

# Starclimber

## Starclimber

At long last, Matt Cruse is at the helm. Though it's only a summer job piloting a humble aerocrane, he's thrilled to be helping to build the Celestial Tower, Paris's extraordinary gateway to outer space. But Matt's idyllic summer is short-lived. He narrowly survives a deadly attack by the fanatical Babelites, who are opposed to humans reaching the heavens. Worse still, his nights spent stargazing with Kate de Vries must end when she's summoned back to Lionsgate City by her parents. But then the chance of a lifetime boosts Matt's hopes of being airborne once more. Canada wants to reach space first, and the Canadian Minister of Air has asked Kate to join the first expedition as an expert on aerial zoology. There's a place for Matt, too—if he can pass the grueling tests to become one of the world's first astronauts on board the incredible ship Starclimber. It's a race to the very top, and Matt is determined to be a part of the adventure. But can he outlast his competition? And if he is chosen to join the crew, will they ever return to Earth?

## Starclimber

Celebrate the 10th anniversary of the award-winning aerial adventure that started it all Winner of the Governor General's Award, a Michael L. Printz Honor Book, and recipient of many other national and international honours, *Airborn* fired the imaginations of readers around the world when it was first published in 2004 and its popularity has never waned. *Airborn* was followed by the acclaimed sequels *Skybreaker*, winner of the Red Maple Award and the Ruth and Sylvia Schwartz Children's Book Award, and *Starclimber*, a Canadian Library Association Children's Book of the Year Award Honour Book. With cover illustrations by Jim Tierney, mark a new decade of soaring adventures for this trio of contemporary classics.

## Starclimber

Raymond Z. Gallun began writing during the pulp era of the 1930s and soon established himself as one of the leading science fiction authors of his time. This new autobiography related the story of his life and provides an insider's look at the early days of the SF field.

## Kenneth Oppel Airborn Series: Three-Book Bundle

In *Airborn*, enter a past in which airplanes have never been invented, giant airships rule the skies and the glittering skyscrapers of Lionsgate City, Canada's greatest metropolis, rise near the Pacific Ocean. When Matt Cruse, the cabin boy on the luxury airship *Aurora*, fearlessly performs a dramatic rescue to save an old man from his damaged hot air balloon, he doesn't know what events he's setting in motion. Will he and the balloonist's fiery granddaughter, Kate de Vries, be able to solve the mystery of impossible flying creatures seen among the clouds? And will they figure it out before pirates and shipwreck end their voyage forever? Pushed high into the sky by a storm over the Indian Ocean, the decrepit training ship *Flotsam* makes an astonishing discovery before being forced to descend. Adrift at 20,000 feet is a tattered, ice-crusting airship bearing the name *Hyperion*. Could it really be the legendary lost craft, now a vast treasure and a frozen mausoleum to a ghostly crew? Matt Cruse is the only member of *Flotsam*'s oxygen-starved crew able to remember the ghost ship's coordinates—and it seems as if everyone in the fabulous city of Paris wants them. In *Skybreaker*, Matt and Kate de Vries are challenged with another thrilling adventure, this time among the icy dangers and strange wonders of the upper atmosphere. At long last, Matt Cruse is at the helm. Though it's only a summer job piloting a humble aerocrane, he's thrilled to be helping to build the Celestial Tower, Paris's extraordinary gateway to outer space. But Matt's idyllic summer is short-lived. He narrowly survives

a deadly attack by the fanatical Babelites, who are opposed to humans reaching the heavens. Worse still, his nights spent stargazing with Kate de Vries must end when she's summoned back to Lionsgate City by her parents. But then the chance of a lifetime boosts Matt's hopes of being airborne once more. Canada wants to reach space first, and the Canadian Minister of Air has asked Kate to join the first expedition as an expert on aerial zoology. There's a place for Matt, too—if he can pass the gruelling tests to become one of the world's first astralnavts on board the incredible ship Starclimber.

## **Skybreaker**

A legendary ghost ship. An incredible treasure. A death-defying adventure. Forty years ago, the airship Hyperion vanished with untold riches in its hold. Now, accompanied by heiress Kate de Vries and a mysterious gypsy, Matt Cruse is determined to recover the ship and its treasures. But 20,000 feet above the Earth's surface, pursued by those who have hunted the Hyperion since its disappearance, and surrounded by deadly high-altitude life forms, Matt and his companions soon find themselves fighting not only for the Hyperion—but for their very lives.

