

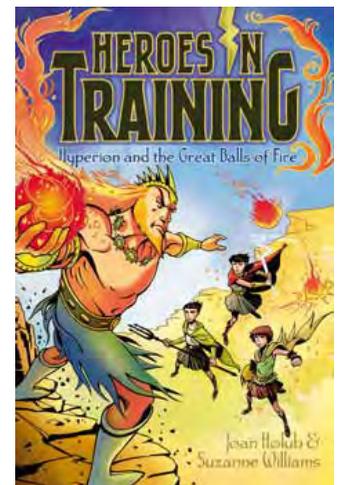
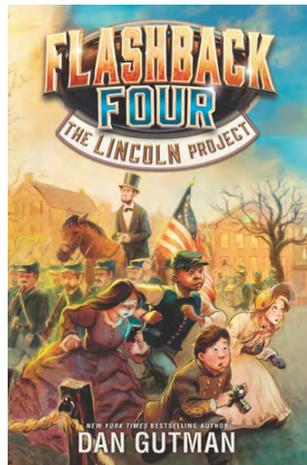
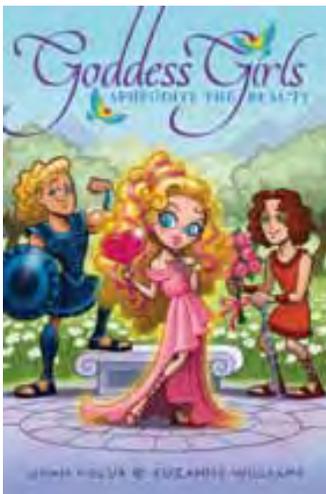
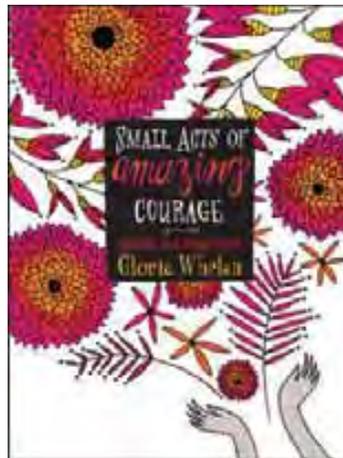
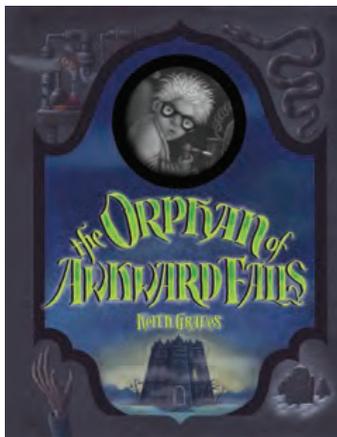
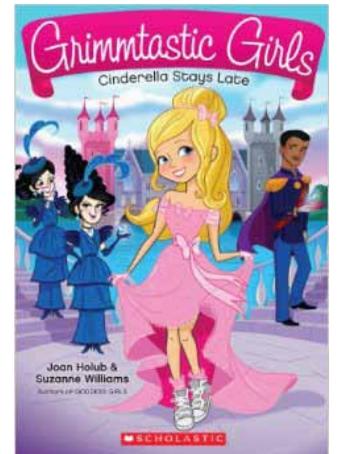
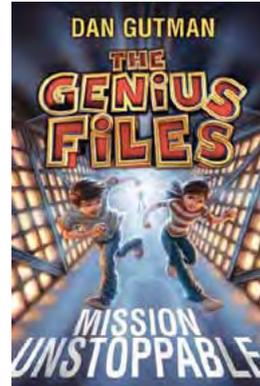
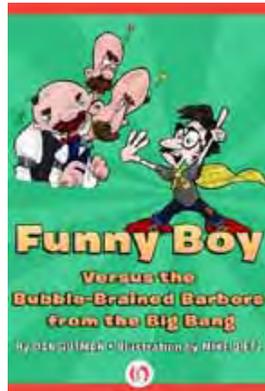
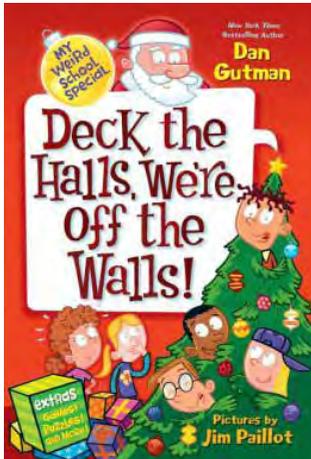


Eden Street



MIDDLE GRADE

RIGHTS GUIDE

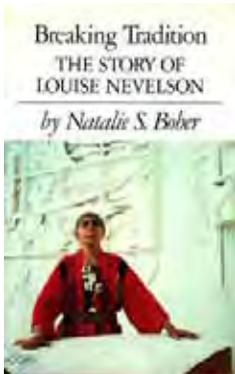


LIZA VOGES • P.O. BOX 30 • BILLINGS, NY 12510
LVOGES@EDENSTREETLIT.COM • WWW.EDENSTREETLIT.COM

TABLE OF CONTENTS

Bober	p. 1
Crum	p. 2
Graves	p. 3
Gutman	p. 4
Haas	p. 25
Harkey	p. 26
Heide	p. 27
Holub	p. 30
Nickerson	p. 40
Whelan	p. 41
Wildavsky	p. 45
Williams	p. 46

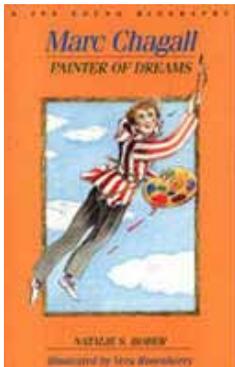
NATALIE BOBER



BREAKING TRADITION: THE STORY OF LOUISE NEVELSON Atheneum

A biography of the woman considered by many to be the finest living American artist of our time.

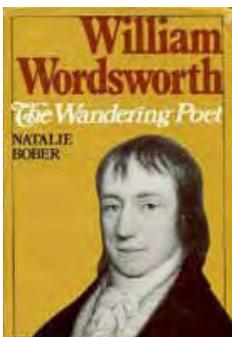
Rights: Eden Street: All rights



MARC CHAGALL: PAINTER OF DREAMS Jewish Publishing Society

Traces the life of the noted painter, from his birth in Russia to his death in France, with an emphasis on his Jewish background.

Rights: Eden Street: All rights

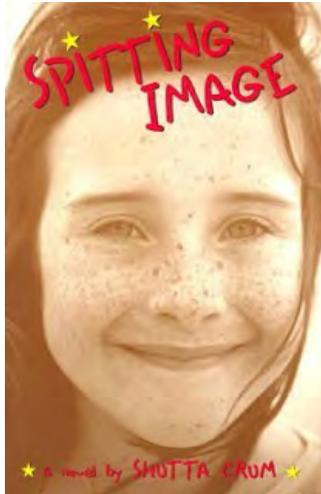


WILLIAM WORDSWORTH: THE WANDERING POET T. Nelson

A biography of the English romantic poet whose relationship with Samuel Taylor Coleridge was a source of great inspiration to him.

Rights: Eden Street: All rights

SHUTTA CRUM



SPITTING IMAGE

Clarion Books

Twelve-year-old Jessie K. Bovey has a lot to worry about. She doesn't know who her father is; her old biddy of a grandmother keeps interfering in her life; her best friend, Robert, desperately needs new glasses that his family can't afford; and mean Dickie Whitten teases Robert. When some reporters show up to research a story about the War on Poverty, Jessie sees a way to solve one of her problems. A small Kentucky town and its quirky inhabitants are vividly evoked in Shutta Crum's warm, atmospheric coming-of-age story, which handles multiple serious themes with a light touch.

Rights: Eden Street: Foreign, Film, Merchandise

Clarion: All others



WILLIAM AND THE WITCH'S RIDDLE

Knopf

William and his little brother, Pinch, have been left alone at their home atop the mountain ever since their mother disappeared and their father went to look for her. When William is visited by a mysterious witch named Morga, it seems their lives might be in danger—unless they help the witch solve a riddle and find a dark family heirloom. William sets out on a quest that leads him into the heart of the Old Forest.

Rights: Eden Street: Film, Television, & Commercial

Knopf: All others

KEITH GRAVES



THE ORPHAN OF AWKWARD FALLS

Chronicle

When twelve year old Josephine moves to Awkward Falls, a town known only for its sauerkraut and its insane asylum, she can't resist snooping around the dilapidated mansion next door. But she finds more than she bargained for when she is captured by the strange characters that live there: an ancient automaton who serves as a butler, a cat patched together with a few odd parts, and most surprising of all, a boy genius named Thaddeus. Meanwhile, Fetid Stenchley, the most feared patient in the Asylum for the Dangerously Insane, is heading their way!

Rights: **Eden Street: Translation, Audio, Film, Merchandise**

Chronicle: All others

DAN GUTMAN



THE BASEBALL CARD ADVENTURE SERIES

THE BASEBALL CARD ADVENTURES TREASURY

This treasury combines three books in one volume: Joe Stoshack's first three adventures with legendary baseball players Honus Wagner, Jackie Robinson and Babe Ruth.

HONUS AND ME (Avon)

While clearing out the neighbor's attic, Joe Stoshack stumbles upon an incredible treasure—a mint condition Honus T. Wagner T-206 baseball card worth half a million dollars! When Joe discovers that his find has brought the legendary Honus Wagner through time to 1996, he uses it to fulfill his dream of playing in a real major league game.

JACKIE AND ME

This time, Joe Stoshack is bound for 1947 Brooklyn to meet Jackie Robinson, one of the greatest ballplayers of all time and the man responsible for breaking the color barrier in the major leagues. Joe's journey proves to be a lesson in history—and in courage.

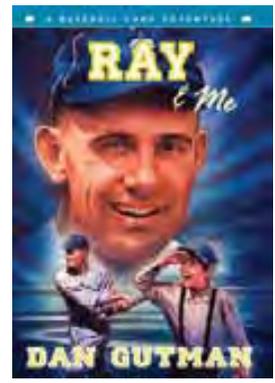
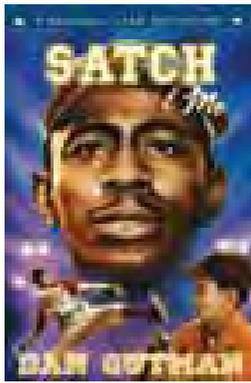
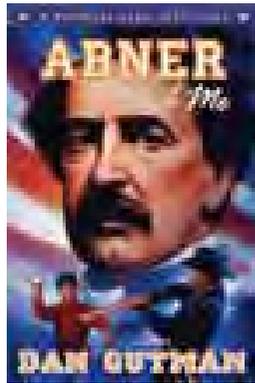
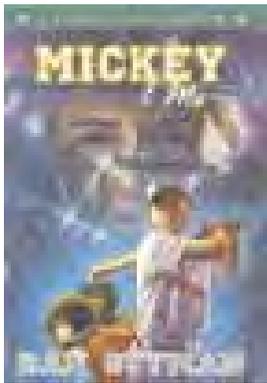
BABE AND ME

According to legend, just before he hit a long home run to straight-away center-field during the 1932 World Series, Babe Ruth pointed to the centerfield bleachers and boldly predicted he would slam the next pitch there. Did he call that shot, or didn't he? Joe Stoshack knows there's one way to solve the mystery—so he's bound for Wrigley Field—and this time his father's along for the trip.

SHOELESS JOE AND ME

Joe Stoshack gets the idea that if he travels back in time with a 1919 baseball card in his hand, he just might be able to prevent the infamous Black Sox Scandal from ever taking place. And if he could do that, Shoeless Joe Jackson—one of the greatest players in the history of the game—would finally take his place in the Baseball Hall of Fame, where he truly belongs.

DAN GUTMAN



MICKEY AND ME

Joe's dad tells him about the great Mickey Mantle and an unfortunate fall in Yankee Stadium that changed Mantle's career. Can Joe make it back in time to warn Mickey?

ABNER AND ME

Stosh has time-traveled to 1863, right into the middle of the Civil War. In possibly his most exciting and definitely his most dangerous trip yet, Stosh has decided to answer the question for all time: did Abner Doubleday, a Civil War general, really invent the game of baseball?

SATCH AND ME

Stosh and his coach, Flip Valentini, are on a mission to find out if Satchel Paige really was the fastest pitcher in the history of the game. They travel back to 1942 and watch Satch pitch in the Negro League World Series. They learn that everything about Satch is fast—whether it's his talking, driving or getaways. But is he really the fastest pitcher who ever lived?

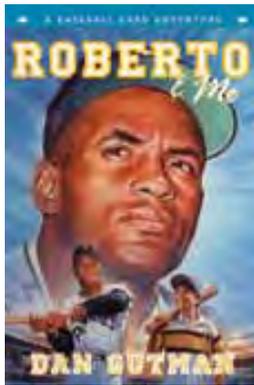
JIM AND ME

Stosh is shocked when his enemy, Bobby Fuller, begs him for a favor. He wants Stosh to take him back in time to meet Native American Jim Thorpe—an Olympic champion who lost his medals in a scandal. Thorpe went on to play professional baseball and football, but he could never again achieve such fame. His name was disgraced. Join Stosh and Fuller on a quest to save Jim's reputation. You'll meet Christy Mathewson, John McGraw and the rest of the New York Giants in this eighth exciting, action-packed Baseball Card adventure!

RAY AND ME

When Stosh gets hit in the head with a baseball, he's lucky to survive. Then he learns about another player who wasn't so lucky—Ray Chapman, the only player in major league history to get hit by a ball and die. If only they had batting helmets back then.

DAN GUTMAN



ROBERTO AND ME

When Stosh travels into the past to meet Roberto Clemente, a legendary ball player and a beloved humanitarian, he's got only one goal: warning Roberto not to get on the doomed plane that will end his life. In the 60's, Stosh meets free-spirited Sunrise, and together they travel to meet Roberto. But when the time comes for Stosh to return to the future, he finds that the adventure has only just begun...

TED AND ME

Stosh should have figured that the FBI would find him eventually. Now they've turned up on his doorstep—and they know all about his ability to travel through time using baseball cards. In fact, they want to send him back in time on a mission: to warn President Roosevelt about the attack on Pearl Harbor! But when Stosh finds out that his "ticket" back to 1941 is a Ted Williams card, he starts planning a mission of his own. What if Stosh can prevent the attack on Pearl Harbor and convince Williams not to serve in the military?

WILLIE AND ME

Stosh thought he was finished traveling back in time. But then Ralph Branca shows up in his room one night, begging for Stosh's help. Branca needs Stosh to use his power with baseball cards to go back in time and erase the "Shot Heard Round the World". Stosh is determined to help, but he quickly learns that you can't change just one little thing in history. If he erases the Shot Heard Round the World, he may forever alter the life of a young rookie named Willie Mays.

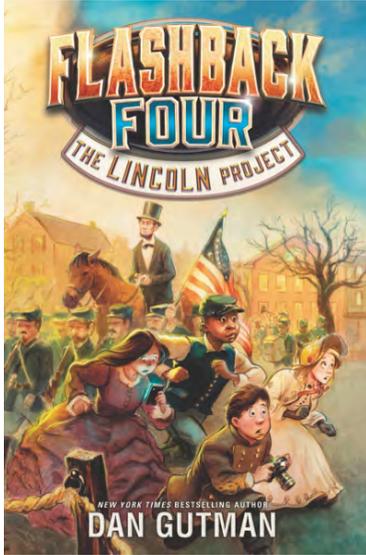
Rights: Eden Street: Translation, Audio, Performance and Merchandise

HarperCollins: All others

Audio Licensed to Recorded Books

JACKIE & ME: Theatrical Rights licensed to Stephen Dietz

DAN GUTMAN



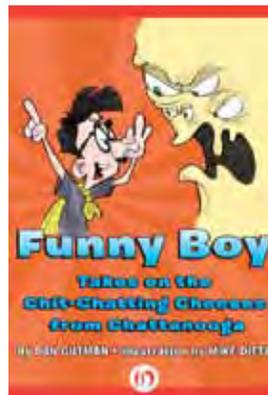
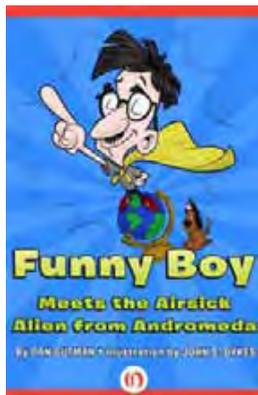
#1 THE LINCOLN PROJECT

Four very different kids are picked by a mysterious billionaire to travel through time and photograph some of history's most important events. This time, the four friends are headed to 1863 to catch Abraham Lincoln delivering his famous Gettysburg Address. They'll have to work together to ask the right questions, meet the right people, and capture the right moment. And most important—not get caught! Back matter separating fact from fiction and real black-and-white photographs make Flashback Four the perfect mix of true history and uproarious fun.

Rights: Eden Street: Foreign, Film, & Merchandise

HarperCollins: All others

DAN GUTMAN



FUNNY BOY SERIES

FUNNY BOY MEETS THE AIRSICK ALIEN FROM ANDROMEDA

On the planet Crouton, kids never have to straighten their rooms or make their own beds. That's because their rooms aren't crooked, and when they need beds, they just buy them. But when Funny Boy—a Croutonian smart-aleck with the galaxy's best sense of humor—shoots his brother with a spitball, his parents strap him into a spaceship and blast him to Earth. A planet-gobbling alien is about to attack his new home, and Funny Boy doesn't have any weapons besides a talking dog and a razor-sharp wit. But there is good news: Something about Earth's atmosphere has made Funny Boy even funnier.

FUNNY BOY VERSUS THE BUBBLE-BRAINED BARBERS FROM THE BIG BANG

Funny Boy must now face the least hilarious thing in the universe: the first day of school. As he tries to fit in among his human peers, Funny Boy learns that three intergalactic barbers have come to steal every strand of hair on Earth. He'll have to dust off his freshest material to stop them, because everybody knows there's nothing funny about a bad haircut.

