

Trapped In A Video Game: Book One

Mina loves video games. But when she gets zapped inside her favorite game, she'll have to beat all the levels and defeat the fearsome cactus dragon to get out. Luckily, a friendly video game security guard is there to help. Wait, a video game security guard? Written by Tsuyoshi Kan, producer and narrator of Game Center CX (Retro Game Master), this English edition features a translation by the original illustrator and a special section about the book's journey from Japan by the team behind Legends of Localization, including sketches, storyboards, interviews, and an annotated look at the original Japanese edition.

Meet Dewey Jenkins, a 13-year old schoolkid who's about to fail science class. Follow him on an amazing adventure that leads Dewey and his friends to a virtual world where they will have to overcome all sorts of digital creatures and solve a number of puzzles in order to get home. *My Video Game Ate My Homework* is a funny, fast-paced adventure that shows the importance of cooperation and teamwork, as well as the importance of using your own unique abilities to solve problems. It's illustrated in Dustin Hansen's colorful, cartoony style, and filled with lots of sight gags and nods to video-gaming tropes. Dustin Hansen spent years directing and creating video games before becoming a writer and illustrator, and makes his DC debut with *My Video Game Ate My Homework!*

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets *The Matrix*.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly
A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

In these pages, *Rent* offers what most theater books can't: a chance to step behind the curtain and feel the electricity of a stage phenomenon as it unfolds. *Rent* has single-handedly reinvigorated Broadway and taken America by storm. Sweeping all major theater awards, including the 1996 Pulitzer Prize for drama, as well as four 1996 Tony Awards including Best Musical, Best Book, and Best Score for a Musical, *Rent* captures the heart and spirit of a generation, reflecting it onstage through the emotion of its stirring words and music, and the energy of its young cast. Now, for the first time, *Rent* comes to life on the page -- through vivid color photographs, the full libretto, and an utterly compelling behind-the-scenes oral history of the show's creation. Here is the exclusive and absolutely complete companion to *Rent*, told in the voices of the extraordinary talent behind its success: the actors, the director, the producers, and the librettist and composer himself, Jonathan Larson, whose sudden death, on the eve of the first performance, has made *Rent*'s life-affirming message all the more poignant.

Pottymouth and Stoopid

Trapped in a Video Game (Book 5)

The Marriage of Music and Poetry

The Final Boss

My Video Game Ate My Homework

Check out the ultimate annual video game guide from Scholastic AFK! Game On! 2021 is full of the latest information on the hottest games of 2021, how they were developed, and how to beat them. Get ready for another awesome year of gaming with this ultimate guide to all your favorite games, including a definitive list of the biggest games of the past year and hottest new ones coming in 2021! Game On! 2021 is the most comprehensive guide to all the best games, tech, and streamers, featuring a bunch of the year's greatest gaming moments. This complete guide is packed with secrets, stats, tips, and tricks for all your favorite games. All games featured in AFK's Game On! 2021 are rated T for Teen or younger -- perfect for young gamers. Young gamers control the action in this interactive new series from the bestselling author of *Trapped in a Video Game*. With more than 30 endings and an unlockable bonus adventure, *The Secret of Phantom Island* promises hours of screen-free fun. *Cooper Hawke and the Secret of Phantom Island* is the greatest video game nobody has ever played. The treasure-hunting adventure was supposed to set a new standard for gaming. Then, just one month before its release date, it fell off the face of the earth. Now, for the first time, you get a chance to play the mysterious game—from the inside. As you outsmart enemies, solve puzzles, and explore the island's hidden areas, you'll discover that there's more to this game than the world realized. *Escape from a Video Game* is an innovative pick-your-plot story that promises two adventures for the price of one! The main adventure builds critical thinking skills by rewarding young readers for solving puzzles and making sound choices with non-stop action and huge plot twists. Once readers beat the video game within the book, they'll get a chance to hunt for every possible ending. Finding all the book's endings reveals a code that readers can use to unlock a secret story online. Fans of the best-selling *Trapped in a Video Game* series, as well as new readers, will quickly come to appreciate the page-turning action to uncover more secrets about the mysterious video game company Bionosoft.

