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Trapped in a Video Game

Kids who love video games will love this first installment of the new 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters getting sucked into different video games. Jesse Rigsby hates video games--and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Trapped in a Video Game: The Complete Series *Trapped in a Video Game*

Five great Trapped in a Video Game books in one box! Includes: Trapped in a Video Game (Book 1) Trapped in a Video Game (Book 2): The Invisible Invasion Trapped in a Video Game (Book 3): Robots Revolt Trapped in a Video Game (Book 4): Return to Doom Island Trapped in a Video Game (Book 5): The Final Boss

Trapped in a Video Game *Andrews McMeel Publishing*

Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Trapped in a Video Game: The Complete Series *Andrews McMeel Publishing*

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when

the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games—and the people making those games—can be. **Book One: Trapped in a Video Game** Jesse hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game *Full Blast* with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! **Book Two: The Invisible Invasion** Jesse's rescue mission has led him into the world of *Go Wild*, a *Pokemon Go*-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? **Book Three: Robots Revolt** The robot villains from *Super Bot World 3* have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. **Book Four: Return to Doom Island** In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. **Book Five: The Final Boss** Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

Trapped in a Video Game (Book 2)

The Invisible Invasion *Trapped in a Video Game*

When Mark is sucked into the game "*Go Wild*", he becomes invisible which makes it that much harder for Jesse to find him.

Trapped in a Video Game (Book 4)

Return to Doom Island

Kids who love video games will love this fourth installment of the 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters inside different video games. Age Level: 8-12 Grade Level: 3rd and up Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else, too—he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro-gaming skills. Can he pull it off before the bad guys catch on?

Trapped in a Video Game (Book 5)

The Final Boss *Andrews McMeel Publishing*

Jesse and Eric have ten minutes to save the world. In those ten minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. There will be fire-breathing pterodactyls, angry green giants, and unicorns that shoot lasers out of their hooves. If Jesse and Eric are going to survive long enough to fight the final boss, they'll need to rely on each other like never before. Do they have what it takes? The clock is ticking.

Escape from a Video Game

The Secret of Phantom Island *Andrews McMeel Publishing*

Young gamers control the action in this interactive new series

from the bestselling author of *Trapped in a Video Game*. With more than 30 endings and an unlockable bonus adventure, *The Secret of Phantom Island* promises hours of screen-free fun. *Cooper Hawke and the Secret of Phantom Island* is the greatest video game nobody has ever played. The treasure-hunting adventure was supposed to set a new standard for gaming. Then, just one month before its release date, it fell off the face of the earth. Now, for the first time, you get a chance to play the mysterious game—from the inside. As you outsmart enemies, solve puzzles, and explore the island's hidden areas, you'll discover that there's more to this game than the world realized. *Escape from a Video Game* is an innovative pick-your-plot story that promises two adventures for the price of one! The main adventure builds critical thinking skills by rewarding young readers for solving puzzles and making sound choices with non-stop action and huge plot twists. Once readers beat the video game within the book, they'll get a chance to hunt for every possible ending. Finding all the book's endings reveals a code that readers can use to unlock a secret story online. Fans of the best-selling *Trapped in a Video Game* series, as well as new readers, will quickly come to appreciate the page-turning action to uncover more secrets about the mysterious video game company Bionosoft.

Heir Apparent *Houghton Mifflin Harcourt*

Trapped in the dangerous game of *Heir Apparent*, Giannine is forced to obtain a magic ring, find stolen treasure, solve the dwarf's stupid riddles, and slay a dragon--among other challenges--in order to survive. 20,000 first printing.

The Invisible Invasion

Jesse Rigsby is on a mission to save his friend Mark, but first he's got to shake the Bigfoot chasing him through the school library. And then there's the velociraptor in the bathroom. Oh yeah, and don't forget the ginormous flame-throwing bat in the

Trapped in a Video Game (Book 3)

Robots Revolt *Andrews McMeel Publishing*

The robots are here and they're not happy, at all. After accidentally releasing the robot villains from *Super Bot World 3* into the real world, Jesse Rigsby's got to figure out a way to make everything right before anyone gets hurt. He'd usually rely on his friend Eric to help him with this sort of thing, but he's gone missing. To find Eric, Jesse will have to survive rickety mine carts, sewer piranhas, mysterious men in suits and a 100-foot-tall robot named Goliatron. This is Jesse's most dangerous adventure yet because this time the video game is real. And in the real world, there are no extra lives.

