ara has achieved her life goal—she's going to Harvard.

But while Ara had prepared herself for getting into Harvard, she isn't ready for what college brings. She's no longer the only genius at school, her parents aren't closely watching over her anymore, and being two years younger than her fellow freshmen means Ara is in the dark about a lot of things, especially friendships and romantic relationships.

Things spiral out of control as Ara struggles to maintain top grades and falls for an older classmate, who becomes controlling and abusive. Ara knows people have always thought that her parents were "Tiger Parents," even though Ara felt safe and loved in her family bubble. Now facing the outside world alone, Ara learns that she too was born and raised to be a tiger—strong, fierce, and independent. And with time and healing, Ara will find her voice and roar.

Inspired by author-illustrator Susie Yi's own experience, *When a Tiger Flies* is an achingly honest and deeply moving graphic novel about first college experiences, toxic relationships, and intergenerational strength.

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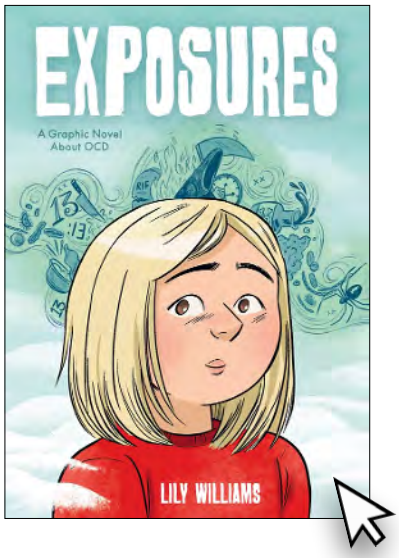


EXPOSURES by Lily Williams

First Second; August 2026; 352 pages; Ages 8-12

A heartfelt graphic novel about a girl's experience with exposure therapy to manage her OCD, perfect for fans of *Weirdo* and *In Limbo*.

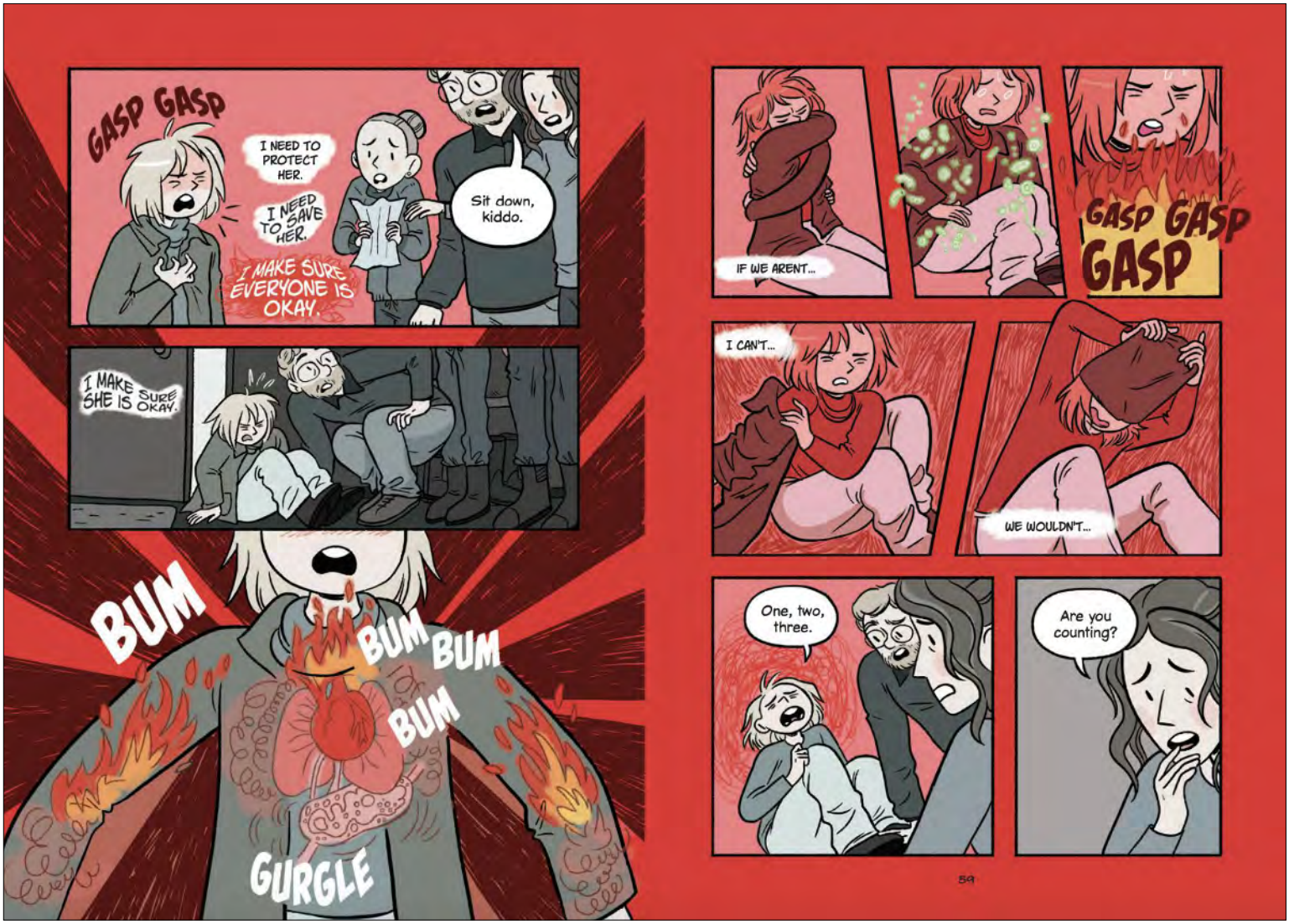
Let me tell you about the winter I had to face all my fears.

