
Origami Won Park

Zumbee

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The Hike

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YAZMIN RAMOS

Dollar Bug-Gami
Wadsworth Publishing
Company
Color everything and
color nothing on your
path to mindfulness
with this playful
coloring book! Packed
with just enough to
keep you entertained
in the present moment,
SLOW DOWN is sure to
become your go-to

meditation guide as
you color your way to a
calmer, less stressful
life. With simple
illustrations and
inspirational text it
makes a great gift!
"Art's purpose is to
sober and quiet the
mind so that it is in
accord with what
happens." - John Cage
"I make myself rich by
making my wants few."
- Henry David Thoreau
"I like turtles." -
Zombie Kid Todd Webb
(born 1981) is an artist

living and working in Virginia Beach. He is the author of numerous books including *Chance Operations*, *Tuesday Moon*, *The Woodlands*, and *The Goldfish & Bob*, and he draws the popular children's comic book series *Mr. Toast*. He was a regular contributor to *Nickelodeon Magazine* in its heyday and currently illustrates *The Adventures of Danny & Mike* with television's "Pete & Pete" stars Danny Tamberelli and Mike Maronna. His work has been exhibited nationally at Gallery1988 (Los Angeles), SpokeArt (New York), Bear & Bird Gallery (Florida), Telegraph Gallery (Charlottesville, VA), and was featured in the seminal drawing

show "The Nothing That Is" at CAM Raleigh (Contemporary Art Museum, Raleigh, North Carolina) curated by Bill Thelen and Jason Polan. When he isn't drawing he is releasing music under the names *Seamonster* and *Oahu*.

Bloom Penguin

An FBI agent teams up with the first police robot to hunt a shadowy terrorist in this gripping technothriller--and fact-based tour of tomorrow--from the authors of *Ghost Fleet*. America is on the brink of a revolution. AI and robotics have realized science fiction's dreams, but have also taken millions of jobs and left many citizens fearful that the future is leaving them behind. After narrowly averting a bombing at

Washington's Union Station, FBI Special Agent Lara Keegan receives a new assignment: to field test the first police robot. In the wake of a series of shocking catastrophes, the two find themselves investigating a conspiracy whose mastermind is using cutting-edge tech to rip the nation apart. To stop this new breed of terrorist, Keegan's only hope is to forge a new kind of partnership. With every tech, trend, and scene drawn from the real world, *Burn-In* blends a technothriller's excitement with nonfiction's insight to illuminate the darkest corners of our chilling tomorrow.

Folding Time Mariner Books

"The Hike just works.

It's like early, good Chuck Palahniuk. . . . Magary underhands a twist in at the end that hits you like a sharp jab at the bell. . . . It's just that good."

—NPR.org "A page-turner. . . . Inventive, funny. . . . Quietly profound and touching." —BoingBoing
 From the author of *The Night the Lights Went Out* and *The Postmortal*, a fantasy saga unlike any you've read before, weaving elements of folk tales and video games into a riveting, unforgettable adventure of what a man will endure to return to his family. When Ben, a suburban family man, takes a business trip to rural Pennsylvania, he decides to spend the afternoon before his dinner meeting on a short hike. Once he

sets out into the woods behind his hotel, he quickly comes to realize that the path he has chosen cannot be given up easily. With no choice but to move forward, Ben finds himself falling deeper and deeper into a world of man-eating giants, bizarre demons, and colossal insects. On a quest of epic, life-or-death proportions, Ben finds help comes in some of the most unexpected forms, including a profane crustacean and a variety of magical objects, tools, and potions. Desperate to return to his family, Ben is determined to track down the "Producer," the creator of the world in which he is being held hostage and the only one who can free him from the path. At once

bitingly funny and emotionally absorbing, Magary's novel is a remarkably unique addition to the contemporary fantasy genre, one that draws as easily from the world of classic folk tales as it does from video games. In *The Hike*, Magary takes readers on a daring odyssey away from our day-to-day grind and transports them into an enthralling world propelled by heart, imagination, and survival.

Autobiography of Red Carolrhoda Books
A devastated Earth. Rogue bio-weapons. And a recruit with secrets. In this explosive new military science fiction novel, a tight-knit infantry squad is thrown into battle against a mysterious enemy that

appears without warning and strikes without mercy. There's only one way for a man with Maseo Kaytu's secrets to join the military: by volunteering for a suicide mission as a 'cry pilot'. He cheats the system to survive, but you can't fake basic training.