Kids who love video games will love this first installment of the new 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters getting sucked into different video games. Jesse Rigsby hates video games--and for good reason. You see, a video game character is trying to kill him. After getting sucked in

the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

From the beloved author of *The Once and Future Geek* comes this action-packed adventure set in a futuristic world filled with magic, monsters, and high-tech video gaming. One wrong move, and it's game over. Welcome to *Dragon Ops*, the world's first augmented-reality video-game theme park. Set on a once-deserted island, our three beta players—classic gamer geek Ian; his adventure-seeking sister, Lily; and their too-cool-for-gaming cousin, Derek—have been lucky enough to score an invite to play before the fully immersive experience opens to the public. But once inside, they find themselves trapped in a game taken over by a rogue AI dragon called Atreus, and suddenly the stakes go beyond the virtual world. With no cheat codes, guidebooks, save points, or do-overs, they'll need all their cunning and video-game hacks to beat the game . . . and survive in real life. Action-packed and unputdownable, *Dragon Ops* will thrill gamers and reluctant readers alike with high-tech adventure and electrifying twists and turns.

Stuck in the Game

Trapped On Battle Royale Island (Video Game Novels For Kids)

Escape from a Video Game

Trapped in a Video Game: The Complete Series

Trapped in a Video Game (Book 4)

A Children's Egg Donation Story This charming and light-hearted book is a wonderful way to introduce young children to the idea that a generous donor (along with a doctor and their parents) helped to bring them into the world and into their loving family. The focus is on a "mommy and daddy" who cherish their very special child. (Refers to the need for "sperm from the man" and "eggs from the lady" being needed to "make a baby"). Full color original illustrations make this book a favorite for bedtime reading. It is a book your child will fall in love with. Trapped in the dangerous game of Heir Apparent, Giannine is forced to obtain a magic ring, find stolen treasure, solve the dwarf's stupid riddles, and slay a dragon--among other challenges--in order to survive. 20,000 first printing.

Five great Trapped in a Video Game books in one box! Includes: Trapped in a Video Game (Book 1)

Trapped in a Video Game (Book 2): The Invisible Invasion Trapped in a Video Game (Book 3):

Robots Revolt Trapped in a Video Game (Book 4): Return to Doom Island Trapped in a Video Game (Book 5): The Final Boss

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games--and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

Under the Never Sky

The Journey to the West

A Novel

Holes

Trapped in a Video Game (Book 2)

When Mark is sucked into the game "Go Wild", he becomes invisible which makes it that much harder for Jesse to find him.

#1 NEW YORK TIMES BESTSELLER • NEWBERY MEDAL WINNER • NATIONAL BOOK AWARD WINNER Dig deep in this award-winning, modern classic that will remind readers that adventure is right around the corner--or just under your feet! Stanley Yelnats is under a curse. A curse that began with his no-good-dirty-rotten-pig-stealing-great-great-grandfather and has since followed generations of Yelnatses. Now Stanley has been unjustly sent to a boys' detention center, Camp Green Lake,

where the boys build character by spending all day, every day digging holes exactly five feet wide and five feet deep. There is no lake at Camp Green Lake. But there are an awful lot of holes. It doesn't take long for Stanley to realize there's more than character improvement going on at Camp Green Lake. The boys are digging holes because the warden is looking for something. But what could be buried under a dried-up lake? Stanley tries to dig up the truth in this inventive and darkly humorous tale of crime and punishment—and redemption. "A smart jigsaw puzzle of a novel." —New York Times *Includes a double bonus: an excerpt from *Small Steps*, the follow-up to *Holes*, as well as an excerpt from the New York Times bestseller *Fuzzy Mud*.

Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game *Full Blast* with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Jesse and Eric have ten minutes to save the world. In those ten minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. There will be fire-breathing pterodactyls, angry green giants, and unicorns that shoot lasers out of their hooves. If Jesse and Eric are going to survive long enough to fight the final boss, they'll need to rely on each other like never before. Do they have what it takes? The clock is ticking.

The Children's Book: The Boy Who Never Gave Up

A Video Game Story

The Invisible Invasion

I'm Stuck in a Video Game

David Fincher: Mind Games

The Boy Who Never Gave Up is the inspiring true story of NBA superstar Stephen Curry. This Fully illustrated picture book biography tells the story of a young boy who many said was too short to play in high school, too weak to play in college and not good enough to play in the NBA. Against all odds, this small boy who follows his dream, not only makes it to the NBA, but becomes one of the greatest players to ever play the game of basketball. Children's/Kids Picture Book Biography K-3 Be sure to check out the new release: NFL All Stars 2017: Coloring and Activity Book for Adults and Kids featuring 30+ of today's hottest stars including Ezekiel Elliott, Tom Brady, Julio Jones, Aaron Rodgers, Russell Wilson and so many more!

Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else too - he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro gaming skills. Can he pull it off before the bad guys catch on?

The inspiration for the film that won the 2004 Sundance Film Festival Audience Award for Best Documentary, The Corporation contends that the corporation is created by law to function much like a psychopathic personality, whose destructive behavior, if unchecked, leads to scandal and ruin. Over the last 150 years the corporation has risen from relative obscurity to become the world's dominant economic institution. Eminent Canadian law professor and legal theorist Joel Bakan contends that today's corporation is a pathological institution, a dangerous possessor of the great power it wields over people and societies. In this revolutionary assessment of the history, character, and globalization of the modern business corporation, Bakan backs his premise with the following observations: -The corporation's legally defined mandate is to pursue relentlessly and without exception its own economic self-interest, regardless of the harmful consequences it might cause to others. -The corporation's unbridled self-interest victimizes individuals, society, and, when it goes awry, even shareholders and can cause corporations to self-destruct, as recent Wall Street scandals reveal. -Governments have freed the corporation, despite its flawed character, from legal constraints through deregulation and granted it ever greater authority over society through privatization. But Bakan believes change is possible and he outlines a far-reaching program of achievable reforms through legal regulation and democratic control. Featuring in-depth interviews with such wide-ranging figures as Nobel Prize winner Milton Friedman, business guru Peter Drucker, and cultural critic Noam Chomsky, The Corporation is an extraordinary work that will educate and enlighten students, CEOs, whistle-blowers, power brokers, pawns, pundits, and politicians alike.

An indie musician reeling from tragedy and a public breakdown reconnects with her father on a weeklong cruise in "a pitch-perfect story about the ways we recover love in the strangest places" (Rebecca Serle, bestselling author of In Five Years) "The characters are drawn with a generosity that allows them to be wrong but also right, loving but also prone to missteps, and ultimately deserving of a resolution that's full of hope."—Linda Holmes, New York Times bestselling author of Evvie Drake Starts Over ONE OF THE MOST ANTICIPATED BOOKS OF 2022—BookPage Right after the sudden death of her mother—her first and most devoted fan—and just before the launch of her high-stakes sophomore album, Greta James falls apart on stage. The footage quickly goes viral and she stops playing, her career suddenly in jeopardy—the kind of jeopardy her father, Conrad, has always predicted; the kind he warned her about when he urged her to make more practical choices with her life. Months later, Greta—still heartbroken and very much adrift—reluctantly agrees to accompany Conrad on the Alaskan cruise her parents had booked to celebrate their fortieth anniversary. It could be their last chance to heal old wounds in the wake of shared loss. But the trip will also prove to be a voyage of discovery for them both, and for Ben Wilder, a charming historian, onboard to lecture about The Call of the Wild, who is struggling with a major upheaval in his own life. As Greta works to build back her confidence and Ben confronts an uncertain future, they find themselves drawn to and relying on each other. It's here in this unlikeliest of places—at sea, far from the packed city venues where she usually plays and surrounded by the stunning scenery of Alaska—Greta will finally confront the choices she's made, the heartbreak she's suffered, and the family hurts that run deep. In the end, she'll have to decide what her path forward might look like—and how to find her voice again.