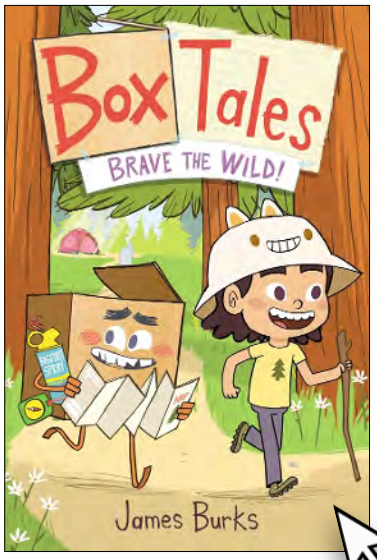
I used to like a lot of things when I was younger, like dancing, baking, and most of all skiing. But as I got older, things started to change. . . I started to feel afraid of things like certain colors, numbers, and cracks in the sidewalk.

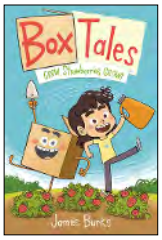
But there was a way to manage these scary thoughts, and start enjoying the things I used to—it started with something called exposure therapy.

Even though it was hard at first, I learned how brave I truly am. This is the story of my OCD and how, despite the challenges, I learned to face my fears.

Eisner nominated creator Lily Williams' latest graphic novel is an honest and heartwarming account of what it's like living with OCD, and the courage it takes to confront your deepest fears.







September 2025 March 2026

BOX TALES: BRAVE THE WILD!

