

Explorer The Mystery Boxes

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Explorer

The Mystery Boxes Amulet Books

Provides an anthology of seven short graphic works--by such artists as Kazu Kibuishi, Dave Roman and Raina Telgemeier--on the theme of a mysterious box and the marvels, or mayhem, within. Simultaneous.

Explorer

The Mystery Boxes Harry N. Abrams

Provides an anthology of seven short graphic works--by such artists as Kazu Kibuishi, Dave Roman and Raina Telgemeier--on the theme of a mysterious box and the marvels, or mayhem,

within. Simultaneous.

Explorer

The Mystery Boxes *Harry N. Abrams*

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Explorer

The Mystery Boxes : Seven Graphic Stories

An anthology of short graphic works by such artists as Kazu Kibuishi, Dave Roman, and Raina Telgemeier, all on the theme of a mysterious box and the marvels, or mayhem, inside.

Explorer 2: The Lost Islands *Harry N. Abrams*

The highly anticipated second volume to the critically acclaimed Explorer series, The Lost Islands is a collection of seven all-new stories written and illustrated by an award-winning roster of comics artists, with each story centered around the theme of hidden places. Edited by the New York Times bestselling comics creator Kazu Kibuishi, this graphic anthology includes well-written, beautifully illustrated stories by Kazu (the Amulet series), Jason Caffoe (the Flight series), Raina Telgemeier (Drama and Smile), Dave Roman (the Astronaut Academy series), Jake Parker (the Missile Mouse series), Michel Gagné (The Saga of Rex), Katie and Steven Shanahan (the Flight series), and up-and-coming new artist Chrystin Garland. Praise for Explorer 2: The Lost Islands **STARRED REVIEWS** "A second gathering of new graphic tales, diverse of plot and atmosphere but thematically linked by island settings and every bit as stellar as its predecessor...First rate." --Kirkus Reviews, starred review "With this second showcase Kibuishi affirms his editorial savvy for amassing talented creators and providing a vehicle to let them do what they do best: use comics to tell funny, thoughtful, and just plain good stories." --Publishers Weekly, starred review "Lost Islands is a great sequel to The Mystery Boxes (Abrams, 2012) that is masterfully told and beautifully drawn. A must-have for any collection." --School Library Journal, starred review "This sophomore effort's solid artwork, dialogue, and stories will still be a great introductory title for young or struggling middle-school readers starting to explore the world of graphic novels." --Booklist "Variety of style is the real draw of Kibuishi's graphic anthologies, and tweens reluctant to stray from their comic-book favorites will find the gamut of visual presentations eye-opening." --The Bulletin of The Center for Children's Books "Another satisfying anthology that will leave readers eager for the next." --The Horn Book

Flight Explorer *Flight Explorer*

Collects imaginative comic strips and short stories in graphic novel format.

Copper *Scholastic Inc.*

Copper and his dog Fred enjoy a series of imaginative adventures, from soaring through marvelous worlds to sailing, surfing and shrimp racing, in a collection of new and previously web-posted comics from the creator of the Amulet series. Simultaneous.

Explorer

The Mystery Boxes *Amulet Books*

An anthology of short graphic works by such artists as Kazu

Kibuishi, Dave Roman, and Raina Telgemeier, all on the theme of a mysterious box and the marvels, or mayhem, inside.

Astronaut Academy: Zero Gravity *First Second*

Now in full-color Astronaut Academy: Zero Gravity, the first volume of the middle-grade graphic novel series from Dave Roman Hakata Soy's past won't stay in the past! This former space hero is doing his best to keep his head down at Astronaut Academy. Things aren't going so great, though. The most popular girl in school has it in for him. His best friend won't return his calls. And his new roommate is a complete jock who only cares about Fireball. Hakata just wants to make a fresh start. But how will he find time to study Anti-Gravity Gymnastics and Tactical Randomness when he's got a robot doppelganger on its way to kill him?

