

Sniper Wolf

These are the things that I've always wanted: To get the top grades in my class. To make my grandmother proud. And most of all, proof that I could succeed where the rest of my family had not: a Stanford acceptance letter, early admission. My mother and my sister were obsessed with boys and love and sex. So obsessed that they lost sight of their futures, of what they wanted. And in the end, they lost everything. I'll never let a boy distract me. I promised myself that. But that was before Tate. Before the biggest pop star on the planet took an interest in me. Before private planes and secret dates and lyrics meant for me alone. There's so much I don't know. Like why he left music. Where he goes when we're not together. What dark past he's hiding. But when we kiss, the future feels far away. And now...I'm not sure what I want.

The chicken of the Norse god Thor, bewitched with the power of thunder and lightning, returns to action in Thundercluck! Chicken of Thor: Recipe for Revenge—written and illustrated by Paul Tillery IV and Meg Wittwer. The mighty chicken Thundercluck is in trouble. He and Brunhilde have run a-fowl of the gods of Asgard, and the best friends must fly the coop. But when a seasoned foe serves up more danger, it's out of the frying pan and into the fire for these plucky heroes. Can their friendship handle the heat . . . or will they both be cooked?

If you like Mo Willems' Pigeon, you'll love Sam Wedelich's Chicken Little! Chicken

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Little is NOT afraid of anything, not even a wolf. No matter how big or bad he is. In fact, she's never even seen a wolf. So when a real wolf shows up and ruffles her feathers, what's a fretful fowl to do: Join the frenzied flock and fly the coop? Or find out if this newcomer is as bad as his reputation? The plucky star of *Chicken Little: The Real and Totally True Tale* goes toe-to-toe with literature's most famous villain in this brilliant comedy spun with sly wisdom.

The *Expanse* meets *Game of Thrones* in J. S. Dewes's fast-paced, sci-fi adventure *The Last Watch*, where a handful of soldiers stand between humanity and annihilation. The Divide. It's the edge of the universe. Now it's collapsing—and taking everyone and everything with it. The only ones who can stop it are the Sentinels—the recruits, exiles, and court-martialed dregs of the military. At the Divide, Adequin Rake commands the Argus. She has no resources, no comms—nothing, except for the soldiers that no one wanted. Her ace in the hole could be Cavalon Mercer—genius, asshole, and exiled prince who nuked his grandfather's genetic facility for “reasons.” She knows they're humanity's last chance. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

ELEGANT SIMPLE DESIGN - Whether on your desk at home or in your bag on the go our professionally designed 6 by 9-inch notebooks are the perfect size for journaling, drawing or notetaking. Perfect for people who want to create to do lists, set goals, habit tracking, plan things, be organized, doodle, write a journal and be creative in any

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possible way. The notebook is made with flexible matte laminated softback cover, which helps repel liquids. If you would like to see a sample of the notebook, click on the "Look Inside" feature. Product Details: Size: 6x9 inches Pages: 110 Pages (55 Sheets) Paper: White Lined Paper Cover: Matte Grab your copy today!

18+ Adults only: This short story, the third part of Andrew Bushard's Anita Sarkeesian trilogy, delights the reader with its political and sexual adventures. A maverick and Anita befriend a famous publisher and a famous YouTuber. They further cement their bond while advancing maverick politics. If you like political erotica, you should love this work. In the great tradition of Herman Wouk, author of *Winds of War* and *War and Remembrance*, *Wolf* is a thoroughly researched-and-illustrated historical novel about a man who is not yet a monster . . . but will soon become the ultimate one: Adolf Hitler. Perhaps no man on Earth is more controversial, more hated, or more studied than Adolf Hitler. His exploits and every move are well-documented, from the time he first became chancellor and then dictator of Germany to starting World War II to the systematic killing of millions of Jews. But how did he achieve power, and what was the makeup of the mind of a man who would deliberately inflict unimaginable horrors on millions of people? Meet Friedrich Richard, an amnesiac soldier who, in 1918, encounters Hitler in the mental ward at Pasewalk Hospital. Hitler, then a corporal, diagnosed as a psychopath and helpless, suffering from hysterical blindness, introduces himself as *Wolf* to Friedrich and becomes dependent upon Friedrich for assistance, forming an

