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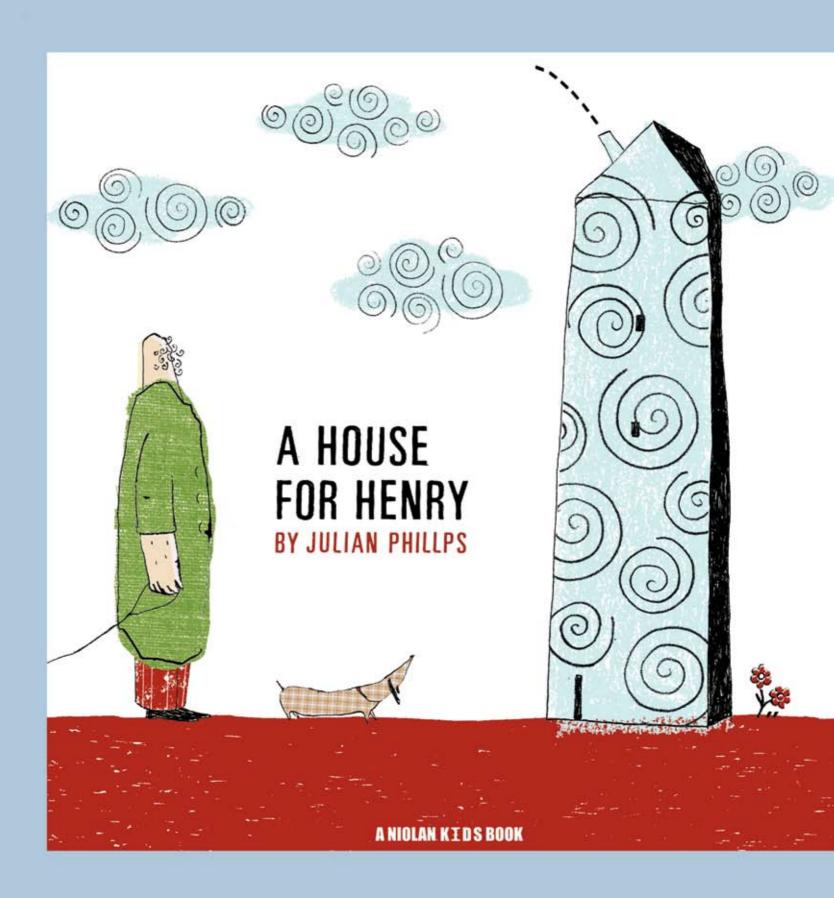
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A House For Henry

Writer: Julian Philips Illustrator: Eef Osselaer

Art Example 1 Art Example 1







He also was able to collect other donations. One old building in town was being torn down for a new building, and they gave Henry all the old doors and windows. A man with a concrete mixer truck had some extra concrete after a job, and it was used to make a little walkway to Henry's new front door and a small driveway.



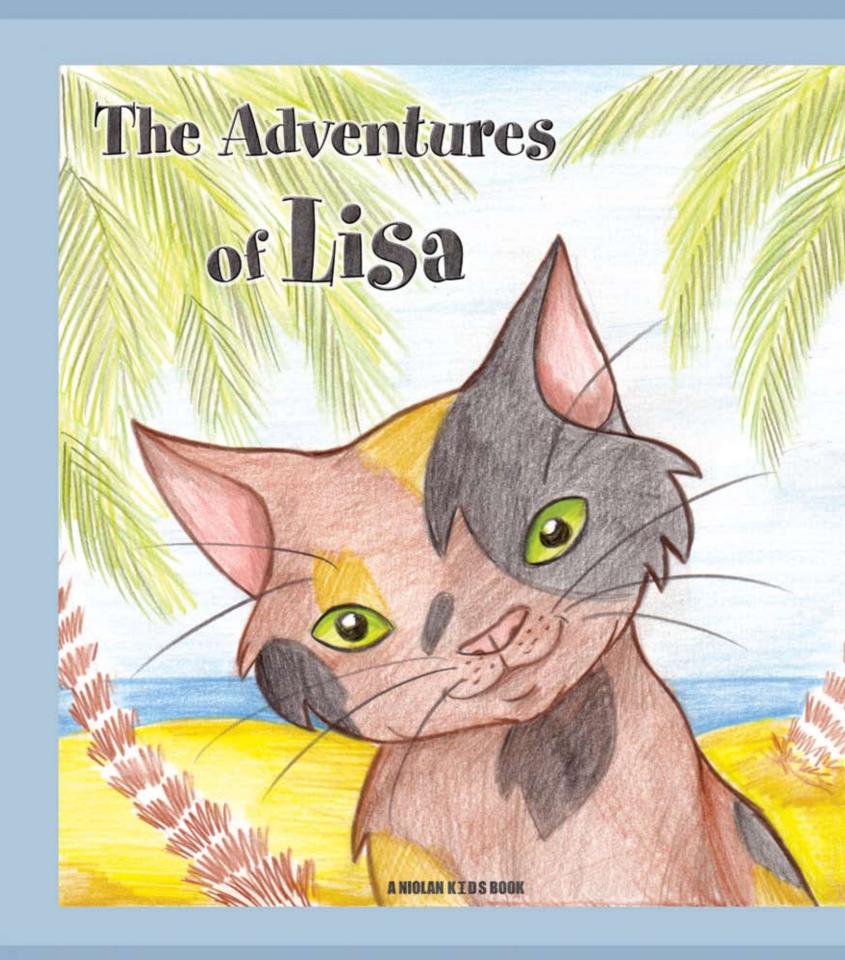
Different people in the town helped Henry work on his home. The waitress at the coffee shop came to help, along with some of her friends.

Art Example 3

A House For Henry

A homeless man works with members of his community to bring together what he needs to build his own house. Henry is an honest man, but poor, without a home. A friend at a coffee shop suggests he take advantage of a program that helps the homeless build their own house from donated materials. All he has to do is go around the community and get donations. In the end, everyone rejoices that Henry has succeeded, and he and his little dog happily move into their tiny blue house.





The Adventures Of Lisa

Writer: Jo Stainton

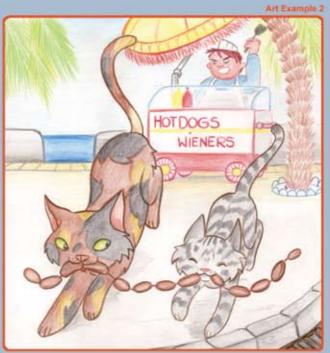
Illustrator: Frieda Van Ravels

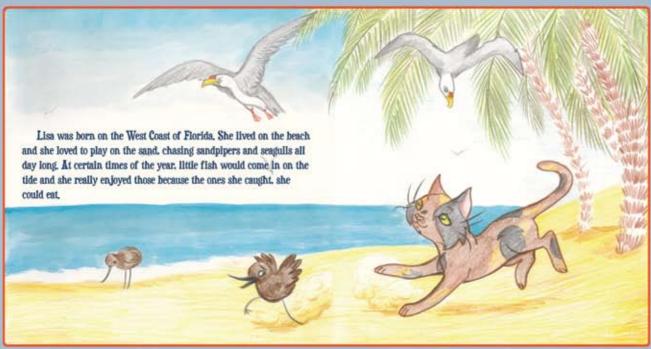
"Lisa is very sociable, I'm sorry if she caused you any inconvenience,"

Art Example 1

"Oh, not at all. We enjoyed having her."
"You know, she loves her freedom so I wouldn't want to coop her up in





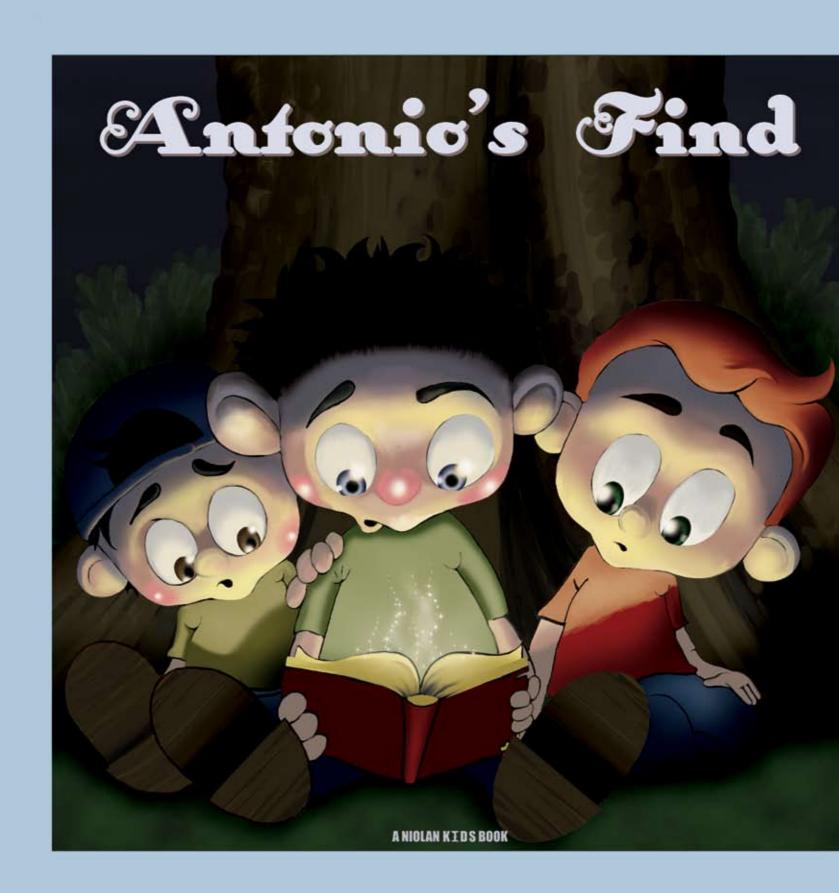


Art Example 3

The Adventures Of Lisa

Lisa is a very curious cat and she finds herself in many different situations, some of which can be dangerous. She manages to get out of these circumstances by her cleverness and determination. The people who own her worry about her, but they love her and watch her adventures.





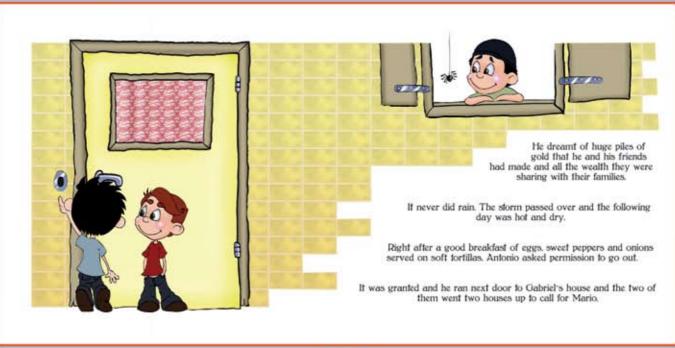
Antonio's Find

Writer: Jo Stainton
Illustrator: Malin Grön

Art Example 1 Art Example 2







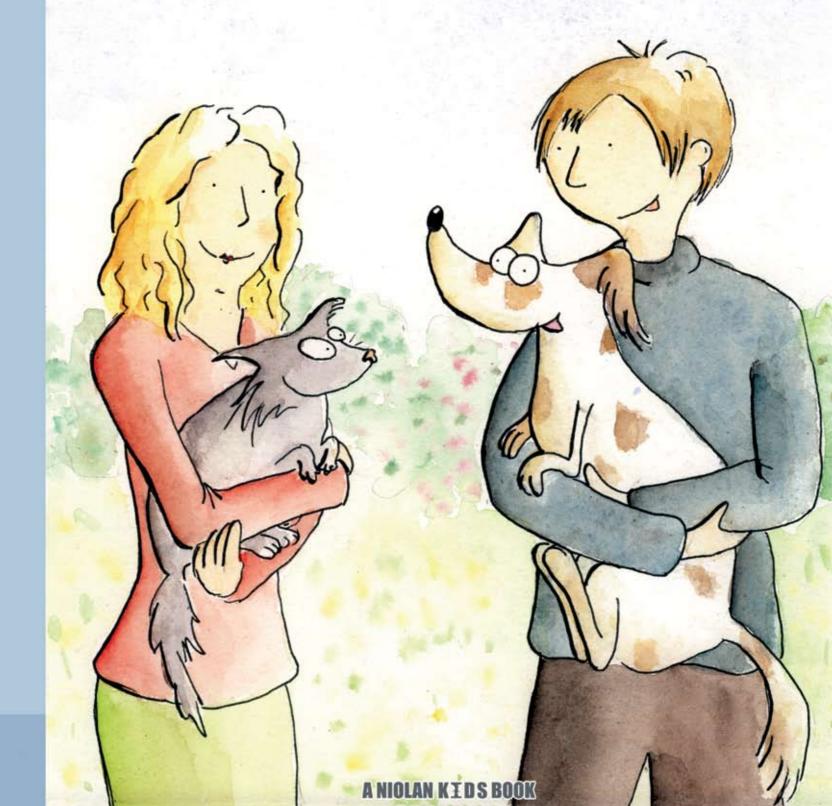
Art Example 3

Antonio's Find

'Antonio's Find' is an exciting story about three Mexican boys who discover a mysterious and mystical ancient site, on a day in the forest. They learn that it was once an Alchemy Lab, which is strange enough, but then they are also made famous in their hometown because of their discovery. What other wonderful things can these boys learn from the past?

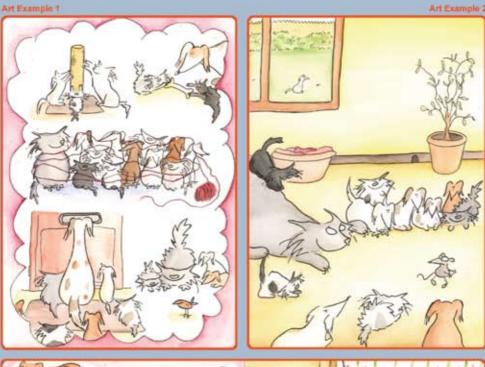


Candy & Daisy



Writer: Jo Stainton

Illustrator: Lise Van Lerberghe



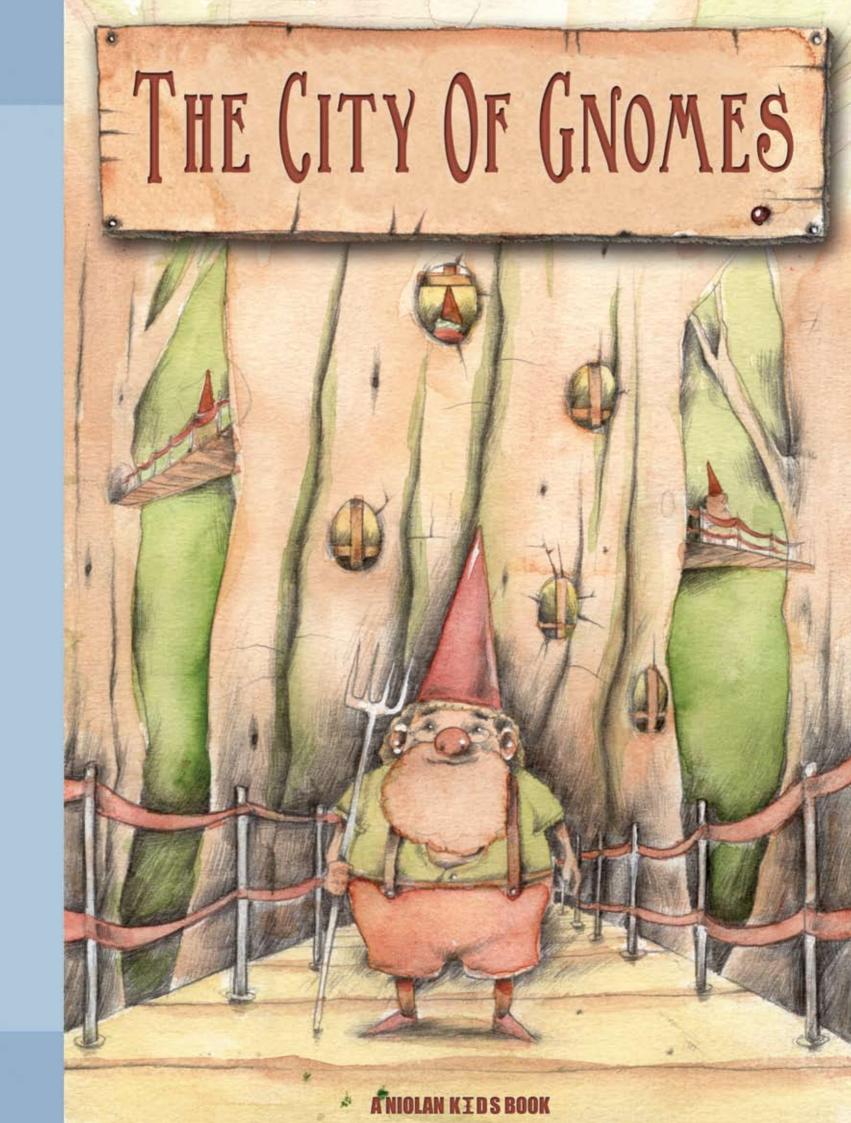


Art Example 3

Candy & Daisy

Life can be confusing for Candy and Daisy. Nature brings puppies to a Mommy Dog and kittens to a Mommy Cat, at the same time. But the cat decides to play with the puppies, and the dog then plays with the kittens. As they get older, the babies start to act a little strange, because now the kittens think they are dogs and the puppies think they are cats. It's a mixed up world for these two animal friends, who nevertheless work things out just fine.