Explorer

The Mystery Boxes : Seven Graphic Stories *Turtleback Books*

Provides an anthology of seven short graphic works--by such artists as Kazu Kibuishi, Dave Roman and Raina Telgemeier--on the theme of a mysterious box and the marvels, or mayhem, within.

Explorer

The Hidden Doors

Presents the latest entry in the graphically illustrated series featuring artwork by such rising contributors as Johane Matte, Steve Hamaker, and Faith Erin Hicks.

The Mystery Box

Jack & Maddie [Picture book for children] *Caramel*

Age: From 4 years old Do you dream of becoming an adventurer? Discover Jack and Maddie's fantastic journeys! This morning, Jack and Maddie have decided to spend a simple day fishing. They certainly did not expect to find a fabulous treasure hidden in the ocean... The Mystery Box is part of the Budding Adventures series. It is a wonderful adventure about friendship and new discoveries. While young children will love the colourful illustrations, early readers will discover the joy to read by themselves. Featured books: • The Planet of the Memoks • A Marmoset in Peril! • The Treasure of Terence the Terrible About Caramel Publishing: Since 1993, Caramel Publishing has specialized in the creation of children's books. Every year, they create unforgettable stories that are read by millions of children worldwide. Today, their books are more available than ever thanks to the digital era. EXCERPT This morning, Jack and Maddie have decided to go fishing in the sea. Poko is delighted, he loves fishing with his friends. Before leaving, they prepare a nice picnic, take their fishing rods and raise the anchor. Off into the great wide ocean! Suddenly, Poko notices something near the boat and warns the little sailors: "Shark! Shark!" Maddie leans over and bursts out laughing, saying: "No, Poko, it's a dolphin!" "Dolphin! Dolphin!" He repeats at the top of his voice. Jack is reassured: he doesn't like sharks very much!

Flight *Villard Books*

Collects short graphic novels with varying themes, artists, and genres.

The Secret Box *Harper Collins*

The Secret Box is a Junior Library Guild selection and the first in an irresistible middle grade series that will delight fans of Dan

Gutman, Wendy Mass, and Trenton Lee Stewart. What starts as a fun quest to open a mysterious birthday present quickly turns crazy and dangerous when Jax and her cousin Ethan discover themselves at the center of a special magical legacy. Soon they realize the secret box was not intended as a gift, but as call for help that they alone can answer. Readers will love the page-turning mystery, hilarious girl and boy narrators, and clever incorporation of mythology—and lingering questions will leave them eager for more.

Daisy Cutter

New West gunfighter Daisy Cutter tries to leave her outlaw ways behind and start a new life as the owner of a general store, but her past catches up with her, and she finds herself in the middle of a simple train robbery that turns complicated thanks to some nasty robots.

The Secret *ibooks*

The tale begins over three-hundred years ago, when the Fair People—the goblins, fairies, dragons, and other fabled and fantastic creatures of a dozen lands—fled the Old World for the New, seeking haven from the ways of Man. With them came their precious jewels: diamonds, rubies, emeralds, pearls... But then the Fair People vanished, taking with them their twelve fabulous treasures. And they remained hidden until now... Across North America, these twelve treasures, over ten-thousand dollars in precious jewels in 1982 dollars, are buried. The key to finding each can be found within the twelve full-color paintings and verses of THE SECRET. Are you smart enough? THE SECRET: A TREASURE HUNT was published in 1982. The year before publication, the author and publisher Byron Preiss had traveled to 12 locations in the continental U.S. (and possibly Canada) to secretly bury a dozen ceramic casques. Each casque contained a small key that could be redeemed for one of 12 jewels Preiss kept in a safe deposit box in New York. The key to finding the casques was to match one of 12 paintings to one of 12 poetic verses, solve the resulting riddle, and start digging. Since 1982, only two of the 12 casques have been recovered. The first was located in Grant Park, Chicago, in 1984 by a group of students. The second was unearthed in 2004 in Cleveland by two members of the Quest4Treasure forum.

