How do you live your life if your past is based on a lie? Find out in this “satisfied and moving story” (Publishers Weekly, starred review) in both verse and prose from #1 New York Times bestselling author, Ellen Hopkins. For as long as she can remember, it’s been just Ariel and Dad. Ariel’s mom disappeared when she was a baby. Dad says home is wherever the two of them are, but Ariel is now seventeen and after years of new apartments, new schools, and new faces, all she wants is to put down some roots. Complicating things are Monica and Gabe, both of whom have stirred a different kind of desire. Maya’s a teenager who’s run from an abusive mother right into the arms of an older man she thinks she can trust. But now she’s isolated with a baby on the way, and life’s getting more complicated than Maya ever could have imagined. Ariel and Maya’s lives collide unexpectedly when Ariel’s mother shows up out of the blue with wild accusations: Ariel wasn’t abandoned. Her father kidnapped her fourteen
years ago. In bestselling author Ellen Hopkins’ deft hands, Ariel’s emotionally charged journey to find out the truth of who she really is balances beautifully with Maya’s story of loss and redemption. This is a memorable portrait of two young women trying to make sense of their lives and coming face to face with themselves—for both the last and the very first time.

"Profiles ten women who fought hard to gain the right to vote in the United States, including Elizabeth Cady Stanton, Susan B. Anthony, Sojourner Truth, and Inez Milholland."--Provided by publisher.

When Gia Montgomery’s boyfriend, Bradley, dumps her in the parking lot of her high school prom, she decides to do the unthinkable...convince the cute guy waiting to pick up his sister to pretend to be her boyfriend for the night. The task is simple: two hours, zero commitment, a few white lies. The problem is that days after prom, she can’t stop thinking about her fill-in boyfriend. But can Gia turn her fake boyfriend into a real one without exposing her lie and possibly destroying her friendships and her newfound relationship? Smartly observed and wonderfully romantic, Kasie West’s talent shines in this tale of one girl’s unexpected quest to find love...and possibly herself.

Beginning readers will love this I Can Read adventure starring a doggy construction crew, gently adapted from James Horvath’s popular picture book of the same title. Top dog Duke and his crew of construction-worker dogs are ready to knock down an old building and build up a shiny new one. With cranes, bulldozers, dump trucks, and cement mixers all on the job, these busy dogs have a lot to do. Will they finish the new building in time? Build, Dogs, Build is a Level One I Can Read book, which means it’s perfect for children learning to sound out words and sentences.

When her mentor, Professor Frys, destroys his research into the ancient Méne cult, only to fall victim to an unknown assassin, Lara Croft heads for the mysterious cloud forests of Peru to investigate the Méne ruins and discovers that a sinister cult is trying to revive the ancient Méne religion and its mind-controlling ways, in a new volume in a series
based on the new Eidos Interactive video game. Original.

It’s up to Lara Croft and Carter Bell to stop a group of cultists from causing worldwide cataclysmic devastation! Ancient ivory artifacts hold the key to both salvation and destruction, and these rivals turned friends must recover them before the cultists in a race against time! Lara’s newest quest is filled with incredible action, dual pistols, and high-spirited adventure in the same universe as the Lara Croft and the Guardian of Light and Lara Croft and the Temple of Osiris games! Collecting issues #1– #5 of Lara Croft and the Frozen Omen by Corinna Bechko! * A great entry point for new readers!

