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The Murder Artist Abrams

Utilizing easy-to-find and inexpensive materials, this handy resource teaches desktop warriors how to build a multitude of medieval siege weapons for the modern era. Novice combatants will learn to build 35 defense weapons, including a marshmallow catapult, a chopstick bow, a bottle cap crossbow, and a clothespin ballista. In addition to beefing up their Dark Age arsenal, would-be warriors are provided with a number of targets on which to practice their shooting skills. Clear diagrams, instructions, and safety tips for each project are included, making construction of each of these weapons simple, safe, and fun.

Truck Farm Abrams

From Jodi Picoult, #1 New York

Times bestselling author of *The Storyteller* and *My Sister's Keeper*, comes a gripping and beautifully written novella, now available exclusively as an eBook. Set in the wilds of Africa, *Larger Than Life* introduces Alice, the unforgettable character at the center of Picoult's anticipated new novel, *Leaving Time*. A researcher studying memory in elephants, Alice is fascinated by the bonds between mother and calf—the mother's powerful protective instincts and her newborn's unwavering loyalty. Living on a game reserve in Botswana, Alice is able to view

the animals in their natural habitat—while following an important rule: She must only observe and never interfere. Then she finds an orphaned young elephant in the bush and cannot bear to leave the helpless baby behind. Thinking back on her own childhood, and on her shifting relationship with her mother, Alice risks her career to care for the calf. Yet what she comes to understand is the depth of a parent's love. Praise for Jodi Picoult "Picoult is a skilled wordsmith, and she beautifully creates situations that not only provoke the mind but touch the flawed souls in all of us."—The

Boston Globe "Picoult is a rare writer who delivers book after book, a winning combination of the literary and the commercial."—Entertainment Weekly "Jodi Picoult's novels do not gather dust on the bedside table. They are gobbled up quickly and the readers want more."—Los Angeles Times

Rules of Play HarperCollins

Whether it is basketball dreams, family fiascos, first crushes, or new neighborhoods, this bold short story collection—written by some of the best children's authors including Kwame Alexander, Meg Medina, Jacqueline Woodson, and many more and published in partnership with We Need Diverse Books—celebrates the uniqueness and

universality in all of us. "Will resonate with Chainani, Matt de la Peña, Tim Federle, any kid who's ever felt different—which is Grace Lin, Meg Medina, Walter Dean to say, every kid." —Time Great stories Myers, Tim Tingle, Jacqueline Woodson take flight in this adventurous middle- " There ' s plenty of magic in this collection grade anthology crafted by ten of the most to go around. " —Booklist, Starred " A recognizable and diverse authors writing " A natural for middle school classrooms and today. Newbery Medalist Kwame Alexander delivers a story in-verse about libraries. " —Kirkus Reviews, Starred a boy who just might have magical " Inclusive, authentic, and eminently powers; National Book Award winner readable. " —School Library Journal, Jacqueline Woodson spins a tale of Starred " Thought provoking and wide- friendship against all odds; and Meg ranging . . . should not be Medina uses wet paint to color in one missed. " —Publishers Weekly, Starred girl ' s world with a short story that " Read more books by these authors. " inspired her Newbery award-winner Merci —The Bulletin, Starred Su á rez Changes Gear. Plus, seven more Folding Time Routledge bold voices that bring this collection to With themes reminiscent of Shirley Jackson, Thomas Ligotti, and Bruno Shulz, new heights with tales that challenge, but with a strikingly unique vision, Jon inspire, and celebrate the unique talents Padgett's *The Secret of Ventriloquism* within us all. **AUTHORS INCLUDE:** heralds the arrival of a significant new Kwame Alexander, Kelly J. Baptist, Soman

literary talent. Padgett's work explores the mystery of human suffering, the agony of personal existence, and the ghastly means by which someone might achieve salvation from both. A bullied child who seeks vengeance within a bed's hollow box spring; a lucid dreamer haunted by an impossible house; a dummy that reveals its own anatomy in 20 simple steps; a stuttering librarian who holds the key to a mill town's unspeakable secrets; a commuter whose worldview is shattered by two words printed on a cardboard sign; an aspiring ventriloquist who spends a little too much time looking at himself in a mirror. And the presence that speaks through them all. Suee and the Shadow St. Martin's Press
With multiple starred reviews, don't miss this