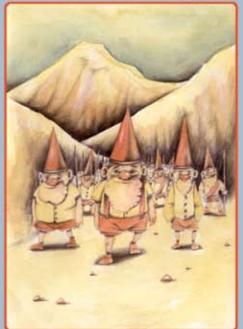


The City Of Gnomes

Writer: Julian Philips **Illustrator: Pieter Coudyzer**

Art Example 1

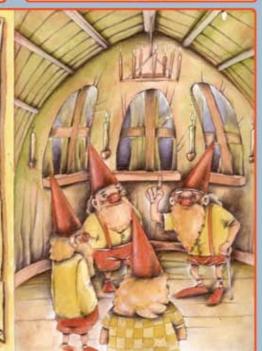




'There's no home for a gnome like his gnome-home," Rappatapp said, wagging his finger in the air and drooling a little (for he was very old).

But Miff, Biff and Tiff just laughed. "When we find riches in gold or fine chocolates, then you'll approve," Miff told Rappatapp.

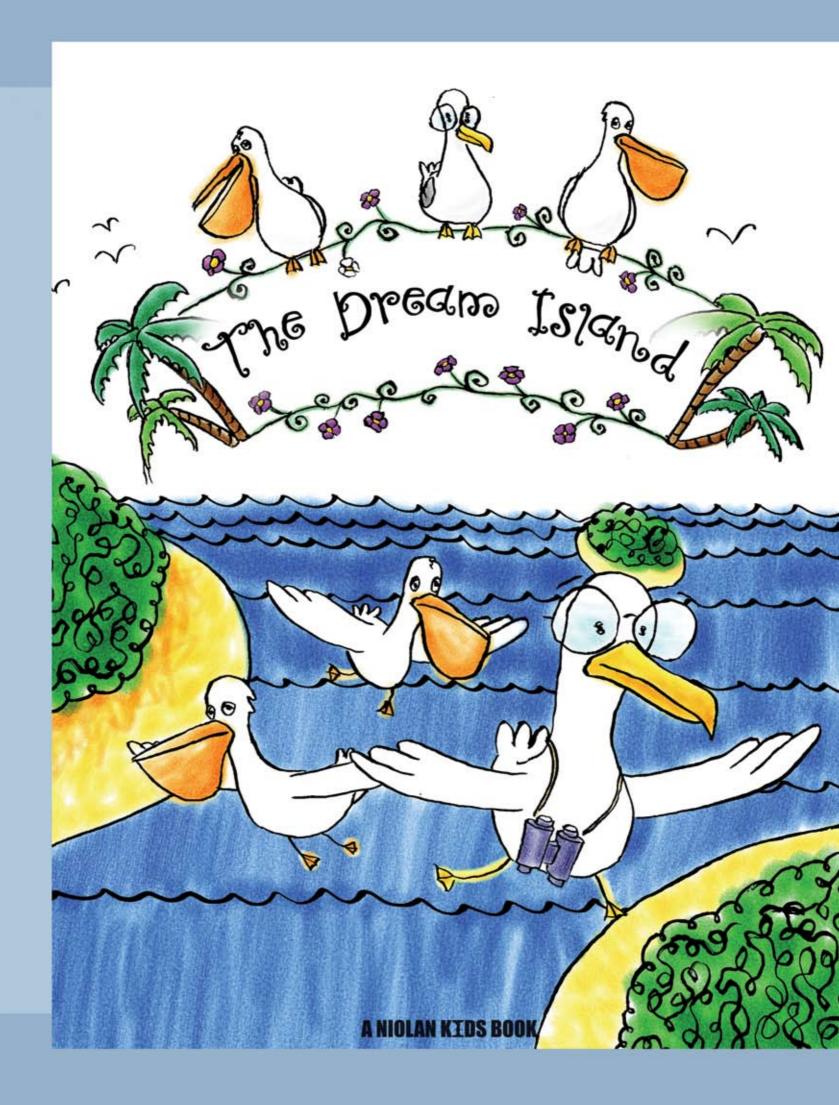
They left Porphorpolis at night, and wandered like three very short and lonely ghosts through hills and lands and valleys and rivers, never quite sure what was



The City Of Gnomes

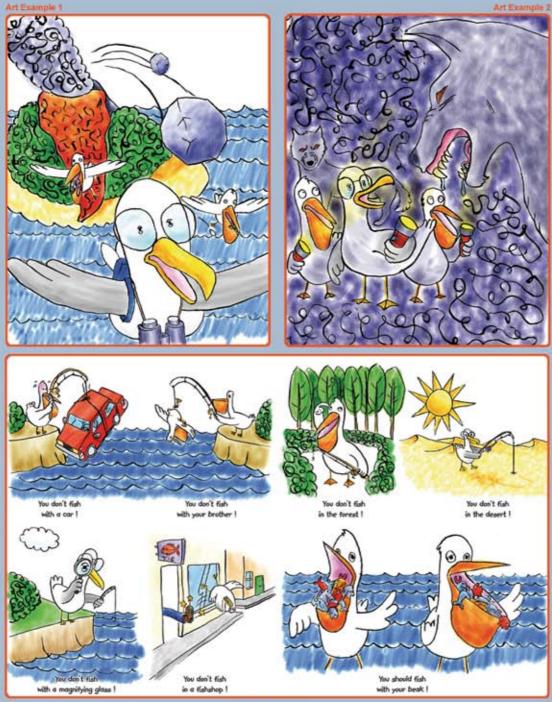
Three gnomes set out to discover a mysterious city, and are captured by a monster. These adventurous gnomes are looking for treasure, but what they find is a city called Happiness, where not everyone is happy. In fact, everyone has left the strange town because of the monster. When the monster captures them, a special friend back in Gnome City brings help and saves the day.





The Dream Island

Writer: Nielsen Scheerlinck Illustrator: Tonny Geysen



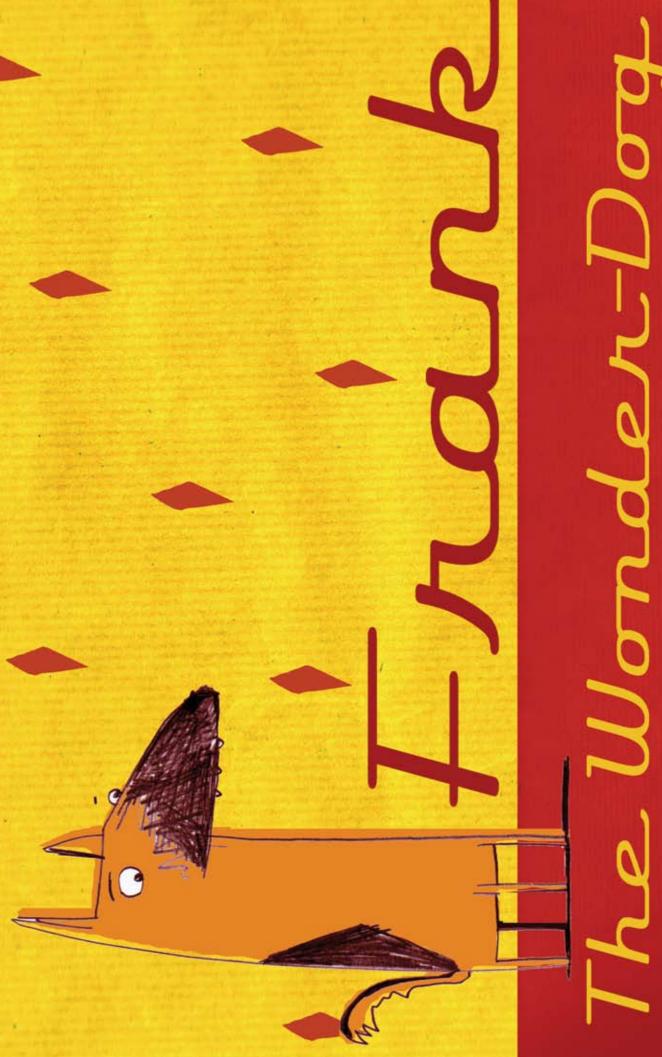
Art Example 3

The Dream Island

Blick and Block, together with Paprika and Py jama, get help from Mister Albatross in their quest to find the legendary Island of Dreams. Along the way, they find that dreams are not so easily located. Mister Albatross is hoping to find something good to eat on the mysterious island, and with more help from some special friends, the group learns that they can make their own dreams come true, and even the dreams of their friends.

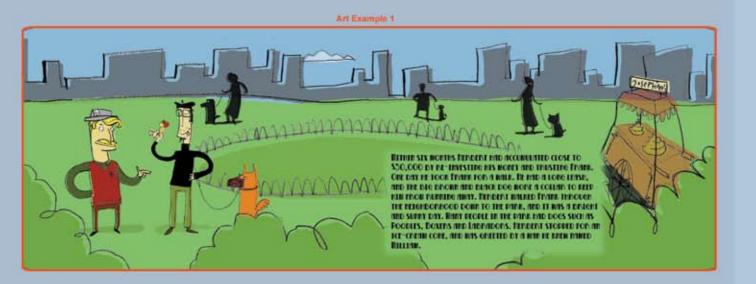


A WIOLAN KT DS BOOK



Frank The Wonder Dog

Writer: Julian Philips
Illustrator: Phavin Verly



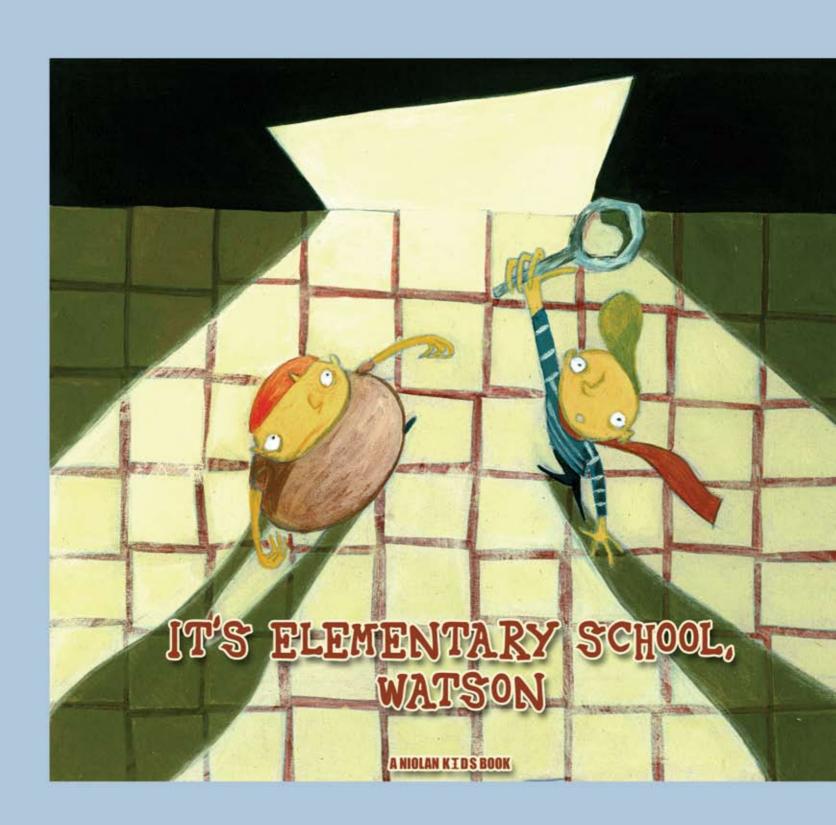


Art Example 2

Frank The Wonder Dog

What happens when a common German Shepard is discovered by his owner to have clairvoyant powers, and can accurately predict stock market winners, horse races and political contests? What is the secret of his amazing powers? When other people find out about Frank's abilities, they offer to buy him, or give him a role in a movie. But when Frank disappears, his owner thinks he may have been stolen, and undertakes a frantic search for his beloved pet.

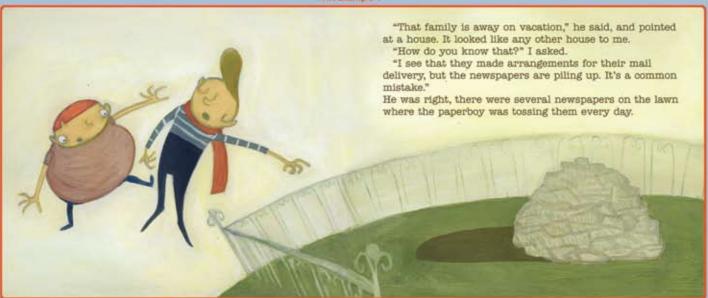




It's Elementary School, Watson

Writer: Dan Thomason
Illustrator: Sebastiaan Tillie

Art Example 1



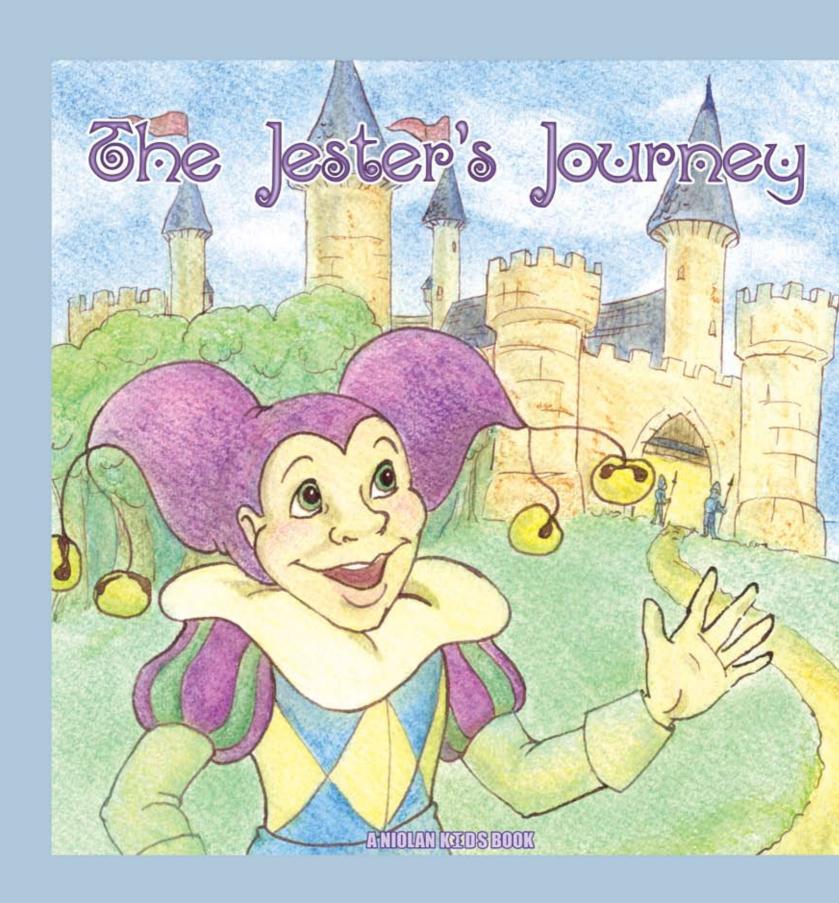


Art Example 2

It's Elementary School, Watson

Jerry Watson tells the story of his friend Ryan, a youngster who admires the great fictional detective Sherlock Holmes. When one of their classmates loses her cat, they spring into action and mount an investigation into the mysterious disappearance. They go through the proper steps to locate the lost pet. Can Ryan's powers of deduction solve the mystery and save the day?





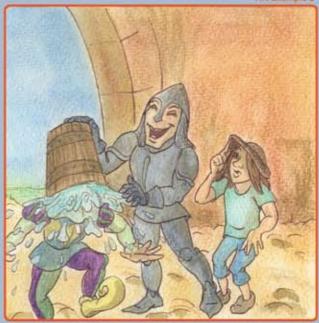
The Jester's Journey

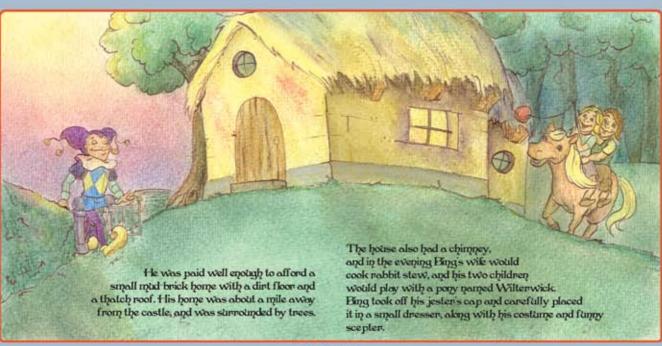
Writer: Marciel Penway

Illustrator: Kristel Van Mileghem









Art Example 3

The Jester's Journey

What is life like for a court jester in a small kingdom? Is there more to life than just making jokes, even for a professional Medieval comedian? The knights make fun of him, and the King has no time for his jokes, but his wife and their two sons love him dearly and his antics. When a big banquet requires the jester to perform at his best, he is in top form until an accident. But will he keep laughing?