A Time Best YA Book of All Time (2021) In this “searing work of historical fiction” (Booklist), Coretta Scott King Award-winning author Sharon M. Draper tells the epic story of a young girl torn from her African village, sold into slavery, and stripped of everything she has ever known—except hope. Amari’s life was once perfect. Engaged to the handsomest man in her tribe, adored by her family, and fortunate enough to live in a beautiful village, it never occurred to her that it could all be taken away in an instant. But that was what happened when her village was invaded by slave traders. Her family was brutally murdered as she was dragged away to a slave ship and sent to be sold in the Carolinas. There she was bought by a plantation owner and given to his son as a "birthday present". Now, survival is all Amari can dream about. As she struggles to hold on to her memories, she also begins to learn English and make friends with a white indentured servant named Molly. When an opportunity to escape presents itself, Amari and Molly seize it, fleeing South to the Spanish colony in Florida at Fort Mose. Along the way, their strength is tested like never before as they struggle against hunger, cold, wild animals, hurricanes, and people eager to turn them in for reward money. The hope of a new life is all that keeps them going, but Florida feels so far away and sometimes Amari wonders how far hopes and dreams can really take her.

Over in the forest Where the trees hide the sun Lived a big mommy monster And her little monster one. "Scare!" said
the mommy; "I scare," said the one. So he scared and he scampered Where the trees hide the sun. From monsters to
ghosties to goblins, everyone's favorite beasties haunt and howl and rattle their way through their forest home in this
silly, spooky twist on the beloved nursery rhyme "Over in the Meadow." Author Pamela Jane and New York Times
bestselling illustrator Jane Manning have created a delicious Halloween treat for readers to enjoy.

In the Middle East, Archaeologist, adventurer, and explorer Lara Croft is targeted by mysterious religious fanatics who
believe that she has located the treasured Amulet of Mareish, a long-lost artifact rumored to grant the wearer
extraordinary power, in the first volume in a series based on the new Eidos Interactive video game. Original.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! The Tomb of
Shadows is the third book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling Lost
in Babylon and The Colossus Rises chronicles the adventures of Jack McKinley and his friends in a life-or-death race to
the Mausoleum at Halicarnassus. In the rubble of this Wonder of the Ancient World, they have to face down their own
demons and engage in an epic battle with foes long gone. But when promises are broken, blood is spilled—and the
Select are left with no choice but to destroy the one thing that might have saved them all. Rick Riordan, author of the
Percy Jackson series, praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure
and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!"

The official tie-in novel to the Shadow of the Tomb Raider video game. In a brand-new adventure, Lara Croft must
evade the agents of Trinity and discover an ancient secret. When a mysterious stranger offers to help Lara uncover a
duel that could give her the upper hand, she embarks on an expedition to a system of caves in Colombia. However,
when they learn of Lara's plans, Trinity will stop at nothing to reach the location first. Trinity believes they can turn the
tables on Lara, but in the darkness of the underground caverns, there are terrors in the depths that neither Lara nor
Trinity anticipated. Game is due to release on 9/14/18 across all major platforms.
Analyzes the leadership and strategies of three forefront military leaders from the ancient world, offers insight into the purposes behind their conflicts, and shows what today's leaders can glean from their successes and failures.

When Pinkalicious and Peter decide to visit their favorite park, they find that it's no longer their favorite place—the park is now filled with stinky trash! Pinkalicious has an idea and makes an extra-special wand out of a stick and some flowers. Now whenever Pinkalicious makes a wish, adds a little love, and recites a pinkatastic rhyme, something amazing happens: Everything turns greenerrific! Join Pinkalicious as she turns an ordinary place into an Emeraldalicious world! Kids will love this colorful picture book with a message about doing our part to keep our world clean and beautiful. Supports the Common Core Learning Standards.

The Dharma of Star Wars links George Lucas's beloved classic and the wise words of the Buddha in playful and unexpectedly rewarding ways. Exploring Darth Vader's karma, the dark side within, and the way of the Force, Bortolin presents an inspiring, totally new take on the Star Wars saga—and a fresh interpretation of Buddhist teachings.

Masters of Everon, announces the brass plate on the door of the original Everon colonists' corporate headquarters. But somehow Everon resisted all their efforts; it was as if the planet itself fought against human efforts to establish a foothold. Some settlers want to return the favour, wrecking Everon's ecology in revenge, but Jef Roboni loves the great cat-like maolots of Everon, and the planet itself; he believes that settlers and planet can coexist. Now time is running out— and even the hints that Jef has uncovered are not enough to prepare him for the incomprehensible strangeness and wonder of the true Masters of Everon.