FUNNY BOY TAKES ON THE CHIT-CHATting CHEESES FROM CHATTANOOGA

Tired of letting humans steal their milk, American cows have gone on strike. Funny Boy—a joke-telling superhero who was sent to Earth from the planet Crouton—is mourning the cheese shortage when five giant cheeses fall on Wisconsin. That alone would be weird enough, but the cheeses also talk. The cheeses are aliens from the faraway planet Chattanooga, and they have come to stop the cheese shortage. The country's woe has ended, but something about the aliens' story stinks worse than month-old Muenster. It will take Funny Boy and his galactic sense of humor to curdle these curds before America starts to spoil.

FUNNY BOY MEETS THE DUMBBELL DENTIST FROM DEIMOS

Funny Boy faces his biggest threat yet—a plaque attack! When the president of the United States is summoned for a cleaning with Dr. Denny the dentist, he knows something is wrong—he doesn't even have an appointment! This is a job for Funny Boy, who must once again use every joke in his arsenal to destroy the evil dentist villain and his hygienist henchmen. But does Funny Boy know enough dentist jokes to save the planet from an invasion of plaque?

Rights: **Eden Street: Audio, Foreign, Film and Merchandise**
Open Road Integrated Media LLC: All others

DAN GUTMAN



THE GENIUS FILES SERIES

THE GENIUS FILES: MISSION UNSTOPPABLE

In eight days, Coke and Pepsi McDonald are going to turn thirteen. Before then, they'll jump off a cliff, get trapped in the locked basement of their burning school, be chased cross-country by murderous lunatics, get left for dead in the pit of a sand dune, be forced to decipher mysterious coded messages, be thrown into a giant vat of SPAM and visit the world's largest ball of twine!

THE GENIUS FILES: NEVER SAY GENIUS

Today is Coke and Pepsi McDonald's thirteenth birthday. Someone's out to make sure they never make it to thirteen and a half. Racing across America, the twins will nearly be BOILED ALIVE in a huge basket of french fries, FROZEN TO DEATH by soft-serve ice cream, KIDNAPPED from a high-speed roller coaster and WORST OF ALL their parents think they're totally joking!

THE GENIUS FILES: YOU ONLY DIE TWICE

The most dangerous road trip in history continues for 13-year-old twins Coke and Pepsi McDonald. Just when they thought they were safe, the twins will be chased by an evil Elvis impersonator, trapped in a pool of flesh-eating soda pop, nearly pulverized in a giant shredder, and crushed in a turbo-charged carnival ride. All bets are off in this explosive third book in the Genius Files series!

THE GENIUS FILES: FROM TEXAS WITH LOVE

After their explosive escape at Graceland, twins Coke and Pepsi MacDonald resume their trip across America. The twins' enemies all swear they're done chasing Coke and Pepsi. But when the twins start receiving more codes and ciphers, they know someone's after them!

THE GENIUS FILES: LICENSE TO THRILL

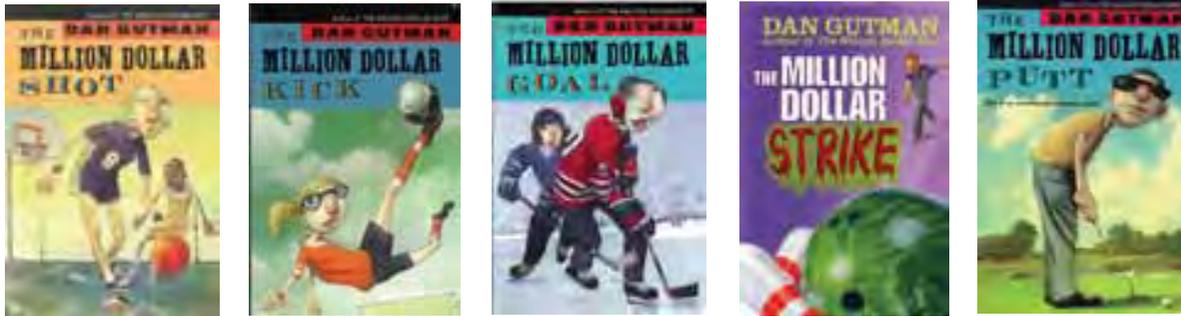
The twins' cross-country road trip is about to take a detour that's out of this world—literally! Once they get their feet back on the ground, the twins embark on the final leg of their trip, which will take them from the Hoover Dam all the way to the Golden Gate Bridge.

Rights: Eden Street: Foreign, Film and Merchandise

HarperCollins: All others

Sold: Brazil, Editora Gutenberg; Turkey, Epsilon; Audio licensed to Blackstone Audio

DAN GUTMAN



THE MILLION DOLLAR SERIES

THE MILLION DOLLAR SHOT

When Eddie wins the Finkle poetry contest, he also wins the chance to shoot a basket for a million dollars. But someone really wants him to throw an air ball on the big day. Can Eddie overcome a mysterious sabotage and make the million dollar shot?

Rights: Edén Street: Translation, Performance and Merchandise

Hyperion: All others

THE MILLION DOLLAR KICK

Whisper Nelson hates sports—all sports—with a passion! So when, by a fluke, she wins a chance to kick a goal past a professional soccer star for a million dollars, she is torn. Should she try it and fail, risking humiliation, or just forget the whole thing and save what dignity she has left?

THE MILLION DOLLAR GOAL

When Dawn and Dusk's dad gets the family tickets to the next Canadians game, they can't believe their luck. They're even more psyched when they hear about the million dollar goal contest. A randomly chosen fan will get the chance to shoot a goal to win one million dollars. Could this be the beginning of a dream come true for Dawn and Dusk, or the biggest humili-ation of their lives?

THE MILLION DOLLAR STRIKE

Ouchie and Squishy love bowling, even if it isn't the coolest sport. When the Parkfield town council decides to condemn Bowl-a-Rama, their favorite place to bowl, Ouchie and Squishy are devastated. Then the boys meet Gazebo Zamboni, the rich, reclusive, totally nutty owner of Bowl-a-Rama. Can they save their favorite bowling alley?

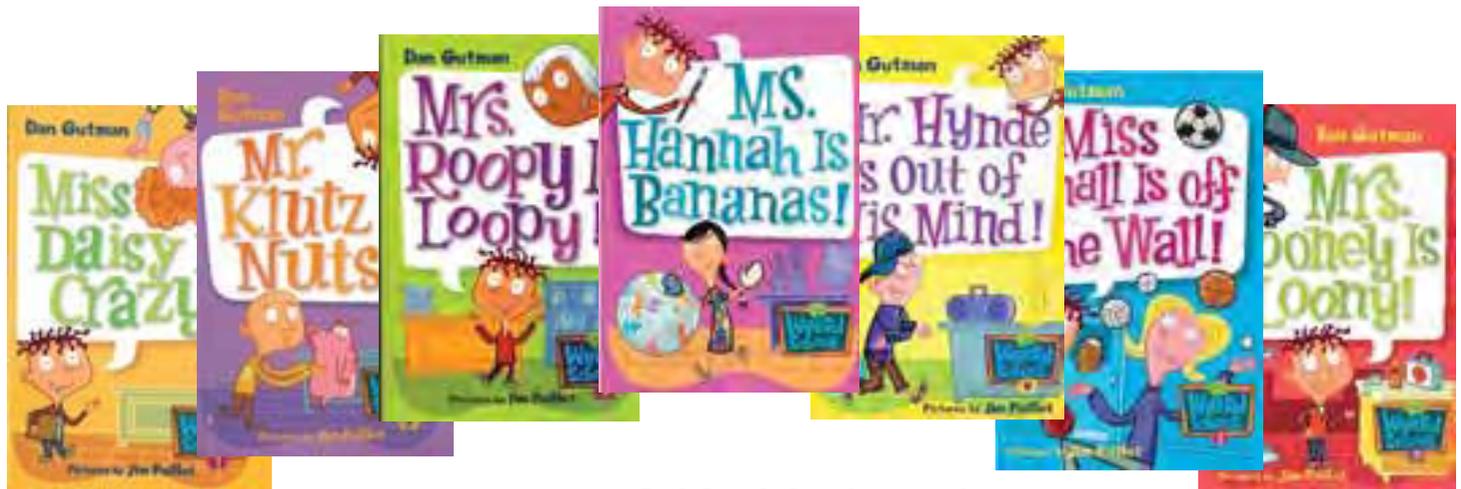
THE MILLION DOLLAR PUTT

Bogie may be blind, but he can learn just about anything he sets his mind to. So when a few of his classmates invite him to a driving range, no one is more surprised than Bogie when he turns out to have the swing of a natural player. But blind golfing is a team sport. Could Birdie, the kooky girl next door, be the unlikely key to Bogie's million dollar win?

Rights (Except MILLION DOLLAR SHOT):

Edén Street: All rights

DAN GUTMAN



MY WEIRD SCHOOL SERIES

#1: MISS DAISY IS CRAZY

Miss Daisy, who teaches second grade, doesn't know how to add or subtract. Not only that, she doesn't know how to read or write either. She is the dumbest teacher in the history of the world!

#2: MR. KLUTZ IS NUTS!

Principal Klutz was hanging upside down from the school flagpole! He kissed a pig on the lips! He painted his bald head orange! And now he wants to bungee jump off the roof of the school, dressed like Santa Claus!

#3: MRS. ROOPY IS LOOPY!

Mrs. Roopy, the new librarian, comes to school wearing a pot on her head! One day she thinks she's George Washington, and the next day she's Little Bo Peep! The worst part is, she doesn't even know how crazy she is!

#4: MS. HANNAH IS BANANAS!

Ms. Hannah wears dresses made out of pot holders and collects garbage instead of throwing it out. This is the weirdest art class ever!

#5: MISS SMALL IS OFF THE WALL!

Miss Small, the gym teacher, is teaching the gang to juggle scarves, balance feathers, and do the Chicken Dance! Is this any way to stay in shape? Whatever happened to good old-fashioned dodge ball?

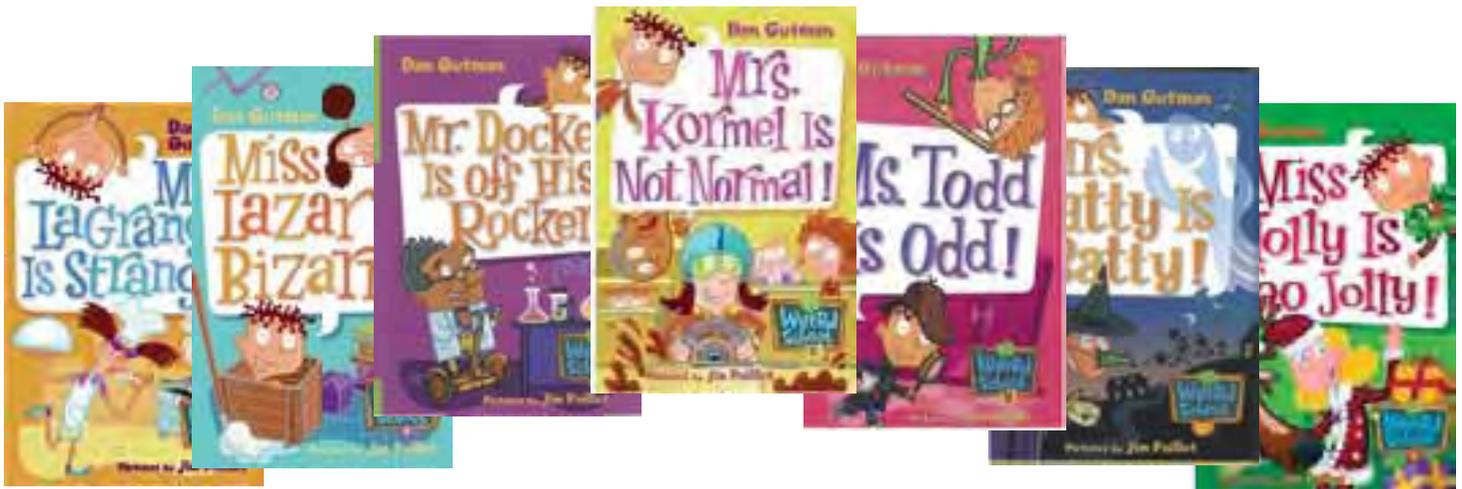
#6: MR. HYNDE IS OUT OF HIS MIND!

Music class is awesome! Mr. Hynde, the teacher, raps, breakdances, and plays bongo drums on the principal's bald head. But he has some funny ideas—like making A.J. kiss Andrea in the school play. YUCK!

#7: MRS. COONEY IS LOONY!

Mrs. Cooney, the school nurse, is a real knockout—and A.J. has a crush on her! But what if Mrs. Cooney's beauty and charm are just a cover for her secret identity as an international spy?

DAN GUTMAN



#8: MS. LAGRANGE IS STRANGE!

Ms. LaGrange talks funny and she's from some other country called France! Plus, she's writing secret messages in the mashed potatoes! Ms. LaGrange is the weirdest lunch lady in the history of the world!

#9: MISS LAZAR IS BIZARRE!

Miss Lazar likes to dance around the school with a mop! She has a secret room down in the basement where she keeps the bad kids! She says cleaning throw up is fun! Miss Lazar is the weirdest custodian in the history of the world!

#10: MR. DOCKER IS OFF HIS ROCKER!

Mr. Docker must be a mad scientist! He does nutty experiments and he has an evil, demented, cackling laugh. Plus he invented a car that runs on potatoes. Mr. Docker is the weirdest science teacher ever! Is he trying to take over the world?

#11: MRS. KORMEL IS NOT NORMAL!

First the school bus gets a flat tire, and then Mrs. Kormel is totally lost in the middle of nowhere. A.J. and his friends may never get to school! Mrs. Kormel is the weirdest bus driver in the history of the world, and she's driving everyone crazy!

#12: MS. TODD IS ODD!

Ms. Todd is subbing, and A.J. and his friends are sure she kidnapped Miss Daisy so she could take over her job. They're going to have to do the detective work to get the goods on her! Ms. Todd is the weirdest substitute teacher in the history of the world!

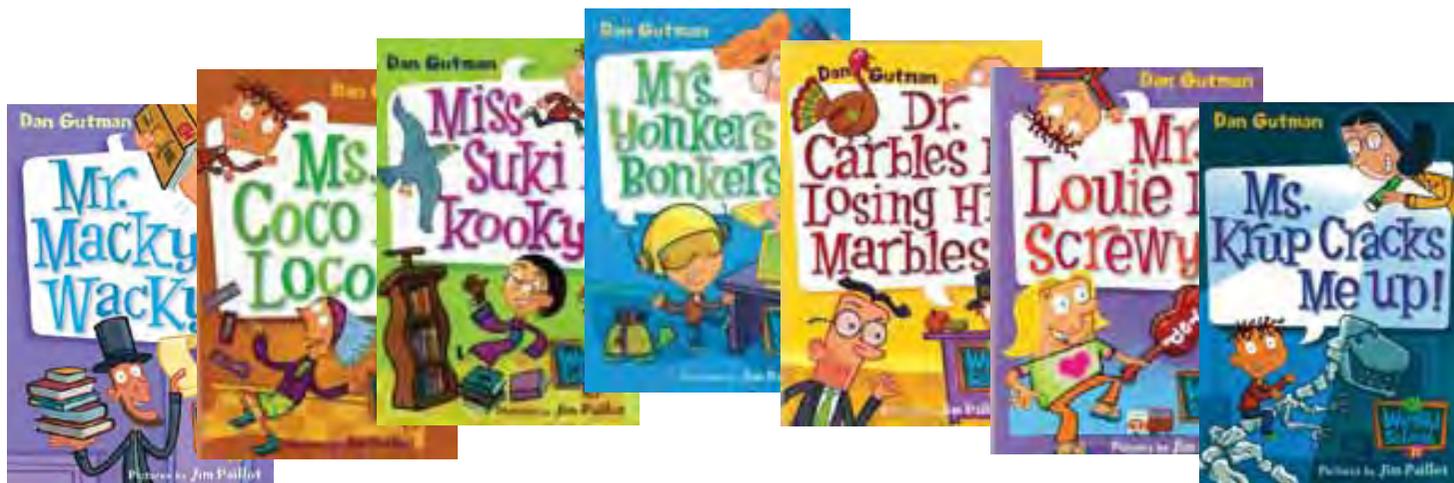
#13: MRS. PATTY IS BATTY!

Mrs. Patty, the secretary, gives out the best Halloween candy! But her house is haunted! People say she's a witch and her husband is a ghost. Is it worth A.J.'s risking his life for the best candy ever?

#14: MISS HOLLY IS TOO JOLLY!

Miss Holly, the Spanish teacher, is hanging mistletoe everywhere! That means boys will have to kiss girls. And girls will have to kiss boys. Ugh! Miss Holly is taking the holidays way too far!

DAN GUTMAN



#15: MR. MACKY IS WACKY!

It's Presidents' Day, and Mr. Macky, the reading specialist, actually expects A.J. and his friends to read stuff about the presidents! Not only that, but he lives in a log cabin and thinks he's Abraham Lincoln!

#16: MS. COCO IS LOCO!

It's Poetry Month! And Ms. Coco, who runs the gifted and talented program, is poetry crazy! She thinks boys should have feelings! She talks in rhyme! All the time! Will A.J.'s life ever be normal again?

#17: MISS SUKI IS KOOKY!

Miss Suki is a famous children's book author - and she's coming to A.J.'s school! She lives in the rainforest and writes about endangered animals. But when her pet raptor gets loose in the classroom, it's the kids who are going to be endangered! YIKES!

#18: MRS. YONKERS IS BONKERS!

Mrs. Yonkers, the computer teacher, is the nerdiest teacher in the history of the world. She can type with her feet! She buys foam cheese heads off eBay! She even puts a Webcam on a turtle! Is she trying to take over the world?

