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IDW Publishing

Experience the excitement and thrill of the epic Star Wars movies in this young-reader friendly adaptation of Episode II! In the midst of galactic unrest from the growing Separatist movement, Jedi Master Obi-Wan Kenobi and his Padawan, Anakin Skywalker, are dispatched to protect Senator Padmé Amidala after a failed attempt on her life. What follows is a mission stretching to the farthest corners of the Outer Rim. Master and apprentice will discover a plot that threatens the entire Republic and see their loyalties--to the Jedi and each other--tested like never before. Can Anakin protect those he loves, and can Obi-Wan prevent the outbreak of all-out war? Capturing the galaxy-spanning action of Attack of the Clones,

experience Episode II as a beautiful graphic novel combining the epic wonder of Star Wars with streamlined, young-reader friendly designs. This all-ages graphic novel is a must-read for longtime fans and a great introduction for young newcomers!

Pokémon Sword & Pokémon Shield: The Official Galar Region Pokémon Encyclopedia

Learn all about Newt Scamander and the incredible film from J.K. Rowling's Wizarding World, *Fantastic Beasts and Where to Find Them*. Peer inside Newt Scamander's enchanted suitcase, encounter marvelous creatures, roam the streets of 1920s New York City, and meet Newt's fascinating friends! This magical scrapbook takes readers on an interactive adventure through *Fantastic Beasts and Where to Find Them*. Filled with removable artifacts, such as wizarding newspapers, posters, and other fascinating finds, this book has something for everyone!

Beast Quest: 92: Thoron the Living Storm Golden Books

One thing is for sure, we still haven't found out everything in our habitat. There are still worlds waiting to be discovered and

mysteries to unlock. And if you are one of the adventure-drunken gamer who loves mining, building houses, killing zombies, making potions, exploring new realms and more, then you must include Terarria in your game list.

Our World Alive Penguin

Trap Team is the fourth game in the Skylanders franchise, and this official guide is the definitive source for all the new realms and characters. This 176-page book will help young Portal Masters navigate all the new and exciting adventures in Skylanders Trap Team. Also includes a fold-out full-color poster.

Journal Skylanders Giants: Master Eon's Official Guide

Skylanders was the #1 kids video game of 2011. It is a revolutionary new experience that allows kids to bring real-world characters to life in a video game. These books expand upon the Skylanders world to create a unique and enjoyable reading experience.

Master Eon's Official Guide Penguin

As Miss Jellaby takes her class on a nice Nature Walk through a most extraordinary jungle, Tim tries to tell her that they are being followed by a very hungry boa constrictor. But Miss Jellaby, a nature lover, doesn't listen, until it is almost too late. Children will love following the

wily boa constrictor as he sneakily pursues Miss Jellaby's class through the leafy depths of the jungle, and will be delighted and amused by the way in which Miss Jellaby narrowly averts disaster.

Ape Escape 2 Price Stern Sloan

Enter Skylands with this exciting and interactive guidebook to the world of Activision's Skylanders™ video game franchise, including its newest release, Skylanders™ Imaginators. Get to know all about the Skylanders with this fun and interactive guidebook that takes readers deep into Skylands. Featuring notes on heroes, senseis, villains (including a shout-out from Kaos himself!), and more, Skylanders™: A Portal Master's Guide to Skylands is an exciting and upbeat in-world guide for fans of the games.

Spyro Versus the Mega Monsters Pokemon Company International

"Originally published in Skylanders issues #7-12."

Book of Elements: Magic & Tech Createspace Independent Publishing Platform

The #1 kids videogame and hottest-selling toy, Skylanders, is coming to your bookshelf in all-new comic book adventures! Join fan-favorite characters Spyro, Stealth Elf, Trigger Happy, and more in these original, never-before-seen

stories that tie directly into the videogames. *The Complete Book of Beasts* Candlewick Press (MA)

Ominous Press launches with the first of three limited series set in a science-fiction/fantasy universe of epic heroes and insidious villains. In DREAD GODS, gods in a fantasy world discover they're actually monsters in a post-apocalyptic landscape. Acclaimed creators Ron Marz (Witchblade, Green Lantern) and Tom Raney (Stormwatch) join with art master Bart Sears (Rai) to usher in adventure like no other!