X-Men meets Marissa Meyer’s Renegades when New York Times bestselling author of the Uglies series Scott Westerfeld teams up with award-winning authors Margo Lanagan and Deborah Biancotti for this explosive trilogy filled with “cinematic nonstop action,” (Booklist) about six teens with unique abilities. Don’t call them heroes. But
these six California teens have powers that set them apart. Take Ethan, a.k.a. Scam. He’s got a voice inside him that’ll say whatever you want to hear, whether it’s true or not. Which is handy, except when it isn’t—like when the voice starts gabbing in the middle of a bank robbery. The only people who can help are the other Zeroes, who aren’t exactly best friends these days. Enter Nate, a.k.a. Bellwether, the group’s “glorious leader.” After Scam’s SOS, he pulls the scattered Zeroes back together. But when the rescue blows up in their faces, the Zeroes find themselves propelled into whirlwind encounters with ever more dangerous criminals. At the heart of the chaos they find Kelsie, who can take a crowd in the palm of her hand and tame it or let it loose as she pleases. Filled with high-stakes action and drama, Zeroes unites three powerhouse authors for the opening installment of a thrilling new series.

Join Lara Croft on a global journey and prepare delicious food from around the world with Tomb Raider: The Official Cookbook and Travel Guide. Tomb Raider: The Official Cookbook and Travel Guide is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years of global adventures—bringing the taste back home to you. Inspired by the hit Tomb Raider videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full-color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike. OVER 40 RECIPES: Features over 40 recipes inspired by the many locations Lara Croft visits across the world TRAVEL GUIDE: In addition to over 40 recipes, this book includes a one-of-a-kind travel guide celebrating the many beautiful countries and cities Lara visits 25TH ANNIVERSARY: Officially licensed by and created in partnership with Square Enix and Crystal Dynamics for the 25th anniversary of Tomb Raider.
past war and the horrifying realities of their confinement.

The aliens have arrived. And they’re hungry for electricity. In the Earth of the future, humans are on the run from an alien force—giant blobs who suck up electrical devices wherever they can find them. Strata and her family are part of a caravan of digital rescuers, hoping to keep the memory of civilization alive by saving electronics wherever they can. Many humans have reverted to a pre-electrical age, and others have taken advantage of the invasion to become dangerous bandits and outlaws. When Strata and her brother are separated from the caravan, they must rely on a particularly beautiful and rare robot pony to escape the outlaws and aliens—and defeat the invaders once and for all.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade’s warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Just in time for Marvel's Avengers: Age of Ultron: an all-new, original prose novel by the New York Times bestselling author of Rocket Raccoon and Groot: Steal the Galaxy! and Guardians 3000! The Mighty Avengers face an array of their greatest foes— all at once! In Berlin, Captain America battles the forces of Hydra. In the Savage Land, Hawkeye and the Black Widow attempt to foil A.I.M. In Washington, Iron Man fights to stop Ultron. In Siberia, Thor takes on an entire army. And in Mangapore, Bruce Banner and Nick Fury battle the High Evolutionary. Only one thing is certain: This isn’t a coincidence. But what larger, deadlier threat lies behind these simultaneous attacks on Earth?