Assigned to a squad of misfits, Kaytu learns how to fight, how to obey, and how to trust. Yet the more he bonds with his fellow recruits, the more he risks exposure of his criminal past. Keeping his secret is about to become the least of his problems. Kaytu discovers that his platoon is being deployed against a new kind of rogue bio-weapon. One that has torn apart every military force it's ever

faced

Poop Fountain! London
: Collins

"A fun, fast read...it will resonate with readers who dabble in any sort of arts, dark or otherwise." --NPR.org

"With a singular and hilariously cutting teen voice, UNDEAD GIRL GANG is sure to be one of the most talked-about YA novels of the year." --BookPage

Veronica Mars meets *The Craft* when a teen girl investigates the suspicious deaths of three classmates and accidentally ends up bringing them back to life to form a hilariously unlikely--and unwilling--vigilante girl gang.

Meet teenage Wiccan Mila Flores, who truly could not care less what you think about her Doc Martens, her attitude, or her weight because she knows

that, no matter what, her BFF Riley is right by her side. So when Riley and Fairmont Academy mean girls June Phelan-Park and Dayton Nesseth die under suspicious circumstances, Mila refuses to believe everyone's explanation that her BFF was involved in a suicide pact. Instead, armed with a tube of lip gloss and an ancient grimoire, Mila does the unthinkable to uncover the truth: she brings the girls back to life. Unfortunately, Riley, June, and Dayton have no recollection of their murders. But they do have unfinished business to attend to. Now, with only seven days until the spell wears off and the girls return to their graves, Mila must wrangle the distracted group of

undead teens and work fast to discover their murderer...before the killer strikes again.

Undead Girl Gang

Harper Collins

The thrilling fantastical mystery series, *Arkwell Academy*, from YA author Mindee Arnett continues in *The Nightmare Dilemma*. Dusty Everhart might be able to predict the future through the dreams of her crush, Eli Booker, but that doesn't make her life even remotely easy. When one of her mermaid friends is viciously assaulted and left for dead, and the school's jokester, Lance Rathbone, is accused of the crime, Dusty's as shocked as everybody else. Lance needs Dusty to prove his innocence by finding the real attacker, but that's

easier asked than done. Eli's dreams are no help, more nightmares than prophecies. To make matters worse, Dusty's ex-boyfriend has just been acquitted of conspiracy and is now back at school, reminding Dusty of why she fell for him in the first place. The Magi Senate needs Dusty to get close to him, to discover his real motives. But this order infuriates Eli, who has started his own campaign for Dusty's heart. As Dusty takes on both cases, she begins to suspect they're connected to something bigger. And there's something very wrong with Eli's dreams, signs that point to a darker plot than they could have ever imagined. At the Publisher's request,

this title is being sold without Digital Rights Management Software (DRM) applied.

Everyone Can Learn Origami Vintage

Make your money into something more! With Dollar Origami, you'll learn how to fold your dollars into frogs, scorpions, and other creatures and objects. We handle money every day. We're used to handing over a few bills for a coffee or a few more bills for a book or a new item of clothing. But it's fairly rare these days to be able to turn just one dollar into anything. A dollar won't buy you a camera or a shark--but there is a way to make it into one! Dollar Origami teaches you how to turn your currency into almost anything with just a few folds. With simple

instructions, full-color photos, and 100 sheets of paper to practice on before you use your own money, you'll be crafting beautiful butterflies, adorable penguins, and more in your own home in no time. Sometimes, your money can go farther than you think--and with Dollar Origami, it can also provide you with much more fun!

Jake the Fake Keeps It Real Simon and Schuster

Will Destroy the Galaxy for Cash is the follow up tale to *Will Save the Galaxy for Food* from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently

named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death. What could go wrong? If you need to ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the

villains hadn't had the right idea all along... *Dollar Origami* Henry Holt and Company (BYR)

Every kid worries about making friends at a new school, but when nine-year-old Bud accidentally catches the wrong bus and finds himself launched into deep space, new friends are the least of his problems! At Cosmos Academy, Bud learns that Earthlings are the most feared creatures in the galaxy, and even Earth's location has been hidden! With the help of his new friend, Gort, Bud goes undercover as a Tenarian exchange student. Unfortunately that means everyone thinks he's a pro at anti-gravity Zero-Ball (even though he's really only a pro at

watching sports). And with paranoid Principal Lepton threatening to expel any Earthlings (into outer space) and only Gort's hacked Blip computer to help them determine Earth's coordinates, will Bud ever find his way home?

