

Pirateology The Pirate Hunters Companion Oologies

The perfect hands-on gift for 'Ologists! Learn the keys to cracking secret codes — and use cool stationery to send missives to your friends. If your aim is to master treasure maps, this ornate writing kit includes everything you'll need. Inside are simple instructions as well as writing paper, envelopes, postcards, and sticker sheets, all in a handsomely designed slipcase. Each kit contains: - Code-making instructions - 16 sheets of notepaper - 16 envelopes - 6 postcards - 2 sheets of stickers

Even more wickedly ingenious and surreal ideas for all the little fluffy rabbits in this world who just don't want to live any more. The Bestselling Bunnies are back! This is dark humour at its best - a collection of hilarious and outrageous cartoons which will appeal to anyone in touch with their evil side.

Travel back to a time of knights and their epic adventures with the next title in the bestselling Ology series. The newest edition in the Ology series takes the reader back to a time of myth and legend. Learn everything a true knight needs to know, from chivalry and key training for a squire to the best way to defend a castle from attack. The book tells of tough tournaments, castle construction and defence, weapon mastery as well as going on Crusades amongst other knightly pursuits. The author, Sir Lancelot Marshall (a descendent of the most famous knight Sir William Marshall,) has left the book to his squire as he sets off on a quest to discover the true burial site of King Arthur and his infamous sword Excalibur. Can the tales within the book be true? And why was the true location of the sword kept secret?

A correspondence between a young paranormal researcher and an oddly alluring woman is complemented by famous case stories and genealogical information about three vampire families.

Dr. Drake's collection of data on monsters.

The spirit of Ben's girlfriend Marly returns with three other ghosts to haunt him with a painful journey though Valentine's Days past, present, and future, in a twist to the Dickens classic. Reprint.

A latest entry in the series that includes Oceanology reveals the secrets of the world's most famous magicians and illusionists from the ancient Egyptians to Harry Houdini while explaining how to master such examples as the classic cups-and-ball illusion and mind-reading card tricks.

Purports to be the journal of Zoticus de Lesseps, written on an ill-fated 1863 voyage accompanying Captain Nemo to explore the mysteries of the deep sea.

Dragonology purports to be a copy of a nineteenth century book written by eminent dragonologist, Dr. Ernest Drake. The complete book of dragons, Dragonology provides the student dragonologist with a comprehensive introduction to dragon species, their habitats and behaviours, as well as guidelines for the protection and preservation of these mighty beasts.

"Like A Wrinkle in Time (Miranda's favorite book), When You Reach Me far surpasses the usual whodunit or sci-fi adventure to become an incandescent exploration of 'life, death, and the beauty of it all.'" —The Washington Post This Newbery Medal winner that has been called "smart and mesmerizing," (The New York Times) and "superb" (The Wall Street Journal) will appeal to readers of all types, especially those who are looking for a thought-provoking mystery with a mind-blowing twist. Shortly after a fall-out with her best friend, sixth grader Miranda starts receiving mysterious notes, and she doesn't know what to do. The notes tell her that she must write a letter—a true story, and that she can't share her mission with anyone. It would be easy to ignore the strange messages, except that whoever is leaving them has an uncanny ability to predict the future. If that is the case, then Miranda has a big problem—because the notes tell her that someone is going to die, and she might be too late to stop it. Winner of the Boston Globe–Horn Book Award for Fiction A New York Times Bestseller and Notable Book Five Starred Reviews A Junior Library Guild Selection "Absorbing."

—People "Readers ... are likely to find themselves chewing over the details of this superb and intricate tale long afterward." —The Wall Street Journal "Lovely and almost impossibly clever." —The Philadelphia Inquirer "It's easy to imagine readers studying Miranda's story as many times as she's read L'Engle's, and spending hours pondering the provocative questions it raises." —Publishers Weekly, Starred review

Just in time for Halloween! Find sundry novelties, flaps, facsimiles, and more in a haunting--or is it haunted?--volume that gives new meaning to the term ghost writer. Have you been hearing strange footsteps and knocks, whispers and rattling chains? Perhaps the early-twentieth-century author of this newly discovered tome has some secrets to share. Within the book's weathered pages you'll hear of a headless French pirate in search of his missing noggin, a vanishing pair of young trickster twins, a ghostly woman who screams for attention, and other communications from the "fun side." Readers who wish to plumb the mysteries of the paranormal will find some hands-on challenges to lift their spirits, along with tips on a range of spectral subjects, such as what to pack in a ghostologist's field kit, how to distinguish the types of ghosts, the best ways to hunt them, and spotting the unfortunate fakes and frauds. Too bad the late author never got to see her guide find its way into the world! But wait--what are those strange and scratchy asides that appear in odd places throughout the book?