Space Cat

An Egg-Donation Story

The Luckless

Return to Doom Island

The Pea That Was Me

One of the very best must-read SF novels of all time.

New York Times bestselling authors and creators of the mega-popular YouTube series Game Master Network Matt and Rebecca Zamolo return with a brand-new adventure about everyone's favorite mystery-solving team. Rebecca Zamolo has managed to foil the Game Master's plans before, but this time the Game Master has snake-napped Nacho, her good friend Miguel's pet. No way is Becca going to let the Game Master get away with this dastardly plan. But when the clues lead Becca and her new friends in the direction of the one house in their entire neighborhood that none of them ever want to go near, they know they have no choice but to screw up their courage and dare to investigate, if they want to rescue Nacho. But the problem is that getting into the superspooky house is way easier than getting out. The Game Master is up to their old tricks, and Becca, Matt, Kylie, Frankie, and Miguel are going to have to face their fears and use all their smarts and strengths to solve the puzzles and games and save the day. Mansion Mystery is another action-packed adventure from New York Times bestselling authors and super-sleuthing team Rebecca and Matt Zamolo, stars of the hugely popular Game Master Network. Read the book and unlock special clues that will open exclusive content online!

David Fincher: Mind Games is the definitive critical and visual survey of the Academy Award- and Golden Globe-nominated works of director David Fincher. From feature films Alien 3, Se7en, The Game, Fight Club, Panic Room, Zodiac, The Curious Case of Benjamin Button, The Social Network, The Girl With the Dragon Tattoo, Gone Girl, and Mank through his MTV clips for Madonna and the Rolling Stones and the Netflix series House of Cards and Mindhunter, each chapter weaves production history with original critical analysis, as well as with behind the scenes photography, still-frames, and original illustrations from Little White Lies' international team of artists and graphic designers. Mind Games also features interviews with Fincher's frequent collaborators, including Jeff Cronenweth, Angus Wall, Laray Mayfield, Holt McCallany, Howard Shore and Erik Messerschmidt. Grouping Fincher's work around themes of procedure, imprisonment, paranoia, prestige and relationship dynamics, Mind Games is styled as an investigation into a filmmaker obsessed with investigation, and the design will shift to echo case files within a larger psychological profile.

Most gamers would love being stuck in the Dream State—a virtual world full of thrilling quests, perilous dungeons, and wicked monsters—but for Noah, it's the most dangerous place he could be. Perfect for fans of video games and adventure alike, Stuck in the Game will keep you logged in until the very end!

A Mmorpq and Litrgp Online Adventure

Bedlam

Art Song

Game On! 2021

Trapped in the Mirror

Kids who love video games will love this fourth installment of the 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters inside different video games. Age Level: 8-12 Grade Level: 3rd and up Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else, too--he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro-gaming skills. Can he pull it off before the bad guys catch on?

Fighting to survive in a ravaged world, a Dweller and a Savage form an unlikely alliance in New York Times bestselling author Veronica Rossi's "unforgettable dystopian masterpiece" (Examiner.com). Exiled from her home, the enclosed city of Reverie, Aria knows her chances of surviving in the outer wasteland—known as The Death Shop—are slim. Then Aria meets an Outsider named Perry. He's wild—a savage—and her only hope of staying alive. A hunter for his tribe in a merciless landscape, Perry views Aria as sheltered and fragile—everything he would expect from a Dweller. But he needs Aria's help too; she alone holds the key to his redemption. In alternating chapters told in Aria's and Perry's voices, Under the Never Sky subtly and powerfully captures the evolving relationship between these characters and sweeps readers away to a harsh but often beautiful world. Continuing with Through the Ever Night and concluding with Into the Still Blue, the Under the Never Sky trilogy has already been embraced by readers in twenty-six countries and been optioned for film by Warner Bros. Supports the Common Core State Standards

