

BBA Longlist Summaries



When Peggy saves a stray dog from near-death, a beautiful friendship begins. Peggy and Beau are inseparable: the only thing that can ever come between them is war.

Peggy is evacuated to the safety of the coast, but Beau is left behind in the city, where he becomes the most extraordinary and unlikely of war heroes. Night after night, as bombs rain down and communities are destroyed, Beau searches the streets, saving countless families.

But then disaster strikes, changing Peggy's life forever. With her parents killed, both she and Beau are left alone, hundreds of miles apart. But Beau has a plan to reunite them at long last.



Step inside the pages of an immortal adventure... Rachel and Robert have defeated the tyrant Malstain and become the heroes of Krasnia, but all is not how it should be.

Robert is swept away with his new friends, leaving Rachel alone to take care of her ailing father, who's lost without their beloved mother. From nowhere, a boy appears knowing the secrets of the hidden blood-red key. For the key is a way into the Hinterland - and Rachel must promise that, as a new key keeper, she will answer when it calls.

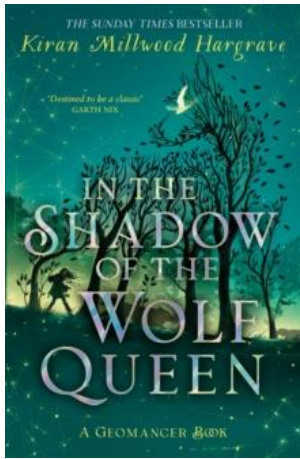
When a young girl, Elsa Spiegel, is illegally smuggled into the Hinterland, Rachel has no choice but to use her key to save Elsa. But her fate is linked to Krasnia, and Rachel must battle to save her home as she knows it.



Ever since Jack's dad died, he's had a heavy feeling inside. The pressure keeps building. Looking for release, he starts skipping school and hanging around with a group who like to cause trouble.

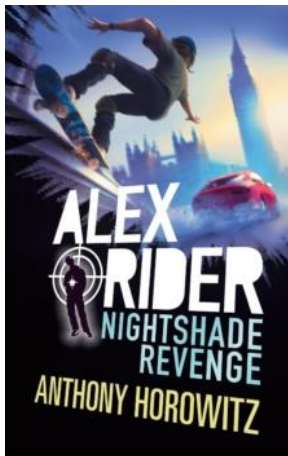
It's easy to hide his new habits from his mum, an environmental anthropologist, because she's too busy with work and conservation trips to notice. As Jack spins further out of control, his mum eventually becomes concerned - and shocks him by suggesting a trip together. But this will be no relaxing holiday. Soon Jack finds himself on an expedition deep into the rainforest, far from anything he's ever known.

He wanted an adventure - but has he plunged into real danger?



Ysolda has lived her life in the shadow of the wolf queen's tyrannical rule but, safe in her forest haven, she has never truly felt its threat. Until one day when a mysterious earthquake shakes the land and her older sister Hari vanishes in its wake. Accompanied by her loyal sea hawk, Nara, Ysolda embarks on a desperate rescue mission.

But when she is forced to strike a bargain with the wolf queen herself, she soon finds herself embroiled in a quest for a magic more powerful - and more dangerous - than she could ever have imagined ...



When his best friend Tom is abducted, Alex Rider is given an ultimatum by Nightshade - a sinister cult of assassins with a score to settle. But what twisted evil are they planning, and how is it connected to a revolutionary new gaming system?

With no idea who to trust, Alex finds himself dragged into a nightmare world - where nothing is real but the game could kill you. The clock is ticking and Nightshade is closing in. Alex still has unfinished business with this sinister group made up of brainwashed children, not least trying to reunite MI6 chief Mrs Jones, along with her long lost son and daughter.

The adventure takes us deep into the life-changing world of augmented reality, where even Alex will struggle to succeed against the technology.



Twelve-year-old Nyla's dad died when she was four, or that's what she's been told. So when Grandma Farida insists she saw him in the supermarket, Nyla wonders if she is 'time-travelling' again - the phrase she uses when Grandma forgets.

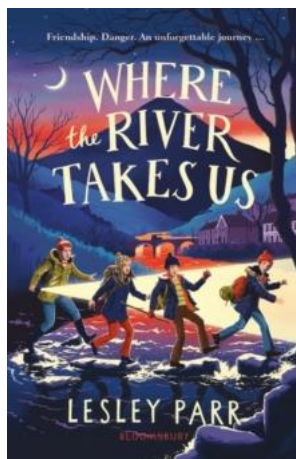
But when Grandma asks Nyla to find her dad and bring him home, Nyla promises that she will. As Nyla sets out on her journey, she hopes that uncovering the past will help her to understand the mystery at the heart of her family ... and to work out who she is.



Marcus has just started Merlin's, a very unusual school... He doesn't like it and is doing everything he can to get into big trouble and be sent home.

When a midnight prank accidentally wakes a sleeping giant called Crom, things take a turn for the magical. But there are other giants on the move, bigger and angrier than Crom.

Realising that Merlin's and the whole country are in danger, it's a race against time for the two new friends to find the magic of their own bravery.



Jason lives with his big brother, Richie, trying their best to make ends meet so they can stay together. They've got supportive neighbours and some great friends, but there's always the threat that someone will think they can't manage on their own since their parents died. It's February 1974 and working-class families have been hit hard by the three-day week. The reduced power usage means less work, and less money to get by on.