After Rise of the Tomb Raider, Lara Croft’s adventure continues in the comic Dark Horse series by Eisner Award winning writer Mariko Tamaki and others.
A man’s home is his castle, or so the saying goes, but could it withstand an attack by Attila and the Huns, Ragnar and the Vikings, Alexander and the Greeks, Genghis Khan and the Mongols, or Tamerlane and the Tartars? Backyard Ballistics author William Gurstelle poses this fascinating question to modern-day garage warriors and shows them how to build an arsenal of ancient artillery and fortifications aimed at withstanding these invading hordes. Each chapter introduces a new bad actor in the history of warfare, details his conquests, and features weapons and fortifications to defend against him and his minions. Clear step-by-step instructions, diagrams, and photographs show how to build a dozen projects, including “Da Vinci’s Catapult,” “Carpini’s Crossbow,” a “Crusader-Proof Moat,” “Alexander’s Tortoise,” and the “Cheval-de-frise.” With a strong emphasis on safety, the book also gives tips on troubleshooting, explains the physics behind many of the projects, and shows where to buy the materials. By the time they’ve reached the last page, at-home defenders everywhere will have succeeded in creating a fully fortified home.

Dive into a world of enchantment and romance in this lush fantasy, which Stephanie Perkins, international bestselling author of Anna and the French Kiss, called “an absolute delight—a magical, sparkling, dangerous world with witty repartee and a romance that will light your heart on fire.” Fans of Libba Bray and Cassandra Clare will fall in love with this captivating stand-alone novel from Kiersten White, New York Times bestselling author of the Paranormalcy trilogy. Jessamin has been an outcast since she moved from her island home of Melei to the dreary country of Albion. Everything changes when she meets the gorgeous, enigmatic Finn, who introduces her to the secret world of Albion’s nobility. It’s a world that has everything Jessamin doesn’t—power, money, status... and magic. But Finn has secrets of his own, and the vicious Lord Downpike will do anything to possess them. Unless Jessamin, armed only with her wits, can stop him.

Rudi’s peaceful village life is transformed forever when a gang of savage beastmen attacks the village, Rudi is accused of
Chaos worship, and he and his childhood friend flee to the city of Marienburg.

Stick and Stone are both lonely until Pinecone's teasing causes one to stick up for the other, and a solid friendship is formed. 50,000 first printing.

Charming biochemist Ana Mitchell has a lot on her mind—she’s about to leave on a covert mission to colonize Mars. She enlists local art student Jolie Dann to keep her high-tech farmhouse in order while she’s at training camp. Jolie soon finds herself falling for the secretive and fascinating Ana, despite knowing she may never return home. Their relationship is challenged when the mission’s timeline is suddenly accelerated. Will Ana choose to put the universe between herself and Jolie, or will she take a chance on the one person who can keep her on Earth?

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft’s origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms.

In this prelude to the exciting new entry in the _Tomb Raider_ video game saga, lead game writer Rhianna Pratchett reveals the untold story behind Lara Croft’s earliest adventure. Join Lara and the crew of the _Endurance_ as they prepare for a thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the _Tomb Raider_ adventures have been some of the most enduring and popular in the world of video games. Now, Lara Croft’s bold new re-imagining is further explored by some of comics’ most talented creators in this exclusive volume.
In Taran Matharu’s The Champion, the explosive final book in the Contender trilogy, Cade and his friends wage the ultimate battle for their lives—and the fate of Earth itself—in the Game set by the cruel and mysterious Pantheon. Cade has managed to survive the duel with the Hydra Alpha—barely. But the Games are far from over. By order of their cruel and mysterious overlord, Abaddon, Cade and his friends are sent off to war against the Greys, a humanoid race who have far surpassed humans in technology on their home planet. This attempt to move up the leaderboard, however, leads Cade to a game-changing revelation: The Pantheon—the millennia-old alien masterminds behind the Games—have a weakness. With the right artifacts scavenged from the land of Acies and a heavy dose of courage and luck, Cade has exactly one chance to end their tyranny forever. But if he fails, the lives of his friends—and the survival of Earth itself—will be forfeit.

This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames. It combines in-depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture. The editors have gathered a distinguished group of international scholars working at the interstices of comics studies and game studies to explore two interrelated areas of inquiry: The first part of the book focuses on hybrid medialities and experimental aesthetics “between” comics and videogames; the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture. The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan. Offering an innovative intervention into a number of salient issues in current media culture, Comics and Videogames will be of interest to scholars and students of comics studies, game studies, popular culture studies, transmedia studies, and visual culture studies.