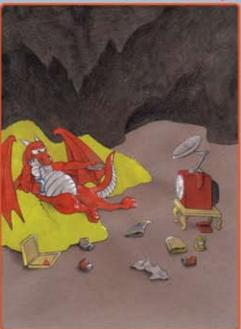
Writer: Julian Philips

Illustrator: Tim Van Wielendaele





Art Example 2





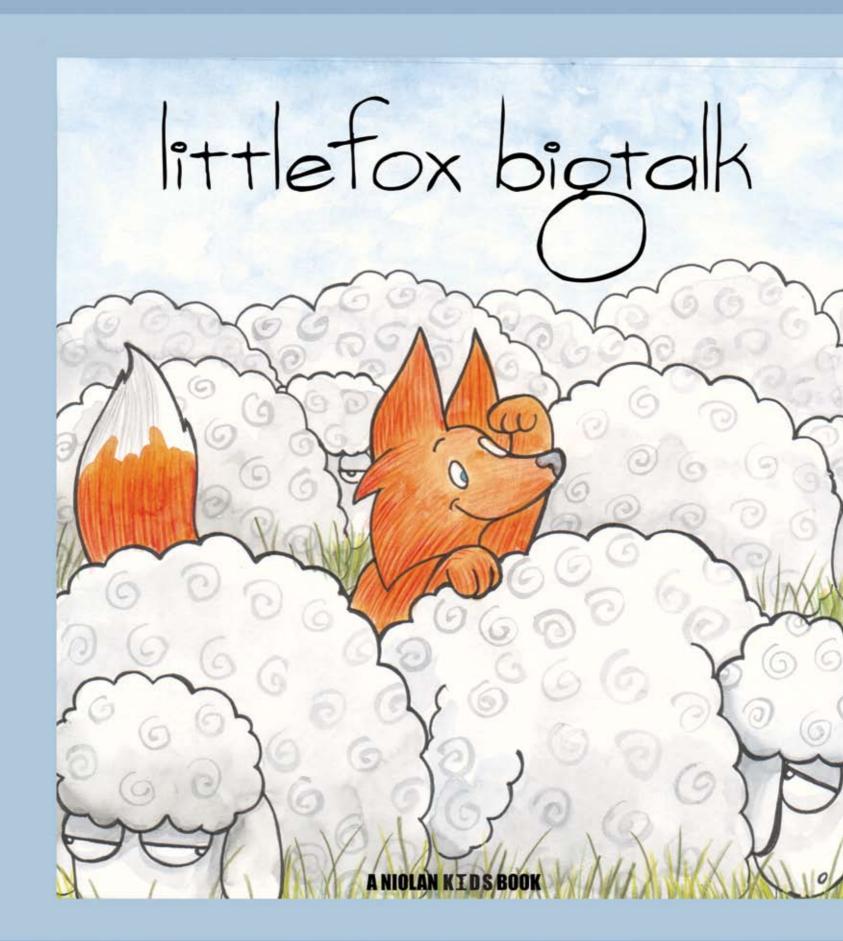


Art Example 3

The Lazy Dragon

Dragons are the most fearsome of all creatures. But one dragon who once terrorized a small kingdom finds he is too lazy to frighten anyone, or even get food. To his surprise, he gets help from a Knight sent to slay him. The dragon is hundreds of years old, and he has grown tired of burning and looting villages. So all he does is sit around his cave watching TV and playing video games. When he finally meets the brave Knight, an unusual solution is offered.





Littlefox Bigtalk

Writer: Dan Thomason
Illustrator: Frieda Van Ravels







Art Example 3

Littlefox Bigtalk

Littlefox has big dreams and a big mouth. He spins wild stories to amuse or frighten the litter of pups that his mother has left in his care. He even tells a tall tale to impress a squirrel, but is not paying attention to the two coyotes that are also listening. He finds himself in big trouble in the middle of a herd of sheep when they force him to help in one of their schemes. He learns a valuable lesson about accepting his true nature.



The Littlest Cat

Writer: Jo Stainton

Illustrator: Isabelle Joosen





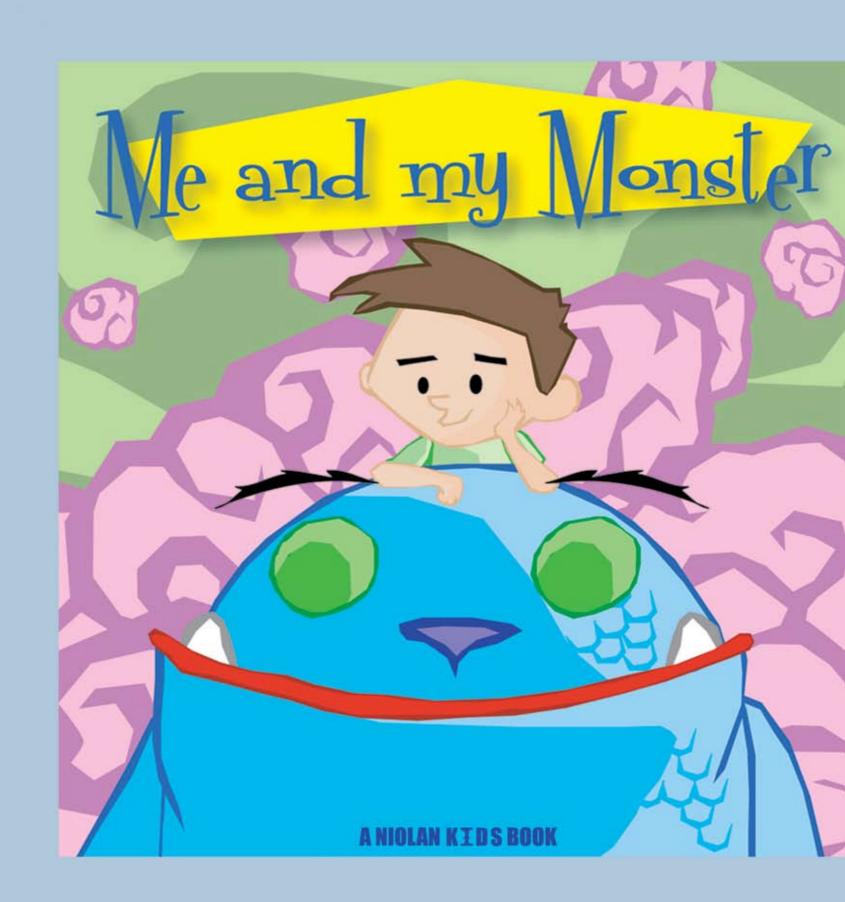


Art Example 3

The Littlest Cat (Who Had No Fear)

Have you ever been afraid? This is the story of a very small cat who had no fear of anything. Nothing was too great for her to tackle, not even big birds, or all kinds of mischief. Through her adventures, we learn that it's a good thing not to be afraid, but you should be cautious. And for this little cat, that goes double!!





Me And My Monster

Writer: Marciel Penway
Illustrator: Gaetan Dehaese

Art Example 1



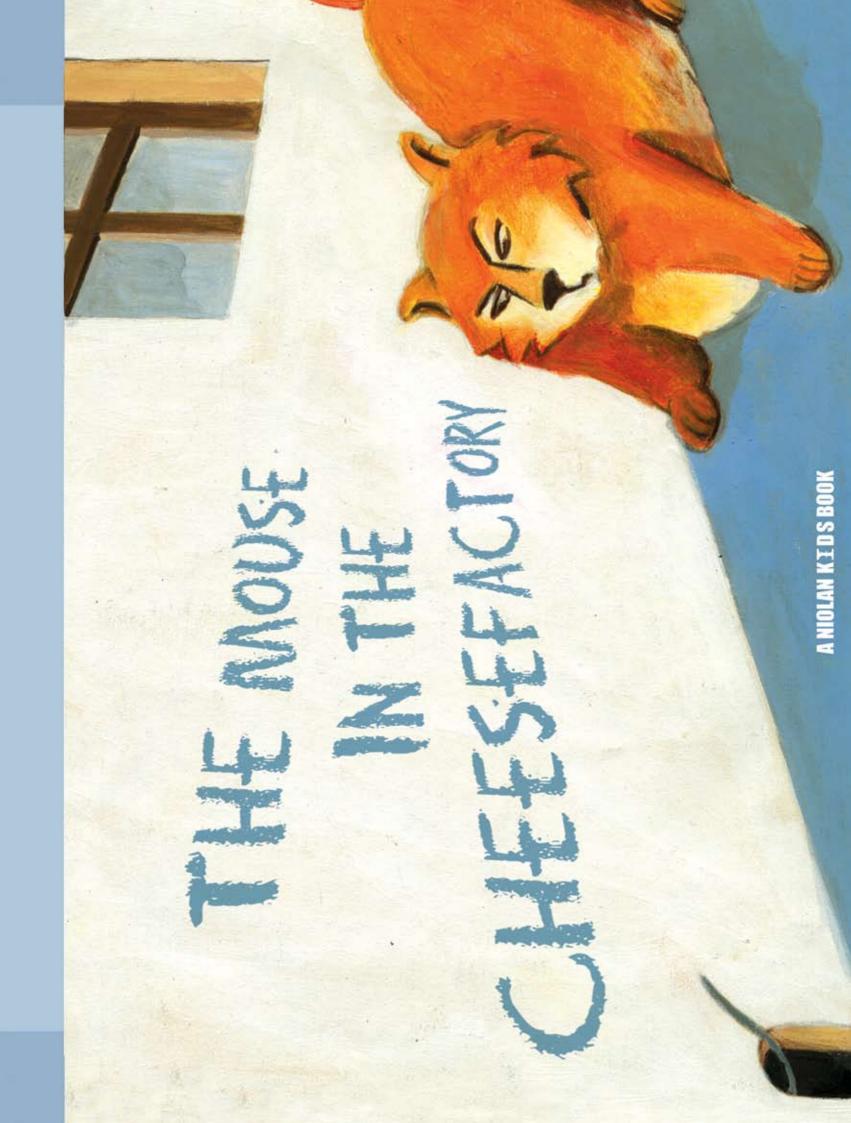


Art Example 3

Me And My Monster

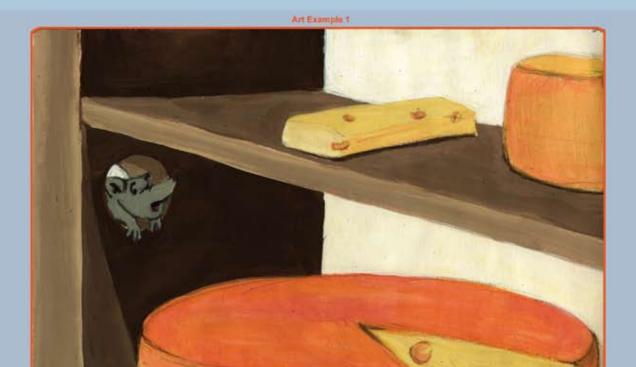
Do you have a monster? When a young boy in a small town befriends a bizarre monster he meets in the woods, things just get stranger and stranger. The boy meets the monster while hunting with his father, then he sees the monster later while fishing. When the kids at school find out about his monster, they tease him, until one day the monster comes to the rescue in a unique way. Owning your own monster like this young man is an adventure with some monstrous lessons!

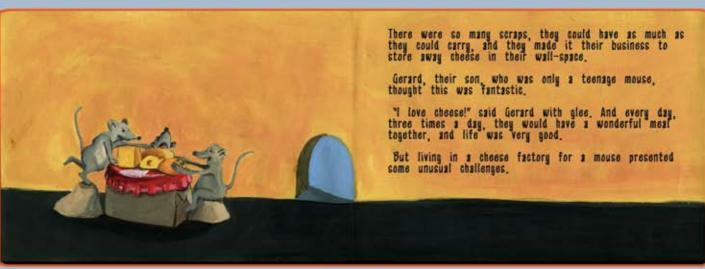




The Mouse In The Cheesefactory

Writer: Carol Eastman
Illustrator: Liene Bouwen



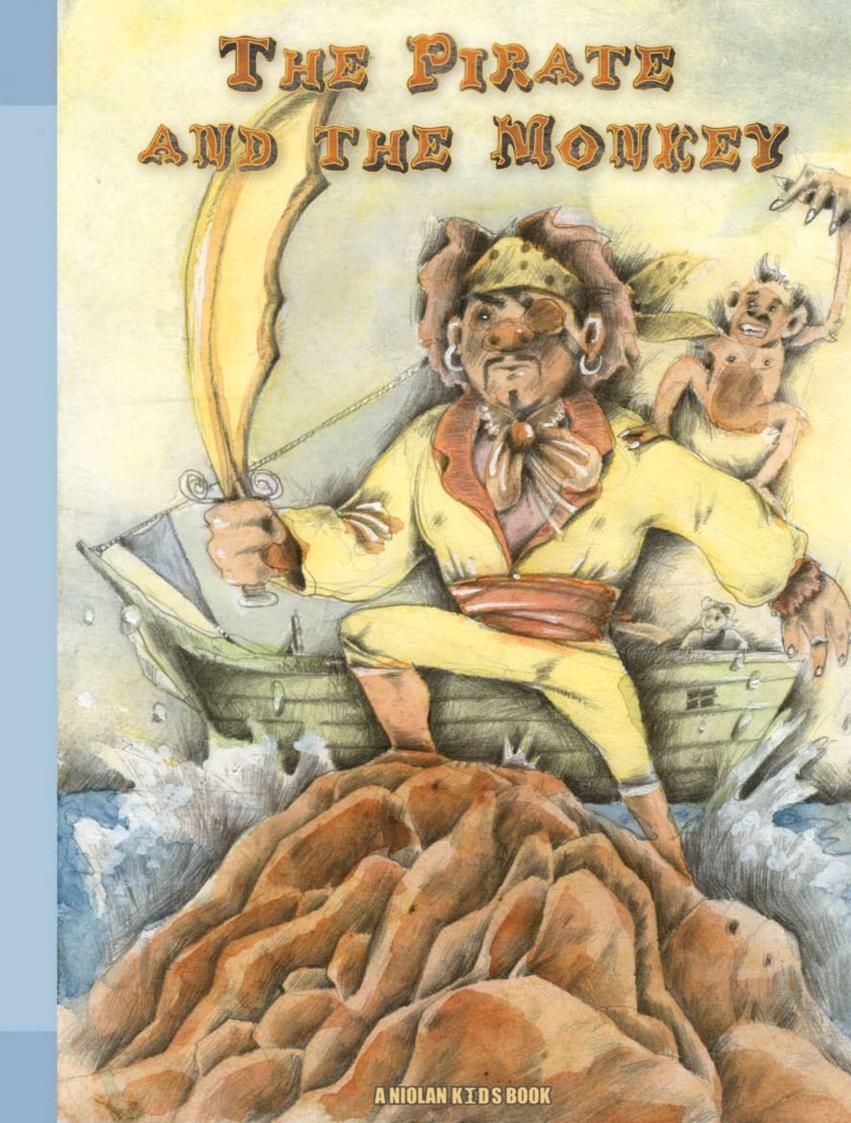


Art Example 2

The Mouse in the Cheesefactory

Sometimes too much of a good thing spells trouble. When a mouse named Petey brings his family to a new home in a cheese factory, he finds trouble not only with a cat, but also with growing fat from too much cheese. His family loves the abundance of cheese scraps, but Petey gets fat eating so much, which makes it hard to escape from the cat who is supposed to rid the factory of mice.



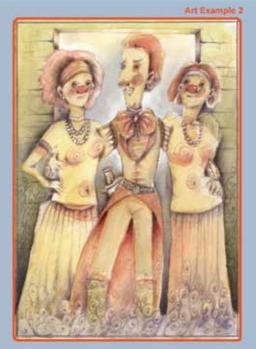


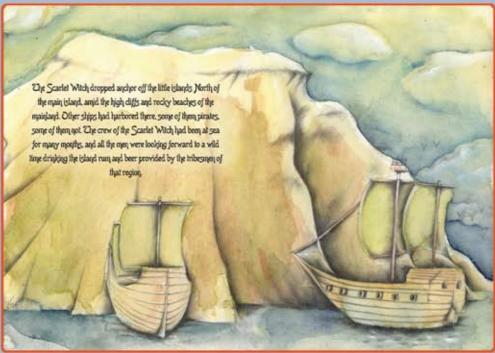
The Pirate And The Monkey

Writer: Julian Philips
Illustrator: Pieter Coudyzer

Art Example





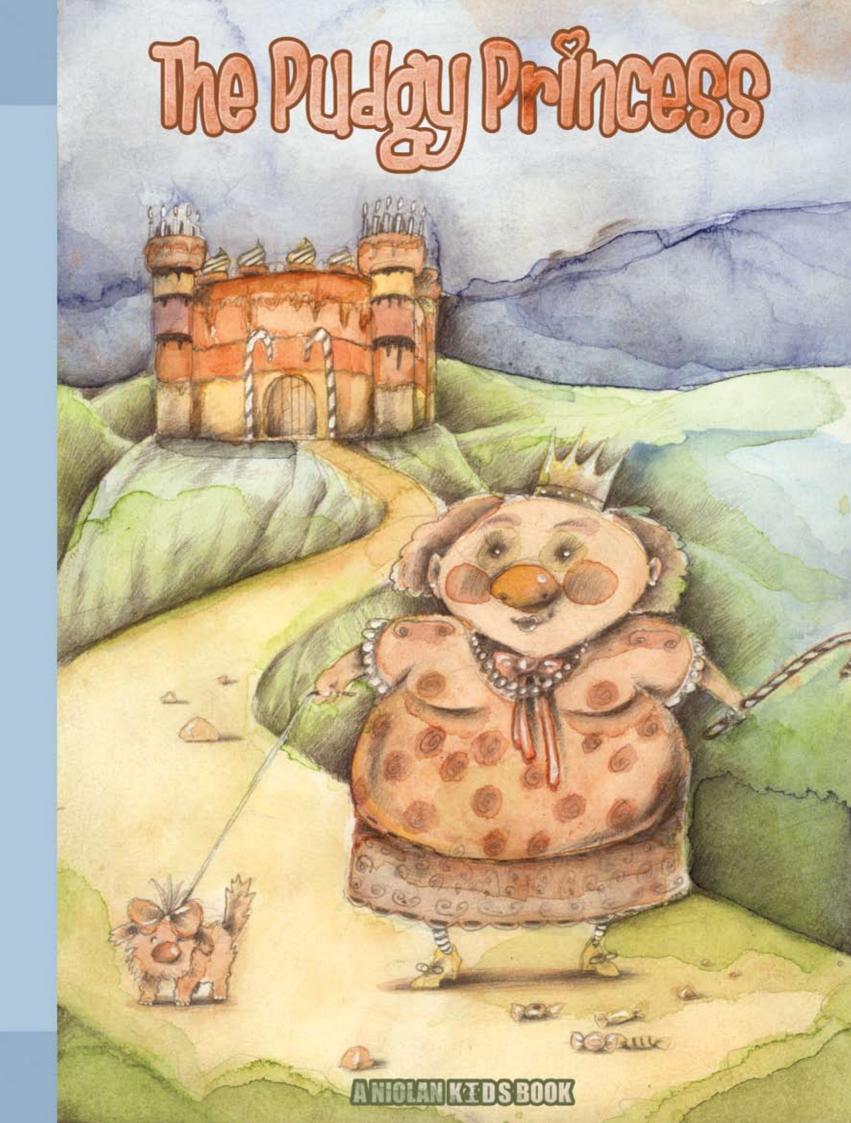


Art Example 3

The Pirate And The Monkey

A pirate who thinks he is the best with a sword enters a contest on an island and is beaten by a monkey. All the ferocious pirates from the Seven Seas have also entered the sword-fighting contest, with bars of gold for the prize. Some of them are well-known as expert swordsmen, but one strange man says his trained monkey can beat them all. When the contest begins, the fur flies!!