The Complete Collection : One Book. 321 Skylanders
British Film Institute

A dominant international cultural force, the video game industry is diverse and increasingly influential. In this illuminating study, Randy Nichols examines the origins, history, and current characteristics of the industry - including case studies of it's major players and analysis of it's culture, production processes and ties to other industries.

A Nice Walk in the Jungle Brady
Skylanders Giants: Master Eon's Official Guide Penguin

The Kaos Trap Picture Puffin
This soft cover journal featuring glitter sparkles (NOT REAL GLITTER) and decorative

glitter artwork. Features: Measures 6 x 9 inches College Ruled Paper, 100 pages Paperback. Soft cover design. Matte. (Not a sewn binding.) White interior pages Perfect for use by student or teacher. For younger kids (not primary composition), middle or high school or college students. Take notes, write essays, use for creative writing projects. Can be used as a notebook, journal, diary or composition book. At MSquared Design we have a variety of amazing Notebooks and Journals for kids available in a wide selection on interiors including: Wide Ruled for Younger Students College Ruled for Older Students Graph Paper for Math, Drawing and other Projects Dot Grid for Bullet Journaling and Other Projects Sketchbooks for Drawing Love this design but need a different interior format? Just click on our brand "MSquared Designs" to find the rest of our selection! School Notebook or Personal Journal for writing, essays or notes. Perfect for Homeschooling, Teachers, Students or Parents.

Official Strategy Guide OUP Oxford
What if you can leap tall buildings and defeat alien monsters with your bare hands, but you buy your capes at secondhand stores and have a

weakness for kittens? Cartoonist Faith Erin Hicks brings charming humor to the trials and tribulations of a young female superhero, battling monsters both supernatural and mundane in an all-too-ordinary world. The expanded edition collects the original Eisner Award-winning comic, two new stories, and new art from creators including Tyler Crook, Ron Chan, Jake Wyatt, Paulina Ganucheau, and more! The first collection won an Eisner Award (Best Publication for Kids) and has gone through 4 printings. This charming modern vision of a Superhero Girl features a young woman living an uncertain life, unsure of the best way to contribute to society. It's superhero as person instead of as corporate symbol or fight machine. We see her struggling with relatable elements of daily life, like keeping her mother informed of how things are going or having to replace her cape after it shrunk in the laundry. One of the best strips has Superhero Girl explaining to a fan how she too can be a superhero without having a horrible tragedy in her past. This strip shines because it's fresh and lighthearted without wallowing in angst. Her arch-nemesis is a normal guy who keeps telling her she's doing it wrong. She struggles to balance her calling with a paying day job but keeps forgetting to take her mask off. Her annoying perfect brother Kevin shows her up, and she struggles with whether to stay

hero or take the easier, villainous way to riches. The comic is perfectly suited to Hicks's expressive figures and energetic storytelling. The perfect laugh-filled tonic for heavier angst-filled superhero series." -Publishers Weekly

"Have you ever wanted a superhero who lives in your world? If so, you will love Faith Erin Hicks' Eisner-award-winning story of a young woman who happens to be a superhero. " -YALSA The Hub

Learn The Basics of Terraria Game, Explore Biomes, Find Materials, Build Houses, Craft Items, Discover Powerful Weapons, Defeat Monsters and Bosses Speedy Publishing LLC

Mini Skylanders = pint-sized powerhouses! The new Mini Skylanders are just as brave and determined as their big counterparts, but they still have a lot to learn! The story follows the Minis as they train at Skylanders Academy with some of the best teachers in all of Skylands. This easy Level 3 reader is perfect for younger fans of the Skylanders franchise.

The Ultimate Unofficial Guide to Super Mario® Diversion Publishing Corp.

Tom and Elenna have tracked Emperor Jeng and the Evil Witch Kensa as they search for the second weather-controlling crystal. But Thoron the Walking Storm is unlike any Beast they've faced before... There are four thrilling adventures to collect in this brand new series of BEAST QUEST by Adam Blade - don't miss out!