One Day Sculpture
Simon and Schuster

This hilarious, highly original series, which so astutely captures the odd preoccupations of middle schoolers, will appeal to the many fans of the Origami Yoda series and such gross-out classics as *How to Eat Fried Worms* and *Freckle Juice*. Lyle Hertzog and his friends Marilla and Dave expect to spend another dull holiday passing time at the local Qwikipick convenience store. Then an article in their hometown paper

catches their eye—the sludge fountain at the nearby sewage plant is being retired. With this news, the three friends decide they're not just normal kids who don't have Christmas plans: they're the Qwikipick Adventure Society. Their first mission: to see the "poop fountain" before it fades from glory. Told with the mix of journal entries, doodles, and handwritten notes that has made the Origami Yoda books so appealing, this is another great series from a master chronicler of middle school. Praise for *The Qwikipick Papers* "Laugh-out-loud high jinks tailor-made for reluctant readers. A hilarious and well-designed update." -- School Library Journal Summer 2014 Kids'

Indie Next List
Castle Gesundheit
Createspace
Independent Publishing Platform
A heartfelt, witty, and thought-provoking YA love story about two teens who fall for each other while forced apart during quarantine, written by two New York Times bestselling authors, and for fans of *Five Feet Apart*, *Anna and the French Kiss*, and *My Life Next Door*. Maxine and Jonah meet in the canned goods aisle just as California is going into lockdown. Max's part-time job as a personal grocery shopper is about to transform into a hellish gauntlet. Jonah's preexisting anxiety is about to become an epic daily struggle. As Max and Jonah get to know each other

through FaceTime dates, socially distanced playground hangs, and the escalating heartbreaks of the pandemic, they're pushed apart by what they don't share and pulled closer by what they do. As thoughtful, probing, and informed as it is buoyant, romantic, and funny, *Hello (From Here)* cuts across differences in class, privilege, and mental health, all thrown into stark relief by the COVID-19 pandemic. Here's a novel that looks at the first two months of the quarantine, and adds falling in love to the mess. "*Hello (From Here)* isn't just a book about the pandemic." —PopSugar "It's also a funny, poignant romcom about the unpredictability of love

in chaotic times. . . . Excellent." —BCCB * "Satisfyingly banter-filled." —PW, starred review "Sweet . . . Effectively rendered." —Kirkus "Realistic." —SLJ "Not your typical romantic comedy, [it's] a timely update of the genre." —Booklist "Witty, entertaining . . . endearing and relatable." —Common Sense Media "An unputdownable story that YA readers will adore." —Brightly "Funny, romantic, and eerily familiar." —author Kelly Loy Gilbert "Witty, hilarious, heart-filled, and romantic." —author Jeff Zentner "In a category of its own. . . . Wonderful." —Postmedia *Book Scavenger* 2qt Limited (Publishing) The magnum opus of one of the world's

leading origami artists, the second edition of *Origami Design Secrets* reveals the underlying concepts of origami and how to create original origami designs. Containing step-by-step instructions for 26 models, this book is not just an origami cookbook or list of instructions—it introduces the fundamental building blocks of origami, building up to advanced methods such as the combination of uniaxial bases, the circle/river method, and tree theory. With corrections and improved illustrations, this new expanded edition also covers uniaxial box pleating, introduces the new design technique of hex pleating, and

describes methods of generalizing polygon packing to arbitrary angles. With coverage spanning the foundations of origami construction and advanced methods using both paper and pencil and custom-built free software, *Origami Design Secrets* helps readers cultivate the intuition and skills necessary to develop their own designs. It takes them beyond merely following a recipe to crafting a work of art.

Hope Wins Candlewick Press

This first volume of the autobiography of an inveterate journalist and communicator ends in 1933 when the author was 30.

Cry Pilot Houghton Mifflin Harcourt

The ultimate book for beginners who want to

learn origami! In this book you'll learn all the basic folds and techniques through incredibly detailed sets of diagrams and written instructions. After learning the basics you'll find easy to follow instructions showing how to fold 77 traditional origami models including animals, flowers, insects, boxes and much more. By working through this book and folding the different models you'll practice all the different folds and techniques, improving your skills and folding progressively more complex origami. When you reach the end you'll know everything you need to become an origami master! Please note, this book is not for you if you're already an origami

expert. If you know how to fold the traditional origami frog from a frog base then you probably already know everything this book can teach you. *Shark Girl* Dark Horse Comics
The Baron Von Sneeze's coughing and sniffing is keeping the village of Handkerchief awake! Will Fiona be able to help him . . . and his many cats? The poor villagers of Handkerchief! For as long as they can remember, the Baron Von Sneeze, who lives in Castle Gesundheit, has been sniffing, wheezing, and coughing day and night, and no one can get any rest. Hoping for some sleep, a girl named Fiona finally drums up the courage to visit the castle and find out what's ailing

its noble resident. When she arrives, she discovers that the Baron Von Sneeze is the only human around, and that he's convinced his itchy eyes and runny nose are incurable. But as Fiona walks through the many rooms amid the baron's hundreds of cats, she has a suspicion just what (or who) might have him feeling so unwell, and she has the perfect solution! Mark Fearing's satisfying tale about lending a helping hand will have little listeners joining in a chorus of "ahhhh-chooo!"

