

The Hunt Project Paper Doll 2 Stacey Kade

Felicity meets Fangirl in this contemporary novel about a young woman who must leave behind her fantasy life—inspired by her favorite WB show from the 1990s—and create a real one at college. Caroline Sands has never been particularly good at making friends. And her parents' divorce and the move to Arizona three years ago didn't help. Being the new girl is hard enough without being socially awkward too. So out of desperation and a desire to please her worried mother, Caroline invented a whole life for herself—using characters from Felicity, an old show she discovered online and fell in love with. But now it's time for Caroline to go off to college and she wants nothing more than to leave her old "life" behind and build something real. However, when her mother discovers the truth about her manufactured friends, she gives Caroline an ultimatum: Prove in this first semester that she can make friends of the nonfictional variety and thrive in a new environment. Otherwise, it's back to living at home—and a lot of therapy. Armed with nothing more than her resolve and a Felicity-inspired plan, Caroline accepts the challenge. But she soon realizes that the real world is rarely as simple as television makes it out to be. And to find a place where she truly belongs, Caroline may have to abandon her script and take the risk of being herself.

Some people prefer a little spice when it comes to the coloring of their cats. In Ginger Cats, artist Rachel M Brown shares a selection of her orange cat paintings. Many of the paintings are of one of Rachel's own ginger cats, an ill-tempered Manx that she and her husband welcomed into their lives. Whether it be a cat gazing out of a window or angel cats flying above, you will be sure to recognize something of your own ginger cat in these paintings. With over 20 color illustrations, this sweet book makes a perfect gift for the cat lover in your life. You can preview most of the paintings at Cat-Paintings.com, which also has paintings and illustrations of other colors of cats.

The 40th anniversary edition of the classic Newbery Medal-winning title by beloved author Katherine Paterson, with brand-new bonus materials including an author's note by Katherine herself and a foreword by New York Times bestselling author Kate DiCamillo. Jess Aarons has been practicing all summer so he can be the fastest runner in the fifth grade. And he almost is, until the new girl in school, Leslie Burke, outpaces him. The two become fast friends and spend most days in the woods behind Leslie's house, where they invent an enchanted land called Terabithia. One morning, Leslie goes to Terabithia without Jess and a tragedy occurs. It will take the love of his family and the strength that Leslie has given him for Jess to be able to deal with his grief. Bridge to Terabithia was

also named an ALA Notable Children's Book and has become a touchstone of children's literature, as have many of Katherine Paterson's other novels, including *The Great Gilly Hopkins* and *Jacob Have I Loved*.

Olivia is excited for university. She will be on her own, in a new place hopeful to meet new friends. On the night she moves in, she is taken off the street by two masked men. She is placed in a room which is little more than a cell. A pink cell. A room made for a doll. She is now part of their collection.

Flip Dolls & Other Toys that Zip, Stack, Hide, Grab & Go

Netopia

A Gentleman in Moscow

A Dolls House

Project Paper Doll The Hunt

After being sent back from the light, Alona Dare - former homecoming queen, current Queen of the Dead - finds herself doing something she never expected: working. Instead of spending days perfecting her tan by the pool (her typical summer routine when she was, you know, alive), Alona must now cater to the needs of other lost spirits. By her side for all of this, ugh, "helping of others" is Will Killian: social outcast, seer of the dead, and someone Alona cares about more than she'd like. Before Alona can make a final ruling on Will's "friend" or "more than friend" status, though, she discovers trouble at home. Her mom is tossing out Alona's most valuable possessions, and her dad is expecting a new daughter with his wicked wife. Is it possible her family is already moving on? She's only been dead for two months! Thankfully, Alona knows just the guy who can put a stop to this mess. Unfortunately for Alona, Will has other stuff on his mind, and Mina, a young (and beautiful) seer, is at the top of the list. She's the first ghost-talker Will's ever met—aside from his father—and she may hold answers to Will's troubled past. But can she be trusted? Alona immediately puts a check in the "clearly not" column. But Will is, ahem, willing to find out, even if it means leaving a hurt and angry Alona to her own devices, which is never a good idea. Packed with romance, lovable characters, and a killer cliffhanger, *Queen of the Dead* is the out-of-this-world sequel to *The Ghost and the Goth*.