Maybe Later *Orca Book Publishers*

Johnny finds a bottle with something mysterious inside, and he and his grandfather take turns questioning what could be inside.

My Video Game Ate My Homework *DC Comics*

Meet Dewey Jenkins, a 13-year old schoolkid who's about to fail science class. Follow him on an amazing adventure that leads Dewey and his friends to a virtual world where they will have to overcome all sorts of digital creatures and solve a number of puzzles in order to get home. *My Video Game Ate My Homework* is a funny, fast-paced adventure that shows the importance of cooperation and teamwork, as well as the importance of using your own unique abilities to solve problems. It's illustrated in Dustin Hansen's colorful, cartoony style, and filled with lots of sight gags and nods to video-gaming tropes. Dustin Hansen spent

years directing and creating video games before becoming a writer and illustrator, and makes his DC debut with *My Video Game Ate My Homework!*

Escape from a Video Game

Mystery on the Starship Crusader *Andrews McMeel Publishing*

Young gamers control the action in this interactive series from the bestselling author of *Trapped in a Video Game*. With more than 30 endings and an unlockable bonus adventure, this second book in the series promises hours of screen-free fun. This is one book that will super-power the interest of any "I'd rather be gaming" kid. In this pick-your-path adventure, you join eight strangers inside a video game for a chance to win a million dollars. The challenge is simple: survive to the end, and you're rich. There's just one problem: A traitor is hiding among your group. One-by-one, crew members of the spaceship start disappearing. Can you "suss" out the traitor before it's too late? This whodunnit space adventure is perfect for fans of *Among Us*.

The Myst Reader *Hachette Books*

This omnibus edition of the hugely popular *Myst* trilogy is published to coincide with the release of *Myst Revelations*, the latest in the line of the bestselling *Myst* interactive CD-ROM games. The award-winning *Myst* series is one of the most successful interactive CD-ROM computer games in history with sales of more than 12 million copies worldwide. *Myst* captivated the world when it was first conceived and created by brothers Rand and Robyn Miller. Its extraordinary success has gone on to spawn *Riven*, *Myst III Exile*, and most recently, *Uru: The Ages Beyond Myst*. Devoted fans of these surreal adventure games gather yearly at "Mysterium" (whose event sites are spreading to other countries) to exchange game strategies, share stories, and meet up with old friends. The *Myst Reader* is a literary companion to the CD-ROM games and a compendium of the bestselling official *Myst* trilogy: *The Book of Atrus*, *The Book of Ti'ana*, and *The Book of D'ni*. Devoted fans and new players alike will be delighted to have three books in this mythic saga together for the first time in one value-priced volume, which will be published in time to coincide with the long-awaited release of *Myst Revelations*.

Night of a Thousand Doomsdays *Capstone Classroom*

Queen Bloorga and her clonemaster, Gorka, have created thousands of clones of Doomsday, Superman's old enemy, and are using them to invade Earth--and it will be up to Superman to stop them.

Clash At Fatal Fields

An Unofficial Fortnite Novel *Simon and Schuster*

Twelve-year-old Grey gets sucked into a hacked, virtual reality version of *Fortnite Battle Royale* along with one hundred other players. To get home, he must become one of the top five players before the season ends, or he's stuck in *Fortnite* for another two months. Grey logs into *Battle Royale* as usual, but unlike before he passes out and wakes up in the lobby and everything is as real as can be. Four others stand there with him as an admin tells them they are the "new meat" and their game has been hacked. Their consciousness will be trapped in this version of *Fortnite* until they can become the top five players for a season. New to the fighting arena but ambitious, Grey sets out for glory with one hundred other players on a flying bus. As they jump and land on the island to battle, he struggles to figure out the tools as people come to kill him. He dies quickly, much to his disappointment.

Maybe this won't be as easy as he thought. While waiting for the next game in the lobby, someone gives him some tips to help him out and he fares a bit better. They form a duo in hopes of both escaping the game together. Will Grey be able to escape, now that he has an ally?

Coraline *A&C Black*

When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. Coraline has moved to a new house with her parents and she is fascinated by the fact that their 'house' is in fact only half a house! Divided into flats years before, there is a brick wall behind a door where once there was a corridor. One day it is a corridor again and the intrepid Coraline wanders down it. And so a nightmare-ish mystery begins that takes Coraline into the arms of counterfeit parents and a life that isn't quite right. Can Coraline get out? Can she find her real parents? Will life ever be the same again?