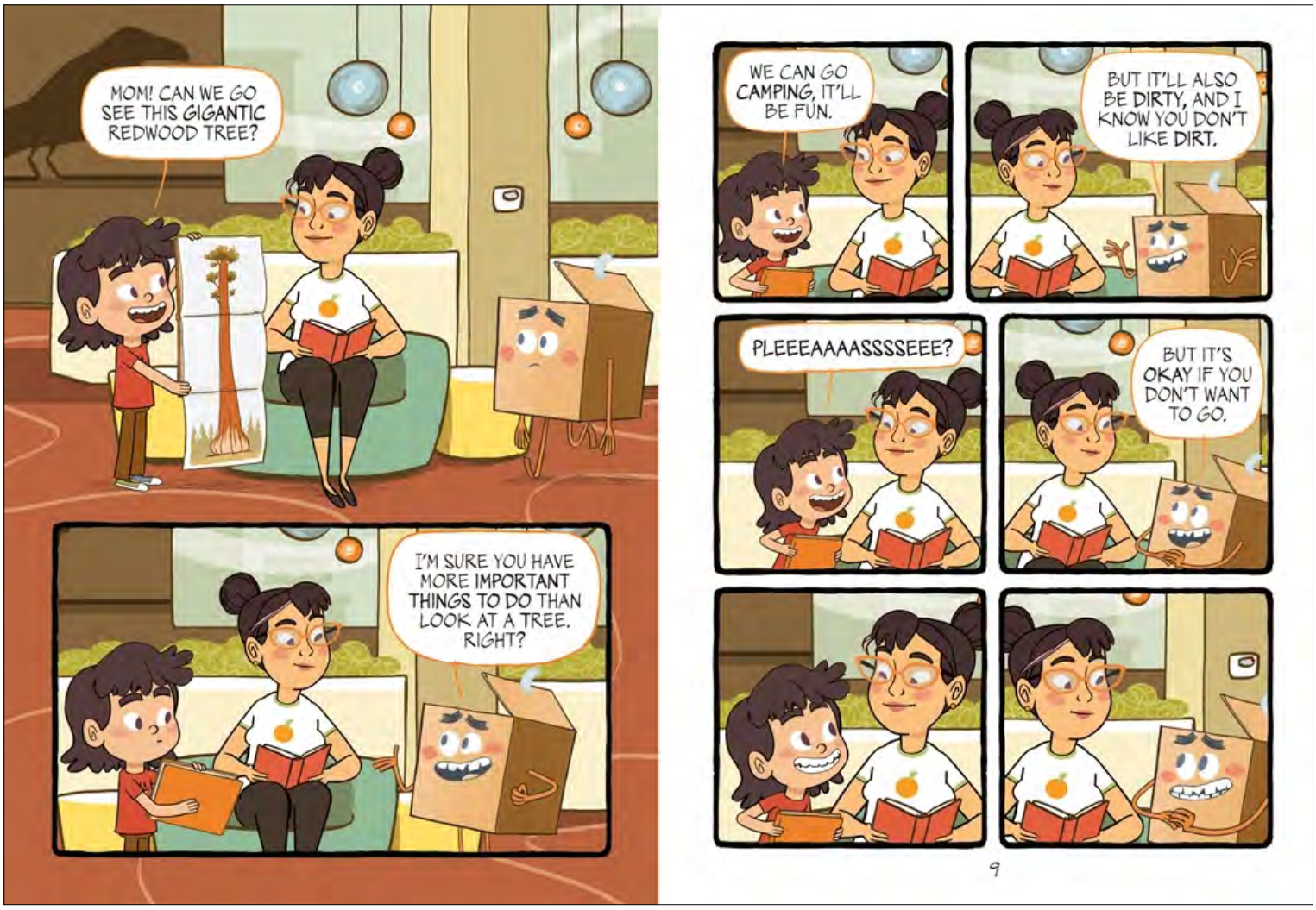
by James Burks

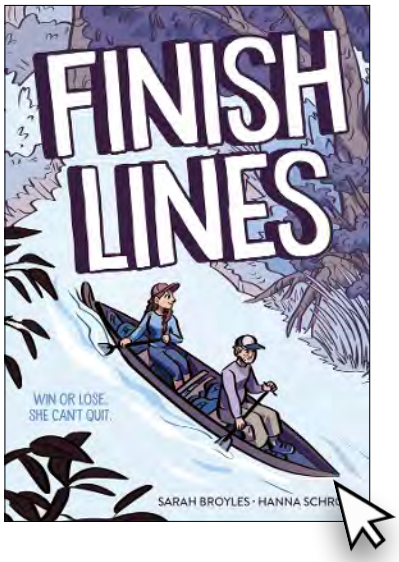
First Second; August 2026; 128 pages; Ages 5-9

A young reader graphic novel about Beatrix and her best friend Box, a sentient cardboard container, as they take on their first camping trip.

Best friends Bea and Box are planning the biggest adventure they can imagine—an overnight camp out to visit the biggest redwood tree in the world. While Bea starts packing and is beaming with excitement, Box is afraid to admit how he's really feeling—scared silly of the woods! Big trees are one thing, but big bears and big danger and even BIGFOOT might also be lurking in the wilderness. If they don't want to miss out on the adventure of a lifetime, Bea knows that she'll have to help her friend Box face his fears, pack his gear, and brave the wild!

Series Foreign Sales: Adventuriers d'Allieurs/**French**





FINISH LINES by Sarah Broyles; illustrated by Hanna Schroy

First Second; June 2026; 352 pages; Ages 14-18

While trying to think of something suitably impressive for her college essays, Miranda comes across something perfect. A race: one of the most challenging endurance races in the world, and something that her mother and grandfather have done as a team for years. But when her mother gets injured, Miranda decides it's her turn to shine.

