

Shadow Jumper A Mystery Adventure Book For Children And Teens Aged 10 14

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The Stars Beneath Our Feet St. Martin's Griffin

When ten-year-old Derek and eight-year-old Sam move with their family to Virginia, they have no idea what adventures the summer will bring. As the brothers explore their creaky old house and the deep surrounding woods, they uncover a sixty-year-old mystery of a valuable coin collection stolen from the local museum. Join the boys as they spend their summer running from danger and searching the woods, secret caves, rushing waters, and hidden passageways for treasure and the rare 1877 Indian Head cent coin! The Virginia Mysteries Book 1 The Skeleton Tree Penguin

When 11 year old runaway Matt Bright is rescued by Samantha Cooper and taken to her creepy home, Craven Manor, he has no idea that he's entering a trap. What is the mystery of Samantha's parents? Who is the sinister Mr Higgins? And the even more frightening Great Aunt Dorothy who lurks on the top floor? What do they want? And why won't they let Matt leave? When Matt finds his life in danger he tries to escape, and there is only one route. And so begins the most terrifying experience of Matt's life. (Warning to readers: Do not try this at home.) Suitable for boys and girls aged 9 to 13.

A Book by a Teenager for a Teenager Myboys3 Press

A time travel mystery adventure for ages 8-11. A lost dog, a hidden time tunnel and a secret lake take Stella and Tom to their home and the children living there 100 years in the past. Here they make both friends and enemies and uncover startling connections with the present.

A Shadow Jumper Mystery Adventure Scribblepad Press

Stuff is disappearing. First, the internet. Then phones, pizzas, TV channels and even dishwashers. As 12-year-old Thora gets a taste of the good old days she discovers she's also at the heart of a high-tech experiment. Dad's new girlfriend looks suspicious. So does the PM. But can Thora's unlikely gang blow open this nationwide conspiracy?

Brainwashed Sourcebooks, Inc.

Wilderness Survival Tip #1 Drinking your own sweat will not save your life. Somebody might have told you that, but they were trying to find out if you'd really do it. Henry Lambert would rather play video games than spend time in the great outdoors—but that doesn't make him a wuss. Skinny nerd? Fine. But wuss is a little harsh. Sadly, his dad doesn't agree. Which is why Henry is being shipped off to Strongwoods Survival Camp. Strongwoods isn't exactly as advertised. It looks like the victim of a zombie apocalypse, the "camp director" is a psycho drill sergeant, and Henry's sure he saw a sign written in blood... Wilderness Survival Tip #2 In case of an avalanche, don't despair. You're doomed, but that's a wicked cool death. Wilderness Survival Tip #3 If you're relying on this book for actual survival tips, you're dead already. Praise for Jeff Strand's A Bad Day For Voodoo: "A delightfully ludicrous read."—School Library Journal "Just the thing for teen wiseacres."—Booklist "[A] free-wheeling dark comedy that starts off running and doesn't stop until all plausibility is exhausted. Sam Raimi fans should eat it up."—Publishers Weekly

Shadow Jumper Simon and Schuster

A wholesome family mystery series for tweens and teens, 10-15 yearsIn a hair-raising rescue, sixteen-year old twins Tom and Suzanne Jackson save an abandoned little girl from almost certain death along a busy Arizona highway. The twins and their two best friends, Pete and Kathy Brunelli, search for the child's past as the plot thickens and one mystery becomes two. The "mystery searchers" are born!The four friends employ good, old-fashioned sleuthing and a range of sophisticated tools from Prescott High's technology group. Drones, web-enabled cameras, listening bugs, GPS tools and more help solve mysteries in their hometown. In this series you'll be stepping into the modern-day heart of Arizona's Old West: high desert rolling hills, mountains and the immense Prescott National Forest; the famous old Opera House; Whiskey Row (not what you'd think); Yavapai County Courthouse; deserted mansions, lonely valleys and hidden treasures. This a ride you won't want to miss!

The Mystery of Darkhill School Scholastic Paperbacks

For fans of Small Spaces, Coraline, A Series of Unfortunate Events, and James Howe's Bannicula classics comes the first book in the award-winning, New York Times bestselling Books of Elsewhere series. This house is keeping secrets . . . When eleven-year-old Olive and her parents move into the crumbling mansion on Linden Street and find it filled with mysterious paintings, Olive knows the place is creepy—but it isn't until she encounters its three talking cats that she realizes there's something darkly magical afoot. Then Olive finds a pair of antique spectacles in a dusty drawer and discovers the most peculiar thing yet: She can travel inside the house's spooky paintings to a world that's strangely quiet . . . and eerily sinister. But in entering Elsewhere, Olive has been ensnared in a mystery darker and more dangerous than she could have imagined, confronting a power that wants to be rid of her by any means necessary. With only the cats and an unusual boy she meets in Elsewhere on her side, it's up to Olive to save the house from the shadows, before the lights go out for good.