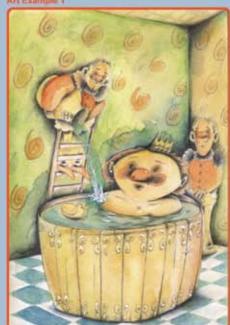




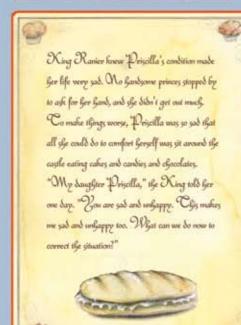
The Pudgy Princess

Writer: Julian Philips
Illustrator: Pieter Coudyzer

Art Example 1







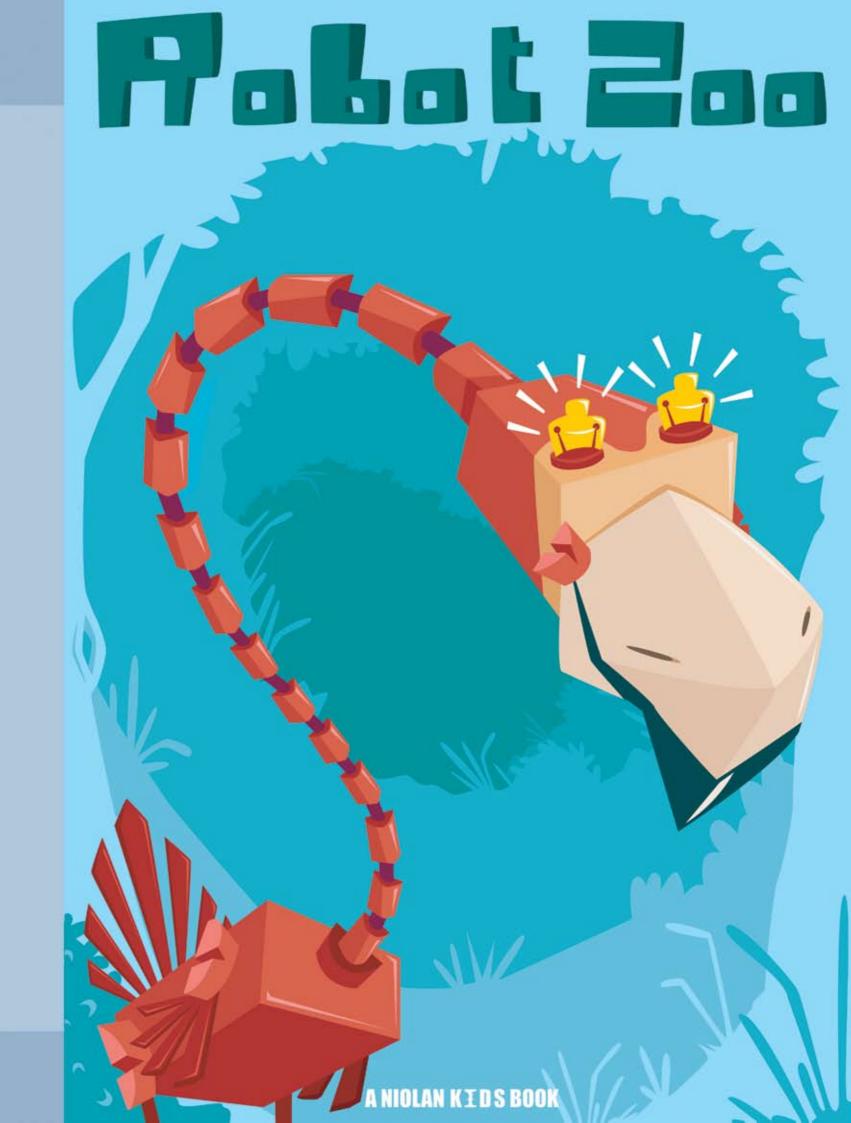


Art Example 3

The Pudgy Princess

Being a princess is hard enough, but being a very overweight princess can make life miserable. Although she is trying hard to lose the pounds, with the help of her father the King, this princess feels she will never be loved and appreciated for herself. But then a visitor from another kingdom shows her that happiness can also be found through acceptance, tolerance, and proper eating habits!

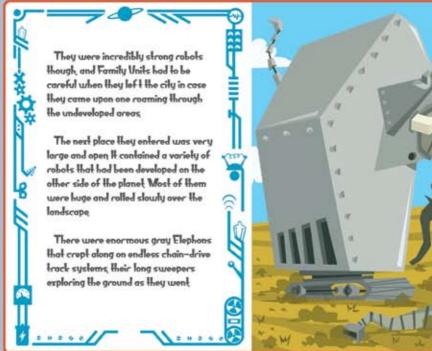




Writer: Dan Thomason
Illustrator: Glenn D'Hondt







Art Example 3

The Robot Zoo

The planet Bot is populated entirely by robots, including two Child Units who are capable of squabbling and misbehaving just like any other children. A Dadbot decides to take his Standardized Family Unit for an outing at the Robot Zoo. There are all kinds of amazing robots to see, from Flybots to the dangerous Sharoxes. They even have to do battle with a Refueling Station and deal with an escaped Monkoid. The story presents a unique way of looking at our own world.





Roo Saves The Day

Writer: Marciel Penway
Illustrator: Tine Van Lent

Art Example 1 Art Example 2





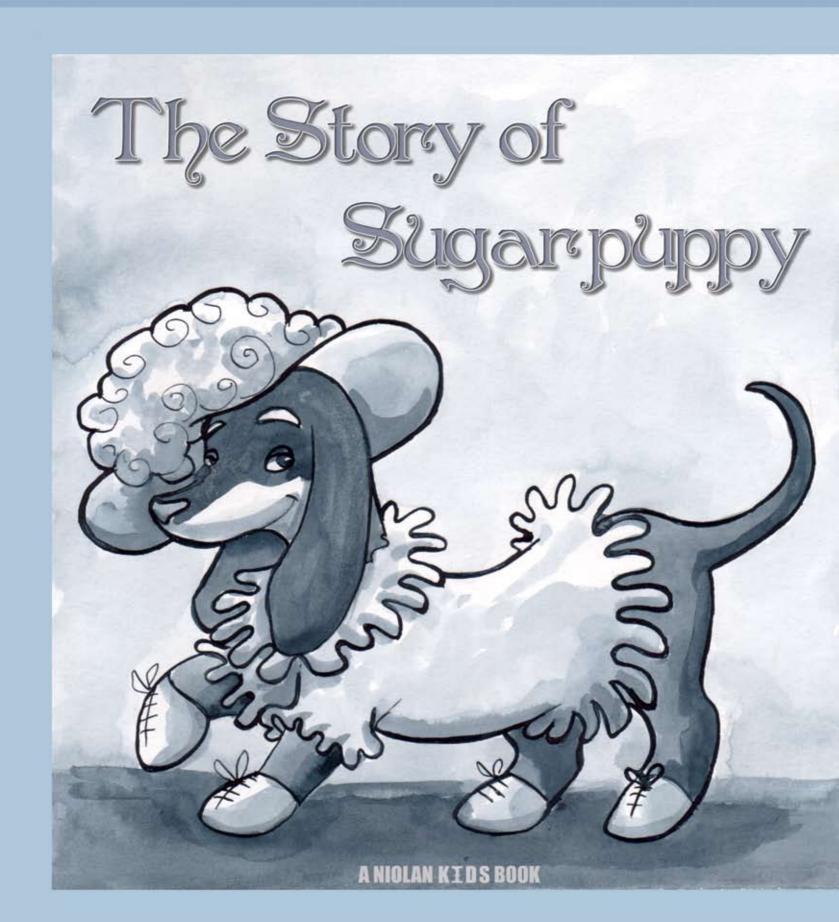


Art Example 3

Roo Saves The Day

Some people have pet dogs or cats, but what about a pet kangaroo? For one Australian farmer, Roo is a special pet and the beloved friend of the man's son. He and his father teach Roo tricks, and even how to carry the boy's books for him on his walk each day to meet the school buss. No one imagined how important this furry creature would be on a day when there was danger, in this exciting story of a family pet who saves a life.

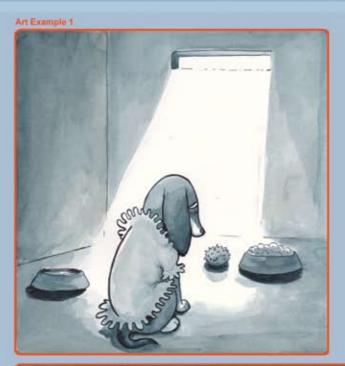




The Story Of Sugar Puppy

Writer: Jo Stainton

Illustrator: Frieda Van Ravels







Art Example 3

The Story of Sugar Puppy

A Dachshund dog is the only survivor of a shipwreck. She has been raised by a very wealthy couple who treated her like a child, and even dressed her in cute clothes. After the shipwreck, she ends up in the Orphan Home. There, she is adopted by a young couple who show her that you can find happiness even though you are not rich.





That's Not Funny, Mr. Sea Serpent!

Writer: Dan Thomason Illustrator: Phil Renne

Art Example 1 Art Example 2



Today she looked out over the calm waters of the Pacific Ocean and saw a strange shape rise up. She couldn't make out any details, but she though it must be some sort of submarine. Maybe that was a periscope she saw, or maybe a hose or a pipe of some kind.



Hannah dove into the water after them and started swimming to Mr. Sea Serpent.

Suddenly she heard the sound of a motorboat. It was Judy and she was heading straight for Mr. Sea Serpent, who was turning ever more slowly in the water.



"Oh thank you," he said. "I still feel a little groggy, but I'll be all right. I

think I'll go take a nap on the ocean floor."

"Make me a promise first," said Hannah. "Do you promise to stay out to sea where you belong and stay away from people like Professor Pugh?"

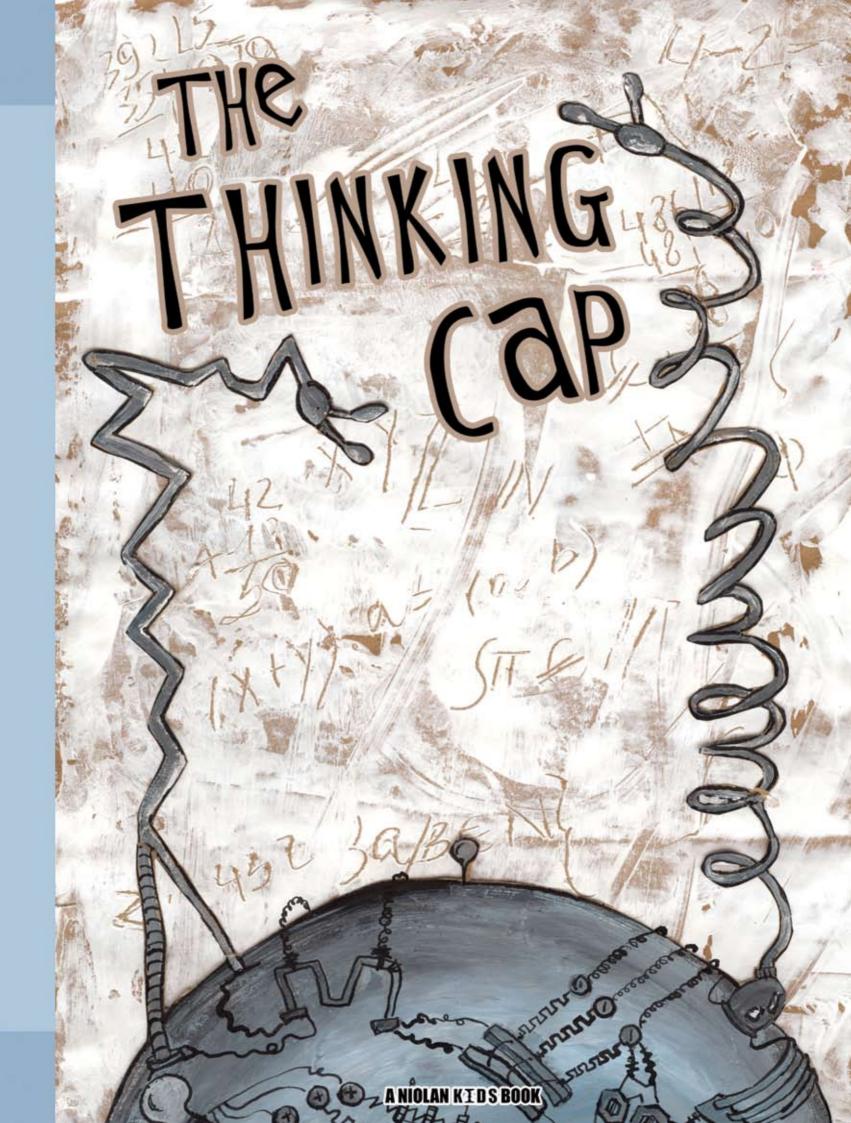
"I think that's a promise I can keep." With that he winked at Judy and dove into the deep blue sea.

Art Example 3

That's Not Funny, Mr. Sea Serpentl

Hannah is walking along the beach when she encounters Mr. Sea Serpent! He refuses to go away and even pays her a visit the middle of the night. One person who knows her secret is a crackpot scientist that is determined to capture the strange creature. The adventure is brought to an exciting conclusion when she helps Mr. Sea Serpent escape into open waters where he belongs.

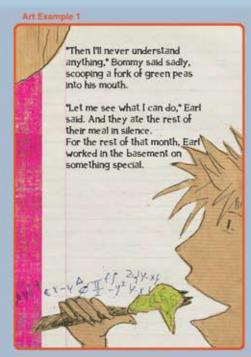




The Thinking Cap

Writer: Julian Philips

Illustrator: Ruth Van Wichelen





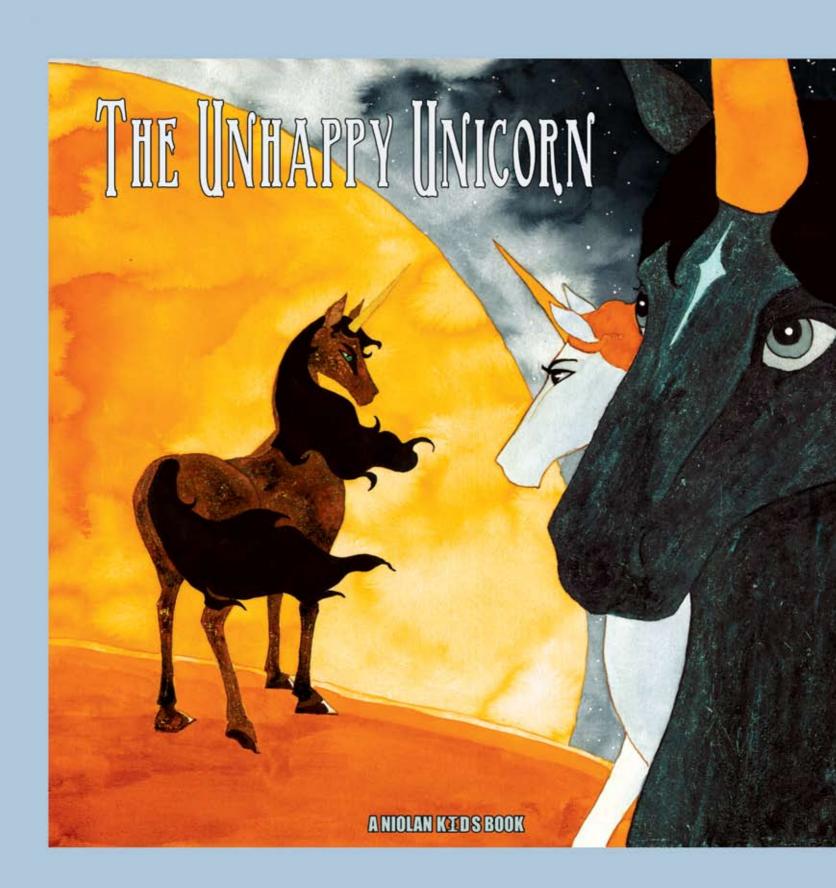


Art Example 3

The Thinking Cap

A boy's father invents a device that makes him a genius, but there are side effects. This child likes school, but he doesn't always get good grades. For him, a thinking cap would be a marvellous improvement, but when they try it, the other kids think he is showing off. And to his surprise, the thinking cap has side-effects no one ever expected!!