## **Airborn**

Sailing toward dawn, and I was perched atop the crow's nest, being the ship's eyes. We were two nights out of Sydney, and there'd been no weather to speak of so far. I was keeping watch on a dark stack of nimbus clouds off to the northwest, but we were leaving it far behind, and it looked to be smooth going all the way back to Lionsgate City. Like riding a cloud. . . . Matt Cruse is a cabin boy on the Aurora, a huge airship that sails hundreds of feet above the ocean, ferrying wealthy passengers from city to city. It is the life Matt's always wanted; convinced he's lighter than air, he imagines himself as buoyant as the hydrium gas that powers his ship. One night he meets a dying balloonist who speaks of beautiful creatures drifting through the skies. It is only after Matt meets the balloonist's granddaughter that he realizes that the man's ravings may, in fact, have been true, and that the creatures are completely real and utterly mysterious. In a swashbuckling adventure reminiscent of Jules Verne and Robert Louis Stevenson, Kenneth Oppel, author of the best-selling Silverwing trilogy, creates an imagined world in which the air is populated by transcontinental voyagers, pirates, and beings never before dreamed of by the humans who sail the skies.

## **High Endeavours**

Robin Smith was one of the most legendary climbers ever to have tackled a mountain. This definitive biography draws on contributions from people who knew this charismatic and complex young man, as well as diary extracts from Smith himself. As Smith was a friend and inspiration to many climbers worldwide, including fellow Scot Dougal Haston, High Endeavours is a fitting and long-overdue tribute to one of Britain's most revered mountaineers, and one of the finest books ever written on the allure of the mountainside.

## **This Dark Endeavour**

The purest intentions can stir up the darkest obsessions. In this prequel to Mary Shelley's gothic classic, Frankenstein, 16-year-old Victor Frankenstein begins a dark journey that will change his life forever. Victor's twin, Konrad, has fallen ill, and no doctor is able to cure him. Unwilling to give up on his brother, Victor enlists his beautiful cousin Elizabeth and best friend Henry on a treacherous search for the ingredients to create the forbidden Elixir of Life. Impossible odds, dangerous alchemy and a bitter love triangle threaten their quest at every turn. Victor knows he must not fail. But his success depends on how far he is willing to push the boundaries of nature, science, and love - and how much he is willing to sacrifice.

## **The Great Romance**

The Great Romance, a two-volume novella published under the pseudonym “The Inhabitant,” was one of the outstanding late nineteenth-century works of utopian science fiction. Volume 1 was a possible model for Edward Bellamy’s phenomenally successful *Looking Backward*, while volume 2 was assumed lost for over a century until uncovered in the Hocken Library in Dunedin, New Zealand. Together these volumes represent a remarkable piece of science fiction writing as they proffer one of the first serious considerations of the colonization of other planets and the impact of human beings on an alien culture. Here, for the first time, readers encounter descriptions of spacesuits and airlocks, space shuttles and planetary rovers, interplanetary colonization and cross-species miscegenation. Behind these genre-defining elements is the story of John Hope, who, by means of a sleeping elixir, awakes to a utopian community in a distant future—a “kingdom of thought” where the struggle for existence has been eliminated and humanity operates under an unwritten law of civility and harmony, aided by telekinesis that inerrantly reveals all wrong-doers. Since only two of the probably three volumes are extant, the tale ends with a chilling cliffhanger. In his introduction Dominic Alessio discusses the cutting-edge aspects of this work and its significance in both the realm of science fiction and the history and culture of its day.

## **The Live-Forever Machine**

Past worlds come crashing into the present... Fourteen-year-old Eric witnesses a strange confrontation in the city museum between an aged curator and an eerily intense young man. Without warning, Eric finds himself in the middle of a bitter, centuries-old conflict. Ancient Alexander, guardian of the secret of immortality, only wants to preserve the past. But his nemesis, Coyle, will do anything to destroy it. Within the mysterious museum, and far below it in the city's subterranean depths, Eric becomes the pawn in a life-or-death struggle for control over the Live-Forever Machine.

## **The 100X Leader**

Become the leader others want to follow Forget everything you know about motivating others and building a harmonious workplace. If you want to get the best out of people, you must be willing to fight. But, that doesn't mean you become a dominator, nor does coddling others work. The best leader you've ever had in your life was a liberator—someone willing to fight for your highest good, even at a personal cost. Inside, global leadership experts Jeremie Kubicek and Steve Cockram explain what made that leader so unique, how to become that person yourself, and how to share the same gift with others. Be one of the few that people actually want to follow Learn the lost art of leadership—the intentional calibration of support and challenge for everyone you lead, your team and your family Become a multiplication master as you learn to bring the best out of people for their highest good and that of the whole team Overhaul entire cultures by focusing on the transformation and empowerment of sub-culture leaders The 100x Leader will help you become—and build—leaders worth following.