Containing the first 50 chapters of China's best-loved work, in an edited, yet complete and wholly accurate translation for the Western reader. Volume 1 begins with Monkey's birth, his secret education in the ways of magic at the hands of the Patriarch, his dealings with the Cloud Emperor, the famous revolt in heaven, and the Great Sage's fall and punishment. Then, with a reprieve, Monkey joins the Tang Priest as his guide to India. Paired with the monster Pig and Friar Sand, the quartet embark on a quest at once dazzling and comic, with non-stop action.

Flyball, a little gray kitten with a taste for adventure, stows away on the spaceship taking his owner to the moon.

Ready Player One

Trapped in a Video Game!

The Eye of Minds (The Mortality Doctrine, Book One)

Dragon Ops

Welcome to Retha, the full submersion video game where you can be the hero of your own adventure.

Unfortunately for Kit, it only takes one moment to turn the game into a nightmare. When Chronicles of Retha experiences a software malfunction, Kit--a disenchanted veteran player--is stuck in the game without a way to log off. Even worse, she's trapped playing as the most defective character possible, an elf dancer that was meant to be a prank. Thankfully, she receives word that there is a way out. But the only escape route is to defeat the game's ultimate villain. Kit, in her joke character, must fight her way through some of the worst Retha has to offer. Her only help is a party of low-leveled players just as powerless as she is, and the occasional act of mercy from one of the best players in the game, the taciturn (and aloof) Solus Miles. Can Kit and her new friends finish the quest, or will Retha be their end?

Jesse Rigsby is on a mission to save his friend Mark, but first he's got to shake the Bigfoot chasing him

through the school library. And then there's the velociraptor in the bathroom. Oh yeah, and don't forget the ginormous flame-throwing bat in the

In this "superwonderrific" New York Times bestseller (Jerry Spinelli), two bullied middle-school boys finally fight back with the power of funny. David and his best friend Michael were tagged with awful nicknames way back in preschool when everyone did silly things. Fast-forward to seventh grade: "Pottymouth" and "Stoopid" are still stuck with the names -- and everyone in school, including the teachers and their principal, believe the labels are true. So how do they go about changing everyone's minds? By turning their misery into megastardom on TV, of course! And this important story delivers more than just laughs -- it shows that the worst bullying isn't always physical . . . and that things will get better. A great conversation starter for parents to read alongside their kids! Official Notice to Parents: There is no actual pottymouthing or stupidity in this entire book!(Psst, kids: that second part might not be entirely true.)

The world is virtual, but the danger is real in book one of the bestselling Mortality Doctrine series, the next phenomenon from the author of the Maze Runner series, James Dashner. Includes a sneak peek of The Fever Code, the highly-anticipated conclusion to the Maze Runner series—the novel that finally reveals how the maze was built! The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results. The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the VirtNet grid, to the back alleys and corners of the system human eyes have never seen—and it's possible that the line between game and reality will be blurred forever. The author who brought you the #1 New York Times bestselling MAZE RUNNER series and two #1 movies—The Maze Runner and The Scorch Trials—now brings you an electrifying adventure trilogy an edge-of-your-seat adventure that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. Praise for the Bestselling MORTALITY DOCTRINE series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of The Matrix and Inception, guaranteed to thrill even the non-gaming crowd." —Christian Science Monitor

Heir Apparent

For the Throne

Mystery on the Starship Crusader

Book Four

The Unsinkable Greta James

Young gamers control the action in this interactive series from the bestselling author of Trapped in a Video Game. With more than 30 endings and an unlockable bonus adventure, this second book in the series promises hours of screen-free fun. This is one book that will super-power the interest of any "I'd rather be gaming" kid. In this pick-your-path adventure, you join eight strangers inside a video game for a chance to win a million dollars. The challenge is simple: survive to the end, and you're rich. There's just one problem: A traitor is hiding among your group. One-by-one, crew members of the spaceship start disappearing. Can you "suss" out the traitor before it's too late? This whodunnit space adventure is perfect for fans of Among Us.