#19 DR. CARBLES IS LOSING HIS MARBLES!

It's Thanksgiving, but the kids at Ella Mentry School aren't feeling very thankful. That's because Dr. Carbles is grumpier than ever, and he wants to fire Mr. Klutz! Will A.J. and his friends be able to save their principal's job?

#20 MR. LOUIE IS SCREWY!

It's Valentine's Day! And Mr. Louie, the hippie crossing guard, put a love potion in the water fountain. Now teachers are flirting with each other! Girls are asking boys out on dates! Will A.J. have to kiss Andrea? Yuck!

#21 MS. KRUP CRACKS ME UP!

A.J. thinks that nothing can possibly be as boring as a sleepover in the natural history museum. But anything can happen when Ms. Krup is in charge. The tour guide says that dinosaur skeletons come to life in the middle of the night. Is she right?

DAN GUTMAN



MY WEIRD SCHOOL DAZE SERIES

#1 MRS. DOLE IS OUT OF CONTROL!

Ryan's mom is the new PTA president and she's going to turn 2nd grade graduation into THE EVENT OF THE CENTURY! A petting zoo, a marching band, fireworks and live animals—Mrs. Dole is totally out of control!

#2 MR. SUNNY IS FUNNY!

A.J.'s family rented a beach house for the summer, and you'll never guess in a million hundred years who rented the house next door. Well, you have to read the book to find out. So nah-nah-nah boo-boo on you! Ok, Ok, it's Andrea and her family. And she has a monster crush on Mr. Sunny, the hunky (but weird) lifeguard. Oooh! When are they gonna get married?

#3 MR. GRANITE IS FROM ANOTHER PLANET!

It's the start of a new school year, and A.J.'s third-grade teacher, Mr. Granite, is out of this world! He's a supergenius who talks weird, acts weird, and looks weird. He knows everything! Is he a computer posing as a person, or does he come from another planet?

#4 COACH HYATT IS A RIOT!

It's pee-wee football season, and A.J.'s new coach is crazy. She wants the boys to do push ups in the mud. She wants them to pick up a car. And worst of all, she wants to put girls on the team! You'll never believe what happens in the big game!

#5: OFFICER SPENCE MAKES NO SENSE!

The security guard at Ella Mentry School has gone off the deep end! Somebody is stealing peanut butter and jelly sandwiches from the vomitorium, and Officer Spence is on the case. He's arrest-ing everybody in sight! Somebody is going to go to jail! Who is it?

#6: MRS. JAFFEE IS DAFFY!

The new vice principal of Ella Mentry School has some crazy ideas on how to teach kids. A.J. and the gang have to stand on their heads while they do math! They have to take a spelling test underwater! Everybody has to do yoga! Could it possibly get any weirder?

#7: DR. BRAD HAS GONE MAD!

Dr. Brad, the school counselor, sure has some wacky ideas! He waves shiny watches in your eyes! He shows you messy ink blots! Can he read your mind?

#8: MISS LANEY IS ZANY!

A.J. has to go see Miss Laney, the speech teacher, which makes no sense at all because he already knows how to talk. Miss Laney has him say weird tongue twisters and forces him to star in the third-grade play, ROMEO AND JULIET. Will there be kissing? Ew, disgusting!

#9: MRS. LIZZY IS DIZZY!

With the Recess Enrichment Program, A.J. and the gang have to take classes even during recess! The new teacher, Mrs. Lizzy, teaches how to make balloon animals, how to compost worms and lots of other weird useless skills that nobody would ever want to know in a million hundred years!

#10: MISS MARY IS SCARY!

Something weird is going on! Mr. Granite has been assigned a student teacher, and A.J. and the gang think she might be a vampire. Miss Mary lives in a cave and sleeps hanging upside down from the ceiling. Her boyfriend, Zack, looks like a zombie and plays in a heavy metal band. And worse than all that, they're British! Eeeeeek!

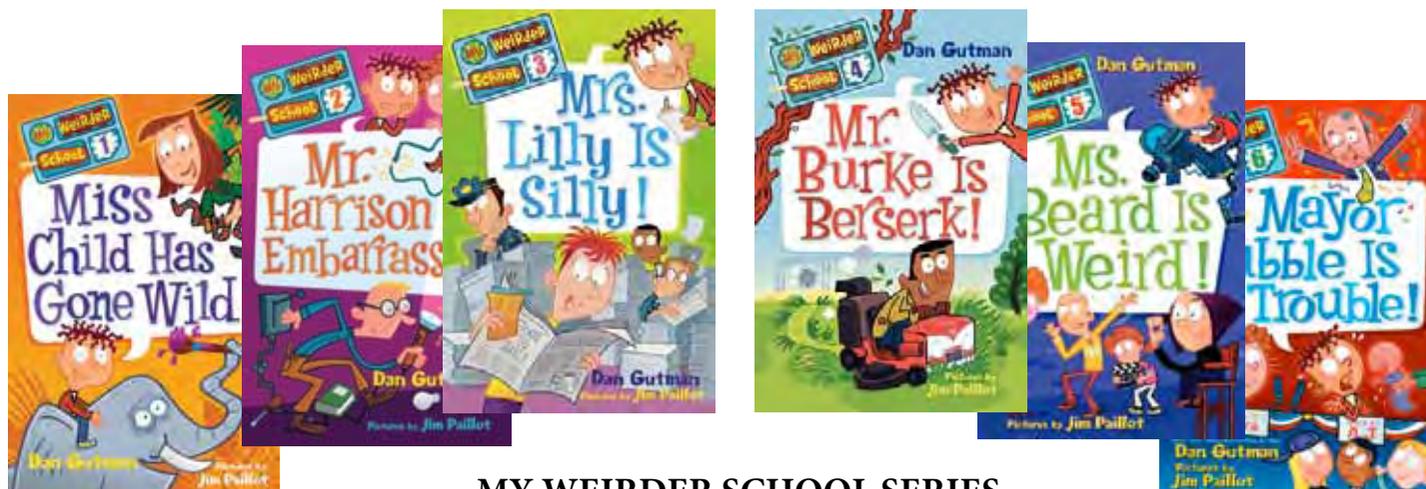
#11: MR. TONY IS FULL OF BALONEY!

Oh no! A.J.'s mom just got a job, so he has to go to After School Kid's Kare. And Mr. Tony, the guy who runs it, is crazy. He wants to get into the Guinness Book of World Records by making the world's largest pizza! Will A.J. and the gang be able to tunnel out of the child care room and escape to freedom? Run for your lives!

#12: MS. LEAKEY IS FREAKY!

Kids are getting too unhealthy, so Ella Mentry School has hired a health teacher to make the kids eat right and exercise. Ms. Leakey is a real health nut. She makes a punching bag filled with junk food! She opens up a fast food restaurant that sells broccoli burgers!

DAN GUTMAN



MY WEIRDER SCHOOL SERIES

#1 MISS CHILD HAS GONE WILD!

The third grade has won a poetry contest, so they get to go on a field trip to the zoo. That's how they meet Miss Child, the weirdest zookeeper in the history of the world. She thinks animals are smarter than people! She thinks elephants can paint pictures! She keeps snakes in her pockets for fun!

#2 MR. HARRISON IS EMBARRASSIN'!

Mr. Harrison, the tech guy at Ella Mentry School, can fix anything: computers, phones, pencil sharpeners. He can also build anything, like a solar-powered umbrella. What a nerd! But when the power goes out in the school, everyone is yelling and screaming and freaking out in the dark.

#3 MRS. LILLY IS SILLY!

It's Career Day at Ella Mentry School! Mrs. Lilly is a reporter for the local paper. She's going to come back and help the kids make their own newspaper all about the school. What will happen when A.J. and the gang become investigative reporters?

#4 MR. BURKE IS BESERK!

Mr. Burke cuts the grass, trims the bushes and does the land-scaping around Ella Mentry School. He wants to have a corn maze on the baseball diamond and drag races with his riding mower. What's up with the crop circles in the soccer field? And what did he bury under the monkey bars?

#5 MS. BEARD IS WEIRD!

Lights, camera, action! A hot new reality show, "The Real Teachers of Ella Mentry," is filming at school. Everybody wants to win the show's grand prize - an all-expenses-paid vacation and a year's supply of pork sausage. The weird director, Ms. Beard, tells the teachers and students to act normal. Like that's gonna happen!

#6 MAYOR HUBBLE IS IN TROUBLE!

Election day is right around the corner, and guess who's running for class president? A.J. and Andrea! Mayor Hubble is going to teach the kids all the ins and outs of politics, and every vote counts. Who's going to win? Who's going to lose?

DAN GUTMAN



#7 MISS KRAFT IS DAFT!

Oh no! Mr. Granite is sick. A.J. and the gang will have a substitute teacher all week. Yay! But Miss Kraft is weird. She wears a clown costume and uses hand puppets to talk. She likes to do magic tricks. And she's happy all the time. What is her problem?

#8 DR. NICHOLAS IS RIDICULOUS!

Dr. Nicholas is the weirdest history teacher in history! She doesn't care about wars and presidents. She is going to teach the kids about the history of the toilet bowl! Is she crazy? She built a time machine so she can take the kids into the past . . . and the future. Guess who's going to get stuck in time?

#9 MS. SUE HAS NO CLUE!

It's time for the annual Ella Mentry School fund-raiser, and guess who's in charge? Alexia's mom, Ms. Sue! She has the teachers selling everything from summer sausages and cheesy popcorn to dead goldfish in plastic bags to raise money for new playground equipment. But what happens when Ms. Sue crosses the line? Somebody's going to end up in a the big house (and by "big house," we don't mean a big house!).

#10 MR. JACK IS A MANIAC!

Principal Klutz thinks the kids at Ella Mentry need to learn some self-defense moves. But the guy he hired - Mr. Jack- thinks he's an action hero! How are the kids supposed to learn anything?

#11 MISS KLUTE IS A HOOT!

Mr. Macky has decided to hire a special reading helper to whip the kids into shape -Miss Klute, a labradoodle! A.J. and his friends don't understand why they have to read to a therapy dog, until the first time they do it. Suddenly everyone wants a turn reading to Miss Klute!

#12 MRS. LANE IS A PAIN!

Principal Klutz hires a talent coach, Mrs. Lane, to help the kids prepare for the Ella Mentry School talent show. But what will A.J.'s talent be? And what happens when Mrs. Lane tries to steal the show?

DAN GUTMAN



MY WEIRD SCHOOL SPECIALS

#1 IT'S HALLOWEEN, I'M TURNING GREEN!

It's Halloween, and you know what that means! Candy! Costumes! More candy! What would happen if a kid ate a million hundred pounds of chocolate in one night? One thing's for sure—when A.J. and his friends from Ella Mentry School go trick-or-treating, it will be a Halloween to remember.

#2 DECK THE HALLS, WE'RE OFF THE WALLS!

It's Christmas, and you know what that means! Santa Claus is coming to town! Or at least to the local mall. But what happens when kid rapper Cray-Z gives a Christmas concert at the same mall and all his fans go bananas? One thing's for sure—if A.J. and his friends from Ella Mentry School want to save the day, they will need a Christmas miracle.

#3 BUNNY DOUBLE, WE'RE IN TROUBLE!

Hip Hop Hooray! It's Easter! And this year, Mayor Hubble is hosting an Easter Egg roll and a special egg hunt at the mayor's mansion. But when Mayor Hubble reveals that the prize golden egg has a thousand dollars inside it, the egg hunt becomes a wacky free-for-all!

#4 BACK TO SCHOOL, WEIRD KIDS RULE!

Summer is almost over, and you know what that means—time to head back to school! Andrea and A.J. are sent to Camp Ockatollyquay, a camp to get kids ready for school! But not to worry—Andrea and A.J. rally the Ella Mentry School gang to end their summer on a note they'll never forget.

#5 OH VALENTINE, WE'VE LOST OUR MINDS!

It's the week of Valentine's Day, and A.J.'s class is getting a foreign exchange student! His name is Pierre, and he's from France. But what happens when Pierre challenges A.J. to a duel (or at least a thumb war) over Andrea? One thing's for sure: when L-O-V-E comes to Ella Mentry, it spells the weirdest Valentine's Day story in the history of the world!

DAN GUTMAN



MY WEIRDEST SCHOOL

#1 MR. COOPER IS SUPER!

A.J.'s third-grade teacher, Mr. Granite, is retiring after a million hundred years. It turns out the new teacher, Mr. Cooper, is even weirder! One day he's Rat Man and he teaches about rodents. The next day he's Lava Man and he teaches about volcanoes. But what happens when a real superhero is needed?

#2 MS. CUDDY IS NUTTY!

The students of Ella Mentry School are about to get a wonderful gift—a million dollars! A.J. and the gang vote to create an in-school, state-of-the-art TV station so the morning announcements can be broadcast to all the classes. But soon Ms. Cuddy decides the ratings on the announcements are too low, and the show needs to "get more eyeballs." What could possibly go wrong?

#3 MISS BROWN IS UPSIDE DOWN!

The Brain Games are coming to Ella Mentry School! Miss Brown will help the kids do creative projects, like building a bridge out of toothpicks and designing a remote control car. But the kids will have to compete against the students of Dirk School to win the grand prize: a free trip to PizzaWorld!

#4 MRS. MEYER IS ON FIRE!

Mrs. Meyer of the local fire department has been brought in to teach the students, but she is the weirdest safety expert in the world. She likes fire just a little too much. Will Mrs. Meyer catch on fire? Will she retire? What will transpire?

#5 MISS DAISY IS STILL CRAZY!

Mr. Cooper is sick, and that means A.J. and the gang are getting a substitute teacher—crazy Miss Daisy! Now that she's back, she's weirder than ever. Instead of learning, she wants the kids to eat bonbons all day. And she thinks that germs are out to get her. Will third grade ever be normal again?

#6 MR. NICK IS A LUNATIC!

The teachers of Ella Mentry School are on strike! A.J. and the gang are getting a new principal, Mr. Nick, and he doesn't believe in rules. Mr. Nick says the students don't even have to learn if they don't want to! What could possibly go wrong?

Rights:

Eden Street: Foreign, Film, and Merchandise

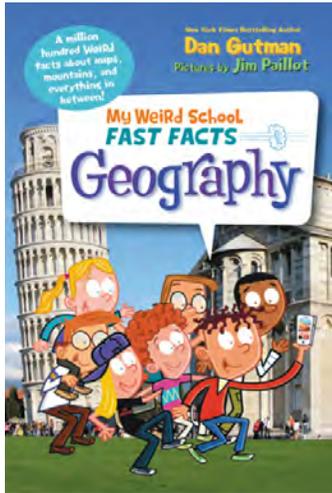
HarperCollins: All others

Sold: Portuguese, Brazil: Fundamento; Korea: Balgeunmirae; Spain: Grupo Editorial Bruno;

Turkey: Epsilon; Finland: Sanoma Magazines; Arab World: Dar El Ilm Lilmalayin Audio:

Recorded Books; English Audio in Korea: JY Books

DAN GUTMAN



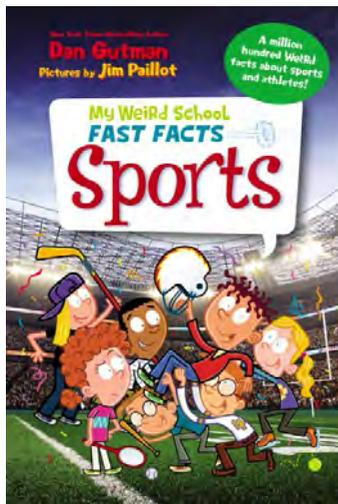
FAST FACTS: GEOGRAPHY

Did you know that Antarctica's largest land animal is an insect? Did you know that the smallest country in the world is only 0.2 square miles?! Learn more weird-but-true geography facts with A.J. and Andrea from Dan Gutman's bestselling My Weird School series. Whether you're a kid who wants to learn more about geography or simply someone who wants to know if there's really a town called Scratch Ankle, this geography facts edition is the book for you.

Rights:

Eden Street: Foreign, Film, and Merchandise

HarperCollins: All others



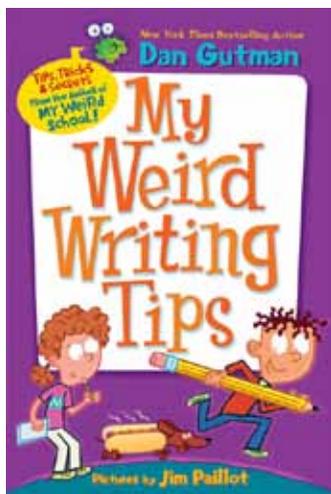
FAST FACTS: SPORTS

Did you know that the only sport that's been played on the moon is golf? Did you know that an NFL quarterback once threw a touchdown pass to himself?! Whether you're a kid who wants to know more about sports or just someone who is curious why Major League Baseball umpires have to wear black underwear, this is the book for you!

Rights:

Eden Street: Foreign, Film, and Merchandise

HarperCollins: All others



MY WEIRD WRITING TIPS

The ability to put thoughts into writing is an essential skill vital to success in school—from elementary school through college. Bestselling author Dan Gutman helps kids master this important skill with his fun, informative writing guide. Dan offers tricks for spelling hard words, understanding the difference between similar words like “its” and “it’s,” and conquering grammar stumbling blocks like commas and apostrophes. With illustrated appearances from A.J. and Andrea, stars of his bestselling MY WEIRD SCHOOL series, and with his trademark wacky sense of humor, Dan makes learning the writing and storytelling basics so fun kids will forget they're learning.

Rights:

Eden Street: Foreign, Film and Merchandise

HarperCollins: All others

DAN GUTMAN



TALES FROM THE SANDLOT SERIES

#1: THE SHORTSTOP WHO KNEW TOO MUCH

When a wild pitch transforms eleven-year-old Jake from an ordinary shortstop to the most valuable player on the team, suddenly Jake can read minds! With his special powers to help them, the Martinizers can't lose. Only a few people know about Jake's ESP. Unfortunately, one of them thinks Jake knows too much.