humorous, poignant, and original contemporary story about bullying, broken friendships, social media, and the failures of communication between kids. From John David Anderson, author of the acclaimed *Ms. Bixby's Last Day*. In middle school, words aren't just words. They can be weapons. They can be gifts. The right words can win you friends or make you enemies. They can come back to haunt you. Sometimes they can change things forever. When cell phones are banned at Branton Middle School, Frost and his friends Deedee, Wolf, and Bench come up with a new way to communicate: leaving sticky notes for each other all around the school. It catches on, and soon all the kids in school are leaving notes—though for every kind and friendly one, there is a cutting and cruel one as well. In the middle of this, a new girl named Rose arrives at

school and sits at Frost ' s lunch table. Rose is not like anyone else at Branton Middle School, and it ' s clear that the close circle of friends Frost has made for himself won ' t easily hold another. As the sticky-note war escalates, and the pressure to choose sides mounts, Frost soon realizes that after this year, nothing will ever be the same.

Lost Hero, The (Heroes of Olympus, The, Book One) Wadsworth Publishing Company
Meet Suee: Twelve years old, wears her hair to the left in a point, favors a black dress, has no friends—and she likes it that way! When Suee transfers to the dull and ordinary Outskirts Elementary, she doesn ' t expect to hear a strange voice speaking to her from the darkness of the school ' s exhibit room, and she certainly doesn ' t expect to see her shadow come to life. Then things start to get really weird: One by

one, her classmates at school turn into zombie-like, hollow-eyed Zeroes. While Suee investigates why this is happening, her shadow gains power. Soon, Suee must confront a stunning secret that her shadow has been hiding under her own two feet—something very dark and sinister that could put Suee and her newfound friends at risk!

Halloween Colouring Book for Kids Ballantine Books

"A fun, fast read . . . it will resonate with readers who dabble in any sort of arts, dark or otherwise."

--NPR.org "With a singular and hilariously cutting teen voice, Undead Girl Gang is sure to be one of the most talked-about YA novels of the year."

--BookPage Veronica Mars meets The Craft when a teen girl investigates the suspicious deaths of three classmates and accidentally ends up bringing them back to life to form a hilariously unlikely--and unwilling--vigilante girl gang. Meet teenage Wiccan

Mila Flores, who truly could not care less what you think about her Doc Martens, her attitude, or her weight because she knows that, no matter what, her BFF Riley is right by her side. So when Riley and Fairmont Academy mean girls June Phelan-Park and Dayton Neseth die under suspicious circumstances, Mila refuses to believe everyone's explanation that her BFF was involved in a suicide pact. Instead, armed with a tube of lip gloss and an ancient grimoire, Mila does the unthinkable to uncover the truth: she brings the girls back to life. Unfortunately, Riley, June, and Dayton have no recollection of their murders. But they do have unfinished business to attend to. Now, with only seven days until the spell wears off and the girls return to their graves, Mila must wrangle the distracted group of undead teens and work fast to discover their murderer . . . before the killer strikes again.

Battle for Dream Island Dial

The West has always been a symbol of the

wild frontier, rugged adventure, and dangerous exploration. However, if it wasn't for fear of the unknown, the West would just be another cardinal direction. Old Scratch and Owl Hoots delves into that fear and captures it in fourteen tales of terror set in the West ranging from the 1800s to the present day. Take a gander inside and you'll find stories dealing with... ..a strange creature on Antelope Island that can never satisfy its hunger... ..a young girl kidnapped by highwaymen; but she carries a dangerous secret... ..a woman's vacation to Zion National Park that takes a dark turn when she can't stop hearing the cries of a newborn baby... ..an outlaw on the run from Porter Rockwell who finds more than he bargains for in the Utah wilderness... ..a war veteran

who carries a darkness inside him that threatens his very own family. Experience these stories and more in *Old Scratch and Owl Hoots*. All the stories in the anthology are written by authors with Utah connections. Some are veterans at the craft, while others are making their debut. Cozy up next to a campfire and delve into these fourteen stories and find out why it's dangerous to be out and about in the West when the sun goes down.