## **Star Climbing**

Welcome to the magical night world of star climbing. Run and dance with Leo the Lion and Ursa the Bear. Dive into a shimmering star pool with Pisces the Fish, and rest on the glimmering back of Cygnus the Swan. Lou Fancher lets imagination soar during this fantastical journey through sparkling star constellations. Steve Johnson and Lou Fancher's breathtaking art brings the star animals to life, filled with radiance and glory.

## **Sunwing**

When eternal darkness threatens to invade, Shade and Marina must journey to the far southern jungle to save the world in this thrilling sequel to *Silverwing*. Shade, a young Silverwing bat in search of his father, discovers a mysterious Human building containing a vast forest. Home to thousands of bats, the indoor forest

is as warm as a summer night and teeming with insects to eat. And through the glass roof, the bats can finally see the sun, free from the tyranny of the deadly owls. Is this Paradise the fulfillment of Nocturna's Promise to return the bats to the light of day? Shade and his Brightwing friend Marina aren't so sure. Shade has seen Humans enter the forest and take away hundreds of sleeping bats for an unknown purpose. And where is Shade's father? It isn't long before Shade and Marina are swept up on a perilous journey that takes them to the far southern jungle—the homeland of Goth, now king of all the Vampyrum Spectrum: cannibal bats with three-foot wingspans. With the help of an abandoned owl prince and General Cortez's rat army, Shade must use all his resourcefulness to find his father—and stop Goth from harnessing the dark powers of Cama Zotz to create eternal night. In this continuation of Shade's saga, Kenneth Oppel recaptures the adventure and poignancy of Silverwing, which Smithsonian magazine called “a tour-de-force fantasy,” and takes it to a new level of excitement.

## **Big Bear Hug**

An environmental fable that illustrates the awesome power of a hug.

## **Thrive**

The. Aliens. Are. Here. The heart-pounding conclusion to The Overthrow trilogy that began with Bloom and Hatch. The alien invasion of Earth is imminent. But maybe not all the aliens are united. A rebel faction has reached out to Anaya, saying there's a way to stop the larger invasion--a way for humans and hybrids and cryptogens to work together. Can they be trusted? Or is this a trap? It's not even clear if Anaya, Petra, and Seth are united--some of the hybrids think they'd be better off if the aliens won... With everything on the line, these three teens will have to decide who they are at their core--alien or human, enemy or friend.

## **Every Hidden Thing**

The hunt for a dinosaur skeleton buried in the Badlands, bitter rivalries, and a forbidden romance come together in this beautifully written new novel that's Romeo and Juliet meets Indiana Jones. Somewhere in the Badlands, embedded deep in centuries-buried rock and sand, lies the skeleton of a massive dinosaur, larger than anything the late nineteenth century world has ever seen. Some legends call it the Black Beauty, with its bones as black as ebony, but to seventeen-year-old Samuel Bolt it's the “rex”, the king dinosaur that could put him and his struggling, temperamental archaeologist father in the history books (and conveniently make his father forget he's been kicked out of school), if they can just quarry it out. But Samuel and his father aren't the only ones after the rex. For Rachel Cartland this find could be her ticket to a different life, one where her loves of science and adventure aren't just relegated to books and sitting rooms. Because if she can't prove herself on this expedition with her professor father, the only adventures she may have to look forward to are marriage or spinsterhood. As their paths cross and the rivalry between their fathers becomes more intense, Samuel and Rachel are pushed closer together. And with both eyeing the same prize, their budding romance seems destined to fail. But as danger looms on the other side of the hills, causing everyone's secrets to come to light, Samuel and Rachel are forced to make a decision. Can they join forces to find their quarry—and with it a new life together—or will old enmities and prejudices keep them from both the rex and each other?

## **Skybreaker**

Celebrate the 10th anniversary of the award-winning aerial adventure that started it all Winner of the Governor General's Award, a Michael L. Printz Honor Book, and recipient of many other national and international honours, Airborn fired the imaginations of readers around the world when it was first published in 2004 and its popularity has never waned. Airborn was followed by the acclaimed sequels Skybreaker, winner of the Red Maple Award and the Ruth and Sylvia Schwartz Children's Book Award, and Starclimber, a Canadian Library Association Children's Book of the Year Award Honour Book. With cover illustrations

by Jim Tierney, mark a new decade of soaring adventures for this trio of contemporary classics.

