

Frankie's Magic Football: Frankie's New York Adventure: Book 9

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! This time the magic football takes them to Australia - what adventures will they find in the land Down Under?

Frankie and his team love playing football. There's always time for a game. And now that they have their magic football they're playing against teams they never imagined! So when Frankie, Louise, Charlie and trusty Max get sent back to medieval times they're going to have to beat the nastiest knights to get home.

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! When they're transported back into the Wild West, Frankie's team will have to go head-to-head with some crabby cowboys. Will they be able to win the penalty shoot out at high noon?

'After all this time Frankie Dettori still ranks amongst the all-time greats of the sport'
LESTER PIGGOTT 'An autobiography as gripping as any Dick Francis thriller'
YORKSHIRE POST 'Endearingly honest... a fastpaced, funny autobiography'
COUNTRY LIFE MAGAZINE Legendary jockey, Frankie Dettori, shares his remarkable life story in this astonishingly intimate autobiography. When Lanfranco 'Frankie' Dettori arrived on British shores in 1985, aged just 14, he couldn't speak a word of English. Having left school just a year earlier and following in the footsteps of his father, he was eager to become a stable boy and apprentice jockey, willing to do everything it took to make it. This was his first, but certainly not his last, leap of faith. Despite his slight size, Frankie's impact upon the British racing scene was immediate and significant. Brimming with confidence, charisma and personality, and with what was clearly a precocious talent, in 1990 he became the first teenager since Lester Piggott to win over 100 races in a single season. By 1996, Frankie was already established as a celebrity in the sport and an adopted national treasure, but it was his extraordinary achievement of winning all seven races in a single day at Ascot that cemented his reputation as the greatest rider of his generation. Nearly 25 years later, and having won the Longines World's Best Jockey for three consecutive years running, Frankie has demonstrated an unparalleled level of longevity at the pinnacle of his sport. But his story is not simply one of uninterrupted success, but also of personal anguish, recovery and restoration - both in and out of the saddle. Now, Frankie compellingly reveals the lows to his highs; the plane crash that nearly killed him, the drugs ban that nearly made him quit the sport, and the acrimonious split from Godolphin that threatened his future. But Leap of Faith is also a story of love - for the sport he continues to dominate to this day, the great horses of his era (Stradivarius, Golden Horn, and of course Enable), and most importantly for his family, who have supported him every step of the way. Heartfelt and poignant, this is not simply a memoir, but a celebration of perseverance and defying the odds.

Book 17

Book 20

Book 9

Team T. Rex

Book 8

Frankie's New York Adventure

From acclaimed Autistic Irish comedian Aoife Dooley comes a fresh and funny debut middle-grade graphic novel about fitting in and standing out. Frankie is different from everyone in her class, and she can't figure out why. She has trouble concentrating, and her classmates tease her for not having a dad at home. To try to make sense of the world, Frankie doodles her daily adventures in a journal. One day, when Frankie sneaks into her mom's room and sees her biological father's name on her birth certificate, she decides to go on a mission to track him down. Could Frankie's father be the key to finding out why Frankie feels so adrift? A unique story told with a light touch and an abundance of warmth and wit, Frankie's World is laugh-out-loud funny and a love letter to daring to be different.

Frankie and his friends and their dog, Max, are magic-ed to Brazil where they must track down three key items to help England win the World Cup: the referee's whistle, a football and the trophy. Their adventures take them through a jungle, a Rio carnival and onto the beach for a game that could change the history of the tournament. Frankie and his team love playing football. There's always time for a game. But when they win an old football at a carnival, they're going to be transported to a magical world of football they never knew existed! Can Frankie and his team beat the Pirate Pillagers and make their way home?

FROM THE MASTER STORYTELLER WHOSE BOOKS HAVE TOUCHED THE HEARTS OF OVER 40 MILLION READERS 'Mitch Albom sees the magical in the ordinary' Cecilia Ahern _____ At nine years old, Frankie Presto is sent to America in the bottom of a boat. His only possession is an old guitar and six precious strings. But Frankie's talent is unique, and his amazing journey weaves him through the musical landscape of the twentieth century, from classical to jazz to rock and roll, with his stunning talent affecting numerous stars along the way, including Hank Williams, Elvis Presley, Carole King and even KISS. Frankie becomes a pop star himself. He makes records. He is adored. But his gift is also his burden as he realises, through his music, he can affect the course of a listener's life. At the height of his popularity, Frankie Presto vanishes. His legend grows. Only decades later does he reappear, to change the fate of one last person . . . _____ WHAT READERS ARE SAYING ABOUT THE MAGIC STRINGS OF FRANKIE PRESTO 'Wow! what an imagination. I had no idea where it was going but had to keep on reading' 'An awesome writer, inspiring and unforgettable' 'An amazing book - your life will be enriched after you've met Frankie Presto' 'Every book that Mitch Albom writes strikes a chord in me in some way' 'A

magical journey by a genius writer . . . A brilliant brilliant piece of art'
Frankie vs. The Knight's Nasties (Frankie's Magic Soccer Ball #5)

The Elf Express

Leap of Faith

Book 5

Book 18

Frankie vs The Rowdy Romans

Frankie and his team love playing football. There's always time for a game - especially in space! When Frankie and his friends climb into a broken Galaxy Quest ride, the shuttle sends them flying beyond the stars! Can Frankie and his team win a game against aliens, and save their new friends from a meteor? Frankie needs to win like never before!