Sight and Sound HarperCollins

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or

critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for

social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

The Western Paradox Ballantine Books

“ This book is the fascinating record of DeVoto ’ s crusade to save the West from itself. . . . His arguments, insights, and passion are as relevant and urgent today as they were when he first put them on paper. ” —Arthur M. Schlesinger, Jr., from the Foreword
Bernard DeVoto (1897-1955) was, according to the novelist Wallace Stegner, “ a fighter for public causes, for conservation of our natural resources, for freedom of the press and freedom of thought. ” A Pulitzer Prize-winning historian, DeVoto is best remembered for his

trilogy, *The Year of Decision: 1846*, *Across the Wide Missouri*, and *The Course of Empire*. He also wrote a column for Harper ’ s Magazine, in which he fulminated about his many concerns, particularly the exploitation and destruction of the American West. This volume brings together ten of DeVoto ’ s acerbic and still timely essays on Western conservation issues, along with his unfinished conservationist manifesto, *Western Paradox*, which has never before been published.

The book also includes a foreword by Arthur M. Schlesinger, Jr., who was a student of DeVoto ’ s at Harvard University, and a substantial introduction by Douglas Brinkley and Patricia Limerick, both of which shed light on DeVoto ’ s work and legacy.

The Silence of the Lambs Disney Electronic Content

In this funny, uncannily wise portrait of the dynamics of a sixth-grade class and of the greatness that sometimes comes in unlikely

packages, Dwight, a loser, talks to his classmates via an origami finger puppet of Yoda. If that weren't strange enough, the puppet is uncannily wise and prescient. Origami Yoda predicts the date of a pop quiz, guesses who stole the classroom Shakespeare bust, and saves a classmate from popularity-crushing embarrassment with some well-timed advice. Dwight's classmate Tommy wonders how Yoda can be so smart when Dwight himself is so clueless. With contributions from his puzzled classmates, Tommy assembles this first case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, and hailed by School Library Journal as "honest, funny, and immensely entertaining." F&P Level: T F&P Genre: RF

Old Scratch and Owl Hoots Zondervan
A shark and a robot are unlikely friends. But in this hilarious young graphic novel series, what makes you different makes for an EPIC friendship. Can a shark and a robot really be friends? What makes us different also makes for EPIC friendship in this hilarious new graphic series, perfect for reluctant readers, and fans of Narwhal and Jelly and Bad Guys. Shark loves water. Bot short circuits if he goes near water! Shark recites poetry. Bot recites facts. Can these two really be friends? They're both a little awkward... They both love comics... And just wait til you see their dance moves when they confront a playground bully. Readers won't just laugh along, they'll identify with real-life issues of making friends, accepting differences, and dealing with bullies in the best way possible. Chronicles of Wasted Time Henry Holt and

Company (BYR)

Three friends spend Christmas day breaking into the town of Crickenburg's antiquated sewage treatment plant in order to witness with their own eyes the soon-to-be-replaced "poop fountain."

Ms. Bixby's Last Day Abrams

In fewer than fifty years video games have become one of the most popular forms of entertainment. But which are the best games, the ones you must play? Tony Mott, editor of popular gaming magazine Edge, presents 1001 of the best video games from around the world, from Donkey Kong to Doom, and from Frogger to Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed.