The Unhappy Unicorn

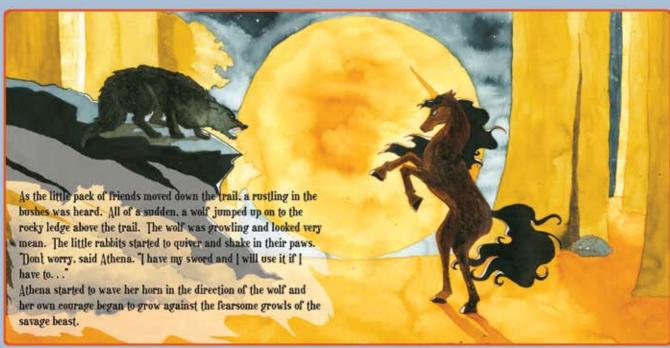
Writer: Carol Eastman

Illustrator: Sarah de Clippele









Art Example 3

The Unhappy unicorn

A unicorn's horn is a magical thing of great wonder. But it's a terrible thing for a unicorn to find his own horn is a humiliation instead of something to be proud of. This unicorn learns his horn is useful in other ways, and when he saves some of the forest animals by using his horn, he rediscovers the power of love's magic.





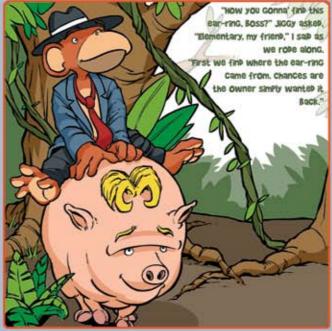
Unkle Monkey's Funky Detective Agency

Writer: Carol Eastman
Illustrator: David Barker

Art Example 1

Just then, a Parrot landed in our tree,
She was the typical, multi-colored type,





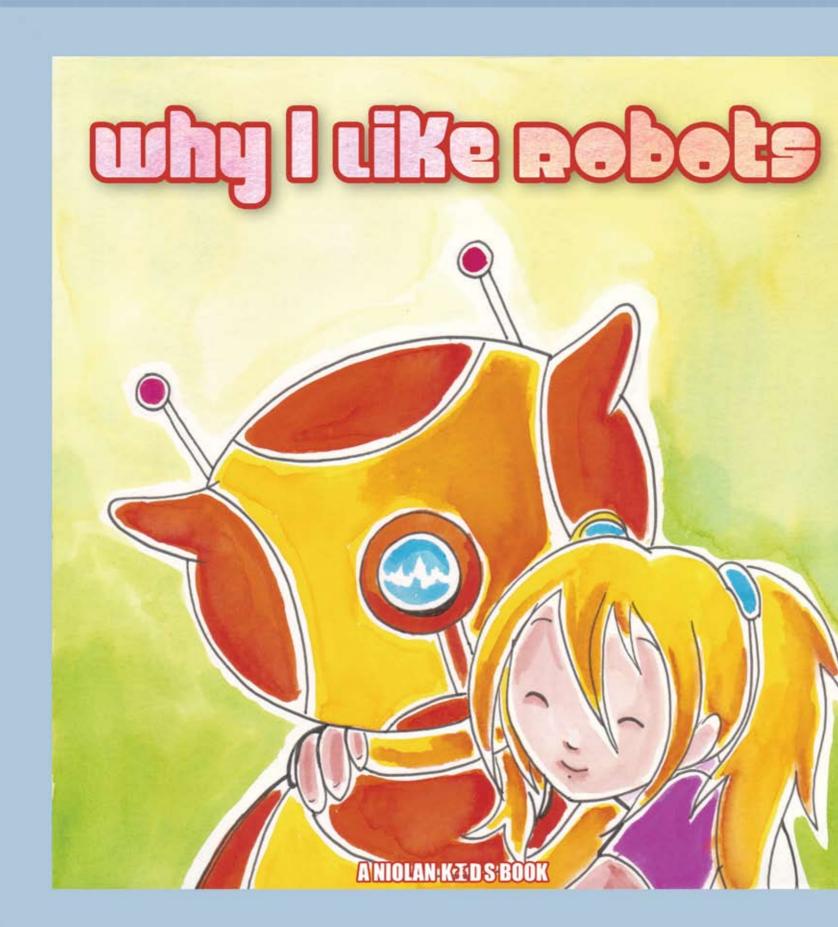


Art Example 3

Unkle Monkey's Funky Detective Agency

Uncle Monkey is a chimpanzee detective in the jungle, who solves the case of a parrot's missing pearl ear-ring with his usual style. The life of a jungle detective is not an easy one, as Uncle Monkey tries to make his detective agency a success. But when a colourful parrot comes to him for help, Uncle Monkey must unravel the mystery of a missing pearl ear-ring, and help the deceptive parrot out of trouble.



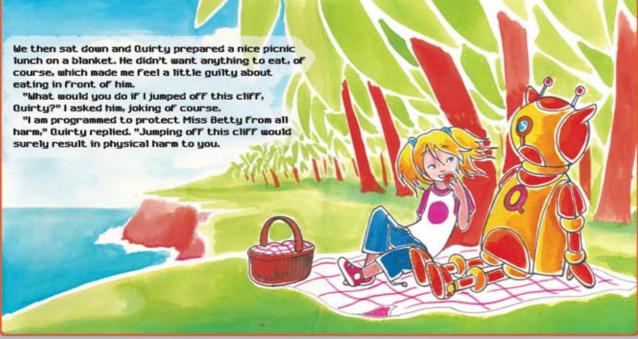


Why I like Robots

Writer: Marciel Penway
Illustrator: Frieda Van Ravels





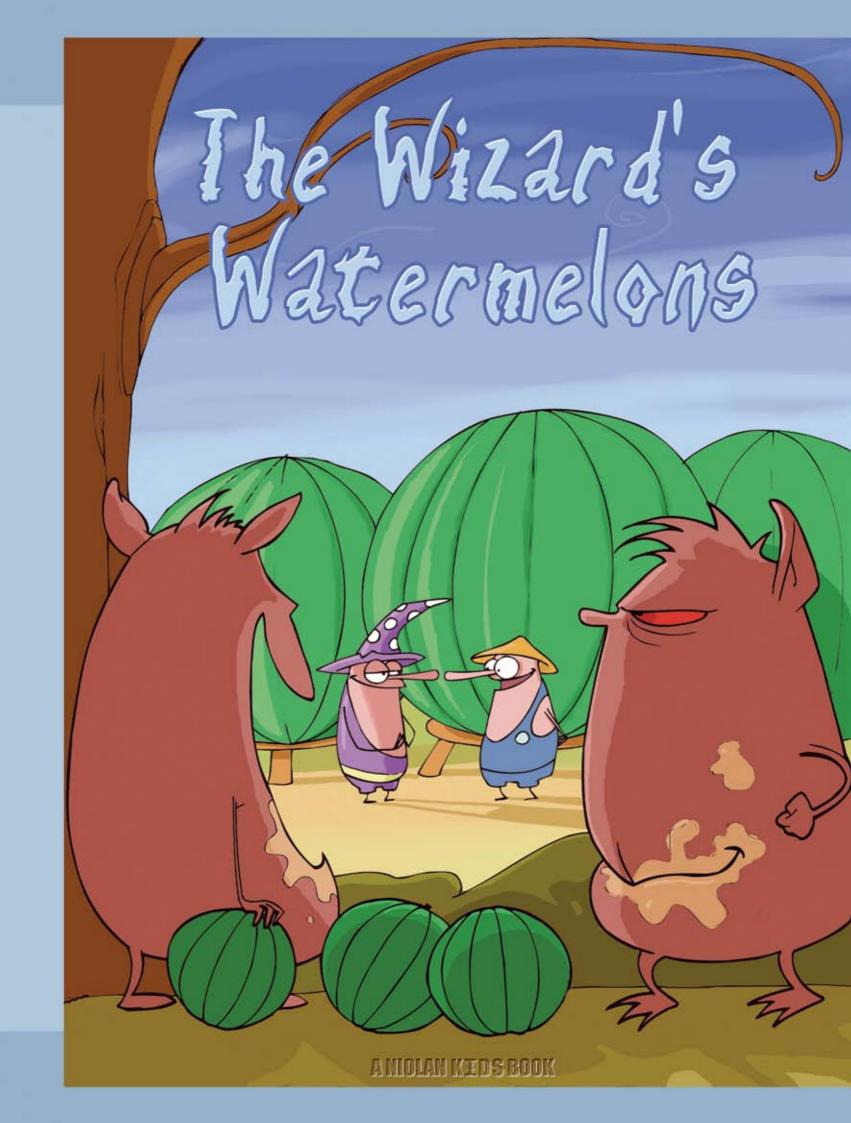


Art Example 3

Why I like Robots

A young girl on an island is left alone when he father is called away on business, and defeats two unpleasant seal poachers with the help of the family robot, Quirty. Quirty the robot is the beloved family servant of the young girl and her father, who is an astronomer. The father flies off their island on his private airplane on business, leaving Quirty to care for the girl. But when two mean seal-poachers cause trouble, the girl finds Quirty has powers she didn't know about.

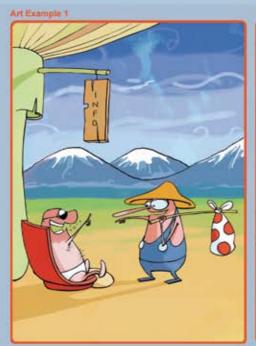




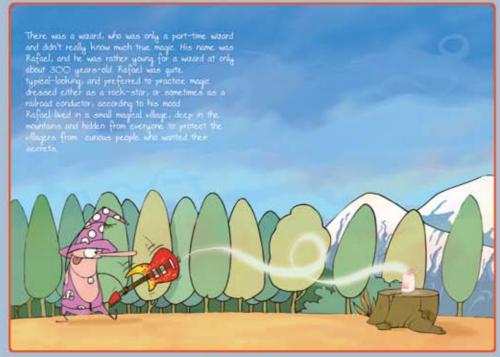
The Wizard's Watermelons

Writer: Julian Philips

Illustrator: Patrick Reyntens







Art Example 3

The Wizard's Watermelons

A wizard is hired to grow a giant watermelon and fight trolls. When a farmer travels to the secret village where wizards live, he makes a deal with a wizard who is known for his talents with vegetables. He would like a magic spell to allow his watermelons to grow so big they will win the county fair, and he can use the prize money to help his sick wife. The wizard agrees to help, but the two men must fight trolls who are stealing from the farmer's watermelon patch.



The Bashful Donkey

Written by Carol Eastman



Illustrated by Anna Blaszczyk
A NIOLAN KIDS BOOK

Writer: Carol Eastman
Illustrator: Anna Blaszczyk

Art Example 1 Art Example 2







Somehow in his dream, Bugler found himself working at the International Space Station. He didn't understand why they would need a donkey up there, but it didn't matter and he just did what he could to help the real, professional astronauts, hauling hig, heavy pieces of equipment around the outside of the space station.





Art Example 5

The Bashful Donkey

A bashful donkey watches children play in a small town, and fantasizes about wonderful ways he could teach them to be nice to each other. First he imagines he is the first donkey in space, floating around with the kids. Then he is the captain of an old-world sailing ship, and the kids are his crew. He even imagines he is elected President! He also participates in a parade.

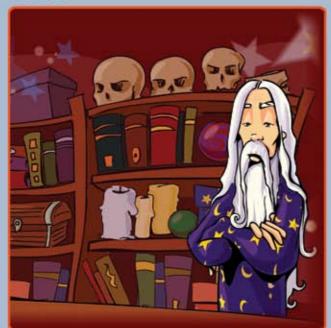




Bentley's Magic Shop

Writer: Dan Thomason
Illustrator: Aneta Fontner

Art Example 1 Art Example 2





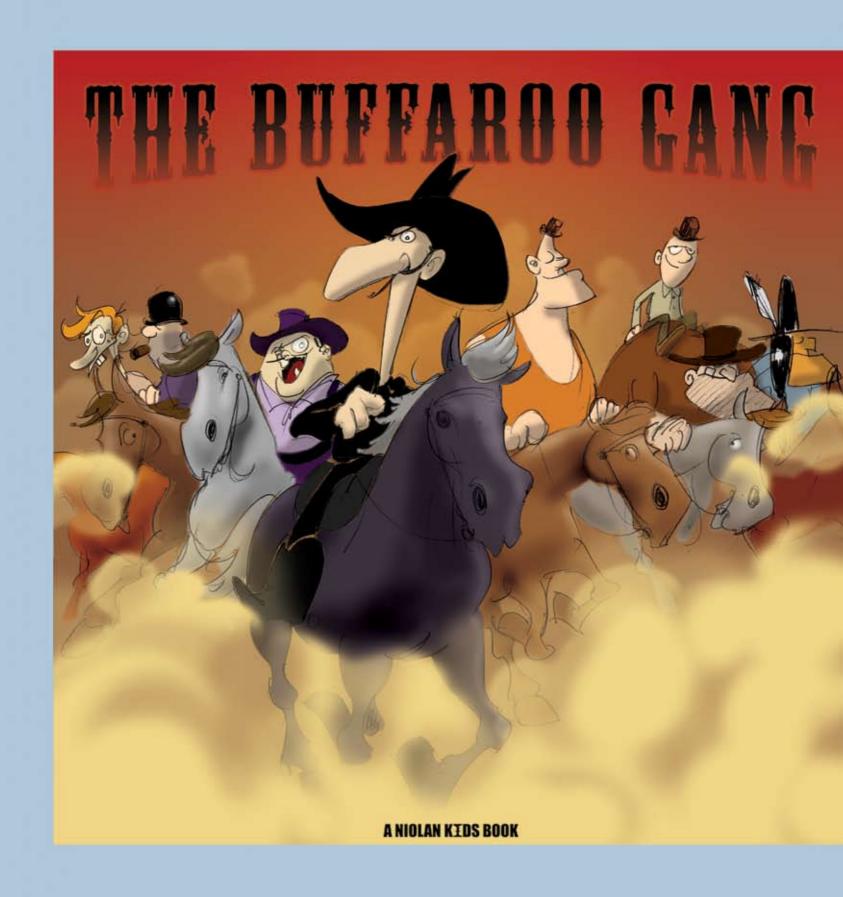


Art Example 3

Bentley's Magic Shop

Justin discovers a magic shop in town. He becomes a regular customer, and eventually buys some tricks that do real magic. He quickly gets in over his head.







Writer: Dan Thomason
Illustrator: Pim Braeckevelt

Art Example 5 Art Example 2







Art Example 3

The Buffaroo Gang

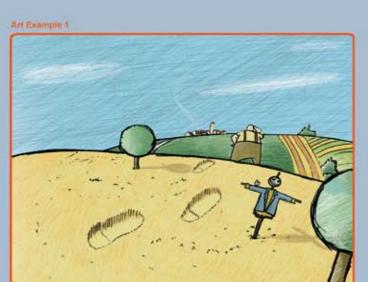
They're the dumbest outlaw gang in the Wild West. When Black Bert learns that the stagecoach is bringing in the payroll to Rattler City, they can't resist planning a caper.



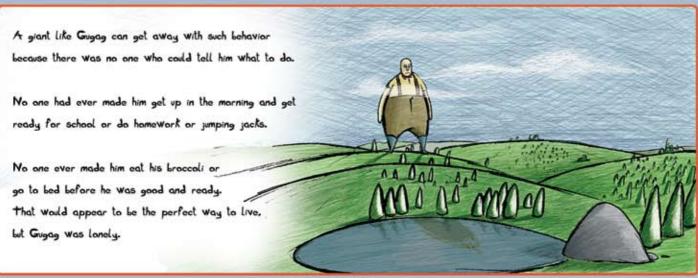


The Clumsy Giant

Writer: Sherry M. Holbrook
Illustrator: Gabriele Barrocu





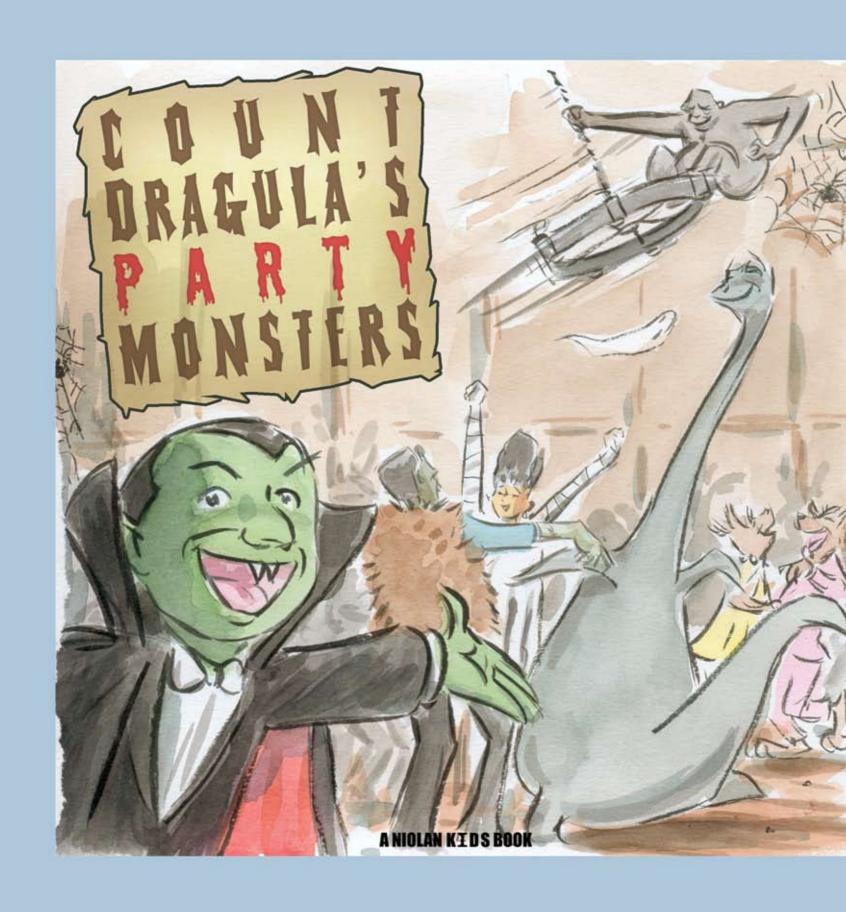


Art Example 3

The Clumsy Giant

A giant lives alone in a forest where it doesn't matter that he is clumsy and destructive. He gets lonely and decides to look for friends. He ends up in a village where his clumsiness is a problem and the villagers try to teach him some manners.

