

## Zathura

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## The Polar Express

From two-time Caldecott winner Chris Van Allsburg, creator of Jumanji and The Polar Express, comes a poignant story of one hamster's struggle with destiny. Being a pet store hamster isn't much fun for Sweetie Pie, but life in human homes proves downright perilous. As Sweetie Pie longingly gazes out of his cage at the squirrels frolicking in the trees, he wonders if he'll ever have the chance to feel the wind in his fur. Allsburg's expressive, soft-hued illustrations artfully capture a hamster's-eye view of the wide and wonderful world where maybe, just maybe, Sweetie Pie could someday run free.

## Tales from the Ballet

Imaginative pen-and-ink drawings and text by the Caldecott medal-winning creator of The Polar Express follow a boy on an around-the-world voyage when he falls asleep while studying for a geography exam. Reprint.

## The Wretched Stone

Renowned storytellers share tales inspired by the thought-provoking illustrations in Chris Van Allsburg's "The Mysteries of Harris Burdick," including Kate DiCamillo, Lois Lowry, Stephen King, and Jon Scieszka.

## **My First Book of Japanese Words**

She could remember standing in a park near the falls, hypnotized by the sight and sound, and holding her father's hand as they took a walk that would lead them closer. That's what everyone wonders when they see Niagara . . . How close will their courage let them get to it? At the turn of the nineteenth century, a retired sixty-two-year-old charm school instructor named Annie Edson Taylor, seeking fame and fortune, decided to do something that no one in the world had ever done before—she would go over Niagara Falls in a wooden barrel. Come meet the Queen of the Falls and witness with your own eyes her daring ride!

## **Zathura**

When Sheriff Hardy investigates the source of a brilliant light and shiny slime afflicting Riverbend, he finds that the village is becoming part of a child's coloring book streaked with greasy crayons.

## **The Widow's Broom (25th Anniversary Edition)**

In this wordless picture book, a girl is accidentally left behind on a class trip to the moon.

## **Biscuit**

Loyalty, hard work, and love of God, neighbor, and country have never been more cherished or needed. For nostalgic fans who seek a more meaningful way of life, A Prairie Devotional offers deep lessons drawn from the beloved TV series. For the first time, fans of the Little House TV series have a spiritual resource based on its rich themes of faith and family. Author and former child actress Wendi Lou Lee, who played baby Grace on the TV show, offers unique stories and insights, giving readers a behind-the-scenes glimpse into the hearts and souls of the characters. For nostalgic fans who seek a simpler, more meaningful way of life, A Prairie Devotional offers powerful life lessons. Blending personal anecdotes with stories and quotes from the TV show, Scripture verses, and thought-provoking questions, Wendi Lou Lee invites reflection on the ideas that made the TV series so popular: soothing broken relationships, keeping your head up in challenging situations, and relying on God's guidance when life looks impossible. With more than 90 devotions, A Prairie Devotional is an inspirational compilation of heartwarming material that lifelong fans will love.

## **The Garden of Abdul Gasazi**

The game begins again in this gripping follow-up to "exciting, clever" (Booklist) *The Gauntlet* that's a futuristic Middle Eastern Zathura meets Ready Player One! Four years after the events of *The Gauntlet*, the evil game Architect is back with a new partner-in-crime—The MasterMind—and the pair aim to get revenge on the Mirza clan. Together, they've rebuilt Paheli into a slick, mind-bending world with floating skyscrapers, flying rickshaws run by robots, and a digital funicular rail that doesn't always take you exactly where you want to go. Twelve-year-old Ahmad Mirza struggles to make friends at his new middle school, but when he's paired with his classmate Winnie for a project, he is determined to impress her and make his very first friend. At home while they're hard at work, a gift from big sister Farah—who is away at her first year in college—arrives. It's a high-tech game called *The Battle of Blood and Iron*, a cross between a video game and board game, complete with virtual reality goggles. He thinks his sister has solved his friend problem—all kids love games. He convinces Winnie to play, but as soon as they unbox the game, time freezes all over New York City. With time standing still and people frozen, all of humankind is at stake as Ahmad and Winnie face off with the MasterMind and the Architect, hoping to beat them at their own game before the evil plotters expand Paheli and take over the entire world.