1001 Video Games You Must Play Before You Die

Penguin

"On every level, Cold Storage is pure, unadulterated entertainment." —Douglas Preston, The New York Times Book Review For fans of The Martian, Dark Matter, and Before the Fall comes an astonishing debut thriller by the screenwriter of Jurassic Park: a wild and terrifying bioterrorism adventure about three strangers who must work together to contain a highly contagious, deadly organism that could destroy all of humanity. They thought it was contained. They were wrong. When Pentagon bioterror operative Roberto Diaz was sent to investigate a suspected biochemical attack, he found something far worse: a highly mutative organism capable of extinction-level destruction. He contained it and buried it in cold storage deep beneath a little-used military repository. Now, after decades of festering in a forgotten sub-basement, the specimen has found its way out and is on a lethal feeding frenzy. Only Diaz knows how to stop it. He races across the

country to help two unwitting security guards—one an ex-con, the other a single mother. Over one harrowing night, the unlikely trio must figure out how to quarantine this horror again. All they have is luck, fearlessness, and a mordant sense of humor. Will that be enough to save all of humanity?

Cold Storage Yale University Press

“ A Hollywood hit....Taut, inimitable prose and characters who could have only sprung from the mind of Elmore

Leonard. ” —Detroit News The Chicago Tribune has dubbed Elmore Leonard,

“ the coolest, hottest writer in America. ” In the same league as the legendary great ones—John D. MacDonald, Dashiell Hammett, James M. Cain—the “ King Daddy of crime writers ” (Seattle Times) demonstrates his remarkable mastery with *Get Shorty*, one of the most adored of his

forty-plus novels. The basis of the hit movie starring John Travolta and Danny DeVito, *Get Shorty* chronicles the over-the-top, sometimes violent Hollywood misadventures of a Florida mob loan shark who chases a deadbeat client all the way to Tinseltown and decides to stick around and make movies. *Get Shorty* ’ s shylock protagonist, Chili Palmer, is a truly inspired creation—as memorable as another unforgettable Leonard hero, U.S. Marshal Raylan Givens of the hit TV series *Justified*—and readers will relish his moves and countermoves in this electrifying, funny, bullet train-paced winner from “ the greatest crime writer of our time, perhaps ever! ” (New York Times Book Review)

The Qwipick Adventure Society Del Rey

A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who

attacked Griswold come after them too. This title has Common Core connections.

On Film Lulu.com

With Dwight attending Tippet Academy this semester, the kids of McQuarrie Middle School are on their own—no Origami Yoda to give advice and help them navigate the treacherous waters of middle school. Then Sara gets a gift she says is from Dwight—a paper fortune-teller in the form of Chewbacca. It ' s a Fortune Wookiee, and it seems to give advice that ' s just as good as Yoda ' s—even if, in the hands of the girls, it seems too preoccupied with romance. In the meantime, Dwight is fitting in a little too well at Tippet. Has the unimaginable happened? Has Dwight become normal? It ' s up to his old friends

at McQuarrie to remind their kooky friend that it ' s in his weirdness that his greatness lies. This is the third case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, showcasing his proven knack for authentically capturing the intrigues, fads, and dramas of middle school in “ a satisfying tale of friendship and just resistance to authority ” (Kirkus Reviews, starred review). Praise for The Secret of the Fortune Wookiee has crafted a worthy follow-up to his break **STARRED REVIEW** "Angleberger ' s third in the series continues the fun. A chorus of spot-on middle school voices and plenty of laughs are wrapped around this tale of friendship and seasoned

with Star Wars references." —Kirkus Reviews, starred review "Tom Angleberger offers a hilarious third book in his best-selling series starring origami Star Wars characters. Angleberger ' s grasp of middle-school emotions, humor and behavior is spot-on, and parents who want to get a sense of what it ' s like be a preteen these days might consider reading this book. But you'll likely have to pry it out of your young reader ' s hands first." —Scripps Howard News Service Award 2013 ReadKiddoRead Kiddos - FINALIST [Poop Fountain!](#) Pier 9 Childhood friends Patricia Delfine, a witch, and Laurence Armstead, a mad scientist, parted ways under mysterious circumstances during middle school. But as

adults they both wind up in near-future San Francisco, where Laurence is an engineering genius and Patricia works with a small band of other magicians to secretly repair the world's ever growing ailments. But something is determined to bring them back together - to either save the world, or end it

Isaac the Pirate, Vol 2: The Capital Macmillan

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.