A new story starts here, cowritten by Gail Simone and Rhianna Pratchett! Lara Croft attempts to honor the past but is...
dragged into a dangerous new journey. A creepy amusement park and a mysterious woman with a personal connection to the terrifying events of Yamatai Island throw Lara's world into peril once again! The first issue of an all new Tomb Raider arc! The events of the comic will lead into the Tomb Raider sequel! "If you're not already reading this new ongoing series from Dark Horse then definitely hop on for an exciting, smart adventure with a young Lara Croft." —Geeks of Doom

Last spring, Pansy chickened out on going to spring break camp, even though she’d promised her best friend, Anna, she’d go. It was just like when they went to get their hair cut for Locks of Love; only one of them walked out with a new hairstyle, and it wasn’t Pansy. But Pansy never got the chance to make it up to Anna. While at camp, Anna contracted meningitis and a dangerously high fever, and she hasn’t been the same since. Now all Pansy wants is her best friend back—not the silent girl in the wheelchair who has to go to a special school and who can’t do all the things Pansy used to chicken out of doing. So when Pansy discovers that Anna is getting a surgery that might cure her, Pansy realizes this is her chance—she’ll become the friend she always should have been. She’ll become the best friend Anna’s ever had—even if it means taking risks, trying new things (like those scary roller skates), and running herself ragged in the process. Pansy’s chasing extraordinary, hoping she reaches it in time for her friend’s triumphant return. But what lies at the end of Pansy’s journey might not be exactly what she had expected—or wanted.

Extraordinary is a heartfelt, occasionally funny, coming-of-age middle grade novel by debut author Miriam Spitzer Franklin. It’s sure to appeal to fans of Cynthia Lord’s Rules and will inspire young friends to cherish the times they spend together. Every day should be lived like it’s extraordinary. 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.

This stand-alone novel is an epic Lara Croft adventure, featuring enough dual-pistol wielding action and sharp wit to please nostalgic fans of the franchise. Facing threats from multiple fronts, Lara hunts legendary artifacts around the world in an effort to solve a mystery and avert disaster. Straddling the line between factual history and fantastical extrapolation, the intense and action-packed tale weaves together the modern and ancient worlds. Storyline written in conjunction with the game developers at Crystal Dynamics, and penned by Dan Abnett, a bestselling British novelist and comic book writer.

From the duo who created the classroom called "a charmed place" comes a patriotic primer for picture-book readers. Today at school we celebrated Presidents' Day by putting on a play. Mrs. Madoff said I could be George Washington because his birthday is the same as mine. Charlie was Abraham Lincoln because he's the tallest kid in our class. Everyone else had very important parts to play, too. At the end of the day we voted for class president, and you'll never guess who won!

Tomb Raider: The Ten Thousand Immortals broadens the world and continues the storyline that was introduced in the recent Tomb Raider video game. Haunted by what she was forced to do in order to survive her first adventure, Lara Croft wants only to put her horrifying ordeal on Yamatai island in the past. Her modest wish shatters as she's plunged into a frantic race to save her best friend Sam from a toxic overdose. Desperate for a remedy, Lara searches for anything that could help Sam. A wisp of hope arising from a myth gives Lara purpose: the story of an ancient and mysterious artefact that could heal her dying friend, and possibly help explain the supernatural events she witnessed on Yamatai. But Lara is not alone in her pursuit of the treasure. A nefarious magnate, a shadow society, and lethal henchmen will stop at nothing to exploit the powerful relic for their own ends. The hunt drives Lara across the globe, through a twisted web of conspiracy, suspicious contacts, and life-or-death intrigue, as she seeks salvation for her friend and the truth.
Get Free Tomb Raider Ten Thousand Immortals

behind the legendary talisman.

The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in this collection of Tomb Raider #1-#6! Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. But the visions lead to a darker fate... can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT (TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

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