Trapped in a Dating Sim: The World of Otome Games is Tough for Mobs (Manga) Vol. 1 *Seven Seas Entertainment*

Thanks to some unfortunate gameplay, a young man named Leon has been reborn into the world of an alternate universe otome game. Facing an absurd scenario where males are no better than livestock who serve at the whim of women, Leon only has one weapon--his knowledge of the dating sim genre--to survive the challenges he faces and inspire a revolt against the system!

Trapped in a Video Game! *Scholastic Incorporated*

"Kate and Charlie are playing their favorite video game. They're really good. In fact, they're about to reach the highest level. Suddenly, they feel themselves spinning. The next thing they know, they're inside the game! How did they get there? What will they do next? Most important, will they ever get out?"--cover p. 4.

Wolves of the Beyond #6: Star Wolf *Scholastic Inc.*

The latest in Kathryn Lasky's hit series - a stunning spin-off set among the wolves of Ga'hoole. A great cold has seized the *Beyond*. The warmth of summer, the smell of sweet grass and the great caribou migrations are distant memories. Now the wolves know only ice, dark, snow and endless cold. The order that kept the wolf clans strong for thousands of years has broken down completely. The wolves have only one chance for survival. They must find their way to a new land, a land of warmth and summer. But the journey will take them over a frozen sea and through thousands of miles of perilous territory. Will the wolves trust young Faolan to lead them?

Artemis

A Novel *Ballantine Books*

Augmenting her limited income by smuggling contraband to survive on the Moon's wealthy city of Artemis, Jazz agrees to commit what seems to be a perfect, lucrative crime, only to find herself embroiled in a conspiracy for control of the city.

Pottymouth and Stoopid *Jimmy Patterson*

In this "superwonderrific" New York Times bestseller (Jerry Spinelli), two bullied middle-school boys finally fight back with the power of funny. David and his best friend Michael were tagged with awful nicknames way back in preschool when everyone did silly things. Fast-forward to seventh grade: "Pottymouth" and "Stoopid" are still stuck with the names -- and everyone in school, including the teachers and their principal, believe the labels are true. So how do they go about changing everyone's minds? By turning their misery into megastardom on TV, of course! And this

important story delivers more than just laughs -- it shows that the worst bullying isn't always physical . . . and that things will get better. A great conversation starter for parents to read alongside their kids! Official Notice to Parents: There is no actual pottymouthing or stupidity in this entire book! (Psst, kids: that second part might not be entirely true.)

Game Over, Pete Watson *Houghton Mifflin Harcourt*

In this rib-tickling illustrated middle-grade novel, video game obsessed Pete Watson discovers that the only thing scarier than espionage is the girl of his dreams. 20,000 first printing.

Trapped in a Video Game

Book Four *Createspace Independent Publishing Platform*

Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else too - he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro gaming skills. Can he pull it off before the bad guys catch on?

Red Wolf Recovery Plan

The Eye of Minds (The Mortality Doctrine, Book One) *Delacorte Press*

The world is virtual, but the danger is real in book one of the bestselling Mortality Doctrine series, the next phenomenon from the author of the Maze Runner series, James Dashner. Includes a sneak peek of The Fever Code, the highly-anticipated conclusion to the Maze Runner series—the novel that finally reveals how the maze was built! The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results. The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the VirtNet grid, to the back alleys and corners of the system human eyes have never seen—and it's possible that the line between game and reality will be blurred forever. The author who brought you the #1 New York Times bestselling MAZE RUNNER series and two #1 movies—The Maze Runner and The Scorch Trials—now brings you an electrifying adventure trilogy an edge-of-your-seat adventure that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. Praise for the Bestselling MORTALITY DOCTRINE series: “Dashner takes full advantage of the Matrix-esque potential for asking ‘what is real.’” —io9.com “Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner’s hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author.” —MTV.com “A brilliant, visceral, gamified mash-up of The Matrix and Inception, guaranteed to thrill even the non-gaming crowd.” —Christian Science Monitor

The Little Match Girl

Katrin Agency

The Little Match Girl The tale is about the little poor girl who is sent out to sell matches, Christmas Eve. She freezes but does not dare to go home, to get warm she strokes the matches one by one, but eventually there are no more left. The famous and much-loved Danish author Hans Christian Andersen celebrated

his 200 anniversary the year 2005. On this occasion we have published five of his best tales retold for children aged 3-9 years and with new illustrations: Tinderbox, The Little Match Girl, The Nightingale, The Emperor's New Clothes and The Ugly Duckling. Hans Christian Andersen wrote The Little Match Girl in 1848.