A Penguin Special from Philomel Books Disney Press

Are you a teenager? Great, then you must read further? Albert Einstein once said “The measure of YOUR intelligence is your ability to CHANGE”. Today’s teenagers need to learn how to change and be agile in this ever changing world. Meet Shivansh Gupta (a highly motivated and successful teenager) penning down 13 life lessons he has learnt and is now wanting to share with his teenager friends in the world. He is not sharing this thoughts but also explains how every teen can use these lessons in their middle and high school journey. This book is his attempt to change the way we (teenagers) see ourselves and the way we look at others. So once again ask yourself, are you willing to understand this 13 key lessons by a 13 year old? Do you wish to be the successful teenager? And most importantly, do you wish to bring change to the world? If any of the questions make your answer a “YES”, then join Shivansh Gupta in this wonderful journey. A book by a teenager for a teenager.

Book 4) Independently Published

Describes the weapons, vehicles, and gadgets that the Kids Next Door use on missions, including the V.E.G.I.E., a weapon that shoots vegetables and was used to stop the Salami Samurai.

The Books of Elsewhere: Volume 1 Disney Electronic Content

"The right story at the right time. . . . It's not just a narrative; it's an experience. It's the novel we've been waiting for." --The New York Times A boy tries to steer a safe path through the projects in Harlem in the wake of his brother's death in this outstanding debut novel that celebrates community and creativity. ** WINNER OF THE CORETTA SCOTT KING-JOHN STEPTOE AWARD FOR NEW TALENT! ** MICHAEL B. JORDAN TO DIRECT MOVIE ADAPTATION! SIX STARRED REVIEWS! It's Christmas Eve in Harlem, but twelve-year-old Lolly Rachpaul and his mom aren't celebrating. They're still reeling from his older brother's death in a gang-related shooting just a few months earlier. Then Lolly's mother's girlfriend brings him a gift that will change everything: two enormous bags filled with Legos. Lolly's always loved Legos, and he prides himself on following the kit instructions exactly. Now, faced with a pile of building blocks and no instructions, Lolly must find his own way forward. His path isn't clear--and the pressure to join a "crew," as his brother did, is always there. When Lolly and his friend are beaten up and robbed, joining a crew almost seems like the safe choice. But building a fantastical Lego city at the community center provides Lolly with an escape--and an unexpected bridge back to the world. David Barclay Moore paints a powerful portrait of a boy teetering on the edge--of adolescence, of grief, of violence--and shows how Lolly's inventive spirit helps him build a life with firm foundations and open doors. MORE PRAISE FOR THE STARS BENEATH OUR FEET: A New York Times Notable Book A Time Top 10 Children's Books of the Year A Boston Globe Best Children's Book of the Year A Publishers Weekly Best Book of the Year A Kirkus Reviews Best Children's Book of the Year A Shelf Awareness Best Children's Book of the Year An ALA-YALSA Quick Pick An ALA-ALSC Notable Children's Book "A fast and furious read in which we meet some amazing people, people that stay with us. David Barclay Moore is an exciting new voice. We definitely haven't heard the last of his brilliance." --Jacqueline Woodson, Newbery Honor and National Book Award-winning of Brown Girl Dreaming "The Stars Beneath Our Feet is about the weight of the world on the back of a child, and the creative tools necessary to alleviate that pressure. I found myself rooting for Lolly, and you will too." --Jason Reynolds, Coretta Scott King Honor Award Winner for As Brave As You

Huge Book of Space Facts for Kids: Space Books Notion Press

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!

Crime Travelers Spy School Mystery Series CreateSpace

When the janitor allows Kirk and Tommy to place recycling barrels in the school cafeteria, the two thirteen-year-olds just hope to make some pocket change. But when the other schools and town facilities ask for recycling barrels too, their business takes off. They earn much more than pocket change. And the funny thing is, nobody but the janitors know the recycling barrels are owned by the two young entrepreneurs. The money rolls in...but trouble follows. The principal suspects they're up to something. The eighth grade bully tries to capitalize on their new found wealth. And the competition, the town's largest recycling contractor-tries to put them out of business. Their real trouble begins though, when the principal, superintendent of schools, and mayor learn the recycling barrels are owned by two middle school students. They think they've been misled; a suspension hearing ensues. Everything Kirk and Tommy have worked so hard for is in jeopardy. They're on the brink of loosing it all-but if they can survive the ordeal, they just might become...Middle School Millionaires.