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unbreakable bond between the two men. Follow Friedrich—our protagonist—who interacts with real people, places, and events, through the fifteen-year friendship that witnesses Hitler turn from a quiet painter into a megalomaniacal dictator. Using brand-new historical research and never-before-seen photos to construct a realistic portrait of the evolving Hitler, Wolf will satisfy, by turns, history buffs and fiction fans alike. And as this complex story is masterfully presented, it answers the question of how a nondescript man became the world's greatest monster.

Zero Sum Game finds our high-flying lesbionic brainiac Sid Rubin and her unlikely posse of friends, grounded, with wings clipped from their live-action-role playing misadventures. To break out of parental jail, Sid, Jimmy, Imani, Ari and Vikram enter a school robotics competition. But just as things get interesting, Vik learns that his superstar status and hard-won trophies from the frantic online game Contagion have been stolen. "Tu n'as pas envie avec mes amis. You do not mess with my friends." Watching Vik fall apart, Sid is determined to track down the trophy thief, no matter how much late-night gaming and sleuthing it takes. Sid and the gang join newcomer Ze to chase ghosts and trawl dungeons in a frantic race against time to save not just Vik's bevy of stolen gaming goods, but also the life of a hostage teenage gamer.

A boy and his pet fox go on a quest to find a wolf who has eaten all the Stars in the sky before the Shadow Witch destroys the Stars and removes good magic from the world forever, perfect for fans of *The Girl Who Drank the Moon* and

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Nevermoor. Long ago, the land of Ulv was filled with magic. But that was before a wolf ate all the Stars in the night sky, ridding the world of magic and allowing Shadow Creatures, beasts made of shadow and evil, to flourish. Twelve-year-old Bo knows the stories but thinks the Stars and the wolf who ate them are nothing more than myths—until the day Bo’s guardian, Mads, is attacked by a giant wolf straight from the legends. With his dying breath, Mads tells Bo that Ulv is in danger and the only way to prevent the Shadow Creatures from taking over is to return the Stars to the sky. And so Bo—accompanied by his best friend, a fox called Nix, a girl named Selene whose magic is tied to the return of the Stars, and Tam, a bird-woman who has vowed to protect Bo at all costs—sets off on a quest to find the three magical keys that will release the Stars. But Bo isn’t the only one who wants the Stars, and the friends soon find themselves fleeing angry villagers, greedy merchants, and a vengeful wolf. And all the while, an evil witch lurks in the shadows and time is running out.

Fandom, Now in Color gathers together seemingly contradictory narratives that intersect at the (in)visibility of race/ism in fandom and fan studies. This collection engages the problem by undertaking the different tactics of decolonization—diversifying methodologies, destabilizing canons of “must-read” scholarship by engaging with multiple disciplines, making whiteness visible but

not the default against which all other kinds of racialization must compete, and decentering white fans even in those fandoms where they are the assumed majority. These new narratives concern themselves with a broad swath of media, from cosplay and comics to tabletop roleplay and video games, and fandoms from Jane the Virgin to Japan's K-pop scene. Fandom, Now in Color asserts that no one answer or approach can sufficiently come to grips with the shifting categories of race, racism, and racial identity. Contributors: McKenna Boeckner, Angie Fazekas, Monica Flegel, Elizabeth Hornsby, Katherine Anderson Howell, Carina Lapointe, Miranda Ruth Larsen, Judith Leggatt, Jenni Lehtinen, Joan Miller, Swati Moitra, Samira Nadkarni, Indira Neill Hoch, Sam Pack, Rukmini Pande, Deepa Sivarajan, Al Valentín

From actor and lifelong activist Alyssa Milano comes Hope Roberts, a girl who's determined to change the world.