At fifteen, Amanda Grace was abducted on her way home from school. 738 days later, she escaped. In the room where she was kept, the torn poster of TV heartthrob Chase Henry on the wall reminded her of home and gave her the strength to keep fighting. Now, years later, Amanda is struggling to live normally. Six years ago, Chase Henry defied astronomical odds, won a coveted role on a new TV show, and was elevated to super-stardom. With it, came drugs, alcohol, arrests, and crazy spending sprees. To revamp his image, Chase's publicist comes up with a plan: surprise Amanda Grace with the chance to meet her hero. The meeting is a disaster, but out of mutual desperation, Amanda and Chase strike a deal. What starts as a simple arrangement rapidly becomes more complicated when they realize they need each other in more ways than one. But when the past resurfaces in a new threat, will they stand together or fall apart?

After being on the run, Ariane Tucker finds herself back where she started—under Dr. Jacobs's cruel control. Now she must participate in the upcoming trials: a deadly competition pitting her against other alien hybrids, each representing a rival corporation. But Ariane is no one's weapon, and she is prepared to die if it means taking down those involved in Project Paper Doll. They destroyed all that she holds dear; including Zane Bradshaw, the one person she trusted and cared for the most. The person she was forced to leave behind, bleeding and alone. As her plan takes shape, Ariane will need now more than ever to depend on the other side of her heritage—the cold, calculating instincts born from her alien DNA. With Zane gone, she has nothing left to lose. Heart-pounding action and thrilling twists will lead Ariane down a dangerous path, where shocking truths and the chance for revenge await.

The American Girl's Handy Book was one of the earliest works written primarily for girls' amusement and enjoyment. It introduced original and novel ideas to open new routes for enterprise and entertainment for girls. The main goal was to engrave upon the girls' minds that they all have talent and the ability to achieve more than what they think is possible. During the time of this book's publication, it was unusual to promote girls to be inventive. But the writer desired to awaken this creative side in them by giving detailed methods of new tasks and amusements, to put them on the road they could travel

and explore alone. Anyone curious about knowing the initiatives taken for girls' empowerment in the olden days will find this work beneficial.

Jane Eyre (Annotated Book)

To Leave a Memory

Starlight Nights

Anywhere But Here

The Adventures of the Six Princesses of Babylon, in Their Travels to the Temple of Virtue
At sixteen, Ariane Tucker has been careful to elude those seeking her since her escape from a genetics lab ten years earlier, but the attention of classmate Zane, both frightening and intoxicating, tempts her to risk violating at least one of her ado

Beatrix Potter meets I Spy in this detailed and charming storybook adventure
Best friends Julia and Sam are mice who live in the Mouse Mansion. When they're together they find all sorts of adventures—and all kinds of trouble! Come with them as they discover a secret hiding place, greet the ragman, and learn to make pancakes. There is a shop that sells everything and a box full of treasure. And—oh no!—there might even be a rat! The Mouse Mansion is always full of surprises. Author and artist Karina Schaapman spent years building and furnishing the Mouse Mansion in which this collection of stories takes place. The elaborate dollhouse is made of cardboard boxes and papier-mâché and contains more than one hundred rooms to explore.

After a close encounter with a bus, Alona Dare goes from homecoming queen to Queen of the Dead. She's stuck as a ghost in the land of the living with no sign of the big, bright light to take her to a better place. To make matters worse, the only person who might be able to help her is Will Killian, a total loser outcast. More than anything, Will wishes he didn't have the rare ability to communicate with the dead, especially the former mean girl of Groundsboro High. He's not filling out any volunteer forms to help her cross to the other side, though it would bring him some welcome peace and quiet./DIV DIVCan they get over their mutual distrust -- and quasi-attraction -- to work together? Readers of this spirited paranormal comedy won't want this odd couple to ever part.

Carol Tyler has been a professional (and highly acclaimed) cartoonist for over 20 years, appearing in such venues as Weirdo, Wimmen's Comix, and Drawn & Quarterly magazine. But over the years her status as a working mother has drastically curtailed her ability to set aside time for her cartooning. Thus each rare new story from her pen has been greeted with hurrahs as well they should be, because she's one of the most skillful, caustic, and emphatic cartoon storytellers of her generation. This new book presents the biggest, richest and most delightful collection of Tyler's work to date featuring many new and previously unpublished works. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 13.9px Arial; color: #424242}

Fantastic Mr. Fox

Bridge to Terabithia

The Hunt

Late Bloomer

The Trials

In a near-future society that claims to have gotten rid of all monstrous people, a creature emerges from a painting seventeen-year-old Jam's mother created, a hunter from another world seeking a real-life monster.