Trapped in the Overworld

An Unofficial Minetrapped Adventure, #1 *Simon and Schuster*

Simon, Michael, and Lily are playing on a multiplayer server when a strange lightning storm hits their town. In the middle of an intense game, a bolt of lightning strikes, sucking the three friends into the game! They discover that they've been transformed into their Minecraft characters. They try to escape, but they are trapped in the Overworld! While battling other players and hostile mobs, Simon, Michael, and Lily try to find a way home. Just when they are ready to give up, their town is attacked and Simon's Minecraft home is destroyed. The friends now have to find out who is terrorizing them, and if the same person is responsible for trapping them in the game. If the trio can find and defeat the evil villain, will they finally be able to make a home in their favorite game? It's a battle against an unknown enemy in this first installment of the new Unofficial Minetrapped Adventure series. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Ready Player One *Ballantine Books*

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up's Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

Ghast in the Machine! (Minecraft Woodsworth Chronicles #4) Random House Books for Young Readers

"Fourth Minecraft chapter book where Jodi, Ash, Morgan and their fellow Minecraft players go out into the real world to find clues to the identity of the mysterious and sinister Evoker King"--

What Was the Titanic? Penguin

For more than 100 years, people have been captivated by the disastrous sinking of the "Titanic" that claimed over 1,500 lives. Now young readers can find out why the great ship went down on April 15, 1912, and how its wreckage was discovered 75 later. Illustrations.

The Food Lab: Better Home Cooking Through Science W. Norton & Company

A New York Times Bestseller Winner of the James Beard Award for General Cooking and the IACP Cookbook of the Year Award "The one book you must have, no matter what you're planning to cook or where your skill level falls."—New York Times Book Review Ever wondered how to pan-fry a steak with a charred crust and an interior that's perfectly medium-rare from edge to edge when you cut into it? How to make homemade mac 'n' cheese that is as satisfyingly gooey and velvety-smooth as the blue box stuff, but far tastier? How to roast a succulent, moist turkey (forget about brining!)—and use a foolproof method that works every time? As Serious Eats's culinary nerd-in-residence, J. Kenji López-Alt has pondered all these questions and more. In *The Food Lab*, Kenji focuses on the science behind beloved American dishes, delving into the interactions between heat, energy, and molecules that create great food. Kenji shows that often, conventional methods don't work that well, and home cooks can achieve far better results using new—but simple—techniques. In hundreds of easy-to-make recipes with over 1,000 full-color images, you will find out how to make foolproof Hollandaise sauce in just two minutes, how to transform one simple tomato sauce into a half dozen dishes, how to make the crispiest, creamiest potato casserole ever conceived, and much more.

My Body

Emily Ratajkowski's deeply honest and personal exploration of what it means to be a woman today - THE NEW YORK TIMES BESTSELLER Hachette UK

THE NEW YORK TIMES BESTSELLER A deeply honest investigation of what it means to be a woman and a commodity from Emily Ratajkowski, the archetypal, multi-hyphenate celebrity of our time. _____ 'This is the book for every woman trying to place their body on the map of consumption vs control, and every woman who wants to better understand her impulses. It left me much changed' - Lena Dunham 'I read these pages, breathless with recognition, and the thrill of reading a new voice telling it like it is' - Dani Shapiro 'Emily Ratajkowski's first essay collection needs to be read by everyone [...] both page-turning and moving as hell' - Amy Schumer 'A slow, complicated indictment of a profession and the people who propel it [...] it will deliver a more nuanced and introspective rendering of her interior than those who come to it with those surface interests might expect' - Vogue 'Dazzling' - Observer 'Ratajkowski brings nuanced insight to questions about empowerment versus commodification of women's bodies and sexuality. Blending cultural criticism and personal stories, *My Body* is smart and powerful' - Time Magazine 'Raw, nuanced and beautifully written. A moving and enlightening experience to join a woman openly exploring such deep parts of her physical self via the written word. A truly impressive debut' - Emma Gannon 'Excellent [...] Ratajkowski writes with curiosity,

