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The improbable but true story of a man accused of murdering his entire family and the journalist he impersonated while on the run In 2001, Mike Finkel was on top of the world: young, talented, and recently promoted to a plum job at the New York Times Magazine. Then he made an irremediable slip: Under extraordinary pressure to keep producing blockbuster stories, he fabricated parts of an article. Caught and excommunicated from the Times, he retreated to his home in Montana, swearing off any contact with the media. When the phone rang, though, he couldn't resist. At the other end was a reporter from the San Francisco Chronicle, whom Finkel congratulated on being the first in what was sure to be a long and bloodthirsty line of media watchdogs. The reporter was puzzled. In Waldport, Oregon, Christian Longo had killed his young wife and three children and dumped their bodies into the bay. With a stolen credit card, he fled south, making his way to Cancun, where he lived for several weeks under an assumed identity: Michael Finkel, journalist for the New York Times. True Story is the tale of a bizarre and convoluted collision between fact and fiction, and a meditation on the slippery nature of truth. When Finkel contacts Longo in jail, the two men begin a close and complex relationship. Over the course of a year, they exchange long letters and weekly phone calls, playing out a cat-and-mouse game in which it's never quite clear if the pursuer is Finkel or Longo—or both. Finkel's dogged pursuit of the true story pays off only at the end, in the gripping trial scenes in which Longo, after a lifetime of deception, finally tells the whole truth. Or so he says. A teen boy confronts the complications of love in this relatable free verse novel featuring a new cover and larger trim size. Don't get me wrong—my girlfriend's amazing. But the way things have been going lately, I'm starting to believe that the only thing worse than not getting what you want, is getting it. Picking up where What My Mother Doesn't Know leaves off, this is the story of what happens next—told from the perspective of Murphy, Sophie's new boyfriend. And even though Murphy's thrilled to be with Sophie, the consequences of their relationship—and the temptations outside of it—force him to consider everything he knows about love. Told in free verse and brimming with authenticity, this novel provides unique insight into the mind of a young man. #1 NEW YORK TIMES BESTSELLER • The thrilling sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST • “The game is on again. . . . A great mix of exciting fantasy and threatening fact.”—The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than even Wade dreamed possible. With it comes a new riddle, and a new quest—a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again. Explores further the magical world of Earthsea through five tales of events which occur before or after the time of the original novels, as well as an essay on the people, languages, history, and magic of the place. In What We Made, Tom Finkelpearl examines the activist, participatory, coauthored aesthetic experiences being created in contemporary art. He suggests social cooperation as a meaningful way to think about this work and provides a framework for understanding its emergence and acceptance. In a series of fifteen conversations, artists comment on their experiences working cooperatively, joined at times by colleagues from related fields, including social policy, architecture, art history, urban planning, and new media. Issues discussed include the experiences of working in public and of working with museums and libraries, opportunities for social change, the lines between education and art, spirituality, collaborative opportunities made available by new media, and the elusive criteria for evaluating cooperative art. Finkelpearl engages the art historians Grant Kester and Claire Bishop in conversation on the challenges of writing critically about this work and the aesthetic status of the dialogical encounter. He also interviews the often overlooked co-creators of cooperative art, "expert participants" who have worked with artists. In his conclusion, Finkelpearl argues that pragmatism offers a useful critical platform for understanding the experiential nature of social cooperation, and he brings pragmatism to bear in a discussion of Houston's Project Row Houses. Interviewees. Naomi Beckwith, Claire Bishop, Tania Bruguera, Brett Cook, Teddy Cruz, Jay Dykeman, Wendy Ewald, Sondra Farganis, Harrell Fletcher, David Henry, Gregg Horowitz, Grant Kester, Mierle Laderman Ukeles, Pedro Lasch, Rick Lowe, Daniel Martinez, Lee