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HAILEY JAMARCUS

Survival Mode! (Minecraft) Random House Books for Young Readers

Since the 1.34 a.m. wake up calls began, Elena, Matt, and Tima had all had the power to talk to animals, birds and insects like no other human could. None of them would ever trade that for a full eight hours sleep. It was too amazing. But an amazing life has its complications. Like finding a body in the dark. Like having to stop the world from ending. You can fit a lot in your day when you don't sleep. New from award-winning author, Ali Sparkes, with huge appeal for both boys and girls. Fast-paced action adventure about contemporary children with mysterious powers, told with Ali's classic humour and lightness of touch.

Bund der Schattenläufer - Drachenhauch Ruby Redfort

The first official chapter book series based on Minecraft! Five young Minecraft players in the real world find themselves transported inside the game they love. But now it's not a game--and they

will have to use everything they know to explore, build, and survive! This illustrated hardcover series will thrill and engage fans of Minecraft and action-packed fantasy stories alike. © 2019 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB.

The Legend of Greg HarperCollins

A simple search for a missing cell phone turns into a baffling murder case. Conan has the suspects narrowed down to three reclusive eccentrics, none of whom seem upset by the victim's brutal death—and all of whom have perfect alibis. Can he solve the case by finding the phone?

Meanwhile, Rachel is convinced that Jimmy and Conan are the same person—and with Conan's cell phone, she can prove it! -- VIZ Media

The Adventurers Guild: Night of Dangers Bloomsbury Publishing USA

From two extraordinary authors comes a moving, exuberant, laugh-out-loud novel about friendship and family, told entirely in emails and letters. Avery Bloom, who's bookish, intense, and afraid of many things, particularly deep water, lives in New York City. Bett Devlin, who's fearless, outgoing,

and loves all animals as well as the ocean, lives in California. What they have in common is that they are both twelve years old, and are both being raised by single, gay dads. When their dads fall in love, Bett and Avery are sent, against their will, to the same sleepaway camp. Their dads hope that they will find common ground and become friends--and possibly, one day, even sisters. But things soon go off the rails for the girls (and for their dads too), and they find themselves on a summer adventure that neither of them could have predicted. Now that they can't imagine life without each other, will Bett and Avery (who sometimes call themselves Night Owl and Dogfish) figure out a way to be a family?

Forgotten City Oxford University Press - Children

A New York Times Bestseller! A Publishers Weekly Bestseller! A year has passed since the Tournament. Fletcher and Ignatius have been locked away in Pelt's dungeons, but now they must face trial at the hands of the Inquisition, a powerful institution controlled by those who would delight in Fletcher's downfall. The trial is haunted by ghosts from the past with shocking revelations about Fletcher's origins, but he has little time to dwell on them; the graduating

students of Vocans are to be sent deep into the orc jungles to complete a dangerous mission for the king and his council. If they fail, the orcish armies will rise to power beyond anything the Empire has ever seen. With loyal friends Othello and Sylva by his side, Fletcher must battle his way to the heart of Orcdom and save Hominum from destruction . . . or die trying, in this sequel to *The Novice* by Taran Matharu.

Simon Thorn and the Viper's Pit Feiwel & Friends

A boy discovers his destiny could totally stink in the first book in this riotously funny middle-grade fantasy-adventure trilogy. Risk-averse Greg Belmont is content with being ordinary. He's got a friend--that's right, just one--at his fancy prep school, and a pretty cool dad. The problem is, Greg isn't ordinary . . . he's actually an honest-to-goodness, fantastical Dwarf! He discovers the truth the day his dad brings home a gross new tea--one that awakens bizarre abilities in Greg. Then a murderous Bro-Troll kidnaps his dad and Greg is whisked away to the Underground, where Dwarves have lived for centuries right beneath the streets of Chicago. With the help of some awesome new friends and a talking ax, Greg learns all about the history of the Dwarves, which has been marked with tales of epic failure since the dawn of time. However, the return of the magic they once wielded means big changes are afoot, escalating tensions with the Dwarves' sworn enemy: the Elves. Brimming with humor and action, Chris Rylander's *The Legend of Greg* turns dwarf lore on its head, delivering an adventure readers won't be able to resist.

Battle Born (Elementals, #3) Random House Books for Young Readers

Get ready for next great adventure in the only official Minecraft chapter book series! Based on the most popular video game of all time, this all-new chapter book series takes a group of intrepid Minecraft players deeper into the game than ever before. Someone--or something--has turned the Evoker King to stone. And now a new player, Theo, has joined the team on their quest to return their former enemy to normal. Theo's has coding skills that could come in handy, but does he have what it takes to be part of the team, or will his meddling put a crack in the game code that none of them will survive? © 2021 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB.