intellect and acute awareness' - Harper's Bazaar 'Superb [...] it feels revolutionary' - Telegraph 'I admire and envy her artistry' - Guardian _____ Emily Ratajkowski is an acclaimed model and actress, an engaged political progressive, a formidable entrepreneur, a global social media phenomenon, and now, a writer. Rocketing to world fame at age twenty-one, Ratajkowski sparked both praise and furor with the provocative display of her body as an unapologetic statement of feminist empowerment. The subsequent evolution in her thinking about our culture's commodification of women is the subject of this book. *My Body* is a profoundly personal exploration of feminism, sexuality, and power, of men's treatment of women and women's rationalizations for accepting that treatment. These essays chronicle moments from Ratajkowski's life while investigating the culture's fetishization of girls and female beauty, its obsession with and contempt for women's sexuality, the perverse dynamics of the fashion and film industries, and the grey area between consent and abuse. Nuanced, unflinching, and incisive, *My Body* marks the debut of a fierce writer brimming with courage and intelligence.

All on the Board

Inspirational Quotes from the TfL Underground Duo Yellow Kite

A BOOK TO BRIGHTEN YOUR DAY - A GIFT OF HOPE, COMFORT, POSITIVITY, OPENNESS AND LOVE FOR ANY OCCASION - INSPIRATIONAL QUOTES FROM THE TFL UNDERGROUND DUO Transport for London employees and dynamic masked duo, All on the Board (aka Jeremy and Ian), made it their mission to bring smiles to the faces of London commuters through writing creative messages, quotes and poems on the underground's service information boards. 'We were tired of looking at a board that just said keep right and thought can't we do something a bit more fun?'. Fast-forward 3 years, they've grown a community of 750,000+ online fans and have a plethora of celebrity supporters. Through their magical words, they've marked momentous occasions, celebrated countless artists, legends and heroes, raised awareness of mental health and hidden illnesses and sprinkled thousands of our daily journeys with positivity, humour and love. Their kind messages remind us all that we're in it together and now, with their beautiful, colourful collection of quotes, stories and drawings you can add joy to your day wherever you are and however you're feeling. CHAPTERS INCLUDE: Positively Positive, Raising Awareness, Love, Always Remembered, Random Pleasures & Simple Treasures, Mental Health, Legends, Real Life Heroes, Occasions & Celebrations, London, In It Together 'During the darkest days of lockdown your positively uplifting words never failed to put a smile on my face. Thank you for the inspiration and love that you spread. Don't ever stop lifting us with your unique brand of joy and humour.' - TESS DALY 'All On The Board just show how much we need to feel connected... you often say exactly what we need to hear at exactly the right time. Always positive, always kind. You make me smile. Sometimes you've made me cry. Keep doing what you are doing . . . we are so very grateful for you.' - DAVINA MCCALL

This Is Not A Game

You Don't Get a Second Life Hachette UK

THIS IS NOT A GAME is a novel built around the coolest phenomenon in the world. That phenomenon is known as the Alternate Reality Game, or ARG. It's big, and it's getting bigger. It's immersive and massively interactive, and it's spreading through the Internet at the speed of light. To the player, the

Alternate Reality Game has no boundaries. You can be standing in a parking lot, or a shopping center. A pay phone near you will ring, and on the other end will be someone demanding information. You'd better have the information handy. ARGs combine video, text adventure, radio plays, audio, animation, improvisational theatre, graphics, and story into an immersive experience. Now, one of science fiction's most acclaimed writers, Walter Jon Williams, brings this extraordinary phenomenon to life in a pulse-pounding thriller. This is not a game. This is a novel that will blow your mind.