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

The perfect reality is just a thought away, but it comes at a chilling price. In a near future world, a social network by the name of MINDS gifts its users with the unique ability to communicate directly by thoughts and recreate reality by their deepest fantasies and desires. In the MINDS network, desires are actualized in a spilt of a second and unwanted elements erased from reality. The advanced algorithms of MINDS enable the user to virtually visit any place in the world or in history within seconds, in an utterly realistic three-dimensional reality. Humans can use their mind to determine everything they please - from the weather to the way their friends look like and behave. But the ultimate comfort comes at a price, and the unexpected results reveal the grand plan behind MINDS. What stands behind this magnificent social network, and what are the consequences when the virtual merges with the actual? Netopia follows the heroes of the network in the days before its establishment, through its launch, relationships and love, and the unexpected change it wreaks on the enthusiastic users who had no idea what awaited them the moment they gave up control over their minds. Is the MINDS network a dream come true or a nightmare come to life? Netopia is beyond science fiction: it is a groundbreaking novel that explores the implications of communication technology on human nature and society, the preference of warmth for realistic animal doll pets but coldness towards humans. the novel speaks to the connected and to the disconnected, to the great minds and the Neverminds. Netopia is a gleaming hope and a dark warning. So, where is your mind? Scroll up to grab your copy now.

Having finally escaped GTX, an on-the-run Ariane searches for fellow hybrids and resolves to take down the corporation that created her despite her reluctance to endanger Zane.

Rachel M Brown's Ginger Cats

My Daddy's in Jail

A Memoir

Pet

For This Life Only

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

A Doll's House by Henrik Ibsen tells the story of Nora, a woman who is treated like a doll in her own home. Set in Victorian Norway, Nora eventually flees her marriage and children in an attempt to discover herself despite being confined by patriarchal society. Xist Publishing is a digital-first publisher. Xist Publishing creates books for the touchscreen generation and is dedicated to helping everyone develop a lifetime love of reading, no matter what form it takes

Tiara has a gift for storytelling; her momma has a gift for making hats. When a new store opens that sells cheaper hats, Momma has to set her dreams aside, but Tiara has an idea for helping Momma's dreams come true again.

The mega-bestseller with more than 2 million readers, soon to be a major television series From the #1 New York Times-bestselling author of The Lincoln Highway and Rules of Civility, a beautifully transporting novel about a man who is ordered to spend the rest of his life inside a luxury hotel In 1922, Count Alexander Rostov is deemed an unrepentant aristocrat by a Bolshevik tribunal, and is sentenced to house arrest in the Metropol, a grand hotel across the street from the Kremlin. Rostov, an indomitable man of erudition and wit, has never worked a day in his life, and must now live in an attic room while some of the most tumultuous decades in Russian history are unfolding outside the hotel's doors. Unexpectedly, his reduced circumstances provide him entry into a much larger world of emotional discovery. Brimming with humor, a glittering cast of characters, and one beautifully rendered scene after another, this singular novel casts a spell as it relates the count's endeavor to gain a deeper understanding of what it means to be a man of purpose.

Queen of the Dead (A Ghost and the Goth Novel)

A Vintage Coloring Book (Volume 2)

Danny the Champion of the World

Finding Felicity

A Novel

"Written by an ex-con. Endorsed by PhD's, school principals and judges. Awesome book with an inspiring message: You are loved and you will get through this." -BERT BURYKILL, Vice Magazine There are nearly three million adults in the U.S. alone that are in prison or jail. Many of these being parents that leave behind unanswered questions with their children: What is jail? Why did this happen? Is it my fault? Is my daddy (or mommy) bad? Do they love me? **My Daddy's in Jail** is a story of two bears who have a father in prison. The book is narrated by a very odd cockroach.