## **Half Brother**

Ben Tomlin has been an only child for thirteen years. So when his research-scientist parents bring home a baby chimp to raise as a human child, Ben's life is turned upside-down. Teaching a baby chimp how to understand language is not his idea of fun, especially when he's trying to settle in at his new school. But it isn't long before Zan's infectious personality endears him to everyone and he becomes a real member of the family. But just what will happen when he grows up and the experiment comes to an end? Ben must take dramatic steps, and the repercussions ricochet through his home and community with devastating results. This phenomenal novel is a thought-provoking story of relationships and family, first love, growing up, ethics and dilemmas.

## **Extended Play**

In *Extended Play*, one of the country's most innovative music writers conducts a wide-ranging tour through the outer limits of contemporary music. Over the course of more than twenty-five portraits, interviews, and essays, John Corbett engages artists from lands as distant as Sweden, Siberia, and Saturn. With a special emphasis on African American and European improvisers, the book explores the famous and the little known, from John Cage and George Clinton to Anthony Braxton and Sun Ra. Employing approaches as diverse as the music he celebrates, Corbett illuminates the sound and theory of funk and rap, blues and jazz, contemporary classical, free improvisation, rock, and reggae. Using cultural critique and textual theory, Corbett addresses a broad spectrum of issues, such as the status of recorded music in postmodern culture, the politics of self-censorship, experimentation, and alternativism in the music industry, and the use of metaphors of space and madness in the work of African American musicians. He follows these more theoretically oriented essays with a series of extensive profiles and in-depth interviews that offer contrasting and complementary perspectives on some of the world's most creative musicians and their work. Included here are more than twenty original photographs as well as a meticulously annotated discography. The result is one of the most thoughtful, and most entertaining, investigations of contemporary music available today.

## **Bloom**

The first book in bestselling author Kenneth Oppel's explosive new trilogy *It was just rain*. But after the downpour, odd black plants begin to shoot up. Suddenly— They. Are. Everywhere. They take over fields and twine around houses. They bloom and throw off toxic pollen—and feed. Strangely, three Salt Spring Island teens seem immune. Anaya, Petra and Seth. What's their connection? What's their secret? A week ago, they wouldn't have thought they had one. But they'd better figure it out fast—the invasion has already begun.

## **Airborn**

Celebrate the 10th anniversary of the award-winning aerial adventure that started it all Winner of the Governor General's Award, a Michael L. Printz Honor Book, and recipient of many other national and international honours, *Airborn* fired the imaginations of readers around the world when it was first published in 2004 and its popularity has never waned. *Airborn* was followed by the acclaimed sequels *Skybreaker*, winner of the Red Maple Award and the Ruth and Sylvia Schwartz Children's Book Award, and *Starclimber*, a Canadian Library Association Children's Book of the Year Award Honour Book. With cover illustrations by Jim Tierney, mark a new decade of soaring adventures for this trio of contemporary classics.

## **The Boundless**

After a murder is committed, Will finds himself in possession of a key that has the potential to unlock the

train's hidden treasures. Together with Maren, a gifted escape artist, and Mr Dorian, a circus ringmaster with amazing abilities, Will must save the Boundless before someone else winds up dead. With villains fast on his heels and strange creatures lurking outside the windows, the train hurtles across the country as Will flees for his life. His adventure may have begun without his knowing . . . but how it ends is now entirely up to Will.

## **Behemoth**

Continues the story of Austrian Prince Alek who, in an alternate 1914 Europe, eludes the Germans by traveling in the Leviathan to Constantinople, where he faces a whole new kind of genetically-engineered warship.

## **Bag in the Wind**

In a singular first children's book, Pulitzer Prize-winning poet Ted Kooser follows a plastic bag on its capricious journey from a landfill into a series of townspeople's lives. One cold morning in early spring, a bulldozer pushes a pile of garbage around a landfill and uncovers an empty plastic bag — a perfectly good bag, the color of the skin of a yellow onion, with two holes for handles — that someone has thrown away. Just then, a puff of wind lifts the rolling, flapping bag over a chain-link fence and into the lives of several townsfolk — a can-collecting girl, a homeless man, a store owner — not that all of them notice. Renowned poet Ted Kooser fashions an understated yet compassionate world full of happenstance and connection, neglect and care, all perfectly expressed in Barry Root's tender illustrations. True to the book's earth-friendly spirit, it is printed on paper containing 100 percent recycled post-consumer waste and includes an author's note on recycling plastic bags.