Estranged *HarperCollins*

Rising star author-illustrator Ethan M. Aldridge delivers a fantasy adventure with all the makings of a classic. Illustrated with over two-hundred pages of watercolor paintings, this epic graphic novel is perfect for fans of Amulet. Edmund and the Childe were swapped at birth. Now Edmund lives in secret as a changeling in the World Above, his fae powers hidden from his unsuspecting parents and his older sister, Alexis. The Childe lives among the fae in the World Below, where being a human makes him a curiosity at the royal palace. But when the cruel sorceress Hawthorne seizes the throne, the Childe and Edmund must unite on a dangerous quest to save both worlds—even if they're not sure which world they belong to. "A splendid tale of faery magic and adventurous siblings, all told in gorgeously rendered watercolor panels: this is exactly my kind of thing." —Ben Hatke, author and illustrator of the New York Times bestselling Zita the Spacegirl trilogy "It's got dragons. It's got drama. It's got depth. And it's got me impatiently awaiting Ethan M. Aldridge's next eye-popping adventure." —Tim Federle, award-winning author of Better Nate Than Ever and Five, Six, Seven, Nate! "A compelling story about finding identity in a world where magic dangers lurk just around the corner. I loved Estranged!" —Molly Ostertag, author-illustrator of The Witch Boy

We Sinners

A Novel *Henry Holt and Company*

This stunning debut novel—drawn from the author's own life experience—tells the moving story of a family of eleven in the American Midwest, bound together and torn apart by their faith. The Rovaniemis and their nine children belong to a deeply traditional church (no drinking, no dancing, no TV) in modern-day Michigan. A normal family in many ways, the Rovaniemis struggle with sibling rivalry, parental expectations, and forming their own unique identities in such a large family. But when two of the children venture from the faith, the family fragments and a haunting question emerges: Do we believe for ourselves, or for each other? Each chapter is told from the distinctive point of view of a different Rovaniemi, drawing a nuanced, kaleidoscopic portrait of this unconventional family. The children who reject the church learn that freedom comes at the almost unbearable price of their close family ties, and those who stay struggle daily with the challenges of resisting the temptations of modern culture. With precision and potent detail, *We Sinners* follows each character on their journey of doubt, self-knowledge, acceptance, and, ultimately, survival.

Where the Blind Horse Sings

Love and Healing at an Animal Sanctuary *Skyhorse*

More than anything else, this is a book about love. In this deeply moving account, you will hear about Rambo, a sheep who informs the staff when another animal is in trouble; and Paulie, a former cockfighting rooster who eats lunch with humans; Dino, an old toothless pony who survived a fire; and many more. Alongside these horses, roosters, pigs, sheep, rabbits, cows, and other animals is a staff of loving humans for whom every animal life, even that of a frog rushed to the vet for emergency surgery, has merit. Reading this book can profoundly—and joyously—change your life.

Fitness Professional's Handbook *Human Kinetics*

Fitness Professional's Handbook, Seventh Edition With Web Resource, provides current and future fitness professionals with the knowledge to screen participants, conduct standardized fitness tests, evaluate the major components of fitness, and prescribe appropriate exercise. The fully updated text uses the latest standards, guidelines, and research from authorities in the field to prepare readers for certification and arm them with the knowledge to work with a variety of clients and populations. This full-color text incorporates information from the 10th edition of ACSM's Guidelines for Exercise Testing and Prescription and the Physical Activity Guidelines for Americans exercise and physical activity recommendations for adults, older adults, children, and those with special needs. The text embraces the importance of communication between allied health and medical professionals with those in the fitness arena to provide readers with a foundation for prescribing exercise and delivering need- and goal-specific physical activity and fitness programs. Every chapter has been updated, allowing readers to explore the newest theories and research findings and apply them to real-world situations. The following are among the most significant changes to the seventh edition: • An online video library containing 24 video clips help readers better apply key techniques covered in the book • A web resource containing biannual industry updates and references and fillable forms provides a useful tool for students to use beyond the classroom • A new chapter, "Training for Performance," helps professionals expand their practice to work with recreational athletes who have performance-related goals •