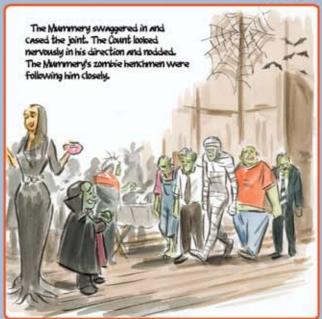




Count Dragula's Party Monsters

Writer: Dan Thomason Illustrator: Noel Tuazon





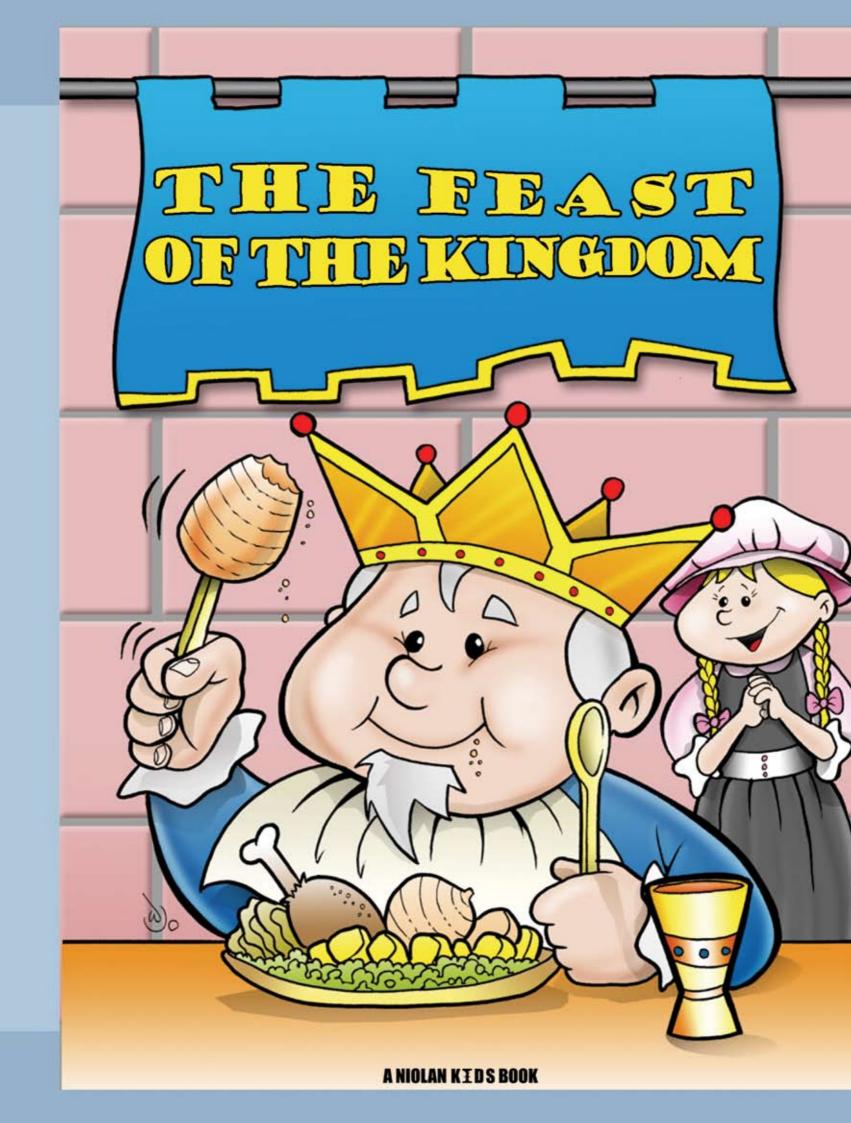


Art Example 3

Count Dragula's Party Monsters

Count Dragula declares that it's time once again for an outrageous Halloween party. The Count's castle fills up with scary Party Monsters who get down for a frightfully good time. Trouble breaks out in a riotous brawl when some uninvited guests crash the party.





The Feast Of The Kingdom

Writer: Sherry M. Holbrook Illustrator: Walter Junior

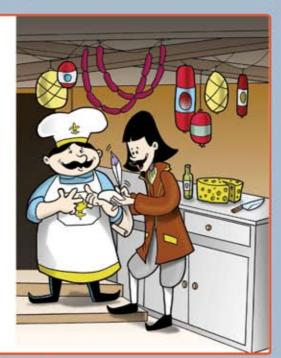
Art Example 1







De consulted the Master Cook, who checked with the grocer, who confirmed that it had come from a certain farm in the district. Ring Diram then sent royal letters of appreciation to each of the parties involved in the safe delivery of his radish. It was a small and whimsical thing to do, but such gestures seemed to promote a feeling of good will and harmony throughout the Ringdom.



Art Example 3

The Feast Of The Kingdom

A generous King decides to put on a Royal Feast for his subjects. An evil Duke and Duchess plot to spoil the festivities and humiliate the King. A vigilant young maid happens upon some suspicious activity and has a chance to save the feast.



General Bomba

80

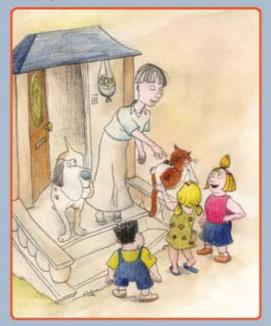


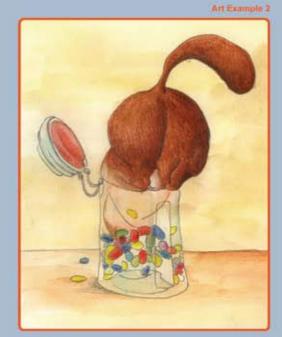


Writer: Julian Phillips

Illustrator: Wim Verbrugghe

Art Example 1







Art Example 3

Bomba

A big, Siamese cat is found by some neighborhood children. They take him to the young girl who lives next door, but he runs away and crosses the nearby railroad tracks. They chase after him and are almost killed by a passing express train. The young girl adopts the cat and soon learns that he has some strange habits.



The Lonely The Jonely Jonely

A NIOLAN KIDS BOOK

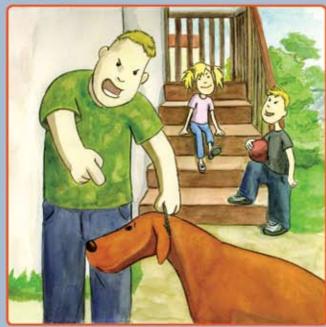
The Lonely Dog

Writer: Jo Stainton

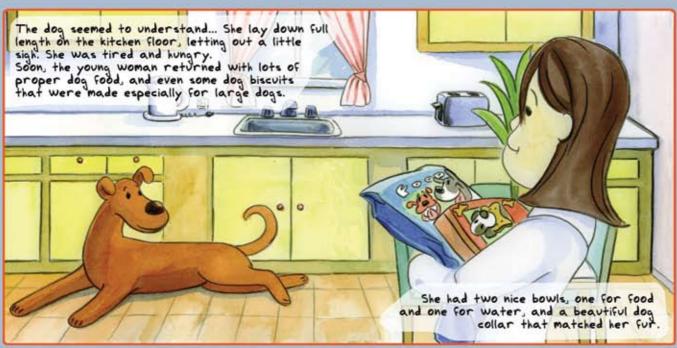
Illustrator: Juliana Erimina









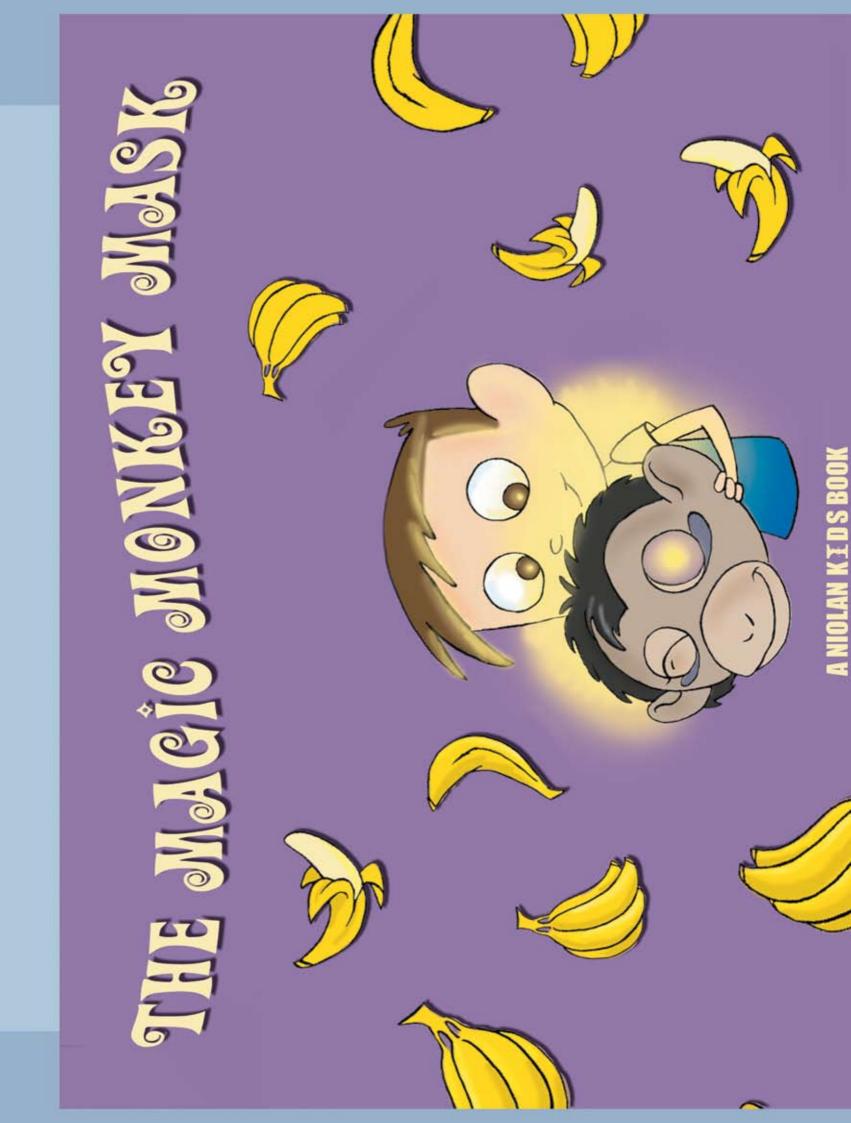


Art Example 3

The Lonely Dog

When a family moves from their home, a very large and lonely dog is abandoned in the backyard. A neighbor rescues the dog and takes her to her house. The woman is very busy because she has a demanding career. She provides the dog with food, water and shelter, but she has no time to play with the dog or pay attention to her. What is the solution?





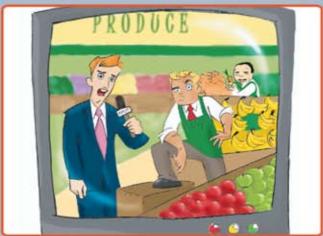
The Magic Monkey Mask

Writer: Harold Emory

Illustrator: Mary-Anne Leslie

Art Example 1 Art Example





Some of the villagers decided we should all get together in the Recreation Room, give food to each other and sit around the swimming pool and "get acquainted." Mom thought that was a brilliant idea. "I can make my potato salad," she announced.

In a weekend or two the family was on its way. Dad wore his favorite pair of shorts; the ones that made him look like the Dorkotron from Planet Geek.

My big sister was forced to get out of bed before noon on a Saturday, which put her in a worse mood than usual.





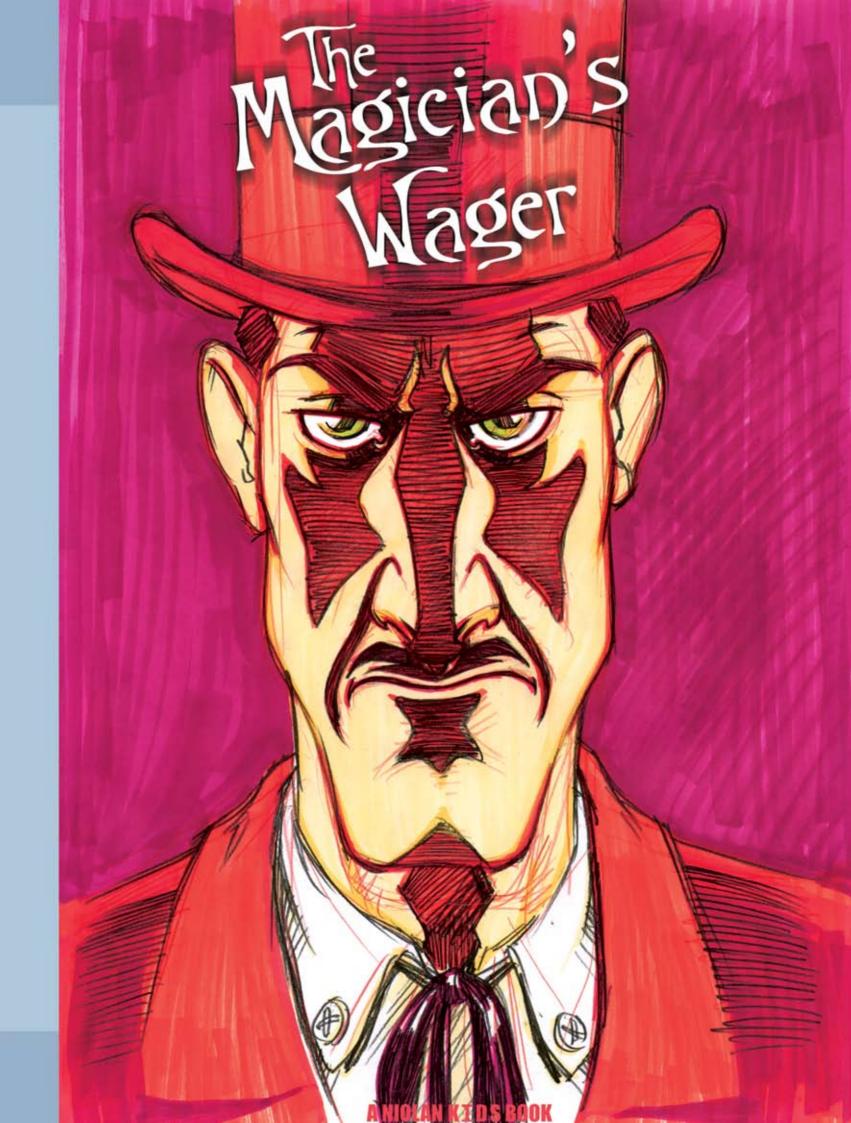


Art Example 3

The Magic Monkey Mask

A boy makes friends with a world-class costume designer. She creates an amazingly life-like monkey mask for him. He is soon hearing reports of a monkey causing trouble in the neighborhood, and begins to suspect that he is at the bottom of it.



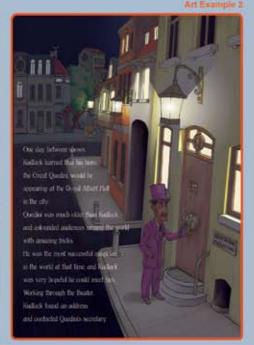


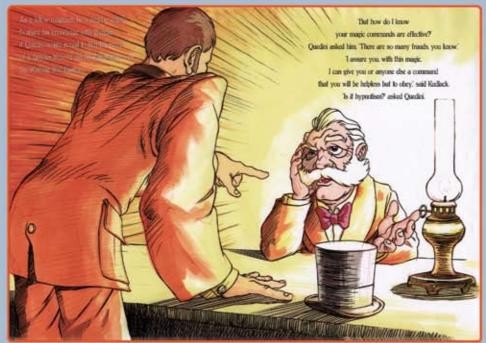
The Magician's Wager

Writer: Julian Phillips
Illustrator: Jorgen Mus

Art Example 1







Art Example 3

The Magician's Wager

A klutzy stage magician who does card tricks makes a bet with an old man that he can make magical commands that anyone must obey. The novice magician is thrilled when the famous illusionist visits, but he cannot convince him that he has this amazing power. Then he finds the old man is smarter than he thought.