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! But when Frankie, Charlie, Louise and their dog pal, Max, get transported to ancient Egypt they're in for a surprise. Will they be able to beat the menacing mummies?

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! During a PE game with a difference, Frankie and his friends are transported to meet a giant, green woman - the Statue of Liberty! They also meet an American boy whose ambition of baseball victory is about to be dashed. Can they race through New York in time to help someone's sporting dream come true?

Magic meets football in this fun-filled series from legendary footballer Frank Lampard, for readers aged 5 and up. Frankie and his team love playing football. There's always time for a game - whether it's real or on-screen! When Frankie is injured just before a five-a-side tournament, he's worried his team will have to pull out. So, when the magic football brings Frankie's gaming avatar through into the real world, it seems like they've got a perfect substitute. But E-Frankie starts to cause lots of trouble on and off the pitch. What will it take to get him back into the game where he belongs? Have you discovered the rest of the series yet? Frankie and his team play football with pirates, dinosaurs, aliens and everything in between!

Book 2

Frankie Vs. the Pirate Pillagers

Frankie vs The Mummy's Menace

The New Autobiography

Frankie's World: A Graphic Novel

Frankie and the World Cup Carnival

Originally published: Great Britain: Hachette Children's Books UK, 2015.

When Frankie Blewitt brings home yet another F-for-failure school report it's the last straw for his overachieving parents and they decide to send him to the Crammar Grammar boarding school. At first he is just relieved to be away from home, but he soon realises that there's something really weird going on at Crammer Grammar... As Frankie tries to find out the secrets of the school he discovers that the headmaster, Dr Gore, has plans to turn all the students into robot-like super-brains using his Brain-drain machine!

With the help of his new friends Neet and Wes, Alphonsine his crazy French nanny and a poodle named Colette, can Frankie save the day before it's too late and change the F-for- failure to F-for-fantastic?

"Frankie and his friends love playing soccer. They play every chance they get. And now that they have their magic soccer ball, they're facing teams they never imagined! When they're transported back to the Wild West,

Frankie's team will have to go head-to-head with some crabby cowboys. Will they be able to win the penalty shoot-out at high noon?"--Page 4 of cover.

Magic meets football in this fun-filled series from legendary footballer Frank Lampard, for readers aged 5 and up. Frankie and his team love playing football. There's always time for a game - especially during the summer holidays! So Frankie and his friends can't believe it when the magic football sends them back in time to a boarding school . . . they're supposed to be on holiday! But there they meet George - the previous owner of their magic football. His brother got lost when they were on a desert island adventure. Can Frankie help to find him - and some buried treasure?

Book 7

Book 10

Frankie and the World Cup Carnival (Frankie's Magic Soccer Ball #6)

Book 19

Frankie and the Dragon Curse

Mammoth Mayhem

"Frankie and his team love playing football. There's always time for a game - even at Christmas! Frankie and his friends are spending Christmas in Austria with his pen pal Heidi. He is excited to learn how to ski, even if it's not quite the same as playing football. Late on Christmas Eve they discover a lost elf who needs help. Frankie's team will need to use all their skills to get the elf back to his world, and return in time for Christmas!"
--Publisher description.

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! When Frankie's football transports them to a Roman arena will his team be a roaring success or will the football battle be more than they bargained for?

Frankie and his team love playing football. There's always time for a game, even when it's Christmas! It looks like it's not going to be a white Christmas for Frankie and his friends. But then the magic football accidentally awakens an evil penguin, who wants to create a snowy winter that will never end! Can Frankie and the team stop him before it's too late for a very special Santa to enter the Great Santa Race?

When Frankie and his friends go to a kung fu lesson to improve their football skills, a giant Chinese puppet magically transports them to the gates of The Forbidden City. The team soon learn that an ancient warrior called Zha-Hu is planning to destroy the Great Wall of China, with help from his dragon and an army of terracotta animals. Can Frankie and his team break the dragon curse in time to stop him?