Mingwei, Jonah Peretti, Ernesto Pujol, Evan Roth, Ethan Seltzer, and Mark Stern My tale has been told again and again, and I've heard each one. Except for my hair, I barely recognize the pitiful renditions. Muddled versions, crafted to entertain laughing children...but they didn't know the truth. Nobody did. My name is Rapunzel. I will tell you my story. I will tell you the truth. If you deal with customers day after day who drive you insane, give you reasons to drink alcohol, or make you want to quit your job, this book is definitely for you. And maybe a few of your friends. Rest assured, you are not alone. A chaotic and hilarious portrait of a used car lot owner, Julia Karr. Her feisty attitude and fearless approach to managing a business, how it affects her home life and dealings with customers will have you scratching your head about humanity. Mortal Engines launched Philip Reeve's brilliantly imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground. Help find a stolen painting while solving clues that lead to a hidden message. The included answer key is easy to use, making this resource the perfect comprehensive tool for any novel study. Describe a series of coincidences that occur in the novel. Infer what Petra's father may be hiding based on his actions, and what you would do in the character's shoes. Number the events that occur in Ms. Hussey's class in the order that they happen in the chapter. Predict what Calder will do once he starts questioning Mrs. Sharpe's innocence. Take the book's theme of ancestry into the real world by writing a short fictional story about ancestors interacting with historical figures. Name and describe the key locations in the book and detail how the setting impacted the plot. Aligned to your State Standards, additional crossword, word search, comprehension quiz and answer key are also included. About the Novel: Chasing Vermeer is an action-packed story filled with mystery, danger and coincidences. Calder Pillay and Petra Andalee live on the same street, but they may as well be strangers. When a series of odd events take place, the two take notice and begin questioning the signs around them. A strange assignment from their teacher encourages them to look deeper into the works of Johannes Vermeer. When one of Vermeer's paintings is stolen, the pair team up in the hopes of solving the mystery behind the art theft. A series of coincidences lead the pair down a rabbit hole of clues that eventually lead them to solving two seemingly unrelated mysteries. Chasing Vermeer encourages the reader to follow along with the mystery to help solve a message hidden within its pages. When 46-year-old crane driver and former comedy stunt-driver Maurice Flitcroft chanced his way into the Open having never before played a round of golf in his life he ran up a record worst score of 121. The sport's ruling classes went nuclear and banned him. He didn't take it lying down. This book tells his story. Kale Firehart is a young dragon, and the sole survivor of his race. As a tyrannical general and his massive bloodthirsty army close in on Kale, the most unexpected circumstance transpires. With time against him, Kale's trusted friend, a veteran arcane sorcerer, transforms him into the one thing he despises most—a human. Kale must unwillingly live among human-kind as he embarks upon an extraordinary journey. With a band of unlikely friends by his side, can Kale overcome the obstacles before him and return to the life he once knew? The age of dragons is all but over... Presents the frequently overlooked story of the woman who helped discover the double helix structure of DNA, detailing the contributions of scientist Rosalind Franklin to the work of Watson, Crick, and Wilkins. John David Anderson returns to the world of superheroes he created in Sidekicked with an entirely new cast of characters in Minion, a funny and emotional companion to his first breakout tween novel—perfect for superhero fans who also love the work of bestselling authors Rick Riordan, Louis Sachar, and Frank Cottrell Boyce. Michael Morn might be a villain, but he's really not a bad guy. When you live in New Liberty, there are no Supers and only two kinds of people: those who turn to crime and those who suffer. Michael and his adoptive father spend their days building boxes—special devices with mysterious abilities—that they sell to the mob at a price. They provide for each other, they look out for each other, and they'd never betray each other. But then a Super comes to town, and Michael's world is thrown into disarray. The Comet could destroy everything Michael and his dad have built, the safe and secure life they've made for themselves. And now Michael and his father