In life, there is one thing we can all agree on: cookies. And there is no greater expert on this endless source of joy, warmth, and crumbs than Cookie Monster. In *The Joy of Cookies*, Cookie Monster offers deep thoughts on life, friendship, baking, and the love of cookies. He serves as our guide to all things cookie and shares how best to fully experience the joy cookies bring us. This is a book to get us through the dark times and celebrate the good times, and to help us more fully

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understand who we truly are as both cookie lovers and as people. It's the perfect gift for friends, family, and fellow monsters—the gift of cookies. An Imprint Book From the #1 New York Times bestselling author of Self-Help comes the “leaked” diary of YouTube comedic personality Miranda Sings. Taped together so the world can read all about her life through her eyes, *My Diarrhe* includes pages from Miranda's baby book, poems from her years as an emotional teen, secrets from her dating life, and stories from her rise to fame. As Miranda herself says, “It has every single secret about my life in it. My first kiss, my first period, stories about secret family members, secret photos of other celebrities, etc... so don't read it!”

SSSniperWolf Merch Kids Composition Notebook: SSSniperWolf Cute Drawn Silhouette with Glasses Wide Ruled Composition Notebook 6 X 9 (110 Pages)

Ten years after the publication of the foundational edited collection *Folklore and the Internet*, Andrew Peck and Trevor J. Blank bring an essential update of scholarship to the study of digital folklore, *Folklore and Social Media*. A unique virtual, hybridized platform for human communication, social media is more dynamic, ubiquitous, and nuanced than the internet ever was by itself, and the majority of Americans use it to access and interact with digital source materials in more advanced and robust ways. This book features twelve chapters ranging in

topics from legend transmission and fake news to case studies of memes, joke cycles, and Twitter hashtag campaigns and offers fresh insights on digital heritage and web archiving. The editors and contributors take both the “digital” and “folklore” elements seriously because social media fundamentally changes folk practices in new, though often invisible, ways. Social media platforms encourage hybrid performances that appear informal and ordinary while also offering significant space to obfuscate backstage behaviors through editing and retakes. The result is that expression online becomes increasingly reminiscent of traditional forms of face-to-face interaction, while also hiding its fundamental differences. *Folklore and Social Media* demonstrates various ways to refine methods and analyses in order to develop a better understanding of the informal and traditional dynamics that define an era of folklore and social media. It is an invaluable addition to the literature on digital folklore scholarship that will be of interest to students and scholars alike. Contributors: Sheila Bock, Peter M. Broadwell, Bill Ellis, Jeana Jorgensen, Liisi Laineste, John Laudun, Linda J. Lee, Lynne S. McNeill, Ryan M. Milner, Whitney Phillips, Vwani Roychowdhury, Timothy R. Tangherlini, Tok Thompson, Elizabeth Tucker, Kristiana Willsey

With more than 10 billion total video views by 2018, Mark Edward "Markiplier" Fischbach is one of the biggest names in the digital age. Making a name for

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himself through a combination of a silky baritone voice, larger-than-life reactions, and a true penchant for comedy, Markiplier has risen to become a king of YouTube's gaming community. He has even leveraged his success as a video gamer into charitable donations, massive fan meet-ups, and an international comedy tour, proving once and for all that a career on YouTube is more than just fun and games.

Are you a fan of SSSniperWolf or maybe this person is inspiration or motivation for you? Let this notebook be a big dose of energy for you to become someone as big as Kylie Jenner. Specifications: Cover Finish: Matte Dimensions: 6" x 9" (15.24 x 22.86 cm) Interior: Notebook in a line, White Paper Pages: 110

Instant New York Times Bestseller The debut collection of poetry from Lili Reinhart, the actress and outspoken advocate for mental health awareness and body positivity. I seem to be your new favorite novel. One that keeps you up at night, turning my pages. Fingers lingering on me so you don't lose your place. Swimming Lessons explores the euphoric beginnings of young love, battling anxiety and depression in the face of fame, and the inevitable heartbreak that stems from passion. Relatable yet deeply intimate, provocative yet comforting, bite-sized yet profound, Lili's poems reflect her trademark honesty and unique perspective. Accompanied by striking and evocative illustrations, Swimming Lessons reveals the depths of female experience, and is the work of a storyteller who is coming into her own.