Maximus Trax: Intergalactic Traveller

Writer: Sherry M. Holbrook Illustrator: Daniel Rodriguez

Art Example 1







"Very friendly, and bouncy. They aren't very hig, and prefer to live peacefully underground. They don't want to attract too much attention to themselves, so they tell me."

"Why not?" Hannah asked.

"You have to consider things from their point of view.

They don't like the notion of war, despite what some of your science fiction writers might have told you.

They are still a lot like some civilizations that used to be on this planet, and they want to stay that way.

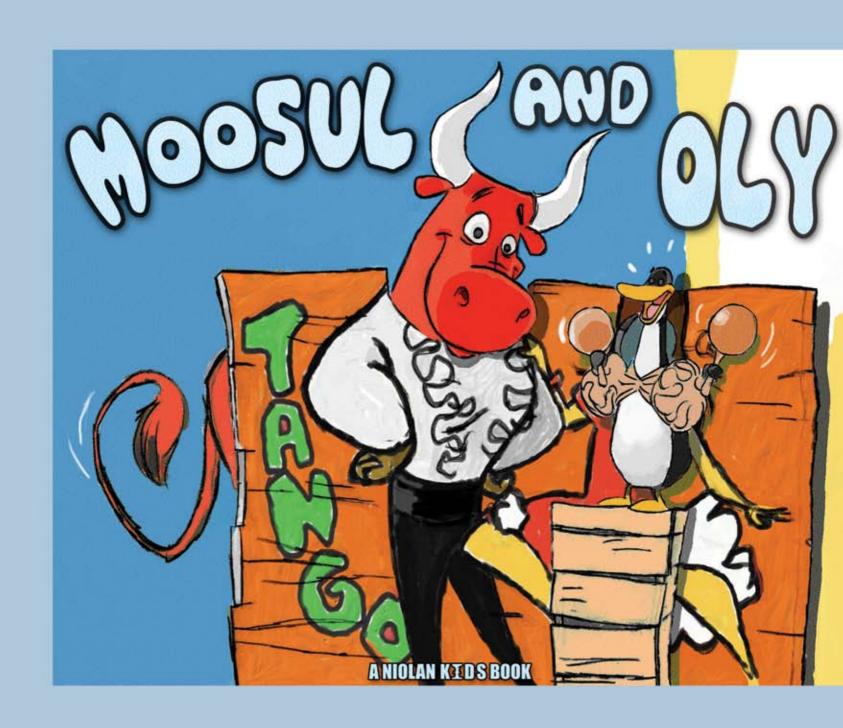
They've been observing what goes on here for centuries."

Art Example 3

Maximus Trax: Intergalactic Traveller

Hannah is out for a walk on a typical Saturday morning when she finds a battered suitcase. It is covered with travel stickers from places like Atlantis and Mars. The owner of the suitcase, a young man named Maximus Trax, appears and tells of his remarkable travels.

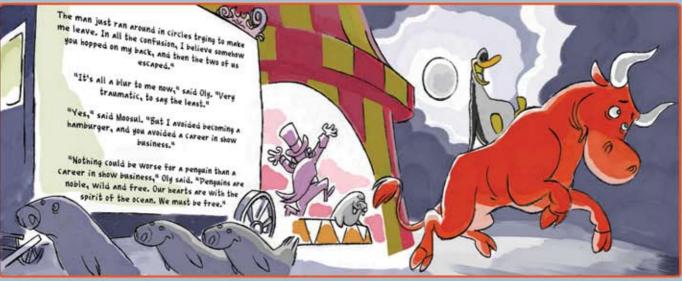




Writer: Carol Eastman
Illustrator: Daniele Filippin





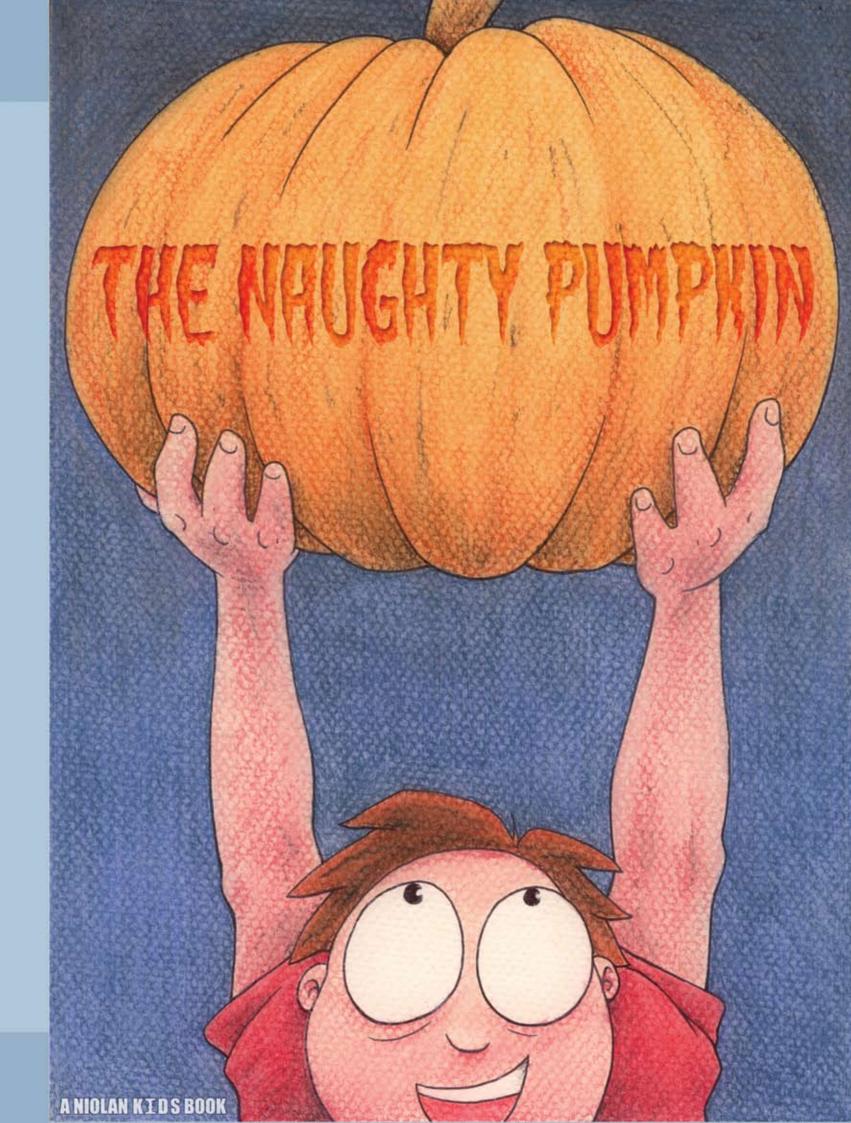


Art Example 3

Moosul & Oly

A klutzy stage magician who does card tricks makes a bet with an old man that he can make magical commands that anyone must obey. The novice magician is thrilled when the famous illusionist visits, but he cannot convince him that he has this amazing power. Then he finds the old man is smarter than he thought.





Writer: Julian Phillips

Illustrator: Tim Van Wielendaele

Art Example 1

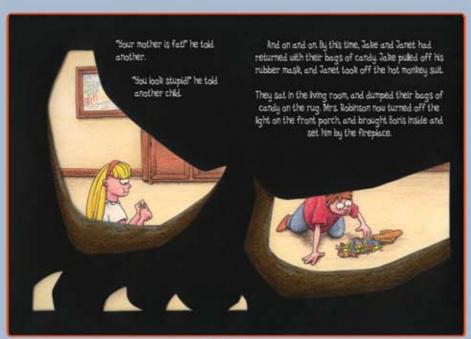
"Trick or treat" they cried, when the door opened. And of course Mrs. Robinson gave them all candy, But on the way out, one teenage boy looked at the pumpkin.

"Ney kid" Boris seemed to say to him. "It's Halloween, dudel What do you think about dumping over some garbage cans, or knocking over a mailbox!

Or maybe you could wrap tolet paper around the trees!"







Art Example 2

The Naughty Pumpkin

A family brings home a pumpkin for Halloween, but find the pumpkin has a bad attitude. At first this pumpkin seems normal, but as the Halloween evening proceeds, the family discover he has an unusual effect on kids who come to the door. He can be a little insulting, and gives bad advice, and before long the kids are so tired of him that they have to take action, even if it means making a pumpkin pie.









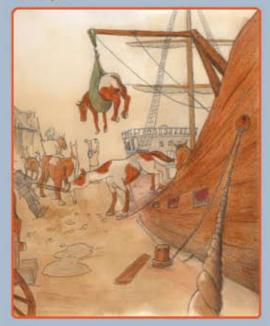
A NIOLAN KIDS BOOK

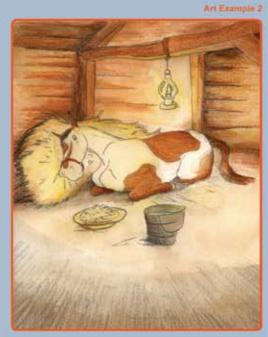


Writer: Julia Phillips

Illustrator: Wim Verbrugghe

Art Example 1





I soon learned that the person to whom I now belonged was a mean, spolled little girl with a loud voice and heavy boots.

I was still a little sleepy when she came into the barn and yanked my halter leading me outside.

Her father had bought her a saddle and he helped to get us all set up so she could ride me.

He also informed her that I was hers alone and that she had to be in full charge of my care.

Art Example 3

Shadow

Shadow is a Pinto horse who has several owners over the course of time. Some of his homes were not too good, and he is not happy, but manages to overcome his circumstances. Told from Shadow's point of view.







Writer: Carol Eastman
Illustrator: Aneta Fontner

Art Example 1 Art Example 2





Passenge's on the Apogenia included angels, spriles, faities, chetules and similar celestral persons of a helpful and positive sort, Included among them were a crew of favorite children's logs, who had been rectuiled from the farth with respect for their calming and happy influence





on young humans.
The loys were probably the least impressive of the Apogenia's passengers roster, but they were often called upon to inspire children on Earth and give them hops.

Art Example 3

Sky Friends

Four toys live in a ship that sails through the sky, and come to the rescue of a young boy in 1700's-era France, who is having a nightmare about a mean fox. The toys include a stuffed cat, a yellow toy dump-truck, a model airplane, and a Teddy-bear. The boy is having nightmares because of violence and war in his community. But the toys enter his dream-world, and save him from the clever, mean fox.





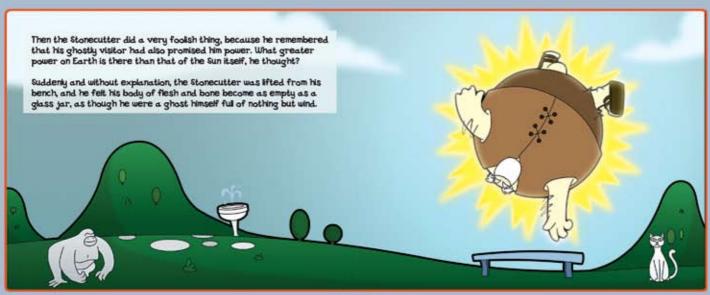
The Stonecutter's Wish

Writer: Carol Eastman

Illustrator: Lorraine Lordan & Jeremy Purcell

Art Example 1





Art Example 2

The Stonecutter's Wish

A humble stonecutter is visited by the Spirit of the Stone as he works, and is granted his wish for power, with unexpected results. The Stonecutter is a simple man, but poor. The Spirit of the Stone grants him his wish for power, and he finds himself out of control in a magical realm where he finally turns into the mountain from which the very stone he carves is taken. Then he is thankful when his life returns to normal.







Writer: Julian Phillips

Illustrator: Stefaan Coppens

Art Example !







The car had normal steering and pedals and automatic transmission, but there were many dials and buttons that Tommy didn't recognize. There was also a small computer screen. Tommy familiarized himself with the controls, and hit a button that said, 'Start Engine'.

Suddenly the Super Car's monster engine roared to life, and the RPM dial swung upwards, with lights coming on in the instrument panel.

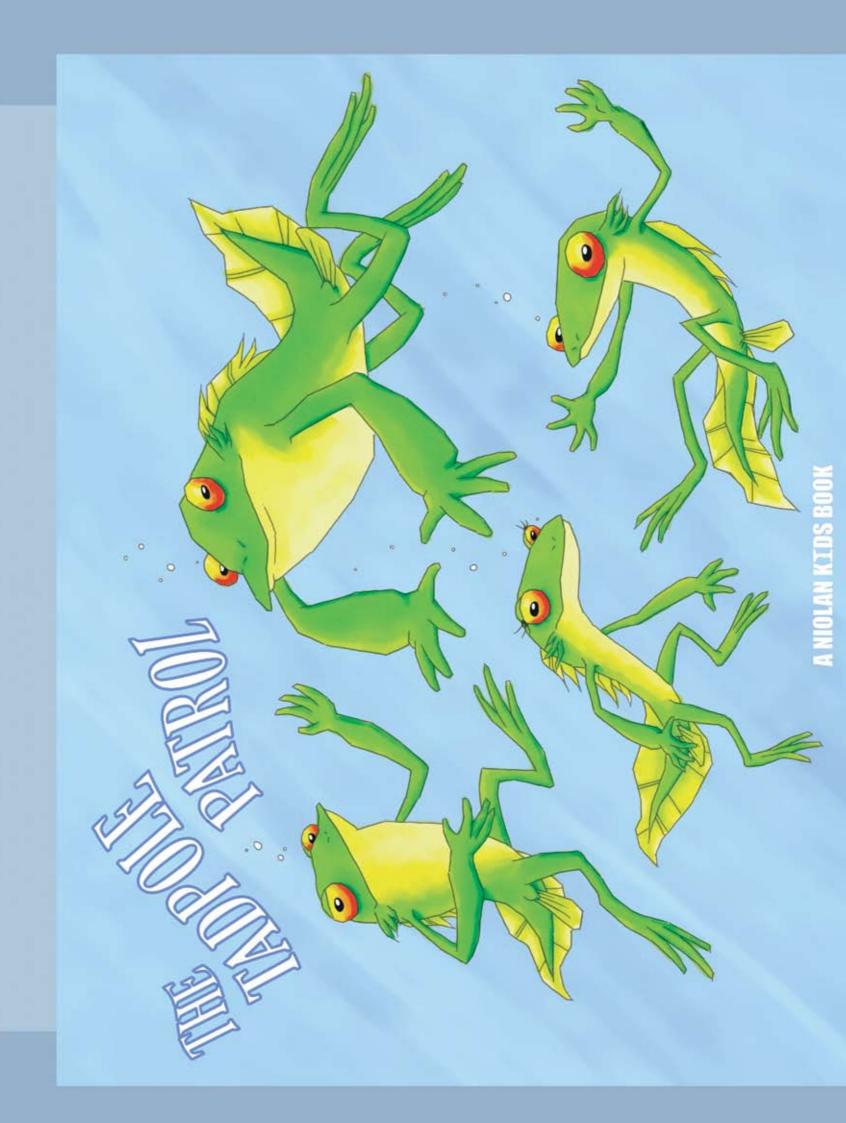


Art Example 3

Supercar

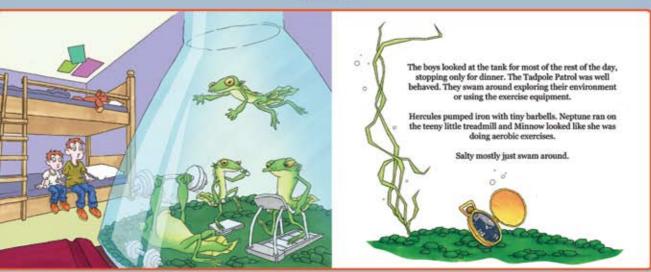
A young man inherits a Supercar, designed by his uncle, which can fly or go underwater. His uncle designs many kinds of amazing vehicles, and gives his nephew the keys to the Supercar when he gets his driver's license. He then uses the new car to rescue his uncle from kidnappers.

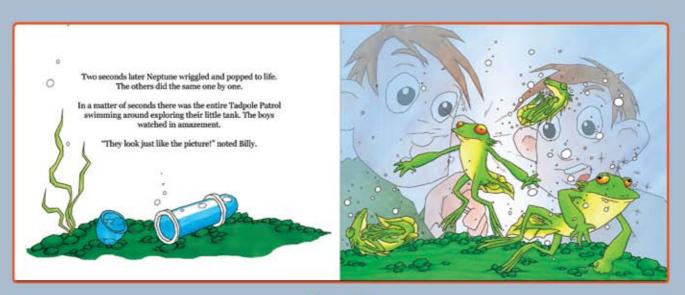




Writer: Harold Emory Illustrator: Denys Vieren

Art Example 1





Art Example 2

The Tadpole Patrol

Two boys order cute underwater creatures from an ad in a comic book. They end up getting more than they bargained for. The creatures turn out to have minds of their own and won't stay in their tank and cause mischief around the house.