New information, including the consequences of exercise-induced muscle damage (rhabdomyolysis), devices used to track physical activity and estimate energy expenditure (e.g., accelerometers), relative flexibility and the role of lumbopelvic rhythm in back function, the importance of progression in an exercise prescription, and the professional standard of care associated with HIIT programs reflects recent topics of interest and research

- Updated statistics on CVD and CHD from the American Heart Association, adult and childhood obesity, and the prevalence of COPD, asthma, bronchitis, and emphysema ensure accurate representation of data
- Chapter quizzes have been added to an updated ancillary package that also includes an instructor guide, test package, presentation package, and image bank

Fitness Professional's Handbook, Seventh Edition With Web Resource, contains a variety of learning tools to help students identify and retain key information. Objectives, key points, glossary terms, and chapter review questions guide students to important concepts, while research insight boxes and procedures for common fitness tests draw attention to commonly sought information. Case study questions and answers help readers apply the concepts to real-world scenarios. References are numbered and organized by chapter at the end of the book to provide direction for more in-depth research. With a comprehensive and practical approach, this text enables readers to help individuals, communities, and groups gain the benefits of regular physical activity in a positive and safe environment. It provides background to the field, scientific fundamentals, and up-to-date recommendations to help readers better understand the role of physical activity in the quality of life and guidelines for screening, testing, supervising, and modifying activity for various populations.

Solid State Materials Chemistry *Cambridge University Press*

A modern and thorough treatment of the field for upper-level undergraduate and graduate courses in materials science and chemistry.

The World Without You *Vintage*

Gathering at their Berkshires summer home to mourn the loss of youngest sibling and journalist adventurer Leo, who was killed while on assignment in Iraq, the Frankels endure shared grief and private challenges that shape their views about family.

Disrupting the Game

From the Bronx to the Top of Nintendo *HarperCollins Leadership*

Reggie Fils-Aimé, retired President and Chief Operating Officer of Nintendo of America Inc., shares leadership lessons and inspiring stories from his unlikely rise to the top. Although he's best known as Nintendo's iconic President of the Americas-immortalized for opening Nintendo's 2004 E3 presentation with, "My name is Reggie, I'm about kicking ass, I'm about taking names, and we're about making games"-Reggie Fils-Aimé's story is the ultimate gameplan for anyone looking to beat the odds and achieve success. Learn from Reggie how to leverage disruptive thinking to pinpoint the life choices that will make you truly happy, conquer negative perceptions from those who underestimate or outright dismiss you, and master the grit, perseverance, and resilience it takes to dominate in the business world and to reach your professional dreams. As close to sitting one-on-one with the gaming legend as it gets, you will learn: About the challenges Reggie faced throughout his life and career-from his humble childhood as the son of Haitian immigrants, to becoming one of the most powerful names in the history of the gaming industry.

What it takes to reach the top of your own industry, including being brave enough to stand up for your ideas, while also being open to alternative paths to success. How to create vibrant and believable visions for your team and company. How to maintain relentless curiosity and know when to ask questions to shatter the status quo.

Mouse Guard: Legends of the Guard *Boom! Studios*

Collects *Mouse Guard: Legends of the Guard* #1-4 plus Bonus Materials! Collects the first volume of *Legends of the Guard*, a new *Mouse Guard* anthology series featuring the work of artists and storytellers handpicked by series creator David Petersen. Bonus content includes an all-new Epilogue illustrated by Joao Lemos (*Avengers Fairy Tales*), cover gallery, character lineup, floor plan of the June Alley Inn, and creator bios.