The Most Dangerous Game *BEYOND BOOKS HUB*

♥♥ The Most Dangerous Game by Richard Connell ♥♥ The Most Dangerous Game, also published as *The Hounds of Zaroff*, is a short story by Richard Connell first published in *Collier's* magazine on January 19, 1924. It features a big-game hunter from New York who falls off a yacht and swims to an isolated island in the Caribbean where he is hunted by a Cossack aristocrat. The story is an adaptation of the big-game hunting safaris in Africa and South America that were fashionable among wealthy Americans in the 1920s. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ Big-game hunter Sanger Rainsford and his friend, Whitney, are traveling to the Amazon rainforest for a jaguar hunt. After a discussion about how they are "the hunters" instead of "the hunted," Whitney goes to bed and Rainsford hears gunshots. He climbs onto the yacht's rail and accidentally falls overboard, swimming to Ship-Trap Island, which is notorious for shipwrecks. On the island, he finds a palatial chateau inhabited by two Cossacks: the owner, General Zaroff, and his gigantic deaf-mute servant, Ivan. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ Zaroff, another big-game hunter, knows of Rainsford from his published account of hunting snow leopards in Tibet. Over dinner, the middle-aged Zaroff explains that although he has been hunting animals since he was a boy, he has decided that killing big-game has become boring for him, so after escaping the Russian Revolution he moved to Ship-Trap Island and set it up to trick ships into wrecking themselves on the jagged rocks that surround it. He takes the survivors captive and hunts them for sport, giving them food, clothing, a knife, and a three-hour head start, and using only a small-caliber pistol for himself. Any captives who can elude Zaroff, Ivan, and a pack of hunting dogs for three days are set free. He reveals that he has won every hunt to date. Captives are offered a choice between being hunted or turned over to Ivan, who once served as official knouter for The Great White Czar. Rainsford denounces the hunt as barbarism, but Zaroff replies by claiming that "life is for the strong." Realizing he has no way out, Rainsford reluctantly agrees to be hunted. During his head start, Rainsford lays an intricate trail in the forest and then climbs a tree. Zaroff finds him easily, but decides to play with him as a cat would with a mouse, standing underneath the tree Rainsford is hiding in, smoking a cigarette, and then abruptly departing. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ After the failed attempt at eluding Zaroff, Rainsford builds a Malay man-catcher, a weighted log attached to a trigger. This contraption injures Zaroff's shoulder, causing him to return home for the night, but he shouts his respect for the trap before departing. The next day Rainsford creates a Burmese tiger pit, which kills one of Zaroff's hounds. He sacrifices his knife and ties it to a sapling to make another trap, which kills Ivan when he stumbles into it. To escape Zaroff and

his approaching hounds, Rainsford dives off a cliff into the sea; Zaroff, disappointed at Rainsford's apparent suicide, returns home. Zaroff smokes a pipe by his fireplace, but two issues keep him from the peace of mind: the difficulty of replacing Ivan and the uncertainty of whether Rainsford perished in his dive.

Everything You Need to Ace American History in One Big Fat Notebook

The Complete Middle School Study Guide *Workman Publishing*

It's the revolutionary American history study guide just for middle school students from the brains behind Brain Quest. *Everything You Need to Ace American History . . .* covers Native Americans to the war in Iraq. There are units on Colonial America; the Revolutionary War and the founding of a new nation; Jefferson and the expansion west; the Civil War and Reconstruction; and all of the notable events of the 20th century—World Wars, the Depression, the Civil Rights movement, and much more. The BIG FAT NOTEBOOK™ series is built on a simple and irresistible conceit—borrowing the notes from the smartest kid in class. There are five books in all, and each is the only book you need for each main subject taught in middle school: Math, Science, American History, English Language Arts, and World History. Inside the reader will find every subject's key concepts, easily digested and summarized: Critical ideas highlighted in neon colors. Definitions explained. Doodles that illuminate tricky concepts in marker. Mnemonics for memorable shortcuts. And quizzes to recap it all. The BIG FAT NOTEBOOKS meet Common Core State Standards, Next Generation Science Standards, and state history standards, and are vetted by National and State Teacher of the Year Award-winning teachers. They make learning fun, and are the perfect next step for every kid who grew up on Brain Quest.

The Luckless

A Mmorp and Litrpg Online Adventure

Welcome to Retha, the full submersion video game where you can be the hero of your own adventure. Unfortunately for Kit, it only takes one moment to turn the game into a nightmare. When *Chronicles of Retha* experiences a software malfunction, Kit--a disenchanting veteran player--is stuck in the game without a way to log off. Even worse, she's trapped playing as the most defective character possible, an elf dancer that was meant to be a prank. Thankfully, she receives word that there is a way out. But the only escape route is to defeat the game's ultimate villain. Kit, in her joke character, must fight her way through some of the worst Retha has to offer. Her only help is a party of low-leveled players just as powerless as she is, and the occasional act of mercy from one of the best players in the game, the taciturn (and aloof) Solus Miles. Can Kit and her new friends finish the quest, or will Retha be their end?

Trapped in a Video Game

Jesse Rigsby doesn't even like video games, yet here he is trapped in the video game *Full Blast*. His dumb friend Eric probably has something to do with this, but Jesse doesn't have time to worry about that now because he's got a blaster stuck to his