## **Off the Main Sequence**

Tom Easton has served as the monthly book review columnist for Analog Science Fiction for almost three decades, having contributed during that span many hundreds of columns and over a million words of penetrating criticism on the best literature that science fiction has to offer. His reviews have been celebrated for their wit, humor, readability, knowledge, and incisiveness. His love of literature, particularly fantastic literature, is everywhere evident in his essays. Easton has ever been willing to cover small presses, obscure authors, and unusual publications, being the only major critic in the field to do so on a regular basis. He seems to delight in finding the rare gem among the backwaters of the publishing field. "A reviewer's job," he says, "is not to judge books for the ages, but to tell readers enough about a book to give them some idea of whether they would enjoy it." And this he does admirably, whether he's discussing the works of the great writers in the field, or touching upon the least amongst them. This companion volume to "Periodic Stars" (Borgo/Wildside) collects another 250 of Easton's best reviews from the last fifteen years of "The Reference Library." No one does it better, and no other guide provides such lengthy or discerning commentary on the best SF works of recent times. Complete with Introduction and detailed Index.

## **Star Climber**

"Follow Madeline, the Star Climber, as she aims high to achieve her dreams through her vivid and creative imagination. With inspiration and vision, this highly talented girl shows you how excellence and goals can easily be reached if you just dream and believe."--Publisher's description.

## **Firewing**

Griffin, a young bat, is sucked into the "Underworld," and his father follows to rescue him.

## **Hatch**

Fans left desperate for more at the end of *Bloom* will dive into this second book of the *Overthrow* trilogy--where the danger mounts and alien creatures begin to hatch. First the rain brought seeds. Seeds that grew into alien plants that burrowed and strangled and fed. Seth, Anaya, and Petra are strangely immune to the plants' toxins and found a way to combat them. But just as they have their first success, the rain begins again. This rain brings eggs. That hatch into insects. Not small insects. Bird-sized mosquitos that carry disease. Borer worms that can eat through the foundation of a house. Boat-sized water striders that carry away their prey. But our heroes aren't able to help this time--they've been locked away in a government lab with other kids who are also immune. What is their secret? Could they be...part alien themselves? Whose side are they on? Kenneth Oppel expertly escalates the threats and ratchets up the tension in this can't-read-it-fast-enough adventure with an alien twist. Readers will be gasping for the next book as soon as they turn the last page...

## **Space Dumplins: A Graphic Novel**

Highly-acclaimed graphic novelist Craig Thompson's debut book for young readers about a plucky heroine on a mission to save her dad. For Violet Marlocke, family is the most important thing in the whole galaxy. So when her father goes missing while on a hazardous job, she can't just sit around and do nothing. To get him back, Violet throws caution to the stars and sets out with a group of misfit friends on a quest to find him. But space is vast and dangerous, and she soon discovers that her dad is in big, BIG trouble. With her father's life on the line, nothing is going to stop Violet from trying to rescue him and keep her family together. Visionary graphic novel creator Craig Thompson brings all of his wit, warmth, and humor to create a brilliantly drawn story for all ages. Set in a distant yet familiar future, *Space Dumplins* weaves themes of family, friendship, and loyalty into a grand space adventure filled with quirky aliens, awesome spaceships, and sharp commentary on our environmentally challenged world.

## **The Rising**

*The Rising* begins a new *Left Behind* series that will give you a glimpse into the lives of your favorite characters before the Rapture. Have you ever wondered what life was like before the Rapture for Rayford, Irene, and Chloe Steele, Bruce Barnes, Buck Williams, and Tsion Ben Judah? Plus, see why Viv Ivins plays such a pivotal role in Nicolae Carpathia's life. What were the events surrounding Nicolae's sudden rise to power? How did he become filled with evil? You will find all these answers and more in this exciting new series! In *The Rising*, Marilena Carpathia has only one dream: to be a mother. So when a mysterious clairvoyant promises the fulfillment of this dream, Marilena does not hesitate. Through genetic engineering and the power of the prince of darkness himself, Marilena is about to become a chosen vessel, one who will unknowingly give birth to the greatest evil the world has ever known. Halfway around the world, God's plans are subtly being carried out too. Young Ray Steele is determined to avoid one day taking over the family business. Instead, Ray sets his heart on becoming a pilot. Soon Carpathia's and Steele's lives will intersect. And good and evil will clash in an explosion that will shake the world. The eternal battle for souls has come to earth. The world hurtles toward the countdown to the Rapture.