HEAVEN IS A PRISON. HELL IS A PLAYGROUND. Ross Baker is an overworked scientist developing medical technology for corporate giant Neurosphere, but he'd rather be playing computer games than dealing with his nightmare boss or slacker co-workers. He volunteers as a test candidate for the new tech - anything to get out of the office for a few hours. But when he emerges from the scanner he discovers he's not only escaped the office, but possibly escaped real life for good. He's trapped in Starfire - a video game he played as a child - with no explanation, no backup and, most terrifyingly, no way out.

A long time ago in China, there existed three Books of Peace that proved so threatening to the reigning powers that they had them burned. Many years later Maxine Hong Kingston wrote a Fourth Book of Peace, but it too was burned--in the catastrophic Berkeley-Oakland Hills fire of 1991, a fire that coincided with the death of her father. Now in this visionary and redemptive work, Kingston completes her interrupted labor, weaving fiction and memoir into a luminous meditation on war and peace, devastation and renewal. In this compelling book, Elan Golomb identifies the crux of the emotional and psychological problems of millions of adults. Simply put, the children of narcissist—offspring of parents whose interest always towered above the most basic needs of their sons and daughters—share a common belief: They believe they do not have the right to exist. The difficulties experienced by adult children of narcissists can manifest themselves in many ways: for examples, physical self-loathing that takes form of overeating, anorexia, or bulimia; a self-destructive streak that causes poor job performance and rocky personal relationships; or a struggle with the self that is perpetuated in the adult's interaction with his or her own children. These dilemmas are both common and correctable, Dr. Golomb tells us. With an empathic blend of scholarship and case studies, along with her own personal narrative of her fight for self, Dr. Golomb plumbs the depths of this problem, revealing its mysterious hold on the affairs of otherwise bright, aware, motivated, and worthy people. Trapped in the Mirror explores the nature of the paralysis and lack of motivation so many adults feel stress and its role in exacerbating childhood wrongs why do many of our relationships seem to be "reruns" of the past how one's body image can be formed by faulty parenting how anger must be acknowledge to be overcome and, most important, how even the most traumatized self can be healed. Rooted in a profoundly humanist traditional approach, and suffused with the benefit of the latest knowledge about intrafamily relationships, Trapped in the Mirror offers more than the average self-help book; it is truly the first self-heal book for millions.

Game Master: Mansion Mystery

Trapped in a Video Game

Rent

The Stars My Destination

The Corporation

Trapped in a Video Game

Trapped On Battle Royale Island

"Kate and Charlie are playing their favorite video game. They're really good. In fact, they're about to reach the highest level. Suddenly, they feel themselves spinning. The next thing they know, they're inside the game! How did they get there? What will they do next? Most important, will they ever get out?"--cover p. 4.

In this breathtaking sequel to the instant New York Times bestseller For the Wolf, Red's sister Neve struggles to escape a mysterious land of twisted roots, lost gods, and mountains made of bone—and the only clues to her rescue are a magic mirror and a dark prince who wants to bring the whole thing crumbling down. The First Daughter is for the Throne The Second Daughter is for the Wolf... Red and the Wolf have finally contained the threat of the Old Kings but at a steep cost. Red's beloved sister Neve, the First Daughter is lost in the Shadowlands, an inverted kingdom where the vicious gods of legend have been trapped for centuries and the Old Kings have slowly been gaining control. But Neve has an ally, though it's one she'd rather never have to speak to again: the rogue king Solmir. Solmir wants to bring an end to the Shadowlands and he believes helping Neve may be the key to its destruction. But to do that, they will both have to journey across a dangerous landscape in order to find a mysterious Heart Tree, and finally to claim the gods' dark, twisted powers for themselves.

The Pathological Pursuit of Profit and Power

Stephen Curry

The Fifth Book of Peace

The Secret of Phantom Island