The race has got it all: multigenerational bonding; testing her personal strength; showing her willpower and character—she's sure it'll make her stand out and be catnip for admissions departments of the colleges she wants to attend. But Miranda's drive for success and perfection will run into obstacles. She'll need to confront not only what she wants, but why she wants it, while making the decisions about what's truly important to her, her friends, her family, and her future.

In her graphic novel debut, writer Sarah Broyles has brought an engaging family dynamic to the page, and artist Hanna Schroy's artwork brings a soft yet grounded style to the page that invites readers into Miranda's world. Equal parts funny, challenging, and deeply relatable to anyone who's ever asked themselves "am I good enough?", Finish Lines brings a specifically singular story to life in a way that will speak to many readers.

THE BOOKS OF CLASH by Gene Luen Yang; key art by Les McClaine and Alison Acton

First Second; Ages 8-12

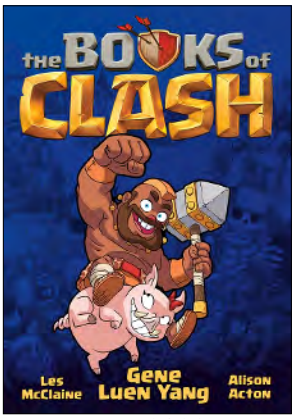
In this epic series set in the world of Clash of Clans and Clash Royale, experience a laugh-out-loud tale of friendship and fun from superstar graphic novelist Gene Luen Yang!

SEE!
The illustrated exploits of one young Hog Rider and his trusted companion in an unpredictable tale of fantasy and adventure.

READ!
Their journey from no-good warriors on the battlefield to true heroes of the Royal Arena!

BATTLE!
When danger strikes the village of JazzyPickles and its colorful cast of characters in this heartwarming and hilarious graphic novel based on two of the world's most popular video games.

Foreign Sales: Crew/**Czech** • WPG/Condor/**Dutch** • Steinkis/**French** • Kinneret/**Hebrew** • Tunue/**Italian** • Penguin Random House/**Portuguese in Portugal** • Planeta/**Spanish** • Cobolt/**Swedish**



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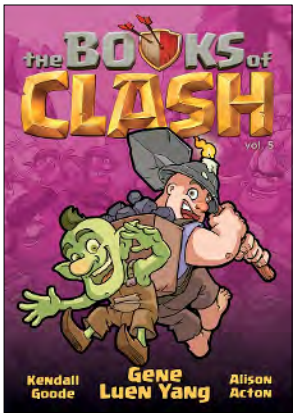
November 2023

May 2024

November 2024

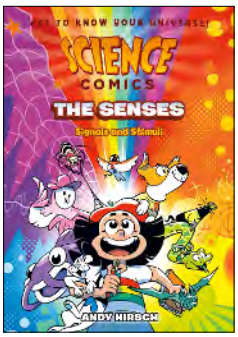


May 2025

November 2025

May 2026

SCIENCE COMICS



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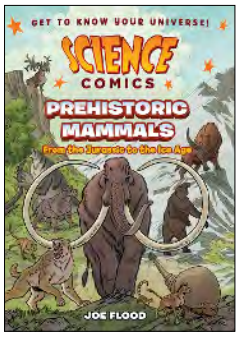

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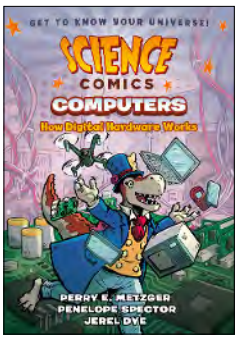

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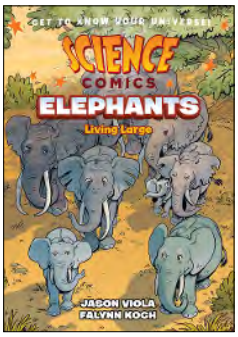

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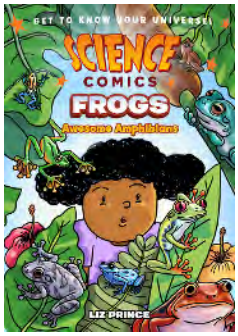

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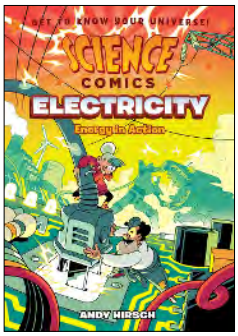