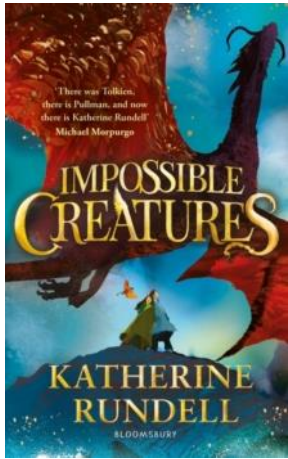
Richie is doing his best, but to make enough money, he's been doing favours for the wrong people. An urban legend about a beast in the valleys catches Jason's eye in the local paper. A wild cat is said to roam the forest, far up the river from their bridge. A reward is offered for proof of The Beast's existence.

Jason's friends are desperate to help him, and they convince him that this is the answer to his and Richie's money problems. And so a quest begins. Four best friends soon find themselves on a journey that will change each of them ... forever.



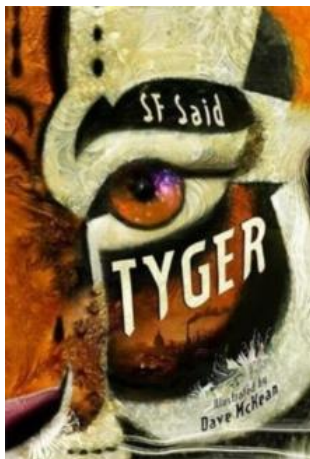
Benji McLaughlin is a visionary. He believes in things other people think are impossible, like that he and his brother Stanley will be happy living with their uncle, and that the Loch Lochy monster is real, and that his parents will come home safely one day. So when he finds out that Uncle Hamish's holiday business is struggling, Benji's not worried.

He has a visionary plan. Together with his new friends, Murdy and Mr Dog, he sets off to prove that the Loch Lochy monster exists, and bring tourists flooding in. But Benji might have to confront different monsters to the one he expects.



Christopher is stunned when he discovers a passage to the Archipelago: a cluster of magical islands where all the creatures of myth still live and breed and thrive in their thousands. There he meets Mal: a girl from the islands, who is in possession of a flying coat and a baby griffin, and who is being pursued by a killer.

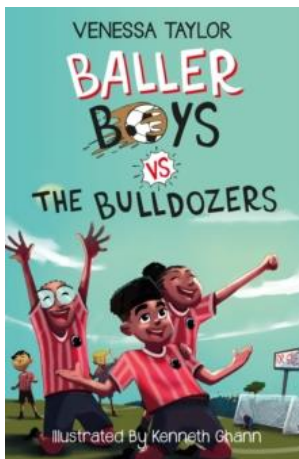
Together they embark on an urgent quest to discover why the creatures are suddenly perishing, voyaging across the wild splendour of the Archipelago, where sphinxes hold secrets and centaurs do murder, in a bid to save both the islands and the world beyond them from a rising evil before it's too late.



Adam has found something incredible in a rubbish dump in London.

A mysterious, mythical, magical animal. A TYGER. And the tyger is in danger. Adam and his friend Zadie are determined to help, but it isn't just the tyger's life at stake.

Their whole world is on the verge of destruction. Can they learn to use their powers before it's too late?



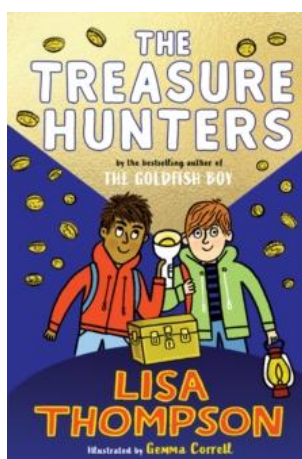
Best friends Shay and Frankie, and their team AC United, are back for another football season, another year older, and eager for a win... The duo soon realise that nothing ever stays the same, and change is a part of life whether they like it or not - both on and off the pitch.

With new team members, the threat of losing their precious home turf, and changes afoot in their family lives too, can the boys work together to stay on track... and keep winning? And, of course, who will be crowned Baller Boy this season?



Its not easy being a Remarkable in the Unremarkable world. Some things are cool like getting a pet hellhound for your twelfth birthday. Others, not so much like not being trusted to learn magic because you might use it to take revenge on an annoying neighbor.

All Nic Blake wants is to be a powerful Manifestor like her dad. But before she has a chance to convince him to teach her the gift, a series of shocking revelations and terrifying events launch Nic and two friends on a hunt for a powerful magic tool shes never heard of...to save her father from imprisonment for a crime she refuses to believe he committed.



When lonely Vincent is forced to go on an outdoor activity weekend with three other kids from his class, he's counting the seconds until he can escape home. But one of his classmates is hiding a secret: she's convinced there's pirate treasure buried deep within a nearby mountain. Suddenly, this boring trip becomes an exciting adventure!

But a thief is hot on the trail, intent on stealing the loot for themselves... can the Treasure Hunters work together to stop them?



Archer lives in a normal town with normal residents, except for one night a month . . . When the full moon comes out, almost all of the adults turn into werewolves, and it's up to the young people to protect themselves from danger.

But, as this quiet life begins to unravel, and the Turned start to escape, can Sel and his friends uncover exactly who or what is watching their every move, before it's too late?

Welcome, to the TOWN OF THE TURNED.