Realm of the Blue Mist: A Graphic Novel (The Rema Chronicles #1) *Scholastic Inc.*

Enter the rich and fantastical world of Rema in the first installment of this middle-grade graphic novel series with sweeping adventure and light romance! Tabby Simon is determined to learn what happened to her father, who was found dead after researching a tree that leaks a mysterious mist in her neighborhood. She is unexpectedly led to Rema, a distant world of magic and beauty that is periodically invaded by a nearby planet desperate for resources. While Tabby searches for the truth surrounding her father's death, she meets a handsome blue-haired boy named Philip. He has his own dangerous secrets, but has promised to help Tabby get home. As she learns more about this strange world, Tabby discovers that she is destined for something far greater than she ever could have imagined.

My Life as an Explorer *Cambridge University Press*

The 1927 autobiography, in English translation, of the first man to traverse the North-West Passage and to reach the South Pole.

Atlas Obscura

An Explorer's Guide to the World's Hidden Wonders *Workman Publishing*

It's time to get off the beaten path. Inspiring equal parts wonder and wanderlust, *Atlas Obscura* celebrates over 700 of the strangest and most curious places in the world. Talk about a bucket list: here are natural wonders—the dazzling glowworm caves in New Zealand, or a baobab tree in South Africa that's so large it has a pub inside where 15 people can drink comfortably. Architectural marvels, including the M.C. Escher-like stepwells in India. Mind-boggling events, like the Baby Jumping Festival in Spain, where men dressed as devils literally vault over rows of squirming infants. Not to mention the Great Stalacpipe Organ in Virginia, Turkmenistan's 40-year hole of fire called the Gates of Hell, a graveyard for decommissioned ships on the coast of Bangladesh, eccentric bone museums in Italy, or a weather-forecasting invention that was powered by leeches, still on display in Devon, England. Created by Joshua Foer, Dylan Thurais and Ella Morton, *ATLAS OBSCURA* revels in the weird, the unexpected, the overlooked, the hidden and the mysterious. Every page expands our sense of how strange and marvelous the world really is. And with its compelling descriptions, hundreds of photographs, surprising charts, maps for every region of the world, it is a book to enter anywhere, and will be as appealing to the armchair traveler as the die-hard adventurer. Anyone can be a tourist. *ATLAS OBSCURA* is for the explorer.

Explorer *Penguin*

The sixth novel in Cherryh's *Foreigner* space opera series, a groundbreaking tale of first contact and its consequences... It has been nearly ten years since the starship Phoenix returned to Alpha, the station orbiting the world of the atevi, which had been abandoned following a rift between a faction of the station's inhabitants and the spacers' Pilot's Guild. The unexpected return of the Phoenix has forever changed the lives of both atevi and Mospheirans, for over the ensuing decade, the captains of the Phoenix have brought both species into space. Their motivation seemed simple: Reunion Station, a human station in another sector of space, had been destroyed by aliens. But on his deathbed, the senior captain of the Phoenix admits that he lied to the crew—that Reunion was merely damaged, not destroyed, and many people may have survived. At this disclosure, the crew rebels and forces the Phoenix to undertake a rescue mission to Reunion. Onboard the rescue mission are Bren Cameron, brilliant human paidhi representing the atevi ruler Tabini-aiji, and Tabini's grandmother Ilisidi, a fearsome and ambitious atevi leader with an agenda of her own. Trapped in a distant star system with little fuel left, facing a bellicose alien ship, how can Bren help to avoid interspecies war when the notoriously secretive Pilot's Guild aboard Reunion Station refuse to cooperate, and may have kept the inhabitants of their own station ignorant of their true situation? The long-running *Foreigner* series can also be enjoyed by more casual genre readers in sub-trilogy installments. *Explorer* is the 6th *Foreigner* novel, and the 3rd book in the second subtrilogy.

Koko Be Good *Macmillan*

Koko, a troublemaker who has promised herself to clean up her act, crosses paths with Jon, a promising musician going to Peru to support his girlfriend's humanitarian mission--a meeting that will change the direction of both their lives. Original.