The Grizzly Games

Book 16

Fantastic Frankie and the Brain-Drain Machine

The Magic Strings of Frankie Presto

Deep Sea Dive

Untitled Frankie's Magic Football 13

Charlie Fry is football mad. He sleeps wearing his team's full kit and dreams of scoring the winning goal in an FA Cup final. He plays football around the clock - at the park, on the way to school, at lunchtimes and even in his bedroom until his mum tells him off. But

Charlie has a problem: he can't run very far. He has plenty of skill but his poorly lungs stop him from sprinting. And as an 11-year-old planning to become the Golden Boot winner at the next World Cup, that's a bit of an issue. Then one day a freak accident presents Charlie with a unique goal-scoring gift - it means he can't miss. But can Charlie convince his local team Hall Park to give him the chance and use his new found skill to deadly effect? Or will the nasty bullies from his school keep him stuck on the sidelines? ** The Football Boy Wonder is a football story for children aged 7-13. It looks at themes such as bullying, friendship, loyalty and the wonderful world of football. Reviews of the Football Boy Wonder: "Highly recommended. An enjoyable and clever story with a few lovely twists along the way." Amazon review. "My little brother, who is crazy about soccer, would love this book and would never let it go. It is a great gift to get a brother, nephew, son or cousin for any occasion. They will definitely enjoy it." 5* review from Readers' Favourite website. "Fantastic journey of friendship and sporting achievements. Well written and easy to understand Charlie's journey and how CF impacts his life." Amazon review.

Frankie's Kangaroo CaperOrbit Books

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined!

Frankie and his soccer team travel to fantastic lands to play some of the wildest soccer matches ever!

Frankie Vs. the Cowboy's Crew

Frankie vs The Pirate Pillagers

Book 4

Frankie's Magic Football - The Elf Express

Meteor Madness

Frankie vs The Knight's Nasties

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! When Frankie and his friends go camping with their dads for Father's Day, the magic football transports them to the Stone Age. The team meet a boy whose dad has gone missing - and there's a woolly mammoth on the loose! Can Frankie and his team reunite father and son, and save their holiday from mammoth mayhem?

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! During a visit to a holiday park, Frankie and his friends discover a theme park with a difference - each

ride is a portal into an amazing fantasy world. This time, the magic football takes them all on an underwater adventure that asks Max to swim his best doggy paddle, and makes playing football a game against the tide!

Frankie and his team love playing football. There's always time for a game - even at Christmas! Frankie and his friends are spending Christmas in Austria with his pen pal Heidi. He is excited to learn how to ski, even if it's not quite the same as playing football. Late on Christmas Eve they discover a lost elf who needs help. Frankie's team will need to use all their skills to get the elf back to his world, and return in time for Christmas!

Frankie and his soccer team travel to fantastic lands to play some of the wildest soccer matches ever! Frankie and his friends travel back in time to face off against a group of rowdy Roman soccer players. Can they defeat this team and return home safely?

Book 6

Frankie Saves Christmas

Summer Holiday Showdown Book 19 Frankie's Magic Football 19

Summer Special

Book 12

Summer Holiday Showdown

Frankie Vs the Mummy's Menace

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! While on holiday at a summer camp, Frankie, Charlie, Louise and Max the dog are transported to a prehistoric land of dinosaurs. Can they reunite a baby pterodactyl with its mum, and avoid being eaten by a hungry T-Rex? The friends will need to use all their football skills to get home in one piece!

Frankie and his parents live a quiet life. Frankie's dad reads for hours in silence. His mum sits upstairs with the crossword. But when Frankie decides to learn the trumpet, everything begins to change. Not only can Frankie hear the sounds he makes - he can see and smell them too! And the more he plays, the more infectious his music becomes . . . A warm and uplifting story about family, noise and colour, featuring stunning artwork that will appeal to all ages. Here Comes Frankie! was the winner of the Booktrust Early Years Award for Best Emerging Illustrator and was shortlisted for the Hampshire Picture Book Award. This cheerful, funny book from Tim Hopgood, the award-winning author-illustrator of WOW! Said the Owl, is as fresh and original as when it was first published. The perfect book for any child who is learning a musical instrument or who loves to sing and dance.

Frankie and his teammates love playing soccer. They can always find time for a game. But when they win an old soccer ball at a carnival, they're transported to a magical world of soccer that they never knew existed! Can Frankie and his team beat the A fantastic series for 5+ readers combining magic and football, by superstar footballer Frank Lampard. Frankie and his team love playing football. There's always time for a game. Frankie and his friends are at their school sports day when the magic football sends them back through time, to the original Olympic Games in ancient Greece! The team join in, but the mischievous god Hermes is causing chaos...and when they accidentally bring Hermes back with them, their own sports day might be ruined too. How will Frankie stop Hermes before the Games are ruined for ever? Perfect for sports fans everywhere in the run-up to the Olympic Games!

Frankie Vs the Knight's Nasties

Book 14

Here Comes Frankie!

Frankie's Magic Football

Book 3

Fairy Tale Frankie and the Tricky Witch

Frankie and his team love playing football. There's always time for a game - even at Christmas! It's two nights before Christmas and Frankie, Charlie, Louise and Max are having a sleepover. But in the middle of the night they are magicked away to Lapland, where Santa tells them that a sack of Christmas presents has been stolen! The team set off to find them, but first have to face challenges from a naughty elf, a rogue reindeer and an abominable snowman... Can Frankie find the presents - and save Christmas?

Book 15

Olympic Flame Chase

Frankie vs The Cowboy's Crew

The Football Boy Wonder

Book 1

Game Over! Book 20 Frankie's Magic Football: