

and give it the graphic novel treatment to solid success. Kieren and Quincie have been best friends forever, but as a werewolf hybrid, Kieren is preparing to leave his family forever to join an urban pack. Orphaned Quincie divides her time between school and helping her uncle turn the family restaurant, Fat Lorenzo, into Sanguini's, a vampire-themed eatery to appeal to Austin, Texas's edgy dining clientele. Tensions escalate with the murder of Quincie's uncle, and the slow seduction of Quincie by Brad, the new chef whose sharp pointy incisors give him away as a non-human danger to Quincie.

Toss in a large number of suddenly disappearing students, the testosterone-laced hostilities between Kieren and Brad, the increasingly tramp-dressed Quincie whose face morphs from sweet to hardened vampire with brilliantly applied brush strokes, and the inevitable good-boy-loves-good-girl-going-bad-loves-bad-boy dynamic shapes up nicely. Mix in a few moments of chuckle (Mitch, a homeless man, holds a sign that says, Pro-Choice Amish Laid-Off Tech Worker Needs Booze \$\$), willingly suspend disbelief (surprisingly mild concern over those missing students) and this is a fine adaptation. A few gory panels but no sexed up graphics make this accessible to most tweens and teens.—Beth Andersen.

4Q • 4P • J • S

Starmer, Aaron. **The Only Ones**. Delacorte/Random House, 2011. 336p. \$17.99. 978-0-385-74043-2.

Martin Maple lives on an island with his father where they spend their days tinkering with a machine that Martin's father promises will bring them a better life. When Martin is ten, his father leaves the island, promising to return before his eleventh birthday. Yet, two years pass and no one, not even summer vacationers, returns to the island. Finally, Martin leaves the island to discover Xibalba. Pronounced Shi-balba, Martin discovers a town with forty other young people and learns there is no one else left. On The Day, everyone else vanished. Nigel, the local prophet, explains to Martin that his machine will save them all. Along with the help of several other Forgottens, Martin recreates a giant version on the machine. A series of harrowing events may prevent the group from discovering the true power of the machine, but too much is at stake to give up hope.

Aaron Starmer weaves an enchanting tale full of mystery and magic. The novel includes moments of gentle humor that contrast with despair and sadness, creating a perfect balance. Librarians and teachers may question the suitability of some violent scenes for younger audiences; however, the children are well-developed and any reader could easily relate to the complexities of combatting the struggle to be a mature young adult while still craving

the simplicity of youth. It is an eloquent mix of Golding's 1954 **Lord of the Flies** and Wells's 1895 **The Time Machine** that has the potential to appeal to many readers.—Kaitlin Connors.

3Q • 3P • J • S

Stiefvater, Maggie. **The Scorpio Races**. Scholastic Press, 2011. 416p. \$17.99. 978-0-545-22490-1.

Sean Kendrick and Kate "Puck" Connolly have both been orphaned by the *capaill uisce*—the water horses that are born from the sea every fall in the small island town of Thisby. Their stories are not uncommon on the island as many families have lost loved ones to the hungry and feral creatures and to the Scorpio Races the horses are used for every November. Sean is a four time champion of the races and has more than just his love for the horses riding on this year's race; his freedom is on the line. Puck is the first girl to sign up for the race, and she must win to save her family. Only one can win the race and many are lucky to even survive, but Puck and Sean learn to lean on each other to survive the deadliest season on the island they both love.

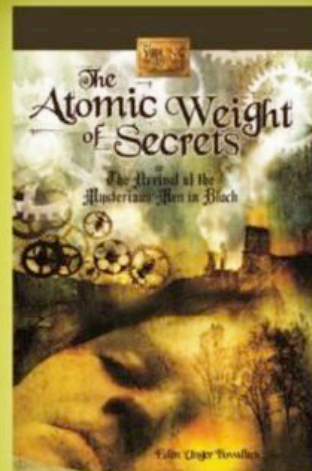
Fans of Stiefvater's **Shiver** (Scholastic, 2009/VOYA December 2009) will fall under her descriptive trance once again in **The Scorpio Races** as she draws the reader into Sean and Puck's captivating world of *capaill uisce*. The elegant imagery of the town and subtle romance between the two main characters make up for the slight holes in the story, such as Puck's weak motivation for involving herself in the race. Readers may need a little push to get past what initially sounds like a juvenile concept, but will quickly become entranced in this beautifully told coming-of-age story.—Blake Norby.

3Q • 3P • M

Sullivan, Laura L. **Guardian of the Green Hill**. Henry Holt/Macmillan, 2011. 304p. \$16.99. 978-0-8050-8985-1.

Guardian Of The Green Hill tells the story of Meg Morgan and her siblings who travel to England as guests of their relatives, Phyllida and Lysander Ash. Phyllida is the Guardian of the Green Hill, a mediator between fairies and humankind. With no heir to her title, Meg is predicted to be next in line as traditionally it is left to a female successor. Burdened by this prospect of a life spent in selfless servitude, Meg struggles with whether or not she is ready to make the lifelong commitment. The family is sought out by Gwidion who considers the role of guardian to be meant for him and lusts for the power of the role which he means to corrupt. He seeks to gain trust and closeness to Phyllida and charm her with spells into bestowing him with the title. The struggle to maintain good over evil while keeping the balance between the fairy world and the

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