#2: THE GREEN MONSTER IN LEFT FIELD

Lee Maigam, left fielder for the Medford Maulers, considered himself something of a monster expert. He thought it was highly unlikely for a monster to be hanging around a baseball field in Oregon. Then he met BIGFOOT . . .

#3: THE CATCHER WHO SHOCKED THE WORLD

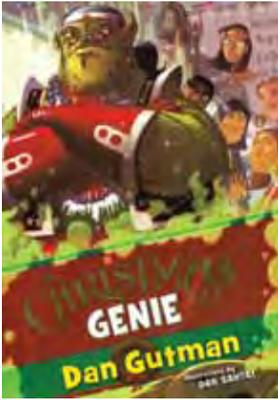
A bolt of lightning gives Rod psychokinesis: the power to bend and move objects with his mind. As catcher for the St. Cloud Tornados, Rod thinks it's fun using his gift to bend the rules—and the opposing players' bats, causing the mystified batters to go down swinging. Unfortunately, Rod attracts the attention of the wacky local weather-man, Sonny Day Powers, who has other ideas for Rod's special talents. Ideas that are absolutely shocking.

#4: THE PITCHER WHO WENT OUT OF HIS MIND

How can Rob Newton float 25 feet above the pitcher's mound and look down as he keeps pitching? The local psychic has an explanation: it's an out-of-body experience, and he should use his rare gift with caution. When arch rival Simon Foster viciously tries to take Rob out of the championship, will Rob use his power to stop his enemy?

Rights: Eden Street: All rights

DAN GUTMAN



THE CHRISTMAS GENIE

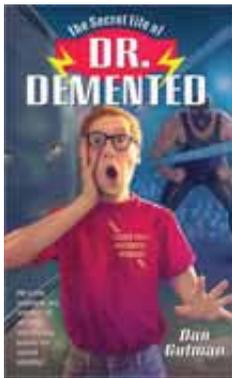
Simon & Schuster

It's the last day of school before Christmas vacation and Mrs. Walter's 5th grade class can't wait for the final bell. But then a mysterious meteorite crashes through their window and out pops a genie! He will grant only ONE wish for the whole class to share. Be careful what you wish for!

Rights: Eden Street: Translation, Performance, Audio & Commercial

Simon & Schuster: All others

Sold: Turkish rights, Epsilon

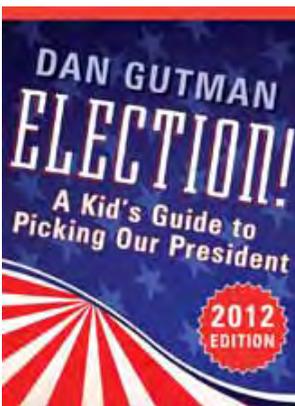


DR. DEMENTED

Pocket Books

Every American Wrestling Federation fan knows that the evil Dr. Demented is the nastiest pro wrestler around. So when Wesley Brown accidentally discovers the secret identity of Dr. Demented, he freaks out. Now that he recognizes the man behind the mask, Wesley figures he's dead meat...or worse.

Rights: Eden Street: All rights



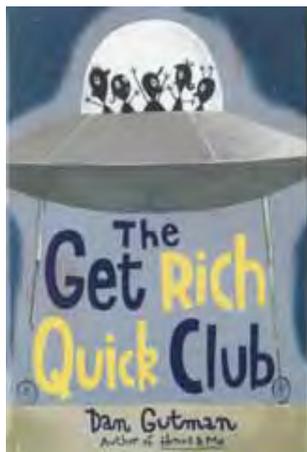
ELECTION!

Open Road Integrated Media

Dan Gutman takes on his strangest subject ever: the American political system. Reaching through history from the days of the founding fathers to today's voting system, Gutman tackles complex subjects in a clear, easy-to-understand way. Even grown-ups will find something in here that they've never learned before.

Rights: Eden Street: Foreign

Open Road Integrated Media: All others



THE GET RICH QUICK CLUB

HarperCollins

This is the dazzling tale of five kids who make a pact to earn a million dollars by the end of the summer. Led by the clever and daring Gina Tumolo, they come up with a fantastic scheme that involves a photograph of a UFO. Before they are through, they will have their photos in newspapers across the country and even meet face to face with...Well, you don't think we'll give the story away right here, do you? See for yourself what happens!

Rights: Eden Street: Translation, Performance/Merchandise and Audio

HarperCollins: All others

DAN GUTMAN

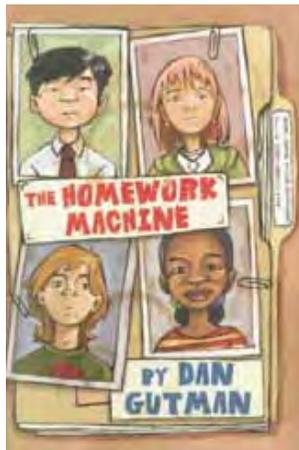


GETTING AIR

Simon & Schuster

Jimmy, David and Henry are psyched. It's summer, school's out and they are on their way to California, where they will be able to do some major skating. But terrorists hijack their plane. They take action and they succeed. Sort of. They may have beaten the terrorists, but now their plane has crashed in the middle of nowhere and all of a sudden, their summer vacation is about finding food, shelter and a rescue.

Rights: Eden Street: Audio, Foreign, and Performance
Simon & Schuster: All others

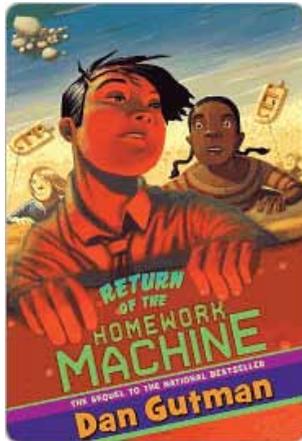


THE HOMEWORK MACHINE

Simon & Schuster

The unlikely foursome made up of a geek, a class clown, a teacher's pet and a slacker—Brenton, Snik, Judy and Kelsey, respectively—are bound together by one very big secret: a homework machine, codenamed Belch. When Belch becomes more powerful than they ever imagined, the kids find themselves in a race against their own creation. The loser could end up in jail...or worse!

Rights: Eden Street: Performance and Translation
Simon & Schuster: All others
Sold: Audio licensed to Recorded Books; Chinese Complex, Bardon; Indonesia, Serambi Ilmu Semesta; Korea, Dasan Publishers; Theatrical Rights licensed to Mark Cabaniss



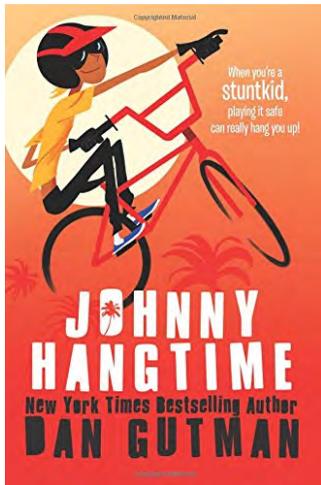
RETURN OF THE HOMEWORK MACHINE

Simon & Schuster

Snik, Brenton, Judy and Kelsey haven't stayed in the best touch since last year's big homework machine scandal. But they are all pulled back together again when Brenton realizes that the most powerful part of the machine was never destroyed. And there is someone out there who wants to use it for a lot more than just cheating. The group bands together to find the culprit, but also to find a hidden treasure!

Rights: Eden Street: Audio, Translation, Performance, Commercial and Graphic Novel
Simon & Schuster: All others

DAN GUTMAN



JOHNNY HANGTIME

HarperCollins

Jumping off the Empire State Building, fighting on the wing of a biplane, and parachuting onto the back of a horse are all in a day's work for thirteen-year-old Johnny Thyme, a stunt kid known in the movie business as Johnny Hangtime. But Johnny's phenomenal feats are a movie industry secret. Ricky Corvette, the superstar teen for whom Johnny doubles, wants his fans to think he does all his own stunts. What's Johnny going to do when his favorite director asks him to perform the super-dangerous stunt that killed his father? Will following in his daredevil dad's footsteps take him over the edge?

Rights: Eden Street: Foreign, Audio, Film, & Merchandise

HarperCollins: All others



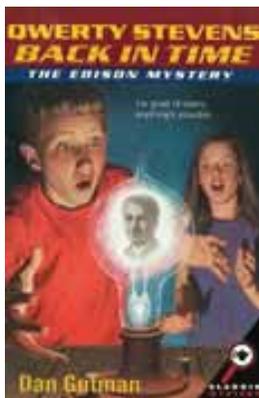
NIGHTMARE AT THE BOOK FAIR

Simon & Schuster

Trip Dinkleman hates to read. Hates, hates, hates it. All Trip wants to do is make the lacrosse team at school. So when the librarian asks him to help out and move some books for the school book fair, Trip is more than a little annoyed. Especially when those books tumble and fall right onto his head, catapulting him into a world in which he is living out different book genres, where everything seems wrong but also just a little bit familiar.

Rights: Eden Street: Audio, Translation, Film/Performance, Commercial

Simon & Schuster: All others



QWERTY STEVENS BACK IN TIME: THE EDISON MYSTERY

Simon & Schuster Books for Young Readers

Time travel has never been this funny! Qwerty Stevens is a thirteen-year-old kid from New Jersey who enjoys playing basketball and tinkering with his computer. Thomas Edison is a grouchy but brilliant scientist, struggling to invent the light bulb. How they come together is the heart of this hilariously funny time-travel adventure. *The Edison Mystery* will thrill readers to the very last page.

Rights: Simon & Schuster: British

Eden Street: All others

Audio licensed Audible

DAN GUTMAN



QWERTY STEVENS: STUCK IN TIME WITH BENJAMIN FRANKLIN

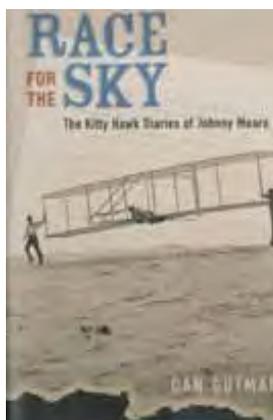
Simon & Schuster Books for Young Readers

Qwerty finds himself facing a new challenge: writing a history paper on the American Revolution, due in an hour. This task might seem impossible to any other kid, but not to Qwerty Stevens! With the help of the Anytime Anywhere Machine, Qwerty gets more than just a paper on the Declaration of Independence: he gets Benjamin Franklin himself sitting on his bed.

Rights: Simon & Schuster: British

Eden Street: All others

Audio licensed to Audible



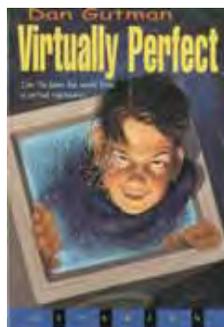
RACE FOR THE SKY: THE KITTY HAWK DIARIES OF JOHNNY MOORE

Simon & Schuster Books for Young Readers

Johnny is just a regular kid until two exciting things happen: His mother gives him a journal and tells him to write in it, and the Wright brothers breeze into town. Johnny isn't sure about either idea; he hates writing and doesn't trust those Wrights. But before he knows it, he is helping them build their flying machine and writing every day about his experiences. Over the course of three years, he forms a friendship with the brothers from Ohio and eventually gets to fly.

Rights: Eden Street: Audio, Translation and Performance

Simon & Schuster: British



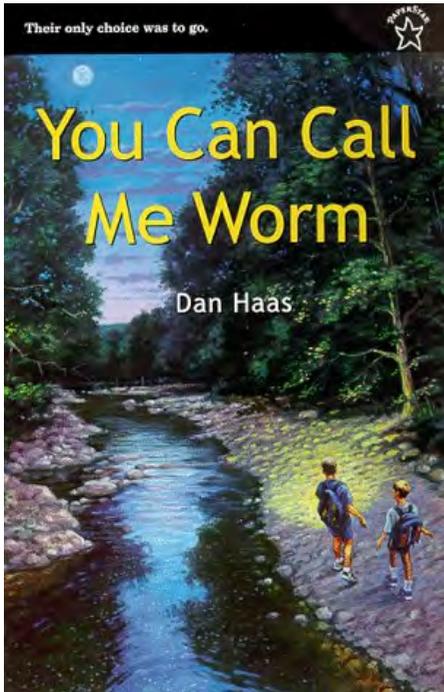
VIRTUALLY PERFECT

Hyperion

Yip comes from a long line of professional pranksters. His dad, a computer X expert, regularly blows up stuff with a few clicks of the mouse. When Yip finds out his Dad's company is testing software that creates virtual actors, he is intrigued. He downloads the program, taps a few buttons, and voila!—he's created Victor the "vactor," a perfect kid, complete with artificial intelligence, good looks and a sense of humor. But Yip realizes there are more bugs in the program than he ever imagined.

Rights: Eden Street: All rights

DAN HAAS



YOU CAN CALL ME WORM

Puffin

Eating a worm when he was seven earned Will Glasser the nickname Worm, and making stupid mistakes and acting goofy made it stick. But now it's time to get serious. His parents have split up and his depressed father has been acting very strange. Worm and his brother Todd have been forbidden to see their dad, but they are determined to go and help him. To get to their dad's house without being caught means three days of trekking, camping, and hiding through the wilds of suburbia. They face a swamp, a storm, lack of food, a teacher who's tracking them, and older bullies who threaten them and steal their supplies--but it's all worth it to help their dad.

Rights: Eden Street: All Rights

FAITH HARKEY



GENUINE SWEET

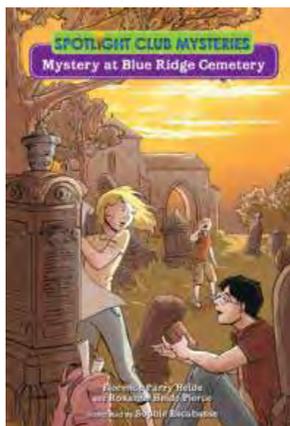
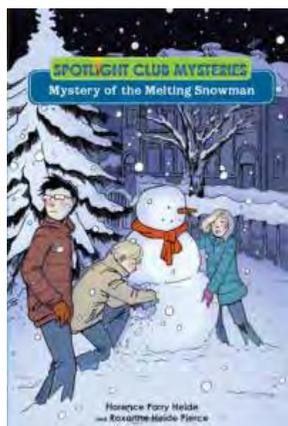
Clarion Books

Twelve-year-old Genuine Sweet, of tiny Sass, Georgia, can grant any wish . . . except her own. It's a peculiar predicament, considering how much she could use a few wishes. New friends help Genuine give her family a boost--and then she takes her gift global! Life finally seems to be on the mend. But when she's faced with unexpected trouble that no amount of wishing can fix, Genuine must puzzle out the difference between wishing for a better life and building one.

Rights: Eden Street: Foreign, Film, & Merchandise

Clarion: All others

FLORENCE PARRY HEIDE



SPOTLIGHT CLUB MYSTERIES

by Florence Parry Heide and Roxanne Heide Peirce

MYSTERY OF THE MELTING SNOWMAN

It's snowman season in the neighborhood, but the Spotlighters discover that someone's not just playing! They find a curious iron figurine hidden inside one of the snowmen. Who was hiding it - and why? When a stranger comes looking for it, it's clear that the Spotlight Club has another mystery to solve!

MYSTERY AT BLUE RIDGE CEMETARY

The Spotlight Clubbers create stone rubbings of Civil War-era tombstones for a summer school class on the Civil War. Cindy has chosen the tombstone of Serafina Winslow, who died in 1862. Then, at the neighborhood yard sale, Cindy locates a box of interesting-looking old photos and frames and miscellaneous papers. When she takes it home with her, she discovers Serafina Winslow's journal inside! Things get even more mysterious when Cindy finds a sketch of her neighbor's missing locket in the journal. What does the long-deceased Serafina Winslow have to do with the recent disappearance of the locket? Leave it to the Spotlight Club to dig up the answers!

MYSTERY OF THE BEWITCHED BOOKMOBILE

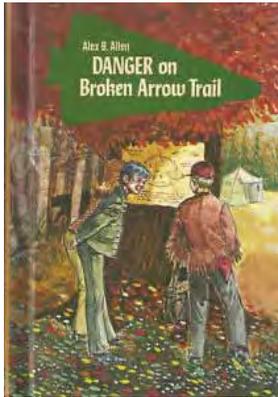
The Spotlight Clubbers are helping out at the local bookmobile and they have a mystery to solve. 1. P. Nelson Edward. He said he doesn't know Olga Ratchett. But he does. And she is very mad at him. Why? It has something to do with the time. Was he late? For what? 2. Olga Ratchett. Why was she angry with P. Nelson? Why was she so upset about the bookmobile being closed early? 3. The man with the silver cane. Why was he angry at Olga Ratchett? What did he write down? Was it something about the bookmobile? And now, someone has broken into the bookmobile. The Spotlight Clubbers are on the case to find out who--and why!

Rights:

Eden Street: Audio, Foreign, Film, Merchandise

Albert Whitman: All others

FLORENCE PARRY HEIDE

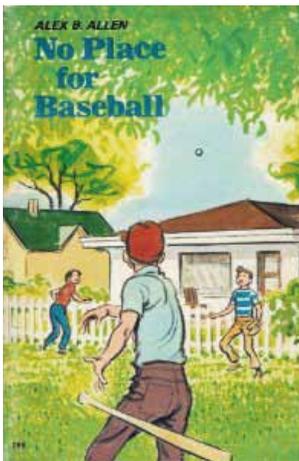


ALEX B. ALLEN: DANGER ON BROKEN ARROW TRAIL,
with David C. Heide
Albert Whitman

Beth and her friend Sally combine ingenuity, hiking know-how, and common sense to track down Kevin when they become separated hiking in the woods. **Rights: Eden Street: All rights**

ALEX B. ALLEN: FIFTH DOWN, with Sylvia Van Clief
Albert Whitman

The know-it-all new boy at school is a source of irritation to two friends, captains of opposing touch football teams, until a big game comes up. **Rights: Eden Street: All rights**



ALEX B. ALLEN: TENNIS MENACE
Albert Whitman

Andy Wexler decides that this is his summer to play tennis and enter the local tournament, but his association with two girls both helps and hinders his game.

