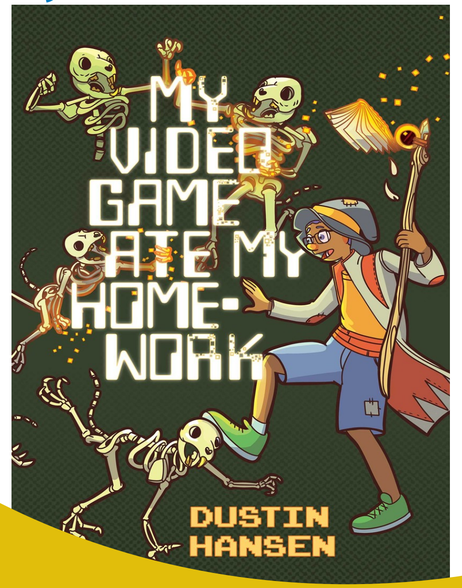
MY VIDEO GAME ATE MY HOMEWORK

by DUSTIN HANSEN



GRAPHIC NOVEL



KIM T. FAIRBURN

"...a fun book with very inventive graphics that go a long way towards actually feeling like being in a video game."

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Graphic Novel (Gaming), Kids

Dewey Jenkins, his twin sister, and his pals are a tight group that hangs out at his dad's burger joint. But Dewey is failing science, and his last chance to pass is the amazing volcano project he built. When his friend Ferg brings a new video game controller that he broke, Dewey fixes it—or so he thinks. Suddenly the game sucks up his science project, and before you know it, he and his friends (and pet tarantula) are in the game to try to get it back. Each one of them is given a special in-game power, and they have to move through the terrors and puzzles they encounter to try to track down the elusive volcano. But they have quite a few surprises along the way.

Part of the "DC Graphic Novels for Kids" series, this is a fun book with very inventive graphics that go a long way towards actually feeling like being in a video game. Add to that topics like friendship, dyslexia, and teamwork, along with some sneaky bits of science, and you have a winning combination. This is a great book for reluctant readers, with a diverse set of characters, a little girl power, and some not-to-scary scares.

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