Explains the basics of pirates, their way of life, and how to hunt for pirates.

Reveals miscellaneous facts and lesser-known trivia about the sea as observed by a young enthusiast and his tutor on a round-the-world journey.

A discovery that made the world a brighter place! Joe and Bob Switzer were very different brothers. Bob was a studious planner who wanted to grow up to be a doctor. Joe dreamed of making his fortune in show business and loved magic tricks and problem-solving. When an accident left Bob recovering in a darkened basement, the brothers began experimenting with ultraviolet light and fluorescent paints. Together they invented a whole new kind of color, one that glows with an extra-special intensity—Day-Glo. This cover reproduction is not printed with Day-Glo colors. The actual book, however, is printed using three Day-Glo colors: Saturn Yellow, Fire Orange, and Signal Green.

Merlin the wizard challenges readers to become wizards like himself by deciphering clues hidden in his guide to wizardry. 2008 Printz Award Winner Melina Marchetta crafts an epic fantasy of ancient magic, exile, feudal intrigue, and romance that rivets from the first page. (Age 14 and up) Finnikin was only a child during the five days of the unspeakable, when the royal family of Lumatere were brutally murdered, and an imposter seized the throne. Now a curse binds all who remain inside Lumatere's walls, and those who escaped roam the surrounding lands as exiles, persecuted and despairing, dying by the thousands in fever camps. In a narrative crackling with the tension of an imminent storm, Finnikin, now on the cusp of manhood, is compelled to join forces with an arrogant and enigmatic young novice named Evanjalín, who claims that her dark dreams will lead the exiles to a surviving royal child and a way to pierce the cursed barrier and regain the land of Lumatere. But Evanjalín's unpredictable behavior suggests that she is not what she seems -- and the startling truth will test Finnikin's faith not only in her, but in all he knows to be true about himself and his destiny.

The term "tortured cardboard" sums up what happens to cardboard when making a board game (bound, cut, folded, punched). And, as you'll learn, great board games often reflect whatever "tortures" culture. Each gained immortality after a chaotic beginning and a chance survival. Why? Because—be it chess, backgammon, Clue®, Monopoly®, Scrabble®, Settlers of Catan®, or one of ten others featured in this book—each is replete with "lessons" applicable to achievement in your life. As the twenty-first century gathers momentum, our love affair with board games continues to strengthen. They involve us, they refine social skills, and they teach great lessons applicable in real life. "Tortuous" is the journey of every great board game, from birth in chaotic times, through survival by mere chance, to raging popularity and eventual immortality. Tortured Cardboard reveals how the great ones came to endure and—all fun aside—how each teaches us something about our own behavior while providing "rules" that can work in your life.

Not your typical how to book, but inspirational papercraft and mixed media projects designed by Tim Holtz.

Elaborate facsimile journal of a Greek mythology primer from the early nineteenth century.

Boris von der Borch's image as a mean, greedy, bossy, tough-as-nails pirate is seriously threatened when a young boy sneaks onto Boris's ship.

Grab your magnifying glass and charge into battle with this search-and-find history adventure packed with more than 200 things to spot in each eye-boggling illustration. Meet history's most heroic knights as you travel back in time to follow Sir Gallahad into the court of King Arthur, Joan of Arc into battle, and Richard the Lionheart on his last crusade. Use the magnifying glass to explore cutaway castles, epic medieval battlefields, and impressive royal tournaments, then learn about chivalry, armor, and jousting. Written by the Blue Peter award-winning David Long, this book will delight and inform the most inquisitive young squires and ladies! Continue your up-close, search-and-find history adventures with *Pirates Magnified* and *Egypt Magnified*.

The perfect follow-up to 'Egyptology' this is an entirely genuine course in the subject.

Ahoy shipmate! Grab your magnifying glass and seek out history's most notorious pirates in this swashbuckling search-and-find adventure, packed with over 200 things to spot! Explore the lives of 10 real pirates and learn about life on the high seas, whilst using the free magnifying glass to spot more than 200 pirate-themed items in each eye-boggling illustration. Kids will have fun using the magnifying glass to search whilst learning about real life pirates in this seafaring adventure!

Covers all aspects of espionage, including such topics as secret operations, disguises, funding, surveillance, codes and ciphers, cameras, moles, double agents, interrogation, forgery, and black propaganda, presented in a training manual format.