face a choice: to hold tight to their life or to let it unravel. Taldor Endures! The first-and at one point, largest-empire in Avistan after devastation of Earthfall, Taldor has stood for millennia, and though its neighboring nations snicker at its lavish parties and out-of-touch nobility, none dare challenge the mother empire's might! With 6 millennia of history spanning the breadth of a continent, Taldor is a land of long-buried secrets and ruins, partnered with modern cutthroat dramas and political action. Secrets and treasure abound across Taldor-many forgotten, but far more deliberately buried. Will you fight to preserve the glorious traditions of the past, or will you pave the way for a reformed Taldor to attain new heights? Taldor is the dynamic setting for the War for the Crown Adventure Path, making this comprehensive guide to the nation's geography, politics, and history a perfect resource for that campaign, as well as for many Pathfinder Module adventures! Inside this book you'll find: ?A thorough gazetteer of Taldor's major prefectures and provinces, including details on the reigning nobles of each and over 70 points of interest across the nation, from Antios's Crown and its endless royal necropolis to the militarized city of Zimar. ?An overview of Taldor's government, foreign relationships, and society. ?Nearly a dozen adventure sites tied to Taldor's past glories and modern decay, from ruined cities to lost valleys of the dead. ?Nine new monsters perfectly adapted to life in Taldor, including the corrupting giniver, perfectly suited to hiding in plain sight, and testaments to noble excess such as the titanboar and the blood-bathing baetrioiv. Pathfinder Campaign Setting: Taldor, The First Empire is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world. Take one sword-wielding penguin, add a time traveling cowboy, and throw in more zombies than you can shake a stick at. Mix it all together and that's just a taste of what you'll find in this all new collection of four novellas by Steeven R. Orr. This quirky collection opens with "Then a Penguin Walked In", a fantasy tale about Dominick Hanrahan, a fast food cook surrounded in the gray of day to day dullness and drudgery. Then a penguin walked in, taking Dominick from a life of tedium and thrusting him into a world he never knew existed. But is he destined to save his new home? Next is "Fanboys of Doom" in which former police officer and survivor of the zombie apocalypse, desperate to add the Holy Grail of comics to his mobile man cave, will risk being eaten alive by a bevy of zombie fanboys to gain his prize. Then, in "The Undead of the Night", a group of strangers find themselves trapped in a convenience store in the middle of nowhere as the dead rise to feast. But not everything is as it seems. (A Norman Oklahoma adventure). And in the last tale of this collection, "The Other Gunfight", an icon of the Old West travels in time to the Gunfight at the O.K. Corral on a mission to stop a fellow time traveler from killing the wrong person. Humorous, exciting, and just a bit weird, "Then a Penguin Walked In and Other Tall Tales" is the book you didn't know you needed until now. Thirteen-year-old Rosie Beckett has never strayed further from her family's farm than a horse can pull a cart. Then a letter from her Aunt Euterpe arrives, and everything changes. It's 1893, the year of the World's Columbian Exposition-the "wonder of the age"-a.k.a. the Chicago World's Fair. Aunt Euterpe is inviting the Becketts to come for a visit and go to the fair! Award-winning author Richard Peck's fresh, realistic, and fun-filled writing truly brings the World's Fair-and Rosie and her family-to life. The New York Times bestselling series returns . . . and so does Matt de la Peña! Dak, Sera, and Riq have fixed the Great Breaks in history . . . but the SQ isn't beaten yet, and the biggest, boldest Infinity Ring adventure of all time has just begun! In the 1930s, some 6,000 Finnish Americans traveled to Karelia, a province in northwestern Russia, hoping to leave the Depression behind and to establish a workers' paradise. Based on these true events, The Darkest Evening chronicles the story of Jake Maki, whose father, caught up in the socialist fervor washing over their Finnish mining community in Minnesota, moves their family to the Soviet Union. Instead of finding the utopia they were promised, Jake and his family encounter only disappointment and hardship. When Stalin's secret police begin targeting Americans for arrest, his worst fears are confirmed, and Jake leads his family on a daring midwinter escape attempt on cross-country skis, fleeing toward the Finnish border. Most folks say, "Mother Nature