To Leave a Memory is the heartwarming story of a Georgia family's struggle to overcome a devastating tragedy. When history professor Andrew Ward ignores his wife Lizzy's premonition that something will happen if he allows their son to go out one stormy night, the teen dies on a rain-slick highway. Andrew is too anguished to admit he was wrong, and over the years he and Lizzy drift into avoidance. Forgotten in the marital divide, young daughter Jane can't forget or forgive her brother's death. Nor can Andrew's brother Thomas, an arrogant millionaire and a perpetual prick in Andrew's side. Decades later, Lizzy decides to leave. Jane, now a tech guru and mother of three, urges her mother to repair her marriage. Oblivious to the women's plans, Andrew hides in his office, trying to write a grand apologia that will finally atone for his heartbreaking error. But when a second tragedy strikes, each family member faces a difficult choice that no one wants to make.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

A vintage coloring book restored, volume 2. Previously published in 1944 by Whitman Publishers. Drawings by Doris Lane Butler, an art critic and paper doll illustrator. Originally published by Top Notch Paint Book, which is also available in the complete format. Illustrations of children at play before television was common, cell phones were unheard of and the internet was a long ways away. Great resource and coloring book for children and adults.

The Rules

Lady Hollyhock and her Friends

Doll House

Sophie's World

Project Paper Doll: The Hunt

Back under the cruel control of Dr. Jacobs, Ariane is forced to enter a deadly competition against other alien hybrids, but she is prepared to die if it means taking down those involved in Project Paper Doll, who destroyed all she holds dear.

In ShareHaven, death is not the end. Centuries ago the ShareHaven Scientists discovered how to harvest a person's memories and transplant them into another body. Jennza has been raised knowing that someday she will join a Family and receive the memories of one of their beloved lost family members. Although the other teens are excited by the prospect, Jennza worries. After receiving a lifetime of new memories, will Jennza still be Jennza?"

Mary Kate Dupree has been spinning her wheels for too long. Trapped in an abusive marriage to an overbearing good ol' boy, she finally decides to break the cycle when she heads out to pick up her husband's dry cleaning and instead picks up a handsome hitchhiker. They impulsively set off on a road trip of self-discovery, peeling away layers of their dark pasts en route to Niagara Falls, but once there will they take the leap?

Features sewing projects for dynamic toys, including a vampire that turns into a bat, an alligator with a zippered mouth, and a bird that can perch almost anywhere.

How to Amuse Yourself and Others: The American Girl's Handy Book

Fahrenheit 451

Tiara's Hat Parade

A Novel About the History of Philosophy

1. Never trust anyone. 2. Remember they are always searching. 3. Don't get involved. 4. Keep your head down. 5. Don't fall in love. Five simple rules. Ariane Tucker has followed them since the night she escaped from the genetics lab where she was created, the result of combining human and extraterrestrial DNA. Ariane's survival-and that of her adoptive father-depends on her ability to blend in among the full-blooded humans, to hide in plain sight from those who seek to recover their lost (and expensive) "project." But when a cruel prank at school goes awry, it puts Adriane in the path of Zane Bradshaw, the police chief's son and someone who sees too much. Someone who really sees her. After years of trying to be invisible, Ariane finds the attention frightening-and utterly intoxicating. Suddenly, nothing is simple anymore, especially not the rules.

Project Paper Doll: The HuntDisney-Hyperion

Ariane Tucker has finally escaped GTX, the research facility that created her. Now that she's on the run, Zane Bradshaw is the only person she can trust. He knows who-and what-she is and still wants to be part of her life. But accepting Zane's help means putting him in danger. Dr. Jacobs, head of GTX, is not the only one hunting for Ariane. Two rival corporations have their sights set on taking down their competition. Permanently. To protect Zane and herself, Ariane needs allies. She needs the other hybrids. The hybrids who are way more alien and a lot less human. Can Ariane win them over before they turn on her? Or will she be forced to choose sides, to decide who lives and who dies?