## **Quill & Quire**

When Danny and Walter Budwing roll the dice of a mysterious game called Zathura, they are propelled into deepest space and on a fantastic journey with astronauts, meteor showers, aliens, robots, and spaceship battles.

## **Bad Day at Riverbend**

## **One Giant Leap**

An out-of-this-world picture book for young children!

## **The Chronicles of Harris Burdick**

Left on their own for an evening, two boisterous brothers find more excitement than they bargained for

in a mysterious and mystical space adventure board game.

### **The Alphabet Theatre Proudly Presents the Z was Zapped**

On his birthday, Calvin and his friend Rodney see a magician perform, then copy him by hypnotizing Calvin's little sister, but the joke is on them when they are unable to snap her out of it.

### **Zathura**

Go on a Mission to Space with Chickasaw astronaut John Herrington, as he shares his flight on the space shuttle Endeavour and his thirteen-day mission to the international Space Station. Learn what it takes to train for space flight, see the tasks he completed in space, and join him on his spacewalk 220 miles above the earth.

### **Zathura**

Left on their own for an evening, two boisterous brothers find more excitement than they bargained for in a mysterious and mystical space adventure board game.

### **Just a Dream 25th Anniversary Edition**

### **The City of Ember**

When he has a dream about a future Earth devastated by pollution, Walter begins to understand the importance of taking care of the environment.

### **The Mysteries of Harris Burdick**

A strange glowing stone picked up on a sea voyage captivates a ship's crew and has a terrible transforming effect on them.

## **The Wreck of the Zephyr**

The enigmatic origins of the stranger that Farmer Bailey hits with his truck and brings home to recuperate seem to have a mysterious relation to the weather. Could he be Jack Frost? "The author-illustrator has woven a thread of fantasy in and around his realistic illustrations to give the reader, once again, a story that stays in the imagination." -- Horn Book

## **Mission to Space**

## **Zathura**

Late on Christmas Eve, after the town has gone to sleep, a boy boards a mysterious train that waits for him: the Polar Express bound for the North Pole. When he arrives there, Santa offers him any gift he desires. The boy modestly asks for one bell from the reindeer's harness. It turns out to be a very special gift, for only believers in Santa can hear it ring. "Magical glowing double spread pictures . . . an original and memorable book." - Guardian "Evocative, realist pastels and atmospheric text." - Sunday Times "A thrilling tale." - Independent

## **A Prairie Devotional**

Fourteen black-and-white drawings, each accompanied by a title and a caption, entice readers to make up his or her own story.

## **The Sweetest Fig**

Depicts how A was in an avalanche, B was badly bitten, C was cut to ribbons, and the other letters of the alphabet suffered similar mishaps.

## **Zathura**

The game under the tree looked like a hundred others Peters and Judy had at home. But they were bored and restless and, looking for something interesting to do, thought they'd give Jumanji a try. Little did

they know when they unfolded its ordinary-looking playing board that they were about to be plunged into the most exciting and bizarre adventure of their lives. In his second book for children, Chris Van Allsburg again explores the ever-shifting line between fantasy and reality with this story about a game that comes startlingly to life. His marvelous drawings beautifully convey a mix of the everyday and the extraordinary, as a quiet house is taken over by an exotic jungle.

### **Zathura**

Trapped in an extraordinary world after starting, but failing to complete, the mysterious game "Jumanji," a young boy is discovered twenty-five years later by two children who share in his remarkable adventures.

### **The Misadventures of Sweetie Pie**

After being given two magical figs that make his dreams come true, Monsieur Bibot sees his plans for future wealth upset by his long-suffering dog.

### **Field Trip to the Moon**

Twenty years after "Jumanji" (1981), Van Allsburg picks up where he left off, with Danny and Walter Budwing discovering an oblong box in the park that unleashes a new series of reckless characters. Full color.