controls the rain." However this is not the case in the village of Finkleton. In the perfect little village of Finkleton, the weather is always perfect. Every farm grows the best, biggest, healthiest crops in the entire world, and everyone is happy. Soon after the Finkles inherit their Uncle Harry's shop and move to Finkleton, they discover magical secrets hidden in his shop. One clue at a time, Jack, Lizzy and Robert learn the town's amazing secret. No, Mother Nature is not in charge in Finkleton! Ever since Uncle Harry's death, the weather has not been cooperating. Farms are starting to fail. Will the Finkle children be able to solve all the magical mysteries before the village is destroyed? Come along to Finkleton. A very special, magical adventure is about to begin! Age Range 9-12 Childrens / Pre-Teen Fiction ***** Children's Literary Classics Seal of Approval June 8, 2011 ***** Literary Classics Finalist September 29, 2011 ***** Literary Classics Gold Award for Best of Pre-Teen Fiction October 14, 2011 ***** Reader Views 2011 Global Winner Europe - March 7, 2012 ***** READ THE SEQUEL - RETURN TO FINKLETON (SPRING 2012) Reviewed by Rita V for Readers Favorite Five Stars! Captivating! The Magic of Finkleton is a captivating novel. K.C. Hilton brings a powerful punch of magic into a fast-paced older children's book that does not disappoint. I found it to be inquisitive, exciting, and truly fun to read. It is rare to find a book so intricately written in which the reader is actually encouraged to participate. I loved the use of descriptive words; the plot was full of twists and turns, and the depth of the characters was amazingly accomplished. K.C. creates the perfect recipe of magic, adventure and imagination that are all easy to comprehend for older children on up to adult readers. I very much look forward to reading her next novel, Return to Finkleton. I can easily see K.C Hilton's series as either a television series or a film series comparable to Harry Potter, and I do not say that lightly. She is truly a genius in her mad writing skills, and this book portrays to all audiences who love a little magic in their life. This is by far, the best novel I have read all year, and if I could have given it ten stars, I would have. Look out world, here comes K.C. Hilton! Now in paperback! From the award-winning author of Babe: The Gallant Pig comes the story of how the Loch Ness monster finds his home, thanks to the human family that raises him. The 3-D motion picture version of Yann Martel's Man Booker Prize-winning bestseller Life of Pi is the most ambitious film project to date from Academy Award-winning director Ang Lee (Brokeback Mountain;

Crouching Tiger, Hidden Dragon). The Making of Life of Pi: A Film, A Journey is a beautifully illustrated, graphically compelling, behind-the-scenes look at the creation of a film that is destined to be a classic. Written by John Christophe-Castelli, with a foreword by Yann Martel and an introduction by Ang Lee, The Making of Life of Pi is a must-have volume for every true film buff, offering entertaining text and breathtaking visuals, while providing a fascinating close-up look at the unique approach to filmmaking of one of today's most influential directors. Sam Floyd leads a normal life until Special Detective Erica Sayles unexpectedly appears one day and asks for his help to catch a killer. But not just any killer. In an alternate universe, Erica's been pursuing Thomas Weir, Sam's homicidal other self. Despite Sam's reservations, Erica convinces him to accompany her to a different version of Earth. Sam soon finds himself in a technologically advanced society where high-ranking police officers can change their appearance at will and the president holds daily televised dance parties. Channeling a unique emotional and psychic connection to Thomas, Sam assists Erica in tracking him. But stopping Thomas doesn't prove easy. He takes Erica and Sam down an ambitiously twisted trail of murder that ultimately puts both of their worlds in jeopardy. Throughout the 1980s and 1990s, the author's family lived aboard a 47-foot sailboat, spending their summers along the U.S. East Coast and their winters in the Bahamas. "Boat Kid" strikes a perfect balance between coming-of-age story and sea tale enjoyable for boaters and land-lovers alike. Against all odds, Rye and Sonia have survived the perils behind the gold and silver Doors. But Weld is still under threat, and Rye knows what he has to do. One Door remains a mystery—the ancient wooden Door that he has been drawn to from the beginning. For good or ill, his desperate quest will end beyond that Door. All he has to do is dare to go through it. . . Dive in to this whimsically adventurous graphic novel from Caldecott Medalist Dan Santat! Ever since her father was lost at sea, Sophia has been moping around Aqualand, the marine theme park her dad and uncle created. But Sophia's world is turned upside down when an "aquanaut" breaks into the park's research lab. To her amazement, Sophia discovers that the aquanaut is not what it seems -- inside lives a band of four goofy sea creatures! And when they all realize that Aqualand has evolved into something much darker than Sophia's dad had envisioned, Sophia is determined to help the aquanaut crew free the park's captive marine life before it's too late. "Witty, humorous, a well-constructed plot."