Explore ancient Egypt, from the Nile to the pyramids, and learn what life was like for pharaohs, slaves and scribes in this fascinating search-and-find adventure. Use the magnifying glass to spot over 200 things in each eye-boggling illustration and discover what happened in the market, temple, school and palace with authentic detail and cutaway scenes.

Provides readers of all ages with a colorful tour of medieval castles through detailed pop-up diagrams with informative and factual text about their construction, inhabitants, and the era in which they were used.

The year is 1969, and Professor Allen Gray is ready to lead you on a magical mystery tour of a world where space creatures mingle with earthlings, unbeknownst to all but a chosen few

Fairy expert Lucy Cooper examines the long history of fairies in our world, both ancient and modern. From the Fates of ancient Greece and the Sidhe of the Celts to the Cottingley Fairies of Yorkshire and the Djinn of Arabia.

Reveals that ways that those who are willing and able to alter the way in which they perceive the world around them may one day see fairies and other creatures of legend and lore.

A Michael L. Printz Honor Book * An ALA Best Book for Young Adults * A YALSA Teens' Top Ten Book * An NYPL Book for the Teen Age Carolyn Mackler's Printz Honor book--starring the unforgettably funny, body-conscious Virginia Shreves--returns in this 15th anniversary edition featuring text updates and never-before-seen material from the author. Fifteen-year-old Virginia feels like a plus-sized black sheep in her family, especially next to her perfect big brother Byron. Not to mention her best friend has moved, leaving Virginia to navigate an awkward relationship with a boy alone. He might like her now . . . but she has her doubts about how he'll react if he ever looks under all her layers of clothes. In order to survive, Virginia decides to follow a "Fat Girl Code of Conduct," which works, until the unthinkable causes her family's façade to crumble. As her world spins out of orbit, she realizes that being true to herself might be the only way back. Told in a perfect blend of humor and heart, this acclaimed Printz Honor winner resonates as much today as it did when it first published, and now features a new author foreword, text updates, and other bonus content.

Presents an introduction to dragonology that includes spells for catching dragons, their natural history, and descriptions of legendary dragons and dragonslayers.

A companion to the best selling PIRATEOLOGY. Learn all about the life of a pirate, their adventures and the rules they live by.

An in-depth look at the concept and artwork of the movie, featuring nearly two hundred illustrations that showcase the film's costumes, locales, and designs, and includes interviews with the director, artists, and screenwriters.

'Vampireology' reveals the history of vampires who have lived among us and preyed on humans since the beginning of time. Written in 1900 by the world's Protector, Archibald Brooks, the unpublished manuscript falls into the hands of our detective, Kraik, when Brooks is murdered in 1920. Kraik is given the task of publishing the book.

A fictitious explorer recounts his adventures with Percy Fawcett as they traveled to South America, where they encountered dinosaurs in the

rain forest.

What would it have been like to be a dinosaur baby long, long ago? Every boy and girl dreams of seeing a dinosaur?but what about BEING one? Maybe a baby with Tyrannosaurus Rex as a mom? Or a gentler giant who preferred munching leaves? With lots of fascinating facts and striking illustrations that recreate a lost world millions of years old, Isabella Brooklyn and Haude Levesque guide young readers into the prehistoric era to find out. Because scientists never had the chance to study a live dinosaur in its natural environment, they can't know for sure what kind of parents dinosaurs were, or exactly how they raised their young. But by following the clues they dig up, and using the latest in medical technology, paleontologists can make educated guesses, and offer an exciting glimpse into what it might have been like to be a dinosaur child. Kids will meet dinosaurs of every type, from theropods and sauropodomorphs with their grasping, asymmetrical fingers to "good mother" Maiasaurus and Psittacosaurus babies who had "nannies"--adults that raised all the children in the group. There's also a hint of what the future of dinosaur studies will be, thanks to technology unimaginable only a few years ago.

PirateologyCandlewick Press

First, Dr. Ernest Drake's Dragonology was unearthed. Now it has been discovered that this master of dragons was also an expert in the field of monsters. Join Dr. Drake in his Sanctuary for Fabulous Beasts where he will teach you how to hatch a roc, fly a winged horse and discover a leviathan in the ocean's depths. You'll be a certified expert in no time!

Tells the swashbuckling tale of Captain Lubber's around-the-world voyage on the trail of female pirate Arabella Drummond.

In a future where most people have computer implants in their heads to control their environment, a boy meets an unusual girl who is in serious trouble.

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