In this sizzling companion to the critically acclaimed 738 Days, Stacey Kade once again creates a masterful combination of romance, angst, and thrills in the backdrop of a Hollywood film set. At twenty-two, Calista Beckett is trying to overcome her early fame and fortune. The former savior of the world on Starlight is now a freshman at college—miles away from L.A. and her former existence. She sees it as her start to a new life, a normal life, one where she won't make the same mistakes she made before—a brush with heroin addiction and losing her freedom to her controlling mother, thanks to a court order. Eric Stone played her older brother, Byron, on Starlight. But she's been in love with him pretty much since they kissed—her first kiss—while auditioning. When Eric shows up on campus out of the blue, Calista's struck immediately by two things: first, in spite of everything that's happened, she still feels something dangerous for him, and second, she's absolutely determined not to let him ruin her life again. Only Eric's not going away so easily. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Memory Girl

The Ghost and the Goth

738 Days

Harold and the Purple Crayon

An Allegory

From artists Ronnie Walter and the popular Coloring Cafe series of coloring books come a sweet collection of paper dolls to color, cut out and play with!

A young man struggles to move forward after the death of his twin brother in this “poignant and powerful” (Kirkus Reviews) coming-of-age tale about loss, redemption, love, and the moment you begin

to see the world differently. Three minutes. Jacob Palmer died for three life-changing minutes. And when he woke up, nothing was the same. Elijah, his twin brother, is dead, and his family is broken. Jace's planned future is crushed, along with his pitching arm. Everyone keeps telling him that Eli's in a better place, but Jace isn't so sure. Because in those three minutes, there was nothing. Overwhelmed by guilt and doubt, Jace struggles to adjust to this new version of the world, one without his brother, one without the certainties he once relied on. And then Thera comes into his life. She's the last girl he should be turning to for help. But she's also the first person to truly see him.

From beloved children's book creator Crockett Johnson comes the timeless classic Harold and the Purple Crayon! This imagination-sparking picture book belongs on every child's digital bookshelf. One evening Harold decides to go for a walk in the moonlight. Armed only with an oversize purple crayon, young Harold draws himself a landscape full of wonder and excitement. Harold and his trusty crayon travel through woods and across seas and past dragons before returning to bed, safe and sound. Full of funny twists and surprises, this charming story shows just how far your imagination can take you. "A satisfying artistic triumph." —Chris Van Allsburg, author-illustrator of The Polar Express Share this classic as a birthday, baby shower, or graduation gift!

Three farmers, each one meaner than the other, try all-out warfare to get rid of the fox and his family.

The Glass Castle

Project Paper Doll The Rules

Project Paper Doll The Trials

Paint and Coloring Book

The Coloring Cafe Cuties-Paper Dolls to Color and Cut

Jane is a little girl who has lost her both parents one after another and begins to live at her uncle's house after the loss of her family upon her mother's last will. Yet, her uncle has also passed away in a short time after her settling in her uncle's house. Her uncle has a wife and three children; two girls and a boy. All of them hate Jane and treat her unfairly. After her uncle's death Jane Eyre becomes in need of the mercy of her aunt and her cousins. The only person who loves Jane and watches her over even for a bit is the maid, Bessie. Yet, Bessie's love is pale in comparison with the hatred of her aunt and her cousins. When Jane turns ten, her aunt decides to send her to a boarding school. The school that Jane is to attend is Lowood School where serves the children of poor families and is a foundation school. Yet, despite everything Jane is content that she will get rid of this house where she is mistreated. Jane spends eight fine years in Lowood School in spite of the difficulties she encounters

with. She teaches in the school in the last two years. After these eight years, she decides that she must leave the school and she puts an advert in the newspaper for the families who search for governesses. Her advert is replied by a lady named Mrs. Fairfax who lives in a place called Thornfield. She is supposed to govern a nine-year-old girl. She immediately accepts this offer and she takes the road to Thornfield. As she arrives to Thornfield Hall, she meets Mrs. Fairfax, who is an elderly and amiable woman. Mrs. Fairfax is the housekeeper of Thornfield Hall. The owner of the house is a gentleman named Mr. Rochester, but, Jane cannot have the chance to meet Mr. Rochester for he travels a lot. The little girl whom she will govern is a petite, lovely girl named Adele. Although her English is poor due to the fact that she was born in France, Jane has been taught in French in Lowood; and she does not have any difficulty to communicate with Adele. They get on well with Adele and Jane teaches her a lot of things in a short period. She loves Mrs. Fairfax as well. Yet, Mr. Rochester; the owner of the house, has not stopped by the house for all this time that she spends in Thornfield. Afterwards, she has an opportunity to meet Mr. Rochester by coincidence; yet, she is unaware of how this coincidence would change the flow of her life.

The Mouse Mansion