I Have a Bad Feeling About This Createspace Independent Publishing Platform

Could you risk your life to save a friend? In a sleepy English seaside town, Sophie Watson isn't expecting much excitement. But when she befriends a strange and charismatic girl called Sienna, she is drawn into a thrilling adventure where the future security of the world is under threat. To find out the truth, they must go to Kestrel Island. The plot they uncover is more dastardly than they could possibly have imagined. What evil menace lurks on Kestrel Island? Will Sophie find the courage she needs to survive? Or will the secret the girls uncover put them in mortal danger? If you're looking for

a gripping adventure story with surprising twists and a thrilling climax - this is it. Don't wait - Get your copy now.

Delacorte Press

Shadow Days, told from Shay's perspective, chronicles the days before the start of the New York Times bestselling Nightshade, when Shay is taken away from the friends he loves and forced to live in his uncle Bosqu Mar's mansion, where the gargoyles seem to move, magic seems real, and nothing is as it should be.

Game Master Turtleback Books

An adventure story series filled with suspense, mystery, and fantasy - for kids ages 9-12 and teens Peter, an exceptionally clever junior high school kid, is pulled into an adventure where he and a few friends have to solve a series of very challenging riddles and puzzles. Peter's mind, which has an amazing talent for problem-solving, is needed to save the world. This adventure sure is a big change from what Peter typically deals with in life: He gets called geek and nerd by everyone in the cool group. He tries to hide his love for learning, in a hope to stick out a little less. He fantasizes about a girl who is out of his league. Peter and his friends must solve every confusing riddle and challenging puzzle they face. If they can't, a powerful supernatural being will cause immense destruction and devastation...

Priceless Big Red Button Books

Book 2 in the Shadow Jumper Mystery Adventure series Will Jack solve the crime, or die trying? The rooftops are Jack's safe place - perfect for shadow jumping. Or so he thought. When Jack and Beth find a packet hidden between the chimney pots, Jack becomes the prime suspect for theft. Then his friend Fabien falls from the roof. Was it an accident? Or something more sinister? Thrust into a shady world of robbery and mayhem, Jack must find the real thieves to save himself and his friends. Another exciting mystery adventure, packed with twists, turns and red herrings, from the award-winning author of Shadow Jumper.

Space Facts Grosvenor House Publishing

A modern-day adventure and classic in the making, in the vein of The Call of the Wild, Hatchet, and The Cay, by award-winning author Iain Lawrence. A Junior Library Guild Selection Less than forty-eight hours after twelve-year-old Chris sets off on a sailing trip down the Alaskan coast with his uncle, their boat sinks. The only survivors are Chris and a boy named Frank, who hates Chris immediately. Chris and Frank have no radio, no flares, no food. Suddenly, they've got to forage, fish, and scavenge the shore for supplies. Chris likes the company of a curious, friendly raven more than he likes the prickly Frank. But the boys have to get along if they want to survive. Because as the days get colder and the salmon migration ends, survival will take more than sheer force of will. Eventually, in the wilderness of Alaska, the boys discover an improbable bond—and the compassion that might truly be the path to rescue.

A Scary Book for Kids Aged 9-15 Feiwel & Friends

Shadow Jumper is winner of the Gold Award in the Wishing Shelf Book Awards 2014. A thrilling mystery adventure with contemporary themes, for children aged 10 and above. The truth is out there somewhere . . . but how far will Jack jump to find it? Jack Phillips's allergy to sunshine confines him to the shadows, leaving him lonely and at risk of life-threatening burns every time he steps into the light. Shadow jumping on the rooftops at dusk makes him feel alive. And free. But Jack's condition is suddenly worse than ever and only his missing scientist dad can save him. As Jack and his new friend, Beth, begin their frantic search and delve into his dad's past for clues, they have no idea what they are about to uncover. Shocking rumours and dark secrets bombard them at every turn. Shadow Jumping takes courage. But when it comes to the truth, will Jack be brave enough to face it?

Book 1) Simon and Schuster

She knows the risks. Train-hopping is dangerous. Railroad bulls are deadly. But fourteen-year-old June Baker has no other choice. It's 1933, and the Great Depression is spreading misery throughout the country. If June doesn't find work, her family could lose their farm - and they've already lost too much.

Shadow Jumper Abrams

Ready Player One meets The Hunger Games in Book One of the Dark Web Trilogy: Game Master - Game On.Robert Deluiz is a 19-year-old student at San Diego Community College who enjoys spending his downtime engrossed in the world of online video games. Like many that play these games, he meets many people from around the world, but only for the few fleeting moments of shared gameplay. When Robert receives an invite to a room that contains players that live in the San Diego area, that all changes. In a short period of time, a bond grows among the players, developing real friendships, both online and out in the real world. But Robert soon learns, not everyone is who you think they are and finds himself and his friends trapped in a Dark Web game show where they must compete for their very lives. Only the best have the skills to survive and be crowned Game Master.