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Great for kids and adults! 8.5" x 11" 100+ lined pages

The well-designed and minimalist composition notebook is perfect for writing down

ideas. Makes a great gift. Specifications: Notebook Size: 6x9 Lined White Interior

Pages Cover: Soft, matte, paperback cover 114 Pages for writing notes and ideas

Perfect for gifts, journaling and writing Made in the USA

Inside Out and Back Again meets Millicent Min, Girl Genius in this timely, hopeful middle-grade novel with a contemporary Chinese twist. Winner of the Asian / Pacific

American Award for Children's Literature!* "Many readers will recognize themselves or their neighbors in these pages." -- Kirkus Reviews, starred review Mia Tang has a lot of

secrets. Number 1: She lives in a motel, not a big house. Every day, while her immigrant parents clean the rooms, ten-year-old Mia manages the front desk of the Calivista Motel

and tends to its guests. Number 2: Her parents hide immigrants. And if the mean motel owner, Mr. Yao, finds out they've been letting them stay in the empty rooms for free, the

Tangs will be doomed. Number 3: She wants to be a writer. But how can she when her mom thinks she should stick to math because English is not her first language? It will

take all of Mia's courage, kindness, and hard work to get through this year. Will she be able to hold on to her job, help the immigrants and guests, escape Mr. Yao, and go for

her dreams? Front Desk joins the Scholastic Gold line, which features award-winning and beloved novels. Includes exclusive bonus content!

A lighthearted twist on Rapunzel, the beloved fairy tale from the Brothers Grimm,

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Tangled brims with thrilling adventure, a distinctive cast of characters, a daring heroine, and, of course, seventy feet of golden hair. Featuring the stunning concept art behind the newest Disney masterpiece, *The Art of Tangled* also includes a preface by John Lasseter, a foreword by Directors Nathan Greno and Byron Howard, and interviews with the artists, animators, and production team—including Art Director David Goetz—that shed light on the history and artistry of this landmark film.

In the follow-up to the Oscar–nominated film *Wreck-It Ralph*, our hero leaves his arcade for the expansive universe of the Internet. Disney's artists have brought the world of the Inter-net (a world you may think you know) to life in an all-new, imaginative way.

Through never-before-seen concept art, character sketches, storyboards, and colorscripts, along with interviews with the production team, *The Art of Ralph Breaks the Internet* reveals the artistic process behind Disney's highly anticipated sequel.

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"A girl is inspired by an ambitious woman to ponder the word and claim it for herself as well"--

Step into the second installment of the massively popular online Massively Multiplayer Online Role-Playing Game (MMORPG) *Star Stable*, and follow four friends who discover their magic powers and learn that every girl can be a hero in this fantasy trilogy. The *Soul Riders* series tells the heroic tale of four young girls who have been chosen by destiny to save the world from the ancient demon: Garnok and his band of

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dangerous Dark Riders. Having split up on their own individual missions at the end of book 1, the Soul Riders are now in increasing danger. In a desperate act, Anne manages to save her friends by using her newfound magical abilities. Together again, the Soul Riders feel their powers intensify as they work in unison for the first time. The legend awakens as they start their training with the druids and learn who they are and what it means to be a Soul Rider. To truly master their powers they must obtain a book that is kept by the witch Pi who was once an ally to the druids, but now has turned on them. When they return to the druids, they learn that a magical rift has been opened up threatening to destroy Winter Valley and the thousands who live there. Linda has visions of the dark and terrible fate that awaits if the Dark Riders succeed. But worst of all, they realize that they are the ones who caused the rift and have no choice but to ride out together to try and neutralize the threat . . . The Legend Awakens is the second installment in the epic, fantasy trilogy, Soul Riders, about magic, friendship, and horses bound to thrill all young equestrian fans.