Rights: Eden Street: All rights



BANANA TWIST
Bantam Skylark78

Jonah D. Krock is addicted to TV and sweets, detests exercise and creepy people, and is determined not to get tangled up with his oddball neighbor, Goober Grube.

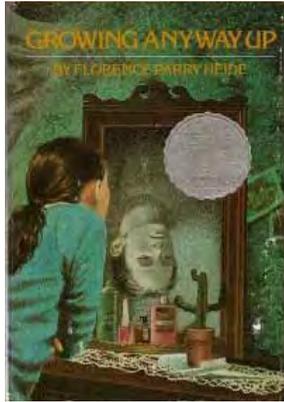
Rights: Eden Street (text only): All rights

BANANA BLITZ
Yearling

Television and candy bar addict Jonah, arriving at Fairlee School, thinks his problems will be over if he can just win the prize offered by the American Banana Institute for watching its commercials.

Rights: Eden Street: All rights

FLORENCE PARRY HEIDE

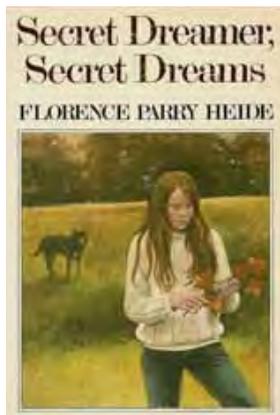


GROWING ANYWAY UP

JB Lippincott

With the help of her aunt, Florence is finally able to face a problem she has repressed for years and adjust to the changes in her life.

Rights: Eden Street (text only): All rights



SECRET DREAMER, SECRET DREAMS

Lippincott

Reveals the inner world of a 13-year-old mentally handicapped girl.

Rights: Eden Street: All rights

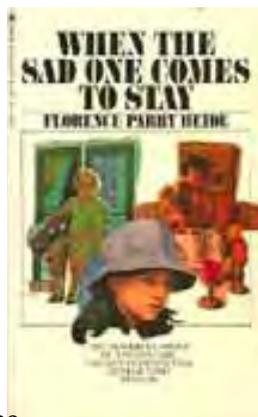


THE WENDY PUZZLE

Holiday House

When high school senior Wendy alienates all her friends, her sister finds the reason for Wendy's puzzling behavior in her secret love poems.

Rights: Eden Street: All rights



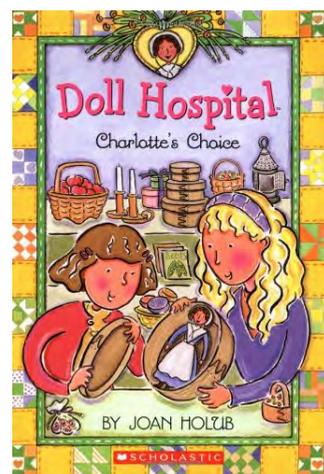
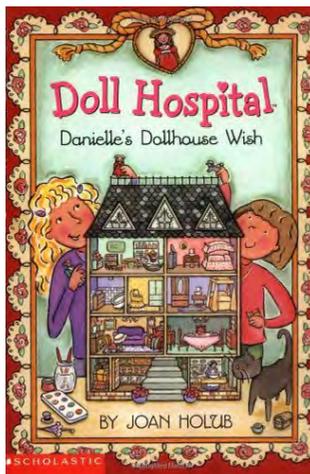
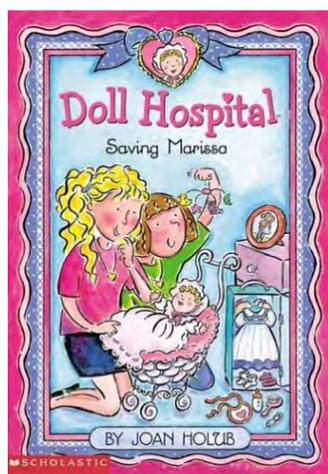
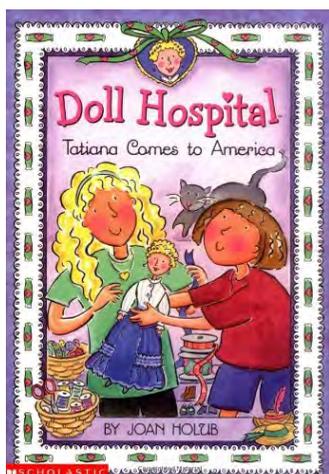
WHEN THE SAD ONE COMES TO STAY

Lippincott

Caught between her mother's fashionable world and her own deep-felt values, Sara must make a painful choice.

Rights: Eden Street: All rights

JOAN HOLUB



DOLL HOSPITAL #1 TATIANA COMES TO AMERICA

A lovely bisque doll named Tatiana belonged to a Russian girl in 1904. When the dangerous pogroms began, they sailed to Ellis Island in America. They become separated from their family on the ship. Will they be lost in a new land?

DOLL HOSPITAL #2 GOLDIE'S FORTUNE

It's Rose and Lila's first day at their new school, but they don't want to go. A doll named Goldie has come to the doll hospital for repair, and they want to help. Goldie was created to look like its rich girl-owner in 1929. When the girl's family loses their fortune during the Great Depression, she keeps only one toy—her doll.

DOLL HOSPITAL #3 GLORY'S FREEDOM

Rose and Lila make a new friend who lives next door. Meanwhile, a beautiful wax doll named Glory, who traveled with its girl-owner as they escape to freedom on the Underground Railroad, comes to their grandmother for repair.

DOLL HOSPITAL #4 SAVING MARISSA

Rose and Lila have a babysitter for the day, and they discover a sweet 1950s baby doll who was adopted by their babysitter when she was a little girl.

DOLL HOSPITAL #5 DANIELLE'S DOLLHOUSE WISH

Rose and Lila help repair a family of little dolls that resided in a beautiful dollhouse inside a girls' boarding school in 1890s Paris. The youngest doll befriends a lonely student at the school, which sparks jealousy among other students.

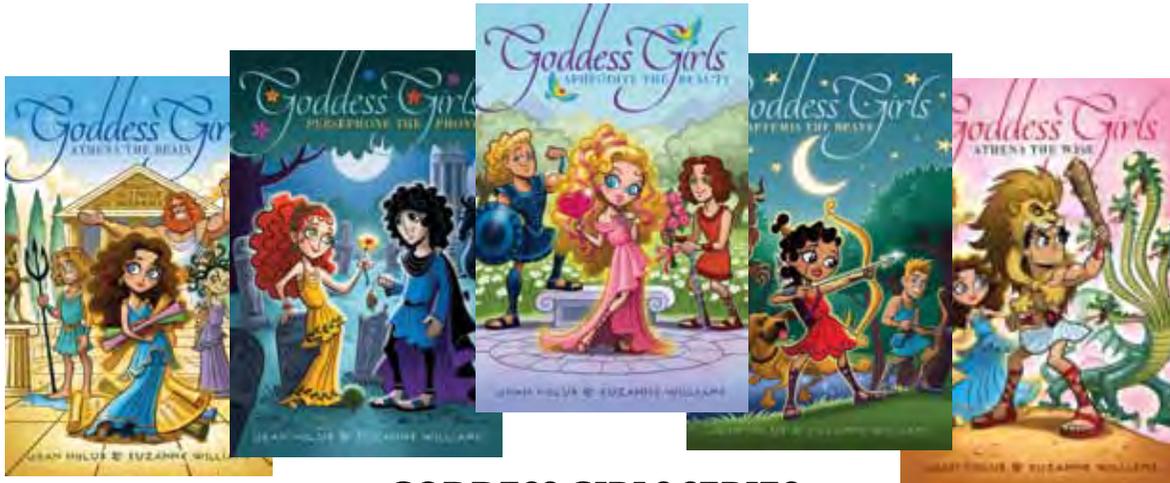
DOLL HOSPITAL #6 CHARLOTTE'S CHOICE

When Rose and Lila visit a Shaker Village during school vacation, they find a paper mache doll who was orphaned there in 1832, and they learn how the Shakers lived.

Rights: Eden Street: All rights

Sold: Japanese paperback, Kokudo Sha

JOAN HOLUB



GODDESS GIRLS SERIES by Joan Holub & Suzanne Williams

#1 ATHENA THE BRAIN

Athena has never quite fit in at Triton Junior High, but who would've guessed that Athena is actually a goddess? Principal Zeus's daughter, to be exact. When she's summoned to Mount Olympus Academy, Athena thinks she might actually fit in for the first time in her life. But in some ways, school on Mount Olympus is not that different from down on Earth, and Athena is going to have to deal with the baddest mean girl in history—Medusa!

#2 PERSEPHONE THE PHONY

As Persephone's mother encourages her to do, she often "goes along to get along" instead of doing what she really wants. But when she meets Mount Olympus Academy bad-boy Hades, she finally feels she has found someone with whom she can be herself. He's the first person who actually listens to her, and she finds herself liking him, despite the fact that the other goddessgirls think he's bad news. But if he makes her feel so special—and so comfortable—can he really be all that bad?

#3 APHRODITE THE BEAUTY

Aphrodite delights in helping mortals in love, but she's pretty annoyed at the con-stant attention she gets from the godboys at Mount Olympus Academy. When she de-cides to give Athena a makeover, she's a bit unprepared for the result. She didn't count on all the interest Athena's new look would get. And she certainly never thought she'd find herself jealous of one of her best friends! Can she put her jealousy behind her and help him find true love?

#4 ARTEMIS THE BRAVE

Artemis may be the goddess of the hunt, but that doesn't mean she always feels brave. Will she find the courage to talk to Orion (the new mortal "star" at school), to make him see her as more than a pal and to ace Beast-ology class?

#5 ATHENA THE WISE

Athena isn't the only new kid at Mount Olympus Academy . . . When a mortal named Heracles trans-fers to the academy, Athena understands what he's going through. She started at MOA a few months ago. Not only does Heracles need help fitting in, he also has to complete twelve "labors" or be kicked out of school! When her dad, Principal Zeus, asks her to secretly look after the new boy, Athena winds up capturing mythical beasts and shoveling poop. It will take all of her famed wisdom to sort out her own problems and help Heracles succeed!

JOAN HOLUB



#6 APHRODITE THE DIVA

After a teeny misunderstanding in class, Aphrodite is failing Hero-ology. To raise her grade, she concocts a brilliant plan—an extra-credit project for match making mortals. This brings her face-to-face with fierce competition—an Egyptian goddessgirl named Isis. Now the race is on to see which of them can match make Pygmalion—the most annoying boy ever! Will Aphrodite wind up making a passing grade after all? Or will she end up proving she’s a diva with more beauty than brains?

#7 ARTEMIS THE LOYAL

It’s time for the annual Olympic Games at Mount Olympus Academy and the four goddessgirls are not happy—especially Artemis. Even though she’s better at sports than most of the godboys, she can’t compete because the Games are boys only. No fair! If that wasn’t annoying enough, some of the competitors are pushy giants, she has mixed feelings about a mortal boy named Actaeon and she’s at odds with her twin brother, Apollo. Can Artemis win back his trust—and find a way to win on the field, too?

#8 MEDUSA THE MEAN

Queen of the mean . . . or misunderstood? Medusa Gorgon is definitely not part of the popular crowd. With snakes for hair and an even snakier personality, no one at Mount Olympus Academy is clamoring to be BFFs with her. But deep down, Medusa just wants to fit in. And she thinks the key to all her problems is immortality—something that most of her classmates and her own sisters have. The Im-mortalizer promises to make that dream come true. But at what price?

GODDESS GIRLS SUPER SPECIAL: THE GIRL GAMES

The four most popular goddessgirls at MOA, Artemis, Athena, Aphrodite and Persephone, are finally getting a chance to hold a girls-only Olympic Games! But organizing visiting athletes like those crush-stealing Amazons isn’t easy. Artemis is trying too hard to do everything herself, Athena’s in trouble over a winged horse named Pegasus and Aphrodite and Persephone are fighting over a lost kitten named Adonis. Will everything come together in the end?

#9 PANDORA THE CURIOUS

Is Pandora about to open up a box of trouble? One of the few mortals at Mount Olympus Academy, Pandora is famous for her mega quizzical nature – not that she thinks there’s anything wrong with being curious, of course! Her curiosity kicks into high gear when a godboy named Epimetheus brings a mysterious box to school. Pandora can’t help but take a peek inside when it unexpectedly lands in her lap.

#10 PHEME THE GOSSIP

As the goddess girl of rumor and gossip, PHEME prides herself on being “in the know” and having the most up-to-date info on anyone and everyone at Mount Olympus Academy. To make sure that people really get her VIP messages, her words tend to linger in cloud letters above her head—just in case people don’t catch what she says! But not everyone is thrilled with PHEME’s insider knowledge on everything MOA.

JOAN HOLUB



#11 PERSEPHONE THE DARING

Orpheus was devastated when he lost Eurydice to the Underworld, so he asks Persephone to help get her back. Though it means breaking some very serious Underworld rules, Persephone pushes Hades to return Eurydice to the living world. But restoring Orpheus's one true love might jeopardize Persephone's own chances with her biggest crush...

#12 CASSANDRA THE LUCKY

Meet Cassandra, the newest student at Mount Olympus Academy! She has an amazing talent—but will her new friends believe her? This Goddess Girls story is based on the myth of Cassandra, who has the gift of seeing the future—except no one believes her. Can Apollo, the god of prophecy, help his new crush?

#13 ATHENA THE PROUD

Athena wants to upgrade a labyrinth for King Minos, but her approach causes problems in this Goddess Girls adventure. Athena's arrogance gets the best of her when her attempts to improve King Minos's labyrinth have unexpected -and disastrous- results!

#14 IRIS THE COLORFUL

Iris is the most colorful goddess girl at Mount Olympus Academy. In fact, her hair and delicate wings can change color according to her mood! And when Iris figures out how to create magical rainbow slides that will allow her to travel from Mount Olympus to Earth and back in a flash, she suddenly becomes a messenger in high demand.

#15 APHRODITE THE FAIR

Eris is a goddess girl who has a penchant for causing trouble. So when her brother, Ares, is celebrating his thirteenth birthday, she can't let the occasion go by without a little mischief. After all, she is the goddess of discord and strife! Aphrodite is determined to make sure Ares gets the attention he deserves, but can she handle what Eris has planned?

#16 MEDUSA THE RICH

When Medusa suddenly becomes able to turn objects into gold just by touching them, she is thrilled. Gold, gold, everywhere! But it's not just objects that become golden—it's also food, and, even people! Her new ability turns out to be more dangerous than delightful, but can she do anything to reverse it?

JOAN HOLUB



#17 AMPHITRITE THE BUBBLY

A new mergirl shows up at Mount Olympus Academy—and Poseidon just might be her perfect match in this seventeenth Goddess Girls adventure. Amphitrite is a mergirl with a big crush on Poseidon—but will his quirks make her fall out of like?

#18 HESTIA THE INVISIBLE

Hestia feels unseen at Mount Olympus Academy in this eighteenth Goddess Girls adventure.

#19 ECHO THE COPYCAT

Echo is a forest-mountain nymph and the new girl at Mount Olympus Academy. She is a little nervous, so she tries to mimic all of the gestures, expressions, and slang of the cool MOA students. While imitation is supposed to be the best form of flattery, Echo's chattiness doesn't exactly endear her to her fellow classmates—in fact, it has the opposite effect!

#20 CALLIOPE THE MUSE

Calliope, the muse of epic poetry, has trouble putting her bright and fun ideas into action in this twentieth Goddess girls adventure!

#21 PALLAS THE PAL

Pallas, the daughter of Triton and messenger of the sea, enrolls at Mount Olympus Academy in this twenty-first Goddess Girls adventure!

Rights:

Eden Street: Translation, Film, Television, & Merchandise

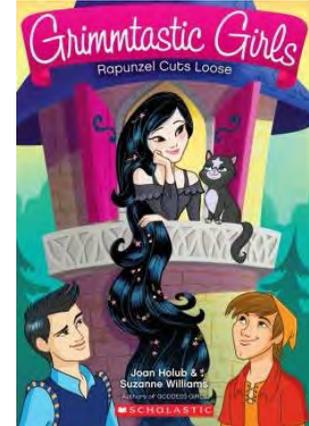
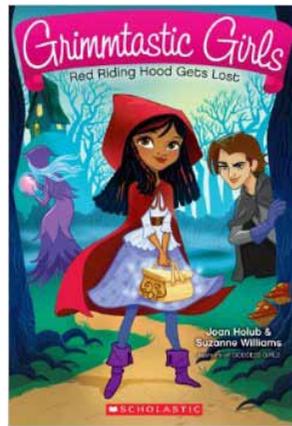
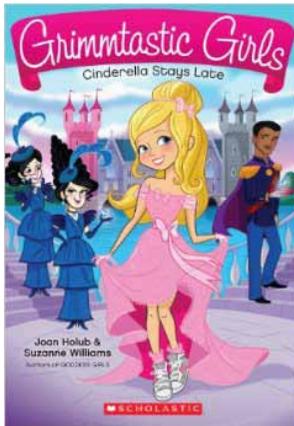
Simon&Schuster: All others

Sold: Indonesia: Serambi Ilmu Semesta; Spanish: Editorial Di Que Si;

Greek: Compupress; Turkish: Alfa Basim Yayim Dagitim; German:

Egmont; Korean: Random House Korea French Language: Ada

JOAN HOLUB



GRIMMTASTIC GIRLS

by Joan Holub & Suzanne Williams

#1 CINDERELLA STAYS LATE

A Grimmtastic girl named Cinderella is starting her first week at Grimm Academy on the wrong foot. Cinda's totally evil stepsisters are out to make her life miserable. The Steps tease Cinda, and make her look bad in front of her new friends! But when Cinda overhears the Steps plotting a villainous deed, Cinda, her new friends, and a pair of magical glass slippers have to stop them--before the last stroke of midnight!