-Candace Camp, New York Times bestselling author of Suddenly A Delightful Tangle of Affairs... The Earl of Spenborough had always been noted for his eccentricity. Leaving a widow younger than his own daughter Serena was one thing, but leaving his fortune to the trusteeship of the Marquis of Rotherham ? the one man the same daughter had jilted ? was quite another. When Serena and her lovely young stepmother Fanny decide to move to Bath, Serena makes an odd new friend and discovers an old love. Before long, they're all entangled in a clutter of marriage and manners the likes of which even Regency Bath has rarely seen. What Readers Say: "Bath Tangle has all the fun and frolic that has delighted Ms. Heyer's fans for years" "Brilliant character portrayals, wity dialogue, vivid imagery, and smooth pacing...a novel not to be missed!" "Romance, history, nostalgia-who could ask for more? The story is...full of humorous suspense. The further adventures of Lily: life as a maid in Lissadell House is always interesting, but with her friendship with Maeve under strain, a war in Europe starting and uncertainly about her future, she needs all her wits about her! This latest installment in the popular series also sees Lily finally on her way to realising her dream of becoming a teacher. Nellie's older sister, Johanna, starts walking out with Harry the footman, and is extremely worried when he enlists and goes off to fight in World War I. He send letters to the girls from the front and tells them all about the Christmas Day truce in 1914 ... but then a telegram comes. Harry is missing, presumed dead. Will he return to Lissadell, safe and sound? Meanwhile, when Isabelle, the children's nurse, becomes unwell Lady Mary asks Lily to work with the Michael and Hugh Gore Booth in the afternoons until they are ready to go away to boarding school. On a visit home, Lily meets the Master, who tells her that Miss O'Brien is courting a young man – and if she marries, there will be an opening for a Junior Assistant Mistress in the school. He assures her that her current level of education will be enough, and that once she is old enough, he'd be happy to appoint her. After modern science turns every human into a genetic time bomb with men dying at age twenty-five and women dying at age twenty, girls are kidnapped and married off in order to repopulate the world. Influence is an art! The Heart of a Leader offers insight and wisdom on choosing values, aiming for excellence, maintaining integrity, finding the courage to change, helping others reach their potential, and more. A retelling of a folktale in which a beautiful girl with long golden hair is kept imprisoned in a lonely tower by a sorceress. Includes a note on the origins of the story. "Report of the Dominion fishery commission on the fisheries of the province of Ontario, 1893", issued as vol. 26, no. 7, supplement. Book 4 in the bestselling Phoenix Files series. The end is coming - and Luke is running out of hiding places. He and his friends are trapped, paralysed and lost to the outside world. And the only escape is at the hands of Calvin and his men. Meanwhile, the people of Phoenix are growing suspicious, and the Co-operative may have to take extreme measures to maintain their control. But the worst is yet to come. Deep under Phoenix, Luke is about to uncover a secret that will change everything. And the clock is still ticking. There are 49 days until the end of the world. Frankie has a secret - she and her brother Fred can disappear to Thoughtopolis, a magical world inside her head.Thoughtopolis is an adventure-land, filled with the best things imaginable, until Frankie gets trapped inside. Can she discover the secret buried inside Thoughtopolis, face a great loss and find her way back to the real world? Part of the 'Penguin Active Reading' series, this book provides a range of integrated activities designed to develop reading skills and consolidate vocabulary, and offers personalised project work.

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