Night lasts for days on the planet Jannix, and when the sun goes down over a city brimming with corruption and organized crime, no one can be certain they will see another dawn. Retired police detective Jack Tarelli has turned to the bottle to cope with these long nights ever since the unsolved murder of his wife, but when he's called to the home of an enigmatic starship tycoon just hours after a high-profile homicide, he knows his longest night yet has just begun. Led on a chase deep into the shadows of a

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city that never wakes, the hard-nosed and uncompromising Jack finds himself on the trail of a killer whose true motives shrouded. Was it revenge for an interplanetary business deal gone wrong? Or something more personal? As connections to Jack's own bloody past rise to the surface, it becomes clear that this is more than a search for answers. It's a race against time. And the body count is going to rise long before the sun. A Knife in the Dark is a gritty tech noir story combining elements of "used future" science fiction and film noir in a fast-paced, futuristic thriller.

Media independence is central to the organization, make-up, working practices and output of media systems across the globe. Often stemming from western notions of individual and political freedoms, independence has informed the development of media across a range of platforms: from the freedom of the press as the "fourth estate" and the rise of Hollywood's Independent studios and Independent television in Britain, through to the importance of "Indy" labels in music and gaming and the increasing importance of independence of voice in citizen journalism. Media independence for many, therefore, has come to mean working with freedom: from state control or interference, from monopoly, from market forces, as well as freedom to report, comment, create and document without fear of persecution. However, far from a stable concept that informs all media systems, the notion of media independence has long been contested, forming a crucial tension point in the regulation, shape, size and role of the media around the globe. Contributors including David Hesmondhalgh, Gholam

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Khiabany, José van Dijck, Hector Postigo, Anthony Fung, Stuart Allan and Geoff King demonstrate how the notion of independence has remained paramount, but contested, in ideals of what the media is for, how it should be regulated, what it should produce and what working within it should be like. They address questions of economics, labor relations, production cultures, ideologies and social functions.

From the internationally bestselling creator of *Wreck This Journal*, a curious, engaging, and creative rethinking of all the different things a book can be. In this uniquely skewed look at the purpose and function of a “book”, Keri Smith offers an illustrated guide that challenges readers to creatively examine all the different ways *This Is Not a Book* can be used. With intriguing prompts, readers will discover that the book can be: A secret message—tear out a page, write a note on it for a stranger, and leave it in a public place. A recording device—have everyone you contact today write their name in the book. An instrument—create as many sounds as you can using the book, like flipping the pages fast or slapping the cover. *This Is Not a Book* forces you to ask, “If it’s not a book, what is it then?”—with a kaleidoscope of possible answers.

Amazing vision Board Journal, Composition Notebook, Notebook, Notepad Book, Planner Book, Diary for those who want to make things happen. Its unique look and size make it perfect for journaling, writing positive affirmations, the law of attraction techniques to boost your manifestation process. ? SIZE: 114 Pages - 6x9 inch ?
PERFECT CREATIVE FREEDOM: Artists and visual thinkers will love the flexibility to

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organize their thoughts and drawings how they please, without limitations with this unlined notebook. ? **STYLE:** Color with premium printing technology for mens womens teen boys girls friends parents family ? **PREMIUM THICK PAPER :** Choose high quality recyclable white writing paper, Which is environmental, recyclable, pollution-free and has no fluorescer, can effectively protect your eyesight. The paper 20%-54% thicker and smoother than normal, suit for most pens, but the wettest fountain pen inks. Give you a good writing experience. ? **PERFECT GIFT:** Our item is a perfect merchandise for christmas halloween birthday, father's day, mother's day, valentine's day, thanksgiving, holidays, new years or any occasion gifts in work office, home, school ? **COMMITMENT:** if you ever felt sad with the item, please contact directly to us and we are always happy to help

A bunch of scientifically proven ways to blow your mind! The Book of Impossible Objects makes science fun and accessible to kids by combining Klutz humour with seemingly impossible experiences. Fully dimensional eyes embedded in the cover follow your every move. . .