Writer: Marciel Penway
Illustrator: Sylvie Flamand

Art Example 1 Art Example 2





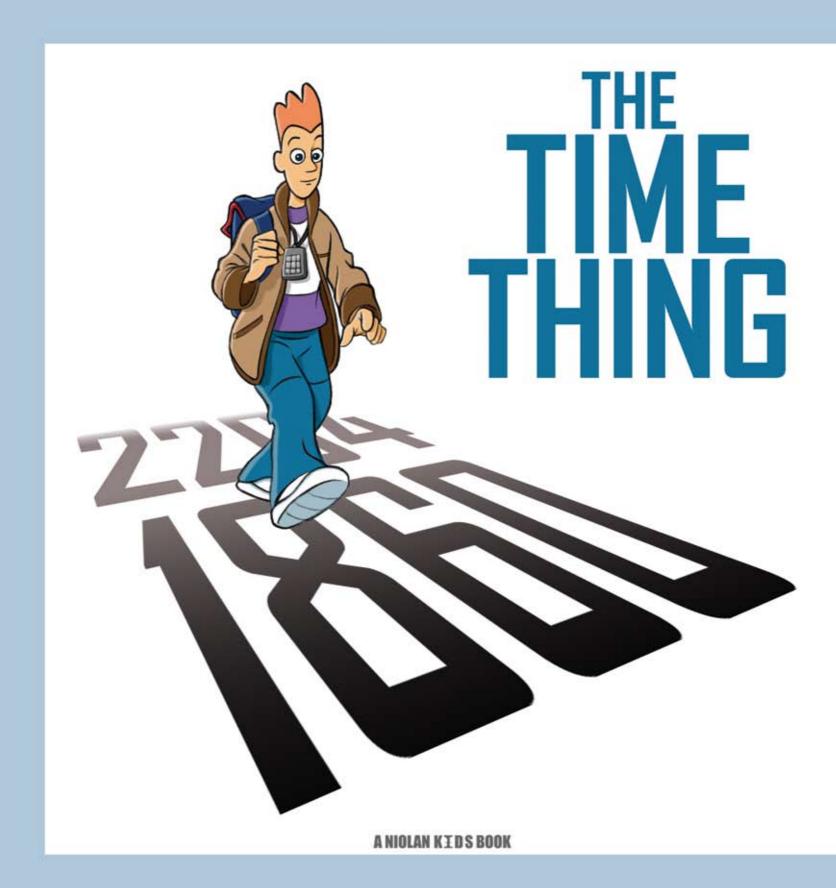


Art Example 3

Tiger, My Tiger

A young karate student in Japan gets to be in a movie and meet his martial arts hero. This young karate student loves the martial arts, and even helps protect his friend from some bullies. But his teacher says he must not fight on the streets. Then, the two btoys discover that a film is being made nearby, and the director is looking for a young person who knows karate to be in a scene. When he gets the job, this youngster also meets his karate hero by chance.



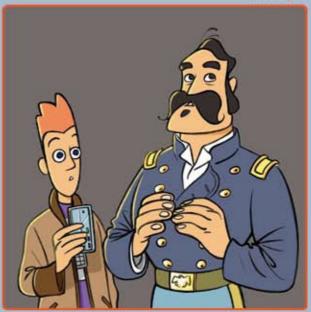


The Time Thing

Writer: Julian Phillips Illustrator: Jordi March

Art Example 1 Art Example 2





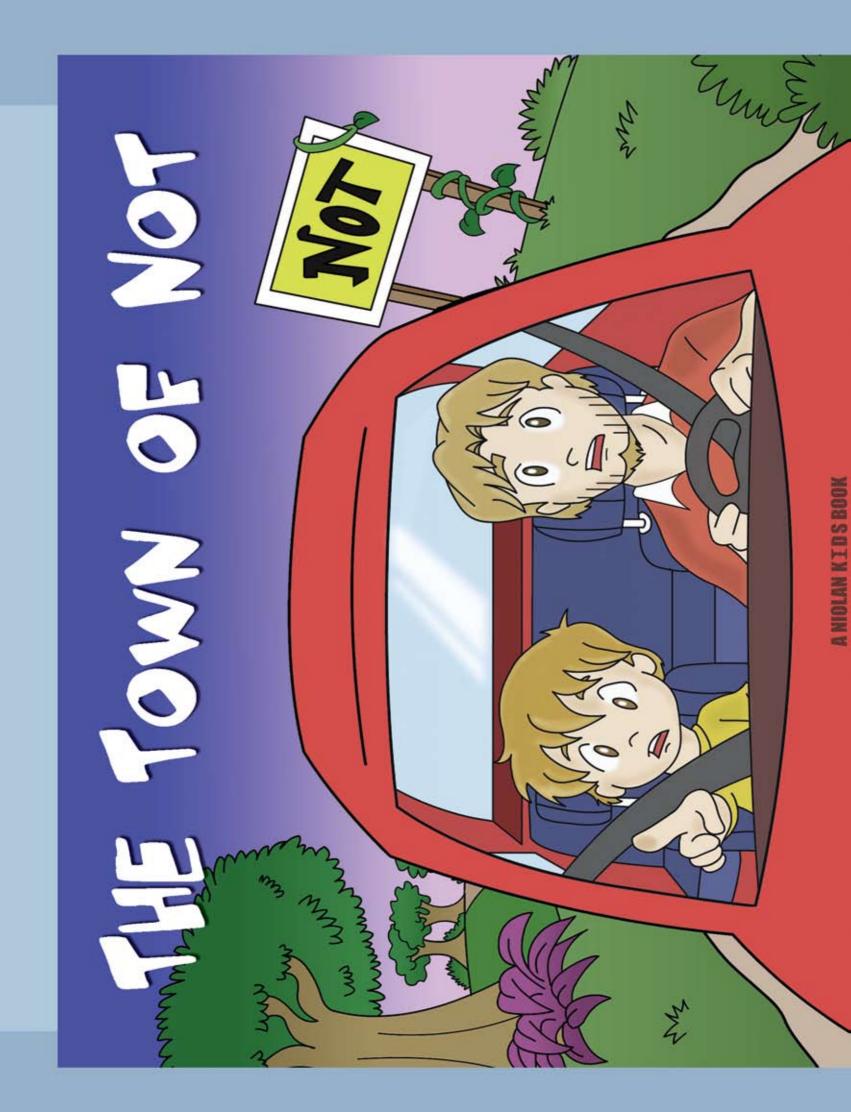


Art Example 3

The Time Thing

A young student at a school in the future uses a time machine to go back to the Civil War and visit a relative, for a report at school. Time machines are as common as vending machines at schools in the future, but the student is not prepared for the harsh realities of war he finds in the past. He has only a few hours to find his relative in the past, who is a Civil War captain.





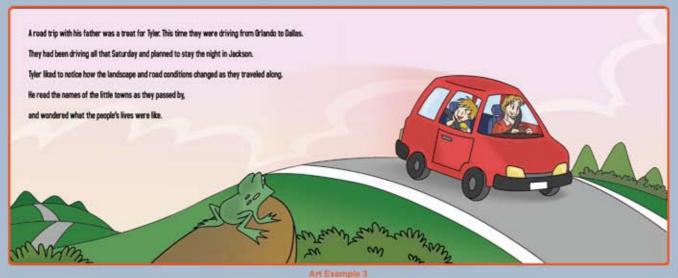
Writer: Dan Thomason

Illustrator: Thiago de Oliveira







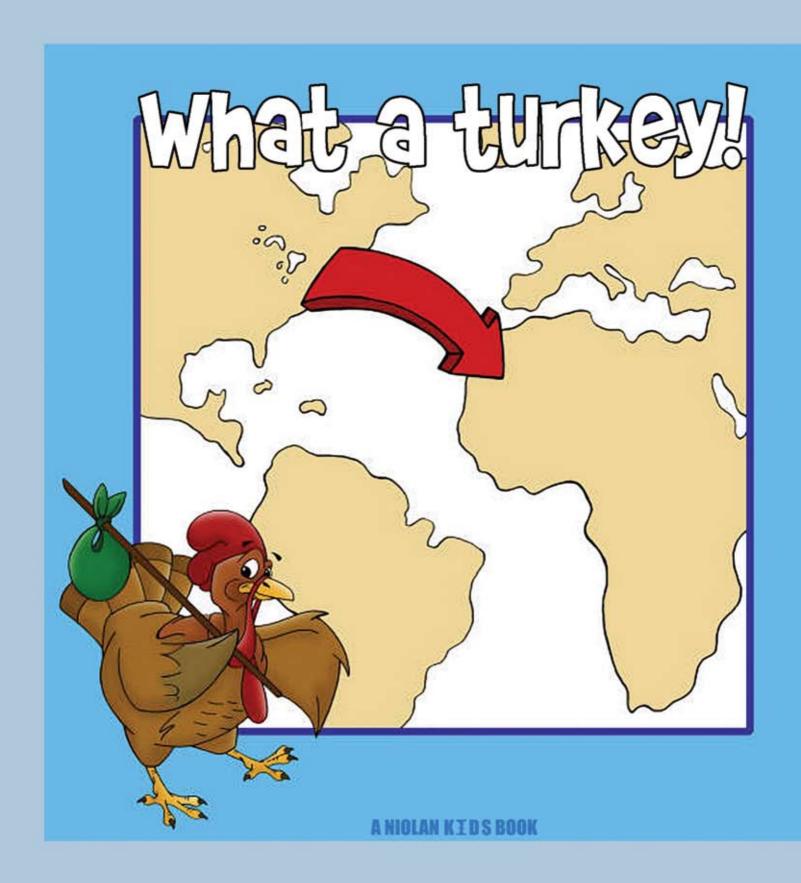


100

The Town Of Not

A father and son are driving on a cross-country trip. They get lost when they decide to take a shortcut and end up in a small town. It turns out to be one of those weird places where water flows uphill and lost objects from other places appear. They are stuck there for days trying to get things straightened out. When they leave they discover hardly any time has passed at all.

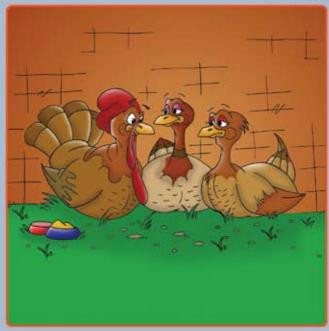




Writer: Carol Eastman **Illustrator: Jennifer Pollack**

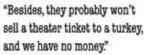
Art Example 1 Art Example 2





Frank, Wanda and Betty were soon walking down the street in one of New York's busiest fine dining districts.

- "I want to see a Broadway show," said Betty.
- "What about the Statue of Liberty?" said Wanda.
- "Liberty is what we have now, and if you want to stay a free bird, you won't waste your time sight-seeing," said Frank. "Besides, they probably won't

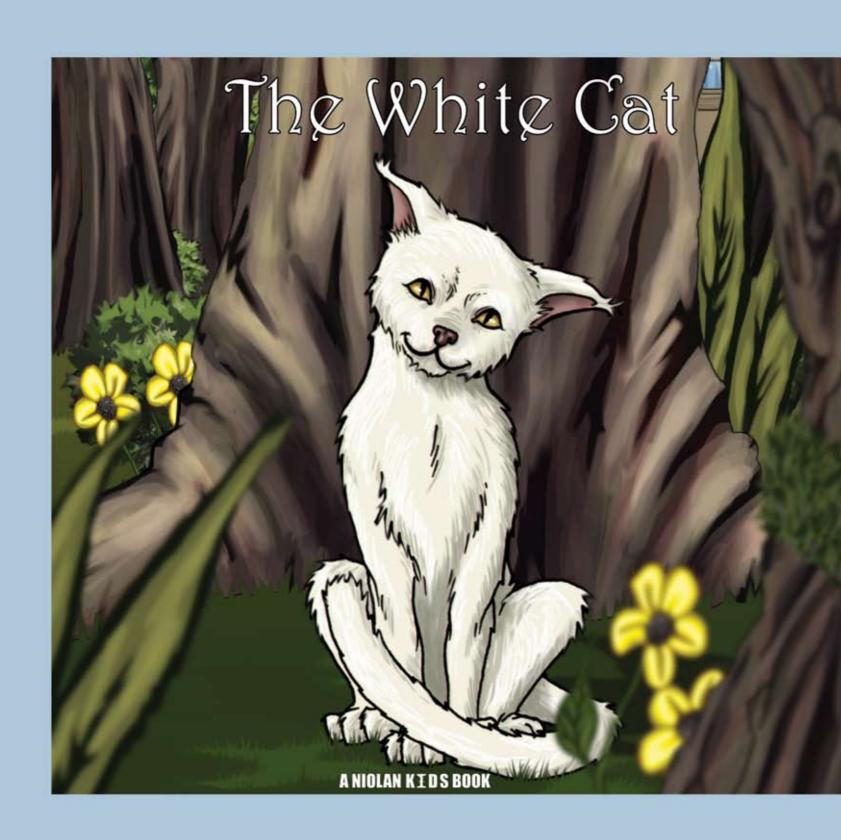




What A Turkey!

Three turkeys escape becoming dinner at a New York restaurant, and find themselves on an unexpected journey on a cruise ship to Africa, where they become heroes. The turkeys are best friends, and are mistaken for important turkeys who have been specially bred to be a gift to a poor African nation to start a new turkey business there. On their way to Africa, they have their own room on a fancy cruise ship, and when they arrive they are surprised to be treated like royalty.





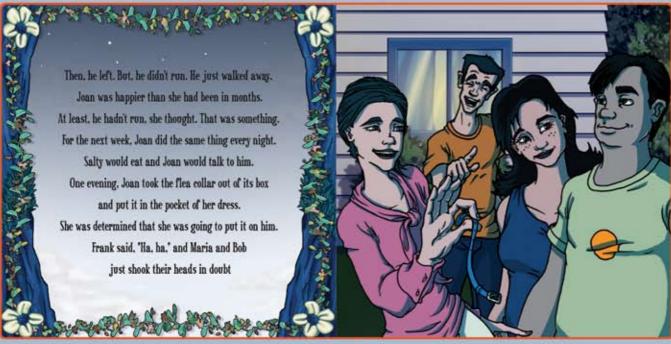
The White Cat

Writer: Jo Stainton
Illustrator: Josh Stover

Art Example 1 Art Example 2





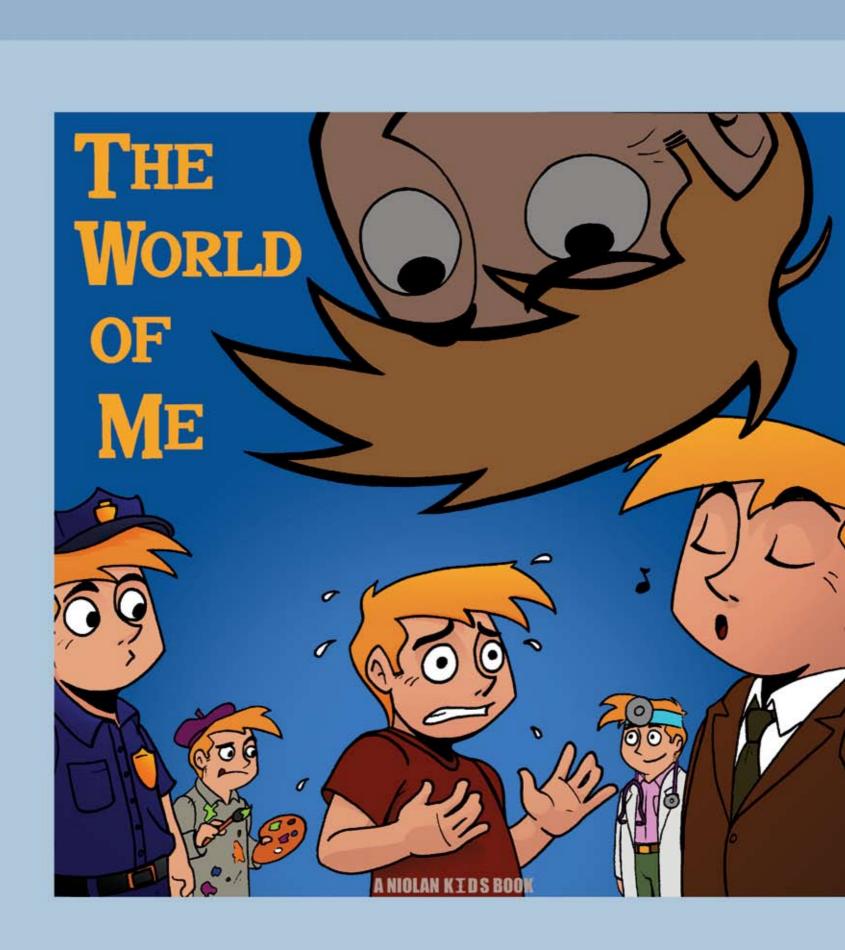


Art Example 3

The White Cat

An injured white cat is feared by everyone in a suburban neighborhood. He is wild with fear, but a young woman tames him over a few months. Patience, love and kindness help her to do this. Will 'the white cat' learn to trust people again?





The World Of Me

Writer: Harold Emory Illustrator: Erick Mrock

Art Example 1 Art Example 2





It was pointiess to talk to my little sister about it; she was in her own little world with her dols and stuffed animals and her little friends that shrieked from her bedroom. This was becoming unbearable. Dad just echoed Mom that we would have to do the best we could with the situation. That was not quite good enough in my opinion. Surely if we all put our minds to it we could still make it the best birthday ever, even with hunt Mable and Uncle Fred and Poopsie running interference.



Art Example 3

The World Of Me

Danny has high hopes for his tenth birthday party, but nothing seems to be working out. His disappointment causes him to resent the people in his life, and he even makes an extreme birthday wish. The world is immediately populated by versions of Danny. He learns important lessons about his own character, and the value of accepting others as they are.