#2 RED RIDING HOOD GETS LOST

Red Riding Hood is thrilled to try out for the school play--too bad she has stage fright! After a grimmiserable audition, Red decides to focus on helping her friends Cinda, Snow, and Rapunzel save Grimm Academy from the E.V.I.L. Society. But when Red gets lost in Neverwood forest, she needs her magic basket and a dramatic performance to figure out what's going on!

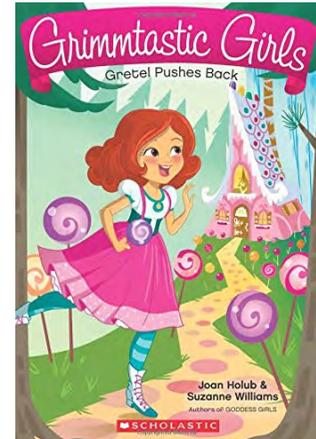
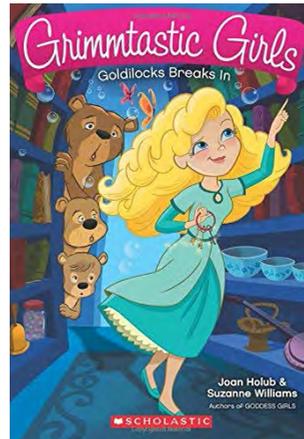
#3 SNOW WHITE LUCKS OUT

No matter how many lucky charms she wears, Snow White can't catch a break. She's especially worried that her stepmom, Ms. Wicked, is a member of the E.V.I.L. Society. Snow and her friends Red, Cinda, and Rapunzel are trying to stop E.V.I.L.'s plans, but Snow seems to be jinxing all their efforts. Her luck might change if she can find her own truly magical charm -- before it falls into E.V.I.L. hands!

#4 RAPUNZEL CUTS LOOSE

Rapunzel's magical fast-growing hair can be a nuisance, especially when an accident gives it magical powers she can't control! But Rapunzel can't let her grimmiserable hair woes distract her -- she and her friends, Cinda, Red, and Snow are trying to save Grimm Academy from the E.V.I.L. Society. Once Rapunzel tracks down her magic charm, she won't let a bad hair day get in the way of stopping E.V.I.L.!

JOAN HOLUB



#5 SLEEPING BEAUTY DREAMS BIG

Sleeping Beauty -- who just goes by her middle name, Rose -- has always been a daredevil. But according to her fairy tale, after her twelfth birthday Rose must avoid all sharp objects. That isn't easy at Grimm Academy, where enchanted items can also be dangerous. Rose will have to stay wide awake to keep out of trouble--and to find her magic charm!

#6 GOLDBLOCKS BREAKS IN

Goldilocks is so eager to make friends at Grimm Academy, she's even tempted to accept an invitation to join E.V.I.L. -- it's just nice to be included! But she doesn't want to be a villain. Can Goldie get inside the secret society and do some good?

#7 SNOWFLAKE FREEZES UP

Snowflake isn't sure which fairy tale character she is. But with her magical powers causing lots of trouble, she's definitely on thin ice! So just in case she might be a villain, Snowflake is chilly to her classmates. Can she keep her cool until she knows her whole story, or will her social life at Grimm Academy be permanently frozen?

#8 GRETEL PUSHES BACK

Gretel loves hiking in the woods near Grimm Academy, even though her brother, Hansel, is always warning her to be careful. But when she decides to explore Neverwood Forest, where anyone with half a brain would *never* go, Gretel finds herself tripped up by the E.V.I.L. Society! Can Gretel push back and foil their dastardly plan?

Rights: Edén Street: Foreign, Audio, Film, Merchandise
Scholastic: All others

JOAN HOLUB



THE HEROES IN TRAINING SERIES

by Joan Holub & Suzanne Williams

#1 ZEUS AND THE THUNDERBOLT OF DOOM

For 10 year-old Zeus, life on the Greek island of Crete is mega boring. Except for stormy days when sizzling lightning bolts chase him around. He's been zapped dozens of times! And each time, a voice whispers to him: You are the one. What could it mean? With the help of the annoying Bolt and a talking stone amulet, young Zeus sets off on the adventure of a lifetime: a journey to find his destiny as king of the gods.

#2 POSEIDON AND THE SEA OF FURY

The merciless Cronus and his Titan buddies are in hot pursuit of Zeus, Hera, and Poseidon, who plan to travel across the treacherous boiling sea in order to save a fellow Olympian. They have a boat, but they also have a problem: Poseidon can't swim and is terrified of the water (well, really of the creatures that lurk in its depths). Can Poseidon overcome his fears and help his fellow heroes escape Cronus and his cronies?

#3 HADES AND THE HELM OF DARKNESS

The Heroes in Training are entering the Underworld. The Underworld usually isn't really meant to be a fun place – but tell that to Hades! He loves the dark and the stinky smell of sulphur. But when Zeus and his fellow Olympians encounter Cerberus – a snarling, three-headed dog – Hades must conquer his fear of dogs and tame the hound so everyone can continue into the Underworld and deposit their Titan prisoner, Oceanus, back where he belongs!

#4 HYPERION AND THE GREAT BALLS OF FIRE

Phew, it's hot! Under the titan Hyperion's rule, the sun is burning even brighter than normal and scorching everything in northern Greece—including the villagers! The Olympians are forced to play a sizzling "game" of Dodge the Sunbursts as Hyperion hurls giant fireballs that could fry them to pieces! Armed with some clues, Zeus, Poseidon, and Hades set out to figure out why in the world Hyperion has been making things so hot.

#5 TYPHON AND THE WINDS OF DESTRUCTION

The young Olympians find themselves on a double quest: Not only must they find more Olympians that Cronus has swallowed, but they're also in search of magic seeds that will help rejuvenate the earth after the terrible drought that plagued the lands, thanks to Hyperion. But a wind-throwing giant named Typhon has other ideas. Can the Heroes in Training withstand the storms that are coming their way?

JOAN HOLUB



#6 APOLLO AND THE BATTLE OF THE BIRDS

After a horrible drought, Zeus and his fellow Olympians are determined to help restore the land as they try to figure out their current mission, to find a special shield called an aegis. But they are suddenly swarmed by birds - thousands of killer, scary birds. And when a mysterious boy appears in the chaos, it looks like he might be more connected to the Olympians than they think. Is he friend... or foe?

#7 ARES AND THE SPEAR OF FEAR

After overcoming many challenges, Zeus and his fellow Olympians arrive at the temple at Delphi—only to find a giant snake guarding the entrance! Beyond the python, Pythia appears. Trapped in the temple by the python's magic and mere presence, Pythia urges the Olympians not to worry about her, for they are urgently needed on another quest. The Olympians are now out to find the Spear of Fear. A group of Amazonian women currently have it, but it really belongs to Ares, the God of War.

#8 CRONUS AND THE THREADS OF DREAD

A giant spiderweb in the sky with the words "Surrender Olympians" shows Zeus and his friends that they are in for another battle. Dodging the silky and sticky webs, the Olympians find themselves scattering in all directions to avoid getting caught. But those dangerous webs actually contain a hidden gem—Athena's magical object.

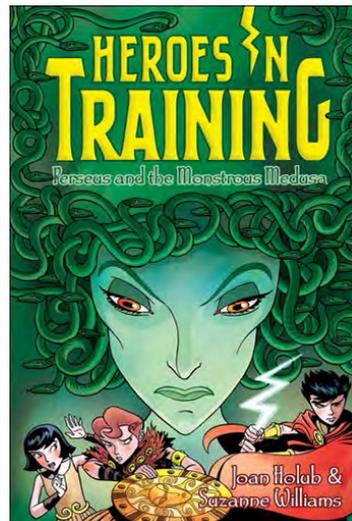
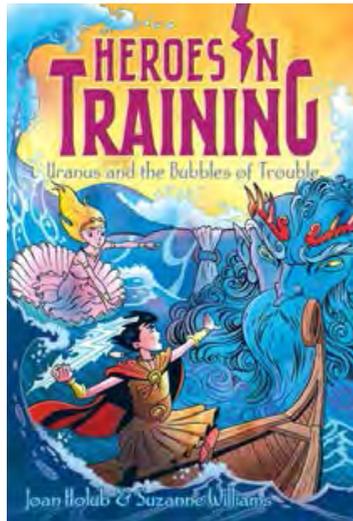
#9 CRIUS AND THE FRIGHT OF NIGHT

Zeus and the Olympians are off to find Apollo's twin sister, Artemis, who was captured by the Cronies and separated from her brother. But Titan Crius, who rules the area, has Artemis under a special spell that is making her sleep, which doesn't make a rescue easy! Can the Olympians manage to sneak away from Crius and save a sleepy Artemis, or are they in for a tough awakening?

#10 HEPHAESTUS AND THE ISLAND OF TERROR

Fresh off their adventure with Crius's Cronies, the Olympians set out for the island of Lemnos. There they meet Hephaestus, the leader of the island who they quickly realize is actually one of them—the Olympian they were meant to find. But Hephaestus isn't so sure he wants to leave with the Olympians. After all, life is pretty good on Lemnos, and he loves being in charge of the Sintians, who inhabit the island. Hephaestus suggests that if he does choose to go with the Olympians, he could be their leader. But what about Zeus? Not everyone is convinced he is still up for the job...

JOAN HOLUB



#11 URANUS AND THE BUBBLES OF TROUBLE

The Olympians find themselves in the middle of a battle between two big-time Titans. On Cronus's orders, Titan Oceanus dives into the sea and causes it to turn even stormier. Zeus throws his thunderbolt high and causes a huge battle in the sky between the Titans. As Uranus's stars begin to fall in the ocean, the huge splash makes a wave of bubbles that heads for the shore of the island where the Olympians and their ship are trapped. And Zeus has a feeling those bubbles mean trouble...

#12 PERSEUS AND THE MONSTROUS MEDUSA

Perseus and the Olympians face off against the Monstrous Medusa in this Heroes in Training adventure.

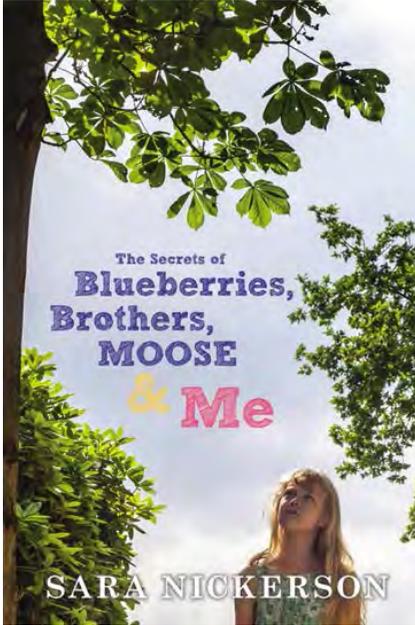
Rights:

Eden Street: Audio, Foreign, Film, and Merchandise

Aladdin: All others

Rights Sold: French: Ada

SARA NICKERSON



THE SECRETS OF BLUEBERRIES, BROTHERS, MOOSE, & ME

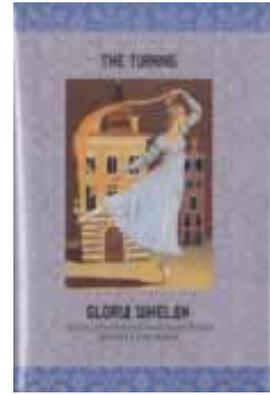
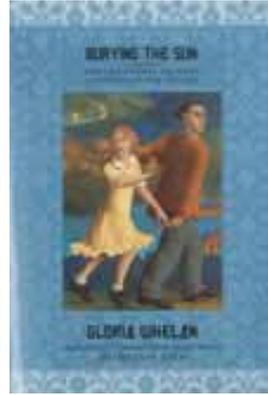
Dutton

Determined to make some extra money, twelve-year-old Missy and her older brother Patrick get summer jobs picking blueberries at a local farm. For Missy, though, blueberry picking quickly becomes about more than just money— it's the perfect distraction from the fact that her two best friends have gone off to summer camp without her and that her dad is getting remarried. But Missy soon discovers that the summer is full of secrets: the secrets to making her family feel whole again; the secrets to keeping her two best friends from changing and leaving her behind; the secrets of a local farm's blood feud; and most importantly, the secrets of blueberries.

Rights: Edén Street: Foreign, Film, & Merchandise

Dutton: All others

GLORIA WHELAN



ANGEL ON THE SQUARE

It is a golden time for the aristocracy of St. Petersburg. The daughter of a lady-in-waiting, Katya Ivanova is safe behind palace walls where she has her tea with the Tsar's daughters. The royal family feels like her own. But outside the palace, a devastating war sweeps through Europe, and deep unrest takes root in Russia. As the flame of revolution ignites in a country where the rich have always ruled, Katya's once-certain future dissolves.

THE IMPOSSIBLE JOURNEY

One Russian night, Marya and Georgi's parents disappear. Despite high risks, Katya and Misha had spoken against the government. The children, alone and desperate, fear the worst. All it takes is one crumpled letter to give Marya and Georgi hope and send them on a dangerous mission to reunite their family. They must steal away in the dark of night, and find passage to the great Siberian wilderness. Even if they succeed in getting away, their journey will have only just begun.

BURYING THE SUN

Leningrad seems as though it will always be bright. And then, on June 22nd, Germany turns its forces against its old friend, and all at once Russia is at war. As the enemy army draws closer, winter approaches, and with it comes a darkness and hunger that will stalk the once-luminous city. At fourteen, Georgi is too young to join the army. Still, he is determined to do something — anything — to help his family, and his city, through this terrifying time.

THE TURNING

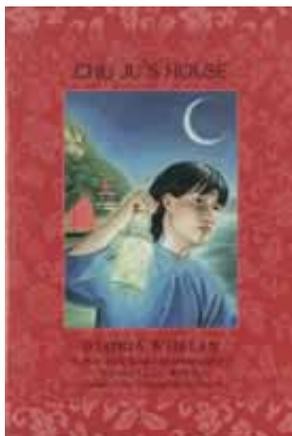
A Russian ballerina dreams of leaving Leningrad - forever. A member of the Kirov Ballet Corps, Tatiana hopes to be chosen for the troupe's Paris tour where she will try to escape the watchful eye of KGB agents and defect to France. But leaving is harder than it looks. She becomes tangled in her country's struggle for democracy, and her dream of a better life in Paris is soon challenged by hope for her country's future. Tatiana must make a choice, and there will be no turning back.

Rights (The Turning, Burying the Sun): **Eden Street: All**

Rights (Angel on the Square, The Impossible Journey): **Eden Street: Performance**

HarperCollins: All others

GLORIA WHELAN

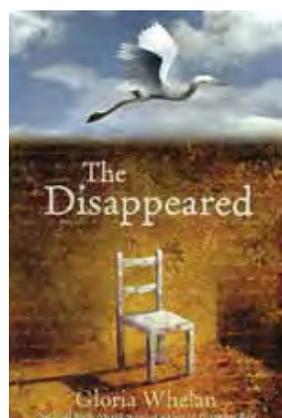


CHU JU'S HOUSE

HarperCollins

Chu Ju is happy at home, working alongside her parents on the family farm. But, the law forbids couples in China from having more than two children, and Chu Ju's parents think that they need a boy to help them out on their farm. When the new baby turns out to be another girl, Chu Ju reluctantly leaves home, hoping that her absence will free her parents from the law's restrictions. Will she be able to get by on her own? And will she ever be able to leave her old life behind?

Rights: Eden Street: All

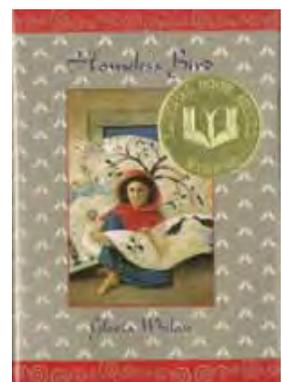


THE DISAPPEARED

Dial
Books for Young Readers

The Disappeared. Los Desaparecidos. This is the name given to those who opposed Argentina's dictatorial government and were kidnapped to silence them. With her hometown of Buenos Aires ensconced in the political night-mare, Silvia devises a plan to save her missing brother. Will Silvia's scheme reunite her family? Or cost these devoted siblings their lives?

Rights: Eden Street: All rights



HOMELESS BIRD

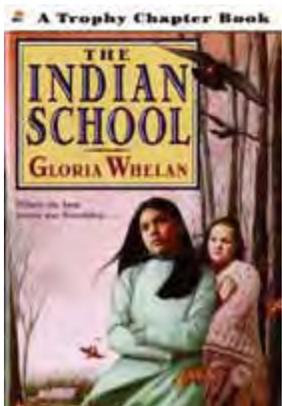
HarperCollins

Like many girls her age in India, thirteen-year-old Koly is getting married. But there's been a terrible mistake. The husband chosen for her is too young, and he's terribly sick. As tradition dictates, it's already too late to turn back. On Koly's wedding day, her fate is sealed. Koly finds herself cast out into a current of cruel tradition. Yet this rare young woman, bewildered and brave, sets out to forge her own exceptional future. And a new life, like a beautiful tapestry, comes together for Koly—one stitch at a time.

Rights: Eden Street: Foreign, Performance

HarperCollins: All others

Sold: German, Elefanten; Spanish, Editorial Everest; Chinese (Mainland), Yilin Press; Chinese (Taiwan), Eastern Publishing Co.; Japanese, Hokusui-Sha; Thai, Matichon; Korean, Bomulchango.