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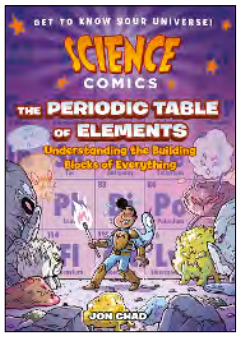

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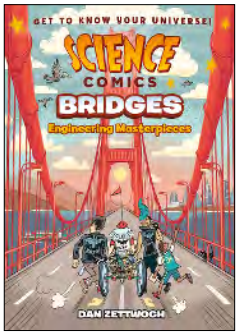

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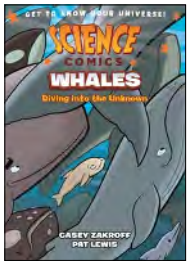
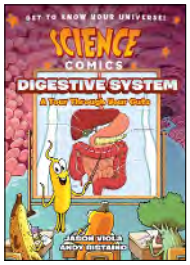


October 2021

June 2021



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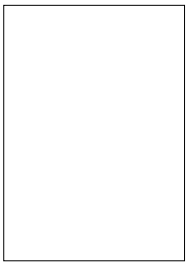
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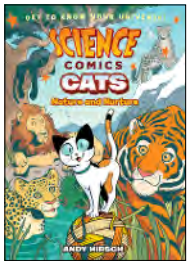

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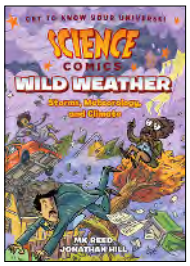

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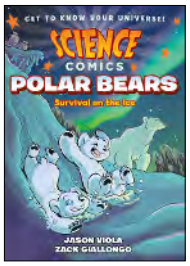

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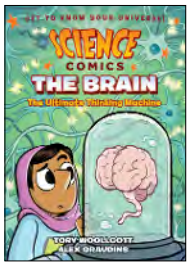

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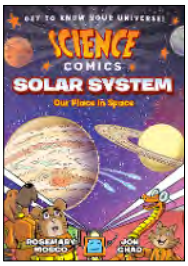

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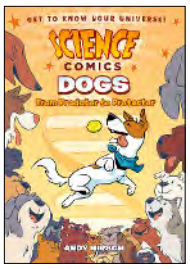
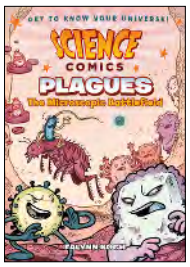


October 2017
BESTSELLER!



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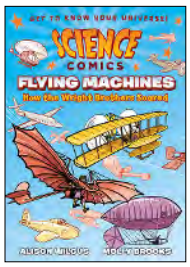

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February 2017
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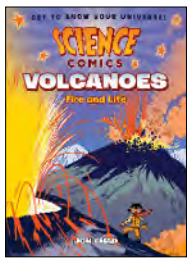

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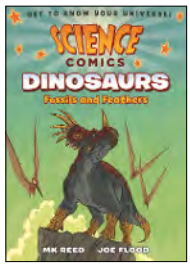
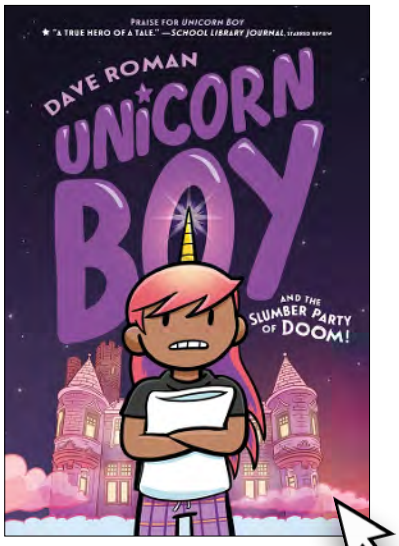


March 2016
BESTSELLER!

March 2016
BESTSELLER!