110 blank lined white pages, both sided wide ruled sheets. Beautiful matte cover 6" x 9" dimensions (little bit more than A5) Perfect size for your backpack at school, purse or tote bag on go, desk at work, at home. Can be used as a diary, log book, journal, notebook, or composition book for school and work. Greatly suited for brainstorming, organizing, lists, writing notes, journaling and writing. Main Facts About This Notebook:

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Size : 6" x 9" Pages : 110 pages Paper : Wide Ruled White Paper Cover : Black Matte Cover Suited as perfect presents for men, women, teens and kids for any gift giving occasion

This is an overview of my experiences sustaining the dreaded brain injury. I also go into some of circumstances which led to my injury. Writing this was an enlightening project that I hope will not forsake me. I have ultimately been working on this for years. More recently, however, I have added more pages. I have tried to paint as accurate of a picture as possible of my injury for this project. It is my hope that I can inspire others not to make the same mistakes I've made. This head injury or concussion was not fun. If I can utilize this debacle to teach others to avoid putting themselves in situations such as this, it would be worth it.

Pusheen returns in a delightful, miniature coloring book with one-sided, perforated pages for fans of I Am Pusheen the Cat. The Internet's favorite chubby, tubby tabby is back in this miniature version of the Pusheen Coloring Book, now with perforated pages so you can easily tear out your creations to share and show-off—purr-fect for cat lovers and coloring book fans everywhere!

The author takes us on a flight into a dangerous world - a world where death overtook him and yet, somehow, he cheated it. This is the amazing and miraculous story of a young man who went up against the odds to claw his way back to normality. From A levels to a party in celebration of his continuing life, through his work with horses and time spent in three hospitals - straight across the brink of his own existence - Philip Watling's true account takes us down

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paths we wouldn't normally wish to follow and into places we never knew existed. This harrowing tale of life and death transcends everyday living and defies the imagination. With humour and mysticism throughout, this thought-provoking book teaches us the value of the one life we are given, and will help light our way towards survival after experiencing a traumatic event.

Women in Gaming: 100 Professionals of Play is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: *100 Professionals of Play: Interviews and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. *Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. *Essays: Short essays covering various topics affecting women in gaming related careers, including "Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong," "NPC: On Being Unseen in the Game Dev Community," and "Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career." *"A Day in the Life of" Features: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more. Everybody poops, and every child has weird, wild, and hilarious adventures with poop. Join Timmy and his family in one of the funniest stories as they encounter ridiculous, disgusting,

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epic turds that just will not move! This is the perfect children's book to combat the crushing news we receive every day. We don't need a teaching book right now. What we need is the sound of laughter, and smiles all around. This is the bedtime story that will put a smile on your child's face every night!

“Librarians often say that every book is not for every child, but *The True Blue Scouts of Sugar Man Swamp* is” (The New York Times). Meet Bingo and J'miah, raccoon brothers on a mission to save Sugar Man Swamp in this rollicking tale and National Book Award Finalist from Newbery Honoree Kathi Appelt. Raccoon brothers Bingo and J'miah are the newest recruits of the Official Sugar Man Swamp Scouts. The opportunity to serve the Sugar Man—the massive creature who delights in delicious sugar cane and magnanimously rules over the swamp—is an honor, and also a big responsibility, since the rest of the swamp critters rely heavily on the intel of these hardworking Scouts. Twelve-year-old Chap Brayburn is not a member of any such organization. But he loves the swamp something fierce, and he'll do anything to help protect it. And help is surely needed, because world-class alligator wrestler Jaeger Stitch wants to turn Sugar Man swamp into an Alligator World Wrestling Arena and Theme Park, and the troubles don't end there. There is also a gang of wild feral hogs on the march, headed straight toward them all. The Scouts are ready. All they have to do is wake up the Sugar Man. Problem is, no one's been able to wake that fellow up in a decade or four... Newbery Honoree and Kathi Appelt's story of care and conservation has received five starred reviews, was selected as a National Book Award finalist, and is funny as all get out and ripe for reading aloud.

Sssniperwolf Notebook. This paperback notebook is 6" x 9" (letter size) and has 110 pages (55 sheets) that are wide rule. It's A Perfect Notebook For: - Taking notes in class. - Perfect present

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idea for any gift giving occasion. No more boring! This is the perfect composition notebook for school, home, office, work, travel, and much more ... - Students, Teachers, Parents, Grandparents, Kids, Boys, Girls, Youth And Teens As A Journal. - We Stand For Quality And Aim To Provide The Best Writing Experience And Quality Interiors With Our Notebooks - And more!

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