THE INDIAN SCHOOL

HarperCollins

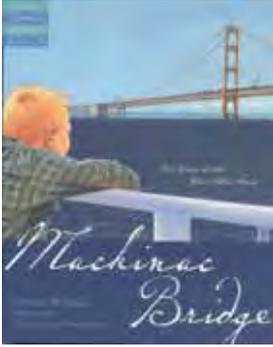
Raven and her brother Star Face are brought to the remote mission school for Indian children after a smallpox epidemic threatens their tribe. But Raven will not be tamed by stern Aunt Emma and the white people's ways. Before long she befriends timid Lucy, and teaches both her new friend and Aunt Emma that there is much to be learned from her people.

Rights: Eden Street: Performance, Translation

HarperCollins: All others

Sold: Italian, Mondadori

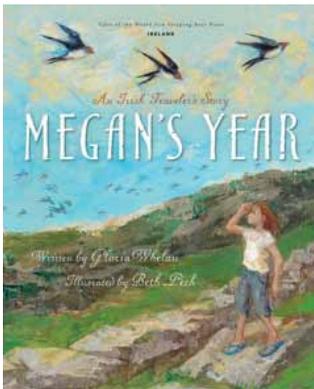
GLORIA WHELAN



MACKINAC BRIDGE: THE STORY OF THE FIVE MILE POEM Sleeping Bear Press

Set in the late 1950s, this is the story of a young boy whose father operates a ferryboat between Michigan's Upper and Lower peninsulas. As young Mark witnesses the build-ing of the new Mackinac Bridge, he is torn between family loyalty and eager antici-pa-tion. As his father struggles with the flow of progress, Mark dreams of future bridges he will build.

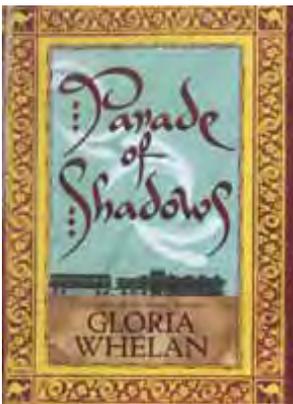
Rights: Eden Street: Foreign, Performance, and Commercial
Sleeping Bear Press: All others



MEGAN'S YEAR
Sleeping Bear Press

Megan spends her summers traveling around the Irish countryside with her family. They move from place to place, hauling their camper behind their old car. But they aren't on vacation. Megan and her family are Travelers. As part of their summer life, Megan's father works odd jobs, from fieldwork to roofing houses. Megan loves her life and the freedom that comes from traveling the open road. But at summer's end, the family moves to the city of Dublin into a cramped house. And as the seasons pass, Megan counts down the days until she can return to her summer life.

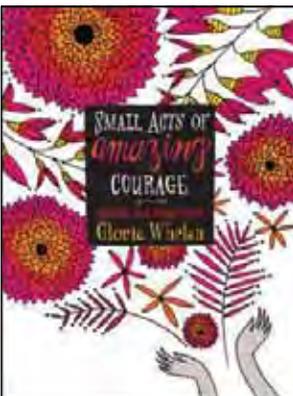
Rights: Eden Street: Foreign, Audio, Motion Picture, Television and Commercial
Sleeping Bear Press: All others



PARADE OF SHADOWS
HarperCollins

Sixteen-year-old Julia Hamilton is restless and determined not to be left behind by her father on his next expedition. When he unexpectedly agrees, Julia wonders: will this be her chance at adventure and romance? Traveling across the sands of the ancient world, Julia meets a French antiques collector, a British horticulturist, and a dashing young student – each harboring secrets as elusive as a mirage. As she learns more about her companions and the dangerous world she's in, Julia must decide whom she can trust...and what she is willing to fight fo .

Rights: Eden Street: All rights

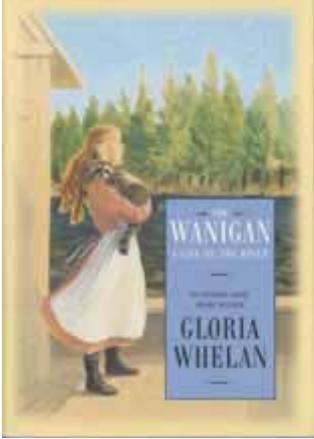


SMALL ACTS OF AMAZING COURAGE
Simon & Schuster

It is 1921, six months after the end of World War I, and Rosalind awaits her father's return. The heart of this penetrating story is Rosalind's coming of age set against the hardship of life for the Indian people, Rosalind's daily life in India, the rise of Gandhi and Rosalind's coming to make her own decisions and become her own person. **Rights:**

Eden Street: Foreign, Audio (Licensed to Listening Library), Commercial and Merchandising, Dramatic, Motion Picture, Television, Theme Park
Simon & Schuster: All others

GLORIA WHELAN



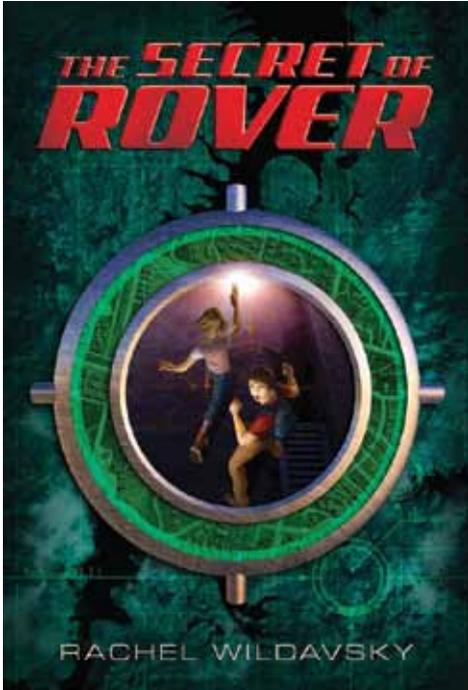
THE WANIGAN

Random House

Annabel Lee had never even heard of a wanigan. But she and her mother are now living and working on the floating cook-shack while her father and the other loggers move their timber down the river to the mills at Lake Huron. It's a perilous journey, especially for a delicate 11-year-old who'd rather read poetry than live in the company of loggers. But the river soon reveals its beauties, and by the time the wanigan nears Lake Huron, Annabel can't imagine waking up without a brand-new surprise each morning.

Rights: Eden Street: All

RACHEL WILDAVSKY



THE SECRET OF ROVER

Amulet Books/Abrams

Life is sweet for twins Katie and David until a strange new nanny arrives to care for them while their parents are abroad. When their parents mysteriously disappear, it turns out the nanny is in on the kidnapping plot. The kidnappers want to get their hands on Rover, a top-secret spy device invented by Katie and David's parents and their Uncle Alex, and the whole family is in grave danger. Katie and David have only one hope: their uncle whom they have never met. Reaching him means escaping their nanny and racing north from their home in Washington, D.C. ,with time running out and the kidnappers hot on their trail. This thrilling tale of two resourceful kids caught up in a dangerous game of cat and mouse will have readers racing to the end.

Rights: Eden Street: Foreign, Audio, Film, Television, Commercial, Merchandise

Abrams: British

SUZANNE WILLIAMS



THE FAIRY BLOSSOMS SERIES

#1 DAISY AND THE MAGIC LESSON

At Mistress Lily's Fairy School, Daisy is learning to be a fairy helper to humans—and she makes the most wonderful new friends!

#2 POPPY AND THE VANISHING FAIRY

Mistress Lily is gone for the day, and Poppy hopes she'll hurry home. Then Mistress Lily doesn't come home on time—something must be wrong!

#3 ROSE AND THE DELICIOUS SECRET

Everyone is delighted with delicious treats that start appearing overnight at Mistress Lily's school. Everyone except Cook, that is—he doesn't want to lose his job. Can Rose get to the bottom of it?

#4 MARIGOLD AND THE MISSING FIREFLY

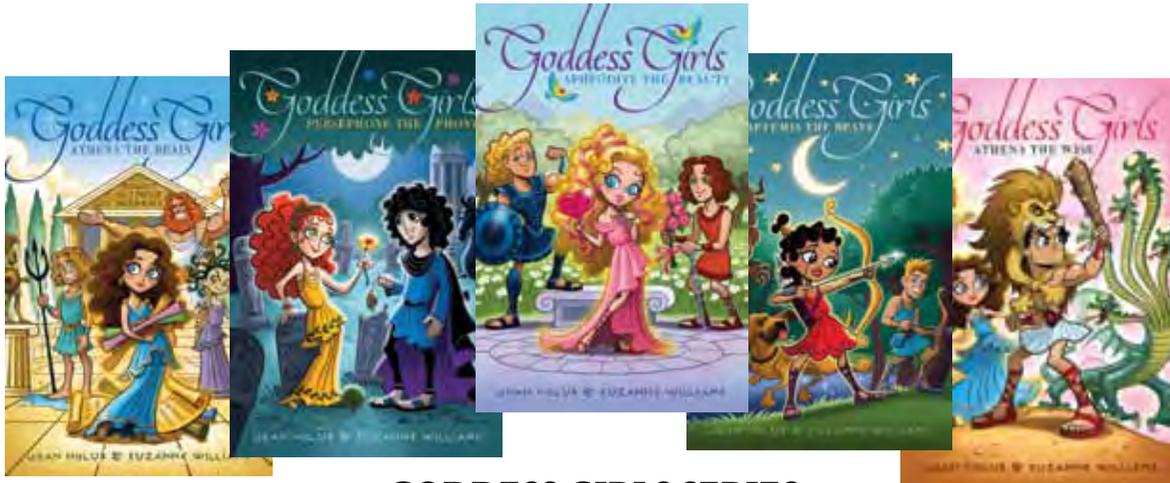
Marigold's new pet firefly, Flash, is the perfect companion. But when Flash goes missing, Marigold is heartbroken.

#5 DAISY AND THE FIRST WISH

Daisy loves helping humans, but then she meets a little girl who makes an impossible wish. Daisy's wand can't give Nina what she wants, but maybe she can find another way.

Rights: Eden Street: Foreign, Film, & Merchandise
HarperCollins: All others

SUZANNE WILLIAMS



GODDESS GIRLS SERIES by Joan Holub & Suzanne Williams

#1 ATHENA THE BRAIN

Athena has never quite fit in at Triton Junior High, but who would've guessed that Athena is actually a goddess? Principal Zeus's daughter, to be exact. When she's summoned to Mount Olympus Academy, Athena thinks she might actually fit in for the first time in her life. But in some ways, school on Mount Olympus is not that different from down on Earth, and Athena is going to have to deal with the baddest mean girl in history—Medusa!

#2 PERSEPHONE THE PHONY

As Persephone's mother encourages her to do, she often "goes along to get along" instead of doing what she really wants. But when she meets Mount Olympus Academy bad-boy Hades, she finally feels she has found someone with whom she can be herself. He's the first person who actually listens to her, and she finds herself liking him, despite the fact that the other goddessgirls think he's bad news. But if he makes her feel so special—and so comfortable—can he really be all that bad?

#3 APHRODITE THE BEAUTY

Aphrodite delights in helping mortals in love, but she's pretty annoyed at the con-stant attention she gets from the godboys at Mount Olympus Academy. When she de-cides to give Athena a makeover, she's a bit unprepared for the result. She didn't count on all the interest Athena's new look would get. And she certainly never thought she'd find herself jealous of one of her best friends! Can she put her jealousy behind her and help him find true love?

#4 ARTEMIS THE BRAVE

Artemis may be the goddess of the hunt, but that doesn't mean she always feels brave. Will she find the courage to talk to Orion (the new mortal "star" at school), to make him see her as more than a pal and to ace Beast-ology class?

#5 ATHENA THE WISE

Athena isn't the only new kid at Mount Olympus Academy . . . When a mortal named Heracles trans-fers to the academy, Athena understands what he's going through. She started at MOA a few months ago. Not only does Heracles need help fitting in, he also has to complete twelve "labors" or be kicked out of school! When her dad, Principal Zeus, asks her to secretly look after the new boy, Athena winds up capturing mythical beasts and shoveling poop. It will take all of her famed wisdom to sort out her own problems and help Heracles succeed!

SUZANNE WILLIAMS



#6 APHRODITE THE DIVA

After a teeny misunderstanding in class, Aphrodite is failing Hero-ology. To raise her grade, she concocts a brilliant plan—an extra-credit project for match making mortals. This brings her face-to-face with fierce competition—an Egyptian goddessgirl named Isis. Now the race is on to see which of them can match make Pygmalion—the most annoying boy ever! Will Aphrodite wind up making a passing grade after all? Or will she end up proving she’s a diva with more beauty than brains?

#7 ARTEMIS THE LOYAL

It’s time for the annual Olympic Games at Mount Olympus Academy and the four goddessgirls are not happy—especially Artemis. Even though she’s better at sports than most of the godboys, she can’t compete because the Games are boys only. No fair! If that wasn’t annoying enough, some of the competitors are pushy giants, she has mixed feelings about a mortal boy named Actaeon and she’s at odds with her twin brother, Apollo. Can Artemis win back his trust—and find a way to win on the field, too?

#8 MEDUSA THE MEAN

Queen of the mean . . . or misunderstood? Medusa Gorgon is definitely not part of the popular crowd. With snakes for hair and an even snakier personality, no one at Mount Olympus Academy is clamoring to be BFFs with her. But deep down, Medusa just wants to fit in. And she thinks the key to all her problems is immortality—something that most of her classmates and her own sisters have. The Immortalizer promises to make that dream come true. But at what price?

GODDESS GIRLS SUPER SPECIAL: THE GIRL GAMES

The four most popular goddessgirls at MOA, Artemis, Athena, Aphrodite and Persephone, are finally getting a chance to hold a girls-only Olympic Games! But organizing visiting athletes like those crush-stealing Amazons isn’t easy. Artemis is trying too hard to do everything herself, Athena’s in trouble over a winged horse named Pegasus and Aphrodite and Persephone are fighting over a lost kitten named Adonis. Will everything come together in the end?

#9 PANDORA THE CURIOUS

Is Pandora about to open up a box of trouble? One of the few mortals at Mount Olympus Academy, Pandora is famous for her mega quizzical nature – not that she thinks there’s anything wrong with being curious, of course! Her curiosity kicks into high gear when a godboy named Epimetheus brings a mysterious box to school. Pandora can’t help but take a peek inside when it unexpectedly lands in her lap.

#10 PHEME THE GOSSIP

As the goddess girl of rumor and gossip, PHEME prides herself on being “in the know” and having the most up-to-date info on anyone and everyone at Mount Olympus Academy. To make sure that people really get her VIP messages, her words tend to linger in cloud letters above her head—just in case people don’t catch what she says! But not everyone is thrilled with PHEME’s insider knowledge on everything MOA.

SUZANNE WILLIAMS



#11 PERSEPHONE THE DARING

Orpheus was devastated when he lost Eurydice to the Underworld, so he asks Persephone to help get her back. Though it means breaking some very serious Underworld rules, Persephone pushes Hades to return Eurydice to the living world. But restoring Orpheus's one true love might jeopardize Persephone's own chances with her biggest crush...

#12 CASSANDRA THE LUCKY

Meet Cassandra, the newest student at Mount Olympus Academy! She has an amazing talent—but will her new friends believe her? This Goddess Girls story is based on the myth of Cassandra, who has the gift of seeing the future—except no one believes her. Can Apollo, the god of prophecy, help his new crush?

#13 ATHENA THE PROUD

Athena wants to upgrade a labyrinth for King Minos, but her approach causes problems in this Goddess Girls adventure. Athena's arrogance gets the best of her when her attempts to improve King Minos's labyrinth have unexpected -and disastrous- results!

#14 IRIS THE COLORFUL

Iris is the most colorful goddess girl at Mount Olympus Academy. In fact, her hair and delicate wings can change color according to her mood! And when Iris figures out how to create magical rainbow slides that will allow her to travel from Mount Olympus to Earth and back in a flash, she suddenly becomes a messenger in high demand.

#15 APHRODITE THE FAIR

Eris is a goddess girl who has a penchant for causing trouble. So when her brother, Ares, is celebrating his thirteenth birthday, she can't let the occasion go by without a little mischief. After all, she is the goddess of discord and strife! Aphrodite is determined to make sure Ares gets the attention he deserves, but can she handle what Eris has planned?

#16 MEDUSA THE RICH

When Medusa suddenly becomes able to turn objects into gold just by touching them, she is thrilled. Gold, gold, everywhere! But it's not just objects that become golden—it's also food, and, even people! Her new ability turns out to be more dangerous than delightful, but can she do anything to reverse it?

SUZANNE WILLIAMS



#17 AMPHITRITE THE BUBBLY

A new mergirl shows up at Mount Olympus Academy—and Poseidon just might be her perfect match in this seventeenth Goddess Girls adventure. Amphitrite is a mergirl with a big crush on Poseidon—but will his quirks make her fall out of like?

#18 HESTIA THE INVISIBLE

Hestia feels unseen at Mount Olympus Academy in this eighteenth Goddess Girls adventure.

#19 ECHO THE COPYCAT

Echo is a forest-mountain nymph and the new girl at Mount Olympus Academy. She is a little nervous, so she tries to mimic all of the gestures, expressions, and slang of the cool MOA students. While imitation is supposed to be the best form of flattery, Echo's chattiness doesn't exactly endear her to her fellow classmates—in fact, it has the opposite effect!

#20 CALLIOPE THE MUSE

Calliope, the muse of epic poetry, has trouble putting her bright and fun ideas into action in this twentieth Goddess girls adventure!

#21 PALLAS THE PAL

Pallas, the daughter of Triton and messenger of the sea, enrolls at Mount Olympus Academy in this twenty-first Goddess Girls adventure!