Series Foreign Sales: Dar Afkar Mobtakara/**Arabic** • Beijing Dandelion/**Chinese Simplified** • Slovart/**Czech** • Loewe/**German** • Keter/**Hebrew** • Foliant Publishing House/**Kazakh** • Gilbut/**Korean** • Aschehoug/**Norwegian** • Nasza Ksiegarnia/**Polish** • Editura Art/**Romanian** • Mann, Ivanov & Ferber/**Russian** • Slovart/**Slovak** • Oceano/**Spanish (Latin America)** • Norma/**Spanish (Spain)** • Cobolt/**Swedish** • Vivat Books/**Ukrainian** • Dinh Ti Publishing/**Vietnamese**



March 2024

UNICORN BOY AND THE SLUMBER PARTY OF DOOM! by Dave Roman

First Second; May 2026; 224 pages; Ages 8-12

In the second exciting installment of this magical middle grade adventure, our hero Unicorn Boy sets out in search of deep mystical knowledge—how to fit in at a sleep-over, how to handle everyone seeming cooler than you are, and what's up with everyone else knowing more than you do about this whole unicorn thing. Any theories? Asking for a friend. Perfect for readers of *Narwhal and Jelly*, *Grumpy Unicorn*, and *InvestiGators*.

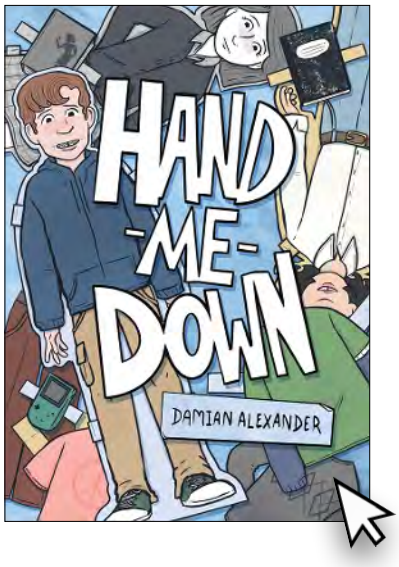
Brian Reyes always felt a bit different–even *before* growing a unicorn horn, discovering a talking muffin, and swallowing the ruler of the Underworld to save his BFF.

So when he receives a mysterious invitation for a *Unicorn-Only Sleepover*, Brian wonders if these fellow magical creatures might help him make sense of his increasingly odd world.

Held in an enchanted castle in the clouds, not everything at this glitzy, glamorous party is as it seems, and Brian will have to fend off increasing social anxiety, ignore the negative voices in his gut, and stay true to himself if he's going to if he's going to survive the night!

With a wave of his magic pen, Dave Roman has created a cast of charming oddballs reckoning with normal, every day problems—you know, things like heroic destinies and the fate of all magic in the universe.

Series Foreign Sales: Hachette/**UK & British Commonwealth**



HAND-ME-DOWN by Damian Alexander

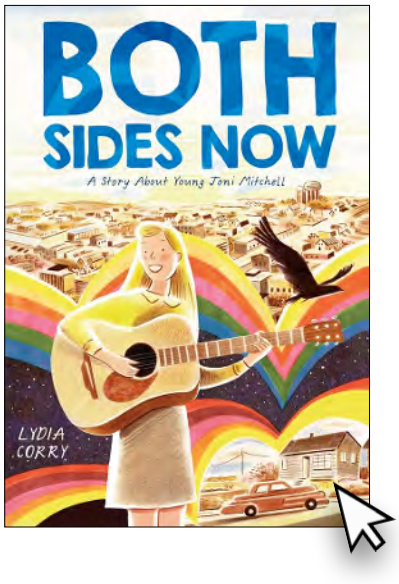
First Second; July 2026; 224 pages; Ages 8-12

For fans of *Hey, Kiddo* and *Flamer* comes a moving middle-grade graphic memoir that tells an intergenerational story about the struggles we face and the love we share.

Damian has lived with his grandma ever since his mother died when he was a baby. Now, all he has left of his mother are old photos and the stories Nanny shares with him. Nanny has a lot of stories, some about his mom and some about her own childhood growing up in foster care.

When Damian feels lonely, he imagines what life was like when his mother and grandmother were middle schoolers like him. Through memories, stories, and daydreams, he feels closer to the mother he lost and begins to see the mother he found.