### **The Publishers Weekly**

A brief history of ballet is followed by synopses of twenty ballets: The Wood Nymphs; Ondine; Billy, the Kid; Graduation Ball; The Firebird; The Sleeping Princess; Petrouchka; Children's Games; Bluebeard; Swan Lake; Prince Igor; Coppelia; Giselle; Rodeo; The Golden Cockerel; The Rite of Spring; The Phantom of the Rose; The Nutcracker; Scheherazade; Fancy Free.

### **Queen of the Falls**

A 25th anniversary edition of the enchanting story of a widow who finds herself in possession of an

extraordinary broom after a witch falls into her garden. Some of Minna Shaw's neighbors don't trust her clever broom. "It's dangerous," they say. But Minna appreciates the broom's help. She enjoys its quiet company. But one day two children get taught a well-deserved lesson by the broom. For her neighbors, this is proof of the broom's evil spirit. Minna is obligated to give up her dear companion. Chris Van Allsburg, master of the mysterious, brings this tale to life with moody and memorable pictures that will haunt readers long after the book's covers are closed—now in a new edition to celebrate this beloved book's twenty-fifth anniversary.

### **Probuditi!**

My First Book of Japanese Words is a beautifully illustrated book that introduces young children to Japanese language and culture through everyday words. The words profiled in this book are all commonly used in the Japanese language and are both informative and fun for English-speaking children to learn. The goals of My First Book of Japanese Words are multiple: to familiarize children with the sounds and structure of Japanese speech, to introduce core elements of Japanese culture, to illustrate the ways in which languages differ in their treatment of everyday sounds and to show how, through cultural importation, a single word can be shared between languages. Both teachers and parents will welcome the book's cultural and linguistic notes and appreciate how the book is organized in a familiar ABC structure. Each word is presented in Kanji (when applicable), Kana, and Romanized form (Romaji). With the help of this book, we hope more children (and adults) will soon be a part of the 125 million people worldwide that speak Japanese!

### **Ben's Dream**

Snuggle up at bedtime or anytime with Biscuit, the very first book about everyone's favorite little yellow puppy. It's time for bed, but Biscuit doesn't want to sleep! Before Biscuit gets into bed he wants one more snack, one more story, one more kiss. Will he ever go to sleep? Woof, woof! This familiar bedtime drama is a My First I Can Read book, perfect for shared reading at bedtime and makes for a lovely gift to new parents. Children love the warmth of the Biscuit stories, which have helped introduce generations of boys and girls to the joy of reading. This book was inspired by the author's daughter, who loved to dog-sit their neighbor's huge golden retriever! Woof, woof!

### **The Battle**

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." -USA Today "An electric debut." -Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." -VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." -Kirkus Reviews, Starred

### **Ultimate DVD.**

### **Zathura, the Movie**

Speltillverkare: High voltage software.

### **Jumanji**

### **Zathura, the movie**

Presents transparent images based on the science fiction movie "Zathura" that can be projected onto the wall using a flashlight. On board pages.

### **Film Review**

When the dog he is caring for runs away from Alan into the forbidden garden of a retired dog-hating

magician, a spell seems to be cast over the contrary dog.

### **The Stranger**

At the edge of a cliff lies the wreck of a small sailboat. How did it get there? "Waves carried it up in a storm," says an old sailor. But is it possible that waves could ever get that high? There is another story -- the story of a boy and his obsessive desire to be the greatest sailor, the story of a storm that carried the boy and his boat to a place where boats glide like gulls high above the water and not upon it. Chris Van Allsburg tells that story of the boy and his boat, the Zephyr, in words and haunting, full-color pastel paintings. His sailboats sail the night sky with the stars in pictures so vivid that the reader can almost hear the wind in the sails. Here is a work of unusual artistry that will enchant readers of all ages for many years to come.

### **My Place**

Recreates the experiences of Neil Armstrong and Buzz Aldrin as they approach, land, and walk on the Moon, plant the American flag, collect rocks, take pictures, and finally lift off, reconnecting with their space ship, the Columbia.

### **Jumanji**

Lavishly illustrated, this storybook brings readers on a thrilling journey to outer space and includes a 15 x 19 3/4 full-color keepsake poster.

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