



Max Flash, Mission 1: Game On

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Max thinks his parents are stage magicians, and he's following in the footsteps of his idol, Harry Houdini. But when he's recruited for a supernatural mission, he must use his contortion skills in the virtual world of video games to take down a lizard creature who's leading a rebellion against Gamers. Action-packed and full of a diverse crowd of creative characters, this novel for kids ages seven to eleven is bound to explode onto the middle-grade fiction scene. Nonstop excitement, a perfect balance of danger and triumph, and evocative cartoonish illustrations help showcase clever Max's independence, passionate honing of abilities, and desire to shape a cooperative yet joyful world.

AIMEE JODOIN (Winter 2014)

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