Pilgrim at Tinker Creek
Penguin UK

As a leader you are not only responsible for your own productivity, but for helping those on your team be as productive as possible,

and not just at work, but at home as well. Neen made this book easy to digest and implement the strategies immediately. It's not just a book of theory or unrealistic tips for someone who keeps laminated checklists for their family members. Neen provides nuggets of wisdom and then weaves in the insights from other experts that it is like 10 books rolled into one.--Back cover. [Earthling!](#) Candlewick Press

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical

framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design

schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design. *The People of Paper* Chronicle Books Whether it is basketball dreams, family fiascos, first crushes, or new neighborhoods, this bold short story collection—written by

some of the best children's authors including Kwame Alexander, Meg Medina, Jacqueline Woodson, and many more and published in partnership with We Need Diverse Books—celebrates the uniqueness and universality in all of us. "Will resonate with any kid who's ever felt different—which is to say, every kid." —Time Great stories take flight in this adventurous middle-grade anthology crafted by ten of the most recognizable and diverse authors writing today. Newbery Medalist Kwame Alexander delivers a story in-verse about a boy who just might have magical powers; National Book Award winner Jacqueline Woodson spins a tale

of friendship against all odds; and Meg Medina uses wet paint to color in one girl's world with a short story that inspired her Newbery award-winner *Merci Suárez Changes Gear*. Plus, seven more bold voices that bring this collection to new heights with tales that challenge, inspire, and celebrate the unique talents within us all. AUTHORS INCLUDE: Kwame Alexander, Kelly J. Baptist, Soman Chainani, Matt de la Peña, Tim Federle, Grace Lin, Meg Medina, Walter Dean Myers, Tim Tingle, Jacqueline Woodson "There's plenty of magic in this collection to go around." —Booklist, Starred "A natural for middle school classrooms and libraries." —Kirkus Reviews, Starred

“Inclusive, authentic, and eminently readable.” —School Library Journal, Starred
 “Thought provoking and wide-ranging . . . should not be missed.”—Publishers Weekly, Starred
 “Read more books by these authors.” —The Bulletin, Starred
Flamingos on the Roof
 Penguin
 Spooky light-verse poems featuring otherworldly creatures and things: witches and warlocks, the 'Creeping Crud' and a cannibal's fingery fondue, fictional characters such as Dr. Jekyll and Medusa, and more.

Shiver Simon and Schuster

A teenager struggles through physical loss to the start of acceptance in an absorbing, artful novel

at once honest and insightful, wrenching and redemptive. (Age 12 and up)
 On a sunny day in June, at the beach with her mom and brother, fifteen-year-old Jane Arrowood went for a swim. And then everything -- absolutely everything -- changed. Now she's counting down the days until she returns to school with her fake arm, where she knows kids will whisper, "That's her -- that's Shark Girl," as she passes. In the meantime there are only questions: Why did this happen? Why her? What about her art? What about her life? In this striking first novel, Kelly Bingham uses poems, letters, telephone conversations, and newspaper clippings to look unflinchingly at

what it's like to lose part of yourself - and to summon the courage it takes to find yourself again.

Best Sellers - Books :

• [Can't Hurt Me: Master Your Mind And Defy The Odds By David Goggins](#)

• [Tucker](#)

• [The 48 Laws Of Power](#)

• [Too Late: Definitive Edition By Colleen Hoover](#)

• [The Housemaid's Secret: A Totally Gripping Psychological Thriller With A Shocking Twist](#)

• [If Animals Kissed Good Night By Ann Whitford Paul](#)

• [Jackie: Public, Private, Secret By J. Randy Taraborrelli](#)

• [The Mountain Is You: Transforming Self-sabotage Into Self-mastery](#)

• [My First Learn-to-write Workbook: Practice For Kids With Pen Control, Line Tracing, Letters, And More!](#)

• [The Shadow Work Journal: A Guide To Integrate And Transcend Your Shadows By Keila Shaheen](#)