Rights:

Eden Street: Translation, Film, Television, & Merchandise

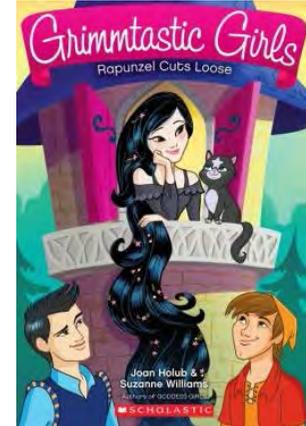
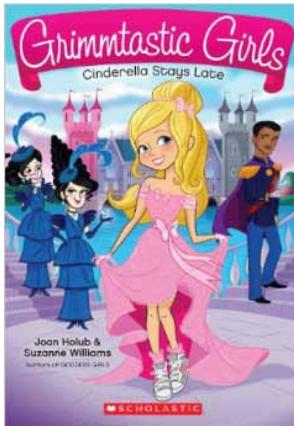
Simon&Schuster: All others

Sold: Indonsesia: Serambi Ilmu Semesta; Spanish: Editorial Di Que Si;

Greek: Compupress; Turkish: Alfa Basim Yayim Dagitim; German:

Egmont; Korean: Random House Korea French Language: Ada

SUZANNE WILLIAMS



GRIMMTASTIC GIRLS

by Joan Holub & Suzanne Williams

#1 CINDERELLA STAYS LATE

A Grimmtastic girl named Cinderella is starting her first week at Grimm Academy on the wrong foot. Cinda's totally evil stepsisters are out to make her life miserable. The Steps tease Cinda, and make her look bad in front of her new friends! But when Cinda overhears the Steps plotting a villainous deed, Cinda, her new friends, and a pair of magical glass slippers have to stop them--before the last stroke of midnight!

#2 RED RIDING HOOD GETS LOST

Red Riding Hood is thrilled to try out for the school play--too bad she has stage fright! After a grimmiserable audition, Red decides to focus on helping her friends Cinda, Snow, and Rapunzel save Grimm Academy from the E.V.I.L. Society. But when Red gets lost in Neverwood forest, she needs her magic basket and a dramatic performance to figure out what's going on!

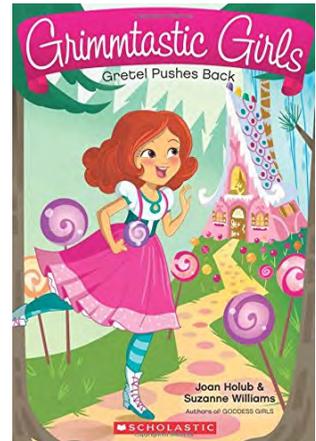
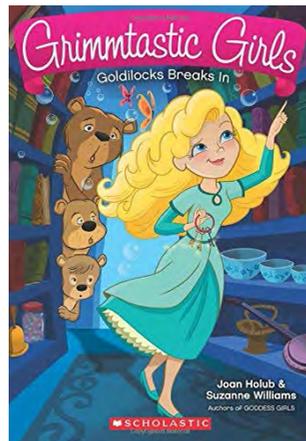
#3 SNOW WHITE LUCKS OUT

No matter how many lucky charms she wears, Snow White can't catch a break. She's especially worried that her stepmom, Ms. Wicked, is a member of the E.V.I.L. Society. Snow and her friends Red, Cinda, and Rapunzel are trying to stop E.V.I.L.'s plans, but Snow seems to be jinxing all their efforts. Her luck might change if she can find her own truly magical charm -- before it falls into E.V.I.L. hands!

#4 RAPUNZEL CUTS LOOSE

Rapunzel's magical fast-growing hair can be a nuisance, especially when an accident gives it magical powers she can't control! But Rapunzel can't let her grimmiserable hair woes distract her -- she and her friends, Cinda, Red, and Snow are trying to save Grimm Academy from the E.V.I.L. Society. Once Rapunzel tracks down her magic charm, she won't let a bad hair day get in the way of stopping E.V.I.L.!

SUZANNE WILLIAMS



#5 SLEEPING BEAUTY DREAMS BIG

Sleeping Beauty -- who just goes by her middle name, Rose -- has always been a daredevil. But according to her fairy tale, after her twelfth birthday Rose must avoid all sharp objects. That isn't easy at Grimm Academy, where enchanted items can also be dangerous. Rose will have to stay wide awake to keep out of trouble-and to find her magic charm!

#6 GOLDBLOCKS BREAKS IN

Goldilocks is so eager to make friends at Grimm Academy, she's even tempted to accept an invitation to join E.V.I.L. -- it's just nice to be included! But she doesn't want to be a villain. Can Goldie get inside the secret society and do some good?

#7 SNOWFLAKE FREEZES UP

Snowflake isn't sure which fairy tale character she is. But with her magical powers causing lots of trouble, she's definitely on thin ice! So just in case she might be a villain, Snowflake is chilly to her classmates. Can she keep her cool until she knows her whole story, or will her social life at Grimm Academy be permanently frozen?

#8 GRETTEL PUSHES BACK

Gretel loves hiking in the woods near Grimm Academy, even though her brother, Hansel, is always warning her to be careful. But when she decides to explore Neverwood Forest, where anyone with half a brain would *never* go, Gretel finds herself tripped up by the E.V.I.L. Society! Can Gretel push back and foil their dastardly plan?

Rights: **Eden Street: Foreign, Audio, Film, Merchandise**
Scholastic: All others

SUZANNE WILLIAMS



THE HEROES IN TRAINING SERIES

by Joan Holub & Suzanne Williams

#1 ZEUS AND THE THUNDERBOLT OF DOOM

For 10 year-old Zeus, life on the Greek island of Crete is mega boring. Except for stormy days when sizzling lightning bolts chase him around. He's been zapped dozens of times! And each time, a voice whispers to him: You are the one. What could it mean? With the help of the annoying Bolt and a talking stone amulet, young Zeus sets off on the adventure of a lifetime: a journey to find his destiny as king of the gods.

#2 POSEIDON AND THE SEA OF FURY

The merciless Cronus and his Titan buddies are in hot pursuit of Zeus, Hera, and Poseidon, who plan to travel across the treacherous boiling sea in order to save a fellow Olympian. They have a boat, but they also have a problem: Poseidon can't swim and is terrified of the water (well, really of the creatures that lurk in its depths). Can Poseidon overcome his fears and help his fellow heroes escape Cronus and his cronies?

#3 HADES AND THE HELM OF DARKNESS

The Heroes in Training are entering the Underworld. The Underworld usually isn't really meant to be a fun place – but tell that to Hades! He loves the dark and the stinky smell of sulphur. But when Zeus and his fellow Olympians encounter Cerberus – a snarling, three-headed dog – Hades must conquer his fear of dogs and tame the hound so everyone can continue into the Underworld and deposit their Titan prisoner, Oceanus, back where he belongs!

#4 HYPERION AND THE GREAT BALLS OF FIRE

Phew, it's hot! Under the titan Hyperion's rule, the sun is burning even brighter than normal and scorching everything in northern Greece—including the villagers! The Olympians are forced to play a sizzling "game" of Dodge the Sunbursts as Hyperion hurls giant fireballs that could fry them to pieces! Armed with some clues, Zeus, Poseidon, and Hades set out to figure out why in the world Hyperion has been making things so hot.

#5 TYPHON AND THE WINDS OF DESTRUCTION

The young Olympians find themselves on a double quest: Not only must they find more Olympians that Cronus has swallowed, but they're also in search of magic seeds that will help rejuvenate the earth after the terrible drought that plagued the lands, thanks to Hyperion. But a wind-throwing giant named Typhon has other ideas. Can the Heroes in Training withstand the storms that are coming their way?

SUZANNE WILLIAMS



#6 APOLLO AND THE BATTLE OF THE BIRDS

After a horrible drought, Zeus and his fellow Olympians are determined to help restore the land as they try to figure out their current mission, to find a special shield called an aegis. But they are suddenly swarmed by birds - thousands of killer, scary birds. And when a mysterious boy appears in the chaos, it looks like he might be more connected to the Olympians than they think. Is he friend... or foe?

#7 ARES AND THE SPEAR OF FEAR

After overcoming many challenges, Zeus and his fellow Olympians arrive at the temple at Delphi—only to find a giant snake guarding the entrance! Beyond the python, Pythia appears. Trapped in the temple by the python's magic and mere presence, Pythia urges the Olympians not to worry about her, for they are urgently needed on another quest. The Olympians are now out to find the Spear of Fear. A group of Amazonian women currently have it, but it really belongs to Ares, the God of War.

#8 CRONUS AND THE THREADS OF DREAD

A giant spiderweb in the sky with the words "Surrender Olympians" shows Zeus and his friends that they are in for another battle. Dodging the silky and sticky webs, the Olympians find themselves scattering in all directions to avoid getting caught. But those dangerous webs actually contain a hidden gem—Athena's magical object.

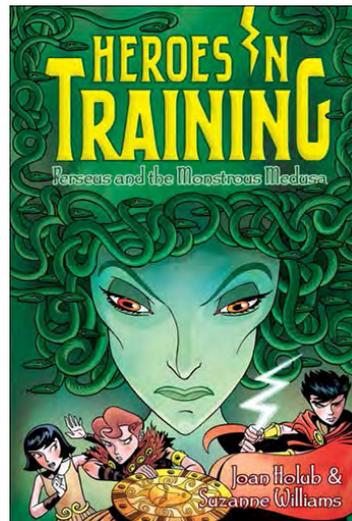
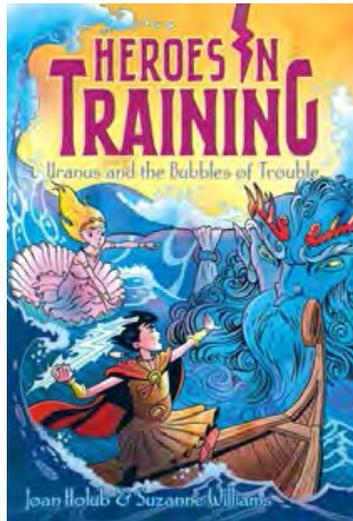
#9 CRIUS AND THE FRIGHT OF NIGHT

Zeus and the Olympians are off to find Apollo's twin sister, Artemis, who was captured by the Cronies and separated from her brother. But Titan Crius, who rules the area, has Artemis under a special spell that is making her sleep, which doesn't make a rescue easy! Can the Olympians manage to sneak away from Crius and save a sleepy Artemis, or are they in for a tough awakening?

#10 HEPHAESTUS AND THE ISLAND OF TERROR

Fresh off their adventure with Crius's Cronies, the Olympians set out for the island of Lemnos. There they meet Hephaestus, the leader of the island who they quickly realize is actually one of them—the Olympian they were meant to find. But Hephaestus isn't so sure he wants to leave with the Olympians. After all, life is pretty good on Lemnos, and he loves being in charge of the Sintians, who inhabit the island. Hephaestus suggests that if he does choose to go with the Olympians, he could be their leader. But what about Zeus? Not everyone is convinced he is still up for the job...

SUZANNE WILLIAMS



#11 URANUS AND THE BUBBLES OF TROUBLE

The Olympians find themselves in the middle of a battle between two big-time Titans. On Cronus's orders, Titan Oceanus dives into the sea and causes it to turn even stormier. Zeus throws his thunderbolt high and causes a huge battle in the sky between the Titans. As Uranus's stars begin to fall in the ocean, the huge splash makes a wave of bubbles that heads for the shore of the island where the Olympians and their ship are trapped. And Zeus has a feeling those bubbles mean trouble...

#12 PERSEUS AND THE MONSTROUS MEDUSA

Perseus and the Olympians face off against the Monstrous Medusa in this Heroes in Training adventure.

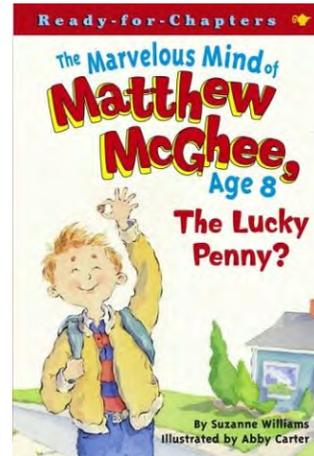
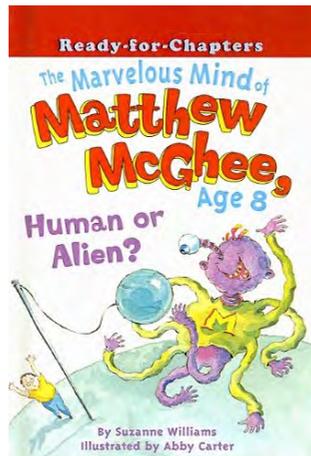
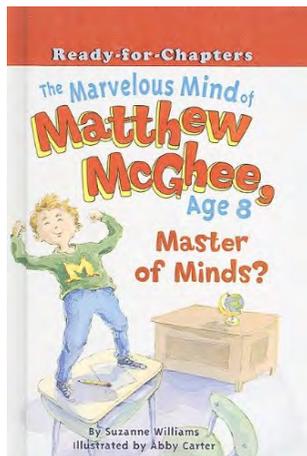
Rights:

Eden Street: Audio, Foreign, Film, and Merchandise

Aladdin: All others

Rights Sold: French: Ada

SUZANNE WILLIAMS



THE MARVELOUS MIND OF MATTHEW MCGHEE SERIES

#1 MASTER OF MINDS?

Meet Matthew. He's your typical third grader. He likes to play baseball, has a hard time remembering to do his homework, and wishes his parents would give him a bigger allowance.

Then one day something very unusual happens to Matthew: He discovers he can control people with his mind. Now it doesn't matter if he does his homework or not, he doesn't get in trouble, and suddenly his parents give him a raise--without him even asking for it!

This is the best superpower any kid could ever ask for--or so Matthew thinks, until his power starts to spin out of control!

#2 HUMAN OR ALIEN?

Weird things are happening to Matthew McGhee. First, a purple blob follows him home. Then he hears his mom making plans to send him away to a faraway place. When Matthew finds an egg-shaped bruise on his arm, he knows for sure something very strange is going on. Matthew's always thought he was different from other kids, but he never thought he was from a different planet! Do these weird occurrences mean that aliens are coming to bring him home? When the phone rings one night, it's for Matthew. It's the call he's been waiting for....

#3 THE LUCKY PENNY?

On the way home from school one day Matthew finds a penny. Remembering the rhyme his grandfather taught him -- "Find a penny, pick it up, and all day long you'll have good luck"--Matthew slips the penny into his pocket and takes it home. Suddenly Matthew becomes a very lucky boy. First his parents take him to the pound to pick out a puppy. Then at school he makes an amazing catch during the softball game. Could it be that this penny really is a lucky penny?

Rights: Eden Street: All Rights

SUZANNE WILLIAMS



THE PRINCESS POWER SERIES

#1 THE PERFECTLY PROPER PRINCE

Princess Lysandra finds sewing, napping and decorating the palace to be extremely boring. She wants adventure!

#2 THE CHARMINGLY CLEVER COUSIN

Princess Fatima doesn't care much for her brother-in-law, Ahmed. His cousin Yusuf is much more charming with his elegant mustache and impressive magic tricks. Yet when Ahmed goes to visit his dying father—and never returns—Fatima starts to worry.

#3 THE AWFULLY ANGRY OGRE

Princess Tansy knows that whenever something terrible occurs in her kingdom, the ogre gets the blame. Yet anyone who challenges him is turned to stone! Tansy's two oldest brothers have been forbidden to fight the ogre, but they're determined to try.

#4 THE MYSTERIOUS MOURNFUL MAIDEN

Princess Elena is delighted to find a treasure on the beach: a beautiful comb that makes her frizzy hair feel soft. However, she soon starts dreaming of a green-haired maiden, who cries that she can't live without her comb. The princesses all want to help. But will they be able to find the maiden before it's too late?

#5 THE STUBBORNLY SECRETIVE SERVANT

The princesses are having a ball visiting Lysandra's sister, Gabriella, and brother-in-law, Jerome. And they can't wait for Jerome's handsome brother, Prince Jonathon, to join them. But when he never arrives, everyone panics.

#6 THE GIGANTIC GENUINE GENIE

At the bazaar, Princess Fatima buys a beautiful bottle that supposedly holds a real genie. But it turns out that Jasper the genie is powerless—and no bigger than a caterpillar!

Rights: Eden Street: Foreign, Audio, Film, Merchandise

HarperCollins: All others

Sold: Japan, Poplar

SUZANNE WILLIAMS



THIRD GRADE FRIENDS SERIES

#1 HERE'S HILLARY

Hilary is a total mess. But Hilary doesn't mind. That is, until her teacher gets upset that she's late to school--again. But how will Hilary ever clean up her act when she can't even clean out her desk? That's where the secret plan comes in. It's the deal that Hilary makes with the class geek, Gordon, to try to get her life in order. It's a weird plan, but it's worth trying. After all, third grade cannot get any messier than it already is!

#2 JOSH TAYLOR, MR. AVERAGE

Hilary is the wall-ball champion. Gordon is the brainiac who aces every subject. And Josh...well, Josh isn't really the best at anything. In fact, he's pretty average all around. But that's about to change. Josh is sure he can be great at something, too. And Hilary and Gordon want to help their friend find a special talent. But nothing is working! And with school elections coming up, Josh is really bummed. He wants to be Class Representative more than anything. But who would ever vote for Mr. Average...?

#3 HILLARY'S SUPER SECRET

Hilary Hopkins has a big secret. She found out something about her teacher, Ms. Foster. But she can't tell anyone. Well, except for Josh and Gordon, of course. Her two best friends have to know. They are the only ones who can help with her plan. And the plan must be kept secret, too. That's a whole lot of secrets! Will Hilary, Josh, and Gordon be able to keep them safe? The plan depends on it....

#4 GORDON AND THE NEW GIRL

There's a new girl visiting class. María is from Mexico, and she is very smart. Maybe even as smart as Gordon! Gordon thinks they could be good friends. Except that strange things happen to him whenever María is around. He falls out of his chair, he drops things--Gordon's become a total klutz! Hilary and Josh think they know what's wrong--Gordon's got a crush on the new girl. Can Gordon break María's spell? Or will he stay clumsy forever?

Rights: Eden Street: All Rights