

DANNY IN A NEWFANGLED WORLD

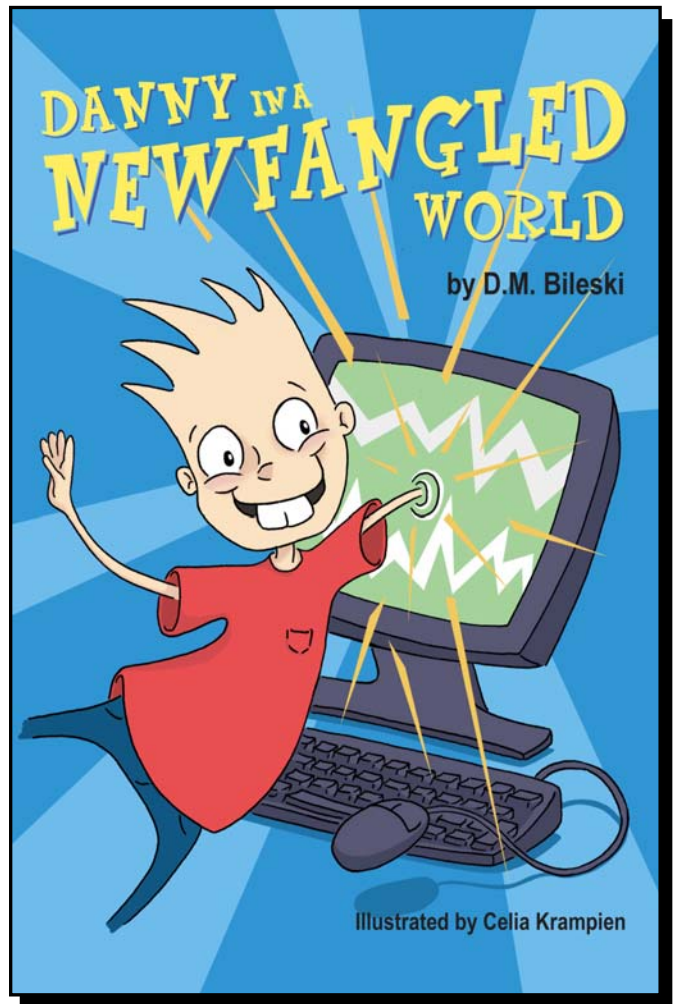
By D.M. Bileski
Illustrated by Celia Krampien

Ten-year-old Danny Lenesty can't imagine anything more fun in the whole world than playing on his computer. That is, until he gets sucked right into it and lands smack in the middle of a video game. He zooms like a pinball from one game to another, dreaming of video game glory. Soon he meets Jingo, a kind blue mutant, who teaches Danny about the tricks of his virtual world. More alluring, however, is spunky Desmond whose thrill seeking ways lead Danny further and further into the unknown.

Soon, Danny realizes his recklessness has jeopardized Jingo's life, and it's almost too late to save him. With Desmond sabotaging his every move, Danny's race against the clock seems doomed to fail. And each decision he makes – no matter how difficult – will determine Jingo's fate, as well as his own.

Danny in a Newfangled World is the first chapter book to address the potential perils of the web to kids in an entertaining sci-fi adventure tale.

D M BILESKI has written short stories and articles that appear in both print and online magazines and newspapers. She builds web sites and blogs regularly about parenting, the media, and life in general. She lives in Oakville, Ontario with her husband and three boys.



For more information, visit
dannyinnewfangledworld.com

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Age Range: 6 to 10 years

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bileski@dannyinnewfangledworld.com
twitter: Newfanglewriter