The Blackthorn Key Oxford University Press - Children

In one of the last cities standing after the world fell to monsters, best friends Zed Kagari and Brock Dunderfel have high hopes for the future. Zed desperately wishes to join the ranks of the Mages Guild, where his status as Freestone's only half el

Ruby Redfort Look Into My Eyes Walden Pond Press

In 1665 London, fourteen-year-old Christopher Rowe, apprentice to an apothecary, and his best friend, Tom, try to uncover the truth behind a mysterious cult, following a trail of puzzles, codes, pranks, and danger toward an unearthly secret with the power to tear the world apart.

Crack in the Code! (Minecraft Stonesword Saga #1) Deutscher Taschenbuch Verlag

In the third installment of the popular Adventurers Guild trilogy, Zed and Brock must prevent catastrophe when a centuries-old plot threatens to rip their world apart. Someone had made a terrible, tragic, fatal mistake. Unless, of course . . . Unless they'd done it on purpose. After falling victim to a vile betrayal, Zed is cut off from Brock and their friends and unable to warn them about a dangerous enemy on the move. The Adventurers Guild may have defeated the evil that cast the elves from their home, but that doesn't keep them in the Freestoners' good graces for long. An ordinary day at the market comes to a fatal end when a rare Danger infiltrates the city, leaving over a dozen dead. Tensions come to a boil as the city is threatened by upheaval from within and becomes alight with terror. Brock finds himself frustratingly unable to utilize his underground contacts . . . though the mysterious Lady Grey may not be finished with him yet. To come together

to save their city from a timeless evil looking to settle a score, the young adventurers must learn to trust in each other and be willing to do whatever it takes to stop the tragedy of the Day of Dangers from happening again. Also available in the series: *The Adventurers Guild Twilight of the Elves*

Curse of the Phoenix Penguin

Reading is matter of survival with the only official Leveled Reader series based on Minecraft!

Bonus: Includes over 30 stickers! Minecraft® is the best-selling video game of all time! And now learning to read has never been more fun for fans of the game ages 4 to 7. They'll get a great introduction to the game's Survival Mode when two players Emmy and Birch--and their tame wolf Byte--set out to explore, build, craft--and survive--in the epic expanse of the Overworld! Step 3 readers feature engaging characters in easy-to-follow plots about popular topics for children who are ready to read on their own. © 2021 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB.

Avatar: The Last Airbender--The Rift Omnibus Deutscher Taschenbuch Verlag

Wie soll man gegen einen Feind gewinnen, der schon den Tod besiegt hat? Die Stadt der Elfen, Llethanyl, ist gefallen und wird von einem Totenbeschwörer beherrscht, der eine Armee Untoter um sich scharf. Den Überlebenden blieb nur eines: die Flucht nach Freestone. Doch dort werden sie von allen Seiten misstrauisch beäugt. Als sich die Situation zuspitzt, beauftragt die Königin der Elfen die Schattenläufer mit einer heimlichen Mission: der Rettung Llethanyls. Zed, Brock und ihre Gefährten begeben sich auf eine gefährliche Reise. Doch die Spannung zwischen den beiden Jungen ist groß. Beide haben dunkle Geheimnisse voreinander, an denen mehr als nur ihre Freundschaft kaputt gehen könnte.

The Inquisition Feiwel & Friends

Survival is just the beginning in this action-packed middle grade adventure that's Mad Max for kids. Thirteen years ago, the world ended. A deadly chemical called Waste began to spread across the globe, leaving devastation in its wake. Millions died. Cities fell into chaos. Anything the Waste didn't kill, it mutated into threatening new forms. Kobi has always believed he and his dad were the only survivors. But when his dad goes missing, Kobi follows his trail—and discovers a conspiracy even deadlier than the Waste itself. Nonstop action, chilling dangers, and edge-of-your-seat twists make this gripping, fast-paced read perfect for young readers who love survival adventures like Gary Paulsen's *Hatchet* and dystopian series like Jeanne DuPrau's *City of Ember*.