Through the Woods *Simon and Schuster*

Discover a terrifying world in the woods in this collection of five hauntingly beautiful graphic stories that includes the online webcomic sensation "His Face All Red," in print for the first time. Journey through the woods in this sinister, compellingly spooky collection that features four brand-new stories and one phenomenally popular tale in print for the first time. These are fairy tales gone seriously wrong, where you can travel to "Our Neighbor's House"—though coming back might be a problem. Or find yourself a young bride in a house that holds a terrible secret in "A Lady's Hands Are Cold." You might try to figure out what is haunting "My Friend Janna," or discover that your brother's fiancée may not be what she seems in "The Nesting Place." And of course you must revisit the horror of "His Face All Red," the breakout webcomic hit that has been gorgeously translated to the printed page. Already revered for her work online, award-winning comic creator Emily Carroll's stunning visual style and impeccable pacing is on grand display in this entrancing anthology, her print debut.

Mighty Jack *First Second*

Jack might be the only kid in the world who's dreading summer. But he's got a good reason: summer is when his single mom takes a second job and leaves him at home to watch his autistic kid sister, Maddy. It's a lot of responsibility, and it's boring, too, because Maddy doesn't talk. Ever. But then, one day at the flea market, Maddy does talk—to tell Jack to trade their mom's car for a box of mysterious seeds. It's the best mistake Jack has ever made. In *Mighty Jack*, what starts as a normal little garden out back behind the house quickly grows up into a wild, magical jungle with tiny onion babies running amok, huge, pink pumpkins

that bite, and, on one moonlit night that changes everything...a dragon.

The City of Ember

The Graphic Novel *Random House Books for Young Readers*

In the spring 2003, kids, parents, teachers, librarians—whole communities—discovered and fell in love with Jeanne DuPrau's story about a doomed city, and the two children who found a way out. Nearly 10 years later, that story, *The City of Ember*, is a bona fide classic, with over 1.7 million copies sold. Now experience Jeanne DuPrau's vision anew as artist Niklas Asker faithfully brings to life the glare of the lamps, the dinginess of the streets, and the brilliance of the first sunrise.

Legends of Zita the Spacegirl *First Second*

Ben Hatke brings back our intrepid space heroine for another delightful sci-fi/fantasy adventure. Zita is determined to find her way home to earth, following the events of the first book. But things are never simple, and certainly never easy, in space. Zita's exploits from her first adventure have made her an intergalactic megastar! But she's about to find out that fame doesn't come without a price. And who can you trust when your true self is being eclipsed by your public persona, and you've got a robot doppelganger wreaking havoc . . . while wearing your face? Still, if anyone can find their way through this intractable mess of mistaken identity and alien invaders, it's the indomitable Zita, in *Legends of Zita the Spacegirl*. *Legends of Zita the Spacegirl* is one of Kirkus Reviews' Best Children's Books of 2012.

Chirp *Bloomsbury Publishing USA*

"[A] deftly layered mystery about family, friendship, and the struggle to speak up." - Laurie Halse Anderson, bestselling author of *Speak* and *Shout* From acclaimed author Kate Messner comes the powerful story of a young girl with the courage to make her voice heard, set against the backdrop of a summertime mystery. When Mia moves to Vermont the summer after seventh grade, she's recovering from the broken arm she got falling off a balance beam. And packed away in the moving boxes under her clothes and gymnastics trophies is a secret she'd rather forget. Mia's change in scenery brings day camp, new friends, and time with her beloved grandmother. But Gram is convinced someone is trying to destroy her cricket farm. Is it sabotage or is Gram's thinking impaired from the stroke she suffered months ago? Mia and her friends set out to investigate, but can they uncover the truth in time to save Gram's farm? And will that discovery empower Mia to confront the secret she's been hiding--and find the courage she never knew she had? In a compelling story rich with friendship, science, and summer fun, a girl finds her voice while navigating the joys and challenges of growing up.

