



Game Over, Super Rabbit Boy!

Thomas Flintham

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This series is part of Scholastic's early chapter book line, Branches, aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow!

Uh-oh, Animal Town is in trouble! Meanie King Viking has created a dreaded robot army to spread No Fun across the land. On top of that, he has stolen the happiest and most fun animal ever, Singing Dog. There is only one person who can save the day -- Super Rabbit Boy! Super Rabbit Boy is super fast and super brave, but he's also a video game character living in a video game world. What will happen when Sunny, the boy playing the game, loses each level? Will it be **game over** for Super Rabbit Boy and all his friends?

With full-color art by Thomas Flintham!

Game Over, Super Rabbit Boy! Details

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Author : Thomas Flintham

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From Reader Review Game Over, Super Rabbit Boy! for online ebook

Dawn says

Such a cute idea. This narrates the plot of a video game, but the characters are semi-cognizant and question why they have to repeat levels. The pixelated pictures also go perfectly.

I can definitely see the appeal of these, and hopefully it makes kids think more as they're playing video games (this totally made me reminisce about Mario and Mega Man!).

Gail says

My 6 year old had me read this in one sitting. He has flipped through it several times since we read it.

update:have now read this book 3x in about a 16 hour period that included an overnight

Michele Knott says

Yay, a new book in the Scholastic Branches series! I love this series for kids in 1st-4th grade, they support readers in so many ways and they are fun stories. Even when students are on to reading middle grade books, they return to these series because they are fun.

Looks like another great series for readers!

Chance Lee says

The artwork in this book is so charming, I wish it actually were the basis of a video game, which would likely be more fun to read than to play.

As a book, it reads like an autobiographical story of a boy trying to beat a difficult video game called Super Rabbit Boy. The book contains an obvious parody of Sonic the Hedgehog. The game world feels like an homage to Animal Crossing (Singing Dog is basically KK Slider without a guitar), and the villain looks exactly like Booster from Super Mario RPG.

Although young readers may enjoy the retro game aesthetic (retro games are all the rage these days), there are a few details that date the story. The kid is playing on what is basically a Nintendo Game Boy, which I bet the author loved as a boy, but a box console with chunky buttons has been replaced by sleeker handhelds and tablets. Also, while the story has a nice message about persevering through difficulties, games these days aren't exactly difficult. I have to wonder if a single kid who reads this book has played a game that boots him to the beginning if he loses all his lives. Kids these days don't know the true struggle!

All that said, this book is for, like, 8 year olds, who would be drawn in by the artwork. The artwork is absolutely top notch and the book as a whole is lovingly crafted, finely detailed, and creates a seamless little

experience.

Amanda Harris says

Animal Town is under attack and Singing Dog has just been kidnapped by the evil King Viking. In order to get rid of the Robot Army (created by none other than King Viking) and save Singing Dog, the town must enlist the help of Super Rabbit Boy! Super Rabbit Boy must complete 6 levels and beat the "boss" (King Viking) and then he'll save the day! Can he do it?

Flintham has essentially written a book that puts the reader inside a video game, but through pictures and words. The book is cool, because it's a realistic video game playing experience. When you play video games, you die a lot and you only get so many lives and then the game is over. You play again and get a little further, but then you die again. Eventually, you win and that's all! It was a little nostalgic for me, I grew up with the NES and gameboy and Sega Genesis. But kids still play video games and kids love graphic novels, so for those reasons, I think kids from Preschool to 4th or 5th grade would enjoy this book!

Karen Arendt says

Colorful pages and a video game plot will be sure to attract young boys.

Autumn says

Genius early-chapter book that uses kids' video-game literacy to make them more comfortable with book-reading literacy. Reads exactly like a game, with lives and everything. Text is presented conventionally, in speech bubbles, and on 'screen'. Plenty of action, cute pixelated illustrations, and POC main characters.

Every library needs several copies -- this is going to move like hotcakes.

Andrew says

"It's a good book. It's about a boy playing a video game and it always shows you what super-rabbit boy is doing and I just like it."

-Elliot B., age 7

Maggie says

I love Branches books!! @all the librarians in my feed: please read them so you have something in your back pocket to recommend for transitional independent readers who are bored with Magic Tree House and not ready to do Harry Potter on their own.

This one is especially great because it mimics the style of the storytelling in video games, and I can hardly count the number of times I've explained to parents that the reason their children love video games so much is that they're involved in a story: the story inside the game, and the story they tell themselves as they play. You can complain about violence and quote shaky research about screen time all day long, but your kids wouldn't give two damp farts about video games if the stories weren't there to get them hooked, so you can't convince me they're all bad.

Give this to any reader who loves video games.

Andrea says

This book will appeal to early readers who are not quite ready for chapter books, but have advanced beyond traditional early readers and who loves video games. This book is told in video game format with video game-like illustrations. The language and humor in this book assumes a confident grasp of reading fundamentals. Author, Flintham, uses this format to introduce the reader to skills like perseverance and problem solving in a fun and comfortable environment.

I see this series as another good addition the Scholastic's "Branches" line of books for the newly independent reader. - Also at AndLib1 at TSCPL

Jon(athan) Nakapalau says

A book that reads like a video game...very novel and innovative! Art is fantastic and really does help the story along.

Sarah S says

Premise hooks kids. Light read, great first chapter book. Curious to know what happens next.

Miss Kate Reads says

I think kids are going to love this "adventure" with the gaming graphics. It's also got a nice lesson about not giving up.

Caieta says

This was so cute!

Pinky says

Branches books do not disappoint. Game Over, Super Rabbit Boy integrates everything I'm looking for to grow my reader at home. Video games. Appealing characters in the video game including Singing Dog, King Viking, a robot army, and Super Rabbit Boy. They all live in Animal Town. Singing Dog loves happiness and fun. And he loves singing and dancing. Super Rabbit Boy lives at Carrot Castle. The message shared is to keep trying and never give up. Game over. It's perfection.