Disney Infinity Brady

Spanning the nineteenth and twentieth centuries, this fascinating history explores the lives and achievements of great women in science across the globe. *Ten Women Who Changed Science and the World* tells the stories of trailblazing women who made a historic impact on physics, biology, chemistry, astronomy, and medicine. Included in this volume are famous figures, such as two-time Nobel Prize winner Marie Curie, as well as individuals whose names will be new to many, though their breakthroughs were no less remarkable. These women overcame significant obstacles, discrimination, and personal tragedies in their pursuit of scientific advancement. They persevered in their research, whether creating life-saving drugs or expanding our knowledge of the cosmos. By daring to ask 'How?' and 'Why?', each of these women made a positive impact on the world we live in today. In this book, you will learn about: Astronomy Henrietta Leavitt (United States, 1868-1921) discovered the period-luminosity relationship for Cepheid variable stars, which enabled us to measure the size of our galaxy and the universe. Physics Lise

Meitner (Austria, 1878-1968) fled Nazi Germany in 1938, taking with her the experimental results which showed that she and Otto Hahn had split the nucleus and discovered nuclear fission. Chien-Shiung Wu (United States, 1912-1997) demonstrated that the widely accepted 'law of parity', which stated that left-spinning and right-spinning subatomic particles would behave identically, was wrong. Chemistry Marie Curie (France, 1867-1934) became the only person in history to have won Nobel prizes in two different fields of science. Dorothy Crowfoot Hodgkin (United Kingdom, 1910-1994) won the Nobel Prize for Chemistry in 1964 and pioneered the X-ray study of large molecules of biochemical importance. Medicine Virginia Apgar (United States, 1909-1974) invented the Apgar score, used to quickly assess the health of newborn babies. Gertrude Elion (United States, 1918-1999) won the Nobel Prize for Physiology or Medicine in 1988 for her advances in drug development. Biology Rita Levi-Montalcini (Italy, 1909-2012) won the Nobel Prize for Physiology or Medicine in 1986 for her co-discovery in 1954 of Nerve Growth Factor (NGF). Elsie Widdowson (United Kingdom,

1906–2000) pioneered the science of nutrition and helped devise the World War II food-rationing program. Rachel Carson (United States, 1907–1964) forged the environmental movement, most famously with her influential book *Silent Spring*.

The Trap Masters Spotlight-Graphic Novels
Inspired by the groundbreaking *A History of the World in 100 Objects*, this book draws on the unique collections of The Strong museum in Rochester, New York, to chronicle the evolution of video games, from Pong to first-person shooters, told through the stories of dozens of objects essential to the field's creation and development. Drawing on the World Video Game Hall of Fame's unmatched collection of video game artifacts, this fascinating history offers an expansive look at the development of one of the most popular and influential activities of the modern world: video gaming. Sixty-four unique objects tell the story of the video game from inception to today. Pithy, in-depth essays and photographs examine each object's significance to video game play—what it has contributed to the history of gaming—as well as the greater culture. *A History of Video Games in 64 Objects*

explains how the video game has transformed over time. Inside, you'll find a wide range of intriguing topics, including: The first edition of *Dungeons & Dragons*—the ancestor of computer role-playing games *The Oregon Trail* and the development of educational gaming *The Atari 2600* and the beginning of the console revolution *A World of Warcraft* server blade and massively multiplayer online games *Minecraft*—the backlash against the studio system The rise of women in gaming represented by pioneering American video game designers Carol Shaw and Roberta Williams' game development materials The prototype *Skylanders Portal of Power* that spawned the *Toys-to-Life* video game phenomenon and shook up the marketplace And so much more! A visual panorama of unforgettable anecdotes and factoids, *A History of Video Games in 64 Objects* is a treasure trove for gamers and pop culture fans. Let the gaming begin!

Skylanders Universe Hodder & Stoughton
The wildly popular *Skylanders* series returns with the ultimate adventure, featuring the new Trap Master *Skylanders* and over 40 trappable villains. With *Cloudcraker Prison* destroyed and *Skylands'* most notorious villains set free,

players must find and capture these evildoers using the magic of Traptanium. Once trapped, the villains' awesome powers can be used to fight for good!

Mini Puffin Penguin

When Kaos commands his trolls and a doom raider to attack the Radiant Isle, the Trap Team is called in for assistance. But is attacking the Radiant Isle really Kaos's master plan?