To Night Owl From Dogfish Orbit

Adventure, conspiracy and shapeshifting - X-Men meets Alex Rider. Dax Jones is an ordinary schoolboy . . . until something extraordinary happens. Whilst frightened for his life, he inexplicably changes into a fox! He is offered a place at a secret government school where he can develop, and learn to control, his powers. But if Dax accepts, on no account can he tell anybody. Dax jumps at the chance of getting away from his unhappy home. But before long he begins to wonder who exactly is behind the school, and what they want from the pupils there. Suddenly Dax's fox senses are on high alert . . .

The Adventurers Guild Simon and Schuster

A debut entry in an alternate-history series depicts three kids who try to solve a modern-world puzzle and complete a treasure hunt laid into the streets and buildings of New York City.

Feel the Fear Bloomsbury Publishing USA

Describes the role of mummies and pyramids in Egyptian civilization and their influence on later culture, with discussion of mummies in other parts of the world and suggested Web addresses to enhance the reader's research.

Simon Thorn and the Wolf's Den Random House Books for Young Readers

Ruby Redfort: supercool secret agent, code-cracker and thirteen-year-old genius The fourth book in the scarily awesome Ruby Redfort series, from former Waterstones Children's Laureate and multi-million-copy bestselling author Lauren Child. This time Ruby must pit her wits against a seemingly invisible foe. How do you set your sights on catching a light-fingered villain if you can't even see him...?

Catch Your Death Simon and Schuster

Kaum jemand tritt freiwillig der Gilde der Abenteurer bei ... denn ihre Helden sterben jung. Freestone, am Tag der Gildenzeremonie: Die Freunde Zed und Brock fiebern dem Moment entgegen, der ihre Zukunft bestimmen wird! Zed möchte unbedingt von den Magiern als Lehrling einberufen werden und Brock von den Händlern, genau wie seine Eltern. Doch es kommt alles anders: Sie beide werden der gefürchteten »Gilde der Abenteurer« zugeschlagen. Deren Mitglieder müssen die Stadt gegen alle Bedrohungen verteidigen - und nicht selten setzen sie dabei ihr Leben aufs Spiel. Tatsächlich bringt schon die erste Nacht die beiden Freunde in allergrößte Gefahr...

The Shadow Cipher Disney Electronic Content

Aquina is a mermaid. She has always felt different from the other merpeople on Rulantica. Shortly after her twelfth birthday, she finds out something incredible: she has a twin brother. Mats, a human boy! And he is in great danger. For Aquina, there's no holding back: she has to find her real family before it's too late. Ever since he was found on the beach as a baby, Mats has been brought up in a children's home. He has always been afraid of the sea and of water. What he doesn't know is that he'll soon be diving into the biggest adventure of his life! By coming together, Aquina and Mats are fulfilling a centuries-old prophecy by the Nordic gods - this could be a chance to save the island world of Rulantica, but it could also mean its total destruction ...

Fuchsfeuer Coppenrath Verlag

The much-anticipated finale to Amie Kaufman's epic middle-grade trilogy *Though Anders* and his friends have delayed a war between the ice wolves and scorch dragons, their mission isn't over. With adults on both sides looking for them, they've sought refuge in Cloudbaven, a forbidden stronghold created by the first dragonsmiths. The ancient text covering Cloudbaven's walls could be the key to saving their home -- if only the young elementals could decipher it. To make matters worse, Holbard is in ruins and its citizens are reeling. Many have been forced into bleak camps outside the city, and food is running short. To rebuild Vallen, Anders, Rayna, and their allies must find a way to unite humans, ice wolves, and scorch dragons before they lose their last chance. In the final book of international bestselling author Amie Kaufman's sensational adventure series, Anders and Rayna must put everything on the line -- and the price of peace may hit closer to home than they could've ever imagined. AWARDS Shortlisted - 2021 Sara Douglass Book Series Award PRAISE FOR SCORCH DRAGONS: 'I found a satisfying fantasy world like none I have read before - one in which dragons and wolves take human form and have magical powers. One of the strengths of this book is the exploration of the idea that truth is a matter of perspective - that there are two (or more) sides to every story. There is no clear enemy, the conflict arises from the tension between the dragons and the wolves, and the reader can empathise with both sides, even though many of the adults in the story cannot ... This is a great book for middle-grade readers 8-12.' - Reading Time PRAISE FOR ICE WOLVES: 'An engaging world and cliffhanger ending leave readers wanting more' -- Kirkus, starred review 'Engaging to the end' -- Books+Publishing 'you'll wind up on the edge of your seat, unable to put it down' -- New York Times bestseller Meagan Spooner 'A thrilling, nonstop adventure' -- New York Times bestseller Shannon Messenger