Agnes Quill

An Anthology of Mystery *Slave Labor Graphics*

Follows the adventures of teenage detective Agnes Quill, who lives in a haunted city, has a natural ability to communicate with the dead, and helps souls find their way in the afterlife, often uncovering the mystery of how they ended up there.

The Last Council *Scholastic Inc.*

After chasing the monster that kidnapped their mother, Emily and Navin find themselves in a magical world of man-eating demons and shadowy enemies, where they must learn to control an amulet given to them by their grandfather.

Professional WordPress Plugin Development *John Wiley & Sons*

Taking WordPress to the next level with advanced plugin development WordPress is used to create self-hosted blogs and sites, and it's fast becoming the most popular content management system (CMS) on the Web. Now you can extend it for personal, corporate and enterprise use with advanced plugins and this professional development guide. Learn how to create plugins using the WordPress plugin API: utilize hooks, store custom settings, craft translation files, secure your plugins, set custom user roles, integrate widgets, work with JavaScript and AJAX, create custom post types. You'll find a practical, solutions-based approach, lots of helpful examples, and plenty of code you can incorporate! Shows you how to develop advanced plugins for the most popular CMS platform today, WordPress Covers plugin fundamentals, how to create and customize hooks, internationalizing your site with translation files, securing plugins, how to create customer users, and ways to lock down specific areas for use in corporate settings Delves into advanced topics, including creating widgets and metaboxes, debugging, using JavaScript and AJAX, Cron integration, custom post types, short codes, multi site functions, and working with the HTTP API Includes pointers on how to debug, profile and optimize your code, and how to market your custom plugin Learn advanced plugin techniques and extend WordPress into the corporate environment.

Zita the Spacegirl *Macmillan*

When young Zita discovers a device that opens a portal to another place, and her best friend is abducted, she is compelled to set out on a strange journey from star to star in order to get back home.

The Mystery of the Moon Tower *Viking Books for Young Readers*

"Kyle is a new kid in town who likes to draw. Vic is a cool

cheerleader who's secretly a math whiz. Quiet Beth is a history buff, while goofball Harry likes performing magic tricks, with the help of his patient wingman, Nate. Five kids unlikely to form a team, for sure. But then they're thrown together at summer camp, where they watch a grainy old movie about the history of their town, Windrose, and one of its illustrious citizens of a bygone era: the intrepid explorer-inventor Henry Merriweather. He's the one who established their camp. Merriweather's Camp Pathfinders' motto? Plus Ultra more beyond! Kyle, Vic, Beth, Harry, and Nate witness scenes from Merriweather's past and realize his experiments and eccentricities are pointing toward a path--that could lead to the rumored lost treasure of Windrose. This is the path our heroes are meant to follow, on a journey that will take them back and forth through time, through woods, and across waterways revealed by moonlight, right up to the looming Moon Tower itself--which holds Merriweather's secret...and the treasure!"--Provided by publisher.

A Rule Against Murder

A Chief Inspector Gamache Novel *Minotaur Books*

A Rule Against Murder, the fourth book in Louise Penny's award-winning and critical revered mystery series features the wise and beleaguered Inspector Armand Gamache. It is the height of summer, and Armand and Reine-Marie Gamache are celebrating their wedding anniversary at Manoir Bellechasse, an isolated, luxurious inn not far from the village of Three Pines. But they're not alone. The Finney family—rich, cultured, and respectable—has also arrived for a celebration of their own. The beautiful Manoir Bellechasse might be surrounded by nature, but there is something unnatural looming. As the heat rises and the humidity closes in, some surprising guests turn up at the family reunion, and a terrible summer storm leaves behind a dead body. It is up to Chief Inspector Gamache to unearth secrets long buried and hatreds hidden behind polite smiles. The chase takes him to Three Pines, into the dark corners of his own life, and finally to a harrowing climax.