## **Runner in the Sun; a Story of Indian Maize**

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relevant.

## **Darkwing**

Dusk, the world's first bat, must lead his colony to safety in a time of changing species.

## **Larklight**

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

## **The Quest to the Uncharted Lands**

From the acclaimed author of the New York Times bestseller *The Mark of the Dragonfly* comes another magical and thrilling story that takes readers on an exciting new adventure. Perfect for fans of *Wrinkle in Time*! Stella Glass dreams of exploring worlds beyond her home of Solace, but when her famous parents are sent on a historic mission to the Uncharted Lands, it's simply too dangerous for her to join them. By order of the king, she is left behind. Missing out on the excitement is one thing, but Stella is devastated at the thought of her parents flying into the unknown. So she takes matters into her own hands. Instead of staying with family as planned, she steals away and—right before takeoff—sneaks aboard the airship. But Stella isn't the only stowaway. In the cargo bay is a boy who is also desperate to get to the Uncharted Lands. And someone else who's determined to keep the ship from making it there at all. . . . Praise for Jaleigh Johnson's *The Quest to the Uncharted Lands*: ? "The author's endearing STEAM-loving heroine and magical hero hit all the right buttons for middle grade readers....Funny and heartbreaking...a must-have choice for all middle grade shelves." —SLJ, Starred \ "A full-throttle fanfare for those with a predilection for alchemy, adventure, and a little anarchy.\ " —Kirkus Reviews Praise for Jaleigh Johnson's *The Secrets of Solace*: ? "Highly recommended for those who have finished with Harry and are too young for Katniss." —SLJ, Starred "An engaging world rich in detail, mayhem, and adventure . . . All aboard for fantasy lovers with a dual penchant for girl power and keeping up with the Indiana Joneses." —Kirkus Reviews Praise for Jaleigh Johnson's *The Mark of the Dragonfly*: ? "This magnetic middle-grade debut . . . [is] a page-turner that defies easy categorization and ought to have broad appeal." —Publishers Weekly, Starred ? "Heart, brains, and courage find a home in a steampunk fantasy worthy of a nod from Baum." —Kirkus Reviews, Starred ? "A fantastic and original tale of adventure and magic. . . . Piper is a heroine to fall in love with: smart, brave, kind, and mechanically inclined to boot." —SLJ, Starred

## **An Incredible Case Of Dinosaurs**

Giles, Tina and Kevin are hired by the rich and eccentric Miss Frost to uncover the mystery of her deep and overgrown swimming pool -- and discover not one, but two real live dinosaurs!

## **The Fantastic Undersea Life of Jacques Cousteau**

Jacques Cousteau was the world's ambassador of the oceans. His popular TV series brought whales, otters, and dolphins right into people's living rooms. Now, in this exciting picturebook biography, Dan Yaccarino introduces young readers to the man behind the snorkel. From the first moment he got a glimpse of what



lived under the ocean's waves, Cousteau was hooked. And so he set sail aboard the Calypso to see the sea. He and his team of scientists invented diving equipment and waterproof cameras. They made films and television shows and wrote books so they could share what they learned. The oceans were a vast unexplored world, and Cousteau became our guide. And when he saw that pollution was taking its toll on the seas, Cousteau became our guide in how to protect the oceans as well.

## Such Wicked Intent

When his grieving father orders the destruction of the Dark Library, Victor retrieves a book in which he finds the promise of not just communicating with the dead, but entering their realm, and soon he, Elizabeth, and Henry are in the spirit world of Chateau Frankenstein, creating and growing a body.

## Mothstorm

When the festive season arrives at Larklight, so does some unsettling news. A sinister-looking cloud is fast approaching the outskirts of the Known Universe. The closest planet, Georgium Sidus, has but two human inhabitants: the missionary Rev Cruet and his daughter Charity: most recent communication: 'Great danger - imperative that-'. And so, aboard a Naval Gunship, Art, Myrtle and family, bravely go where only one man and his daughter have gone before, to determine the nature of the menacing cloud and rescue the Cruets.

## Foundling

Having grown up in a home for foundlings and possess a girl's name, Rossamünd sets out to report to his new job as a lamplighter and has several adventures along the way as he meets people and monsters who are more complicated than he previously thought. Includes glossaries and maps.

## Silverwing

When a newborn bat named Shade but sometimes called "Runt" becomes separated from his colony during migration, he grows in ways that prepare him for even greater journeys.

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