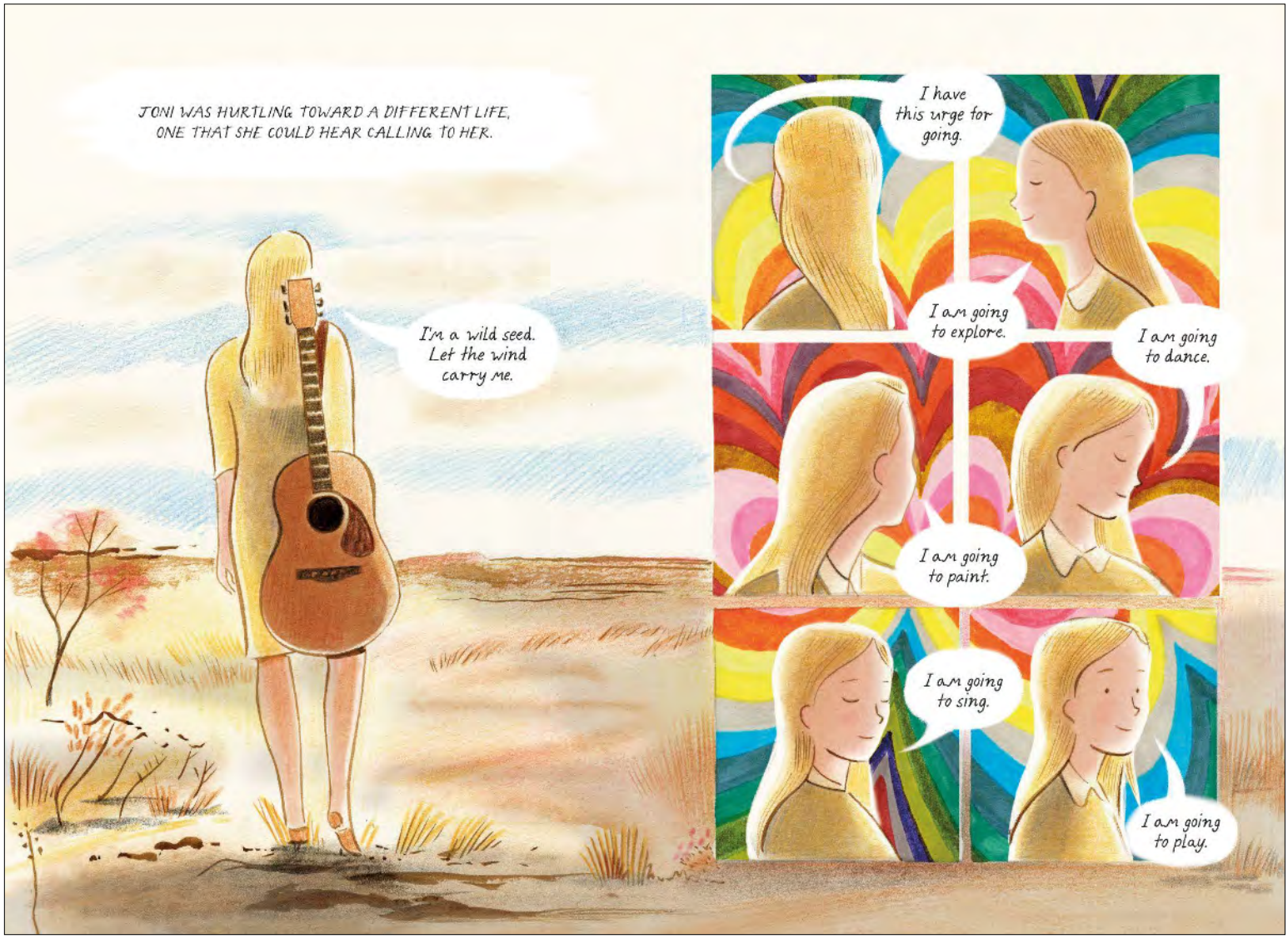
From Damian Alexander, author of *Other Boys*, comes a touching graphic memoir about hardship, connection, and the love we pass down across generations.



BOTH SIDES NOW by Lydia Corry

Godwin Books; May 2026; 144 pages; Ages 7-10

A biography about the legendary singer, songwriter, and performer Joni Mitchell that focuses on her childhood before she was famous!

Joni Mitchell is a Rock and Roll Hall of Famer whose music has touched generation after generation. Her millions of fans are accustomed to seeing her with a guitar in hand, mesmerizing crowds of festival-goers and music-lovers alike. But now it's time to introduce readers to a new side of Joni, from before the fame and widespread adoration.

Get ready to explore Joni's childhood, growing up in small towns on the vast Canadian prairie. As a young girl she fell seriously ill with polio. However, like all great artists, this setback was unable to extinguish the creative flame in Joni's spirit. With unmatched determination and stubborn perseverance, Joni not only gets back on her feet but finds new passions to pursue. From painter to poet to songwriter—this is Joni Mitchell's story as a young girl and the childhood experiences that shaped her.