

Eeek The Runaway Alien

"Rowe is a paranormal star!" -JR Ward, #1 New York Times bestselling author of Black Dagger Brotherhood Series To save their respective siblings, Jarvis Swain and Reina Knight will team up to trick Death himself. This unlikely dark side duo with impressive deadly superpowers of their own may just prove that two wrongs together can be more than right. Reina Fleming really appreciates a man who's on a mission-especially when he's a badass warrior doing his best to impress her. And Jarvis is charmed by the way Reina's magic touch can soothe his dark side. But when Jarvis's attention puts her job, her home, and her family in danger, Reina has to decide whether love is worth the price. Enter the nonstop, action-packed world of Stephanie Rowe's love stories-you'll never think of the manly arts in the same way again. "Rowe carves out her very own niche-call it paranormal romance adventure comedy."-Publishers Weekly

When ten-year-old orphan Peter Augustus Duchene encounters a fortune teller in the marketplace one day and she tells him that his sister, who is presumed dead, is in fact alive, he embarks on a remarkable series of adventures as he desperately tries to find her.

What if a book existed that gave answers to everything you've ever wondered about? What would you do to learn its secrets? Tales of such books have abounded for millennia and are legend in occult history. One of the most pervasive modern iterations is that of the Necronomicon, said to be a genuine occult text from the 8th century. The Necronomicon really is the creation of science fiction writer H.P. Lovecraft (1891-1937), in whose books the magic volume first appears in print. In The Necronomicon Files two occult authorities explore all aspects of The Necronomicon, from its first appearance in Lovecraft's fiction to its ongoing pervasive appearance in cult and occult circles. The Necronomicon Files, revised and expanded further, reveals the hoax of the Necronomicon. Harms and Gonce show that the apocryphal history of the Necronomicon was concocted by Lovecraft to lend it verisimilitude in his fiction. The magical text was transformed into an icon among Lovecraft's literary circle, who added to the book's legend by referring to it in their own writing. People became convinced that it was a real book and its references in literature and film continue to grow. The book also examines what people have undergone to find the Necronomicon and the cottage industry that has arisen over the past three decades to supply the continuing demand for a book that does not exist. Scholarly yet accessible, humorous and intriguing, The Necronomicon Files illuminates the depth of the creative process and the transformations of modern myth, while still managing to preserve much of the romance and fascination that surrounds the Necronomicon in our culture.

A tale set at the end of the twenty-first century finds the planet's divided hominid population subjected to the forces of a splintery metaconsciousness that inundates networks with plans for cataclysmic technologies, prompting an unwitting jury member to participate in a grueling decision.

Simple concepts about up-and-coming science and technology to kick-start your future genius! Solar System for Babies & Toddlers is a great way to introduce basic concepts about space, our solar system, and beyond. With interplanetary travel a real possibility for the next generation, this book will launch your little one on an out of this world adventure! The colorful, beautiful, and visually stimulating illustrations encourage the child's sense of wonder and adventure (and might stimulate your senses too)! Look for other books by Tinker Toddlers(TM) Machine Learning for Babies & Toddlers and Artificial Intelligence for Babies & Toddlers

Huge numbers of people want to write for children, but it is notoriously difficult to find a publisher in this increasingly competitive area. This inspiring and practical guide from acknowledged expert on children's publishing Louise Jordan, will show you how to make your work stand out from the crowd and appeal to commissioning editors, and, of course, your intended audience.

You've self-published a book and you'd like to see it in your local library or bookstore or the review pages of your favourite newspaper. You'd like to speak or read at a literary festival or event. You'd like to enter it for a book award or prize. This Alliance of Independent Authors (ALLi) guide will tell you how to recognise opportunities, work with publishing partners and open doors, and keep them open, for your own benefit -- and that of all indie authors. This guide is also aimed at those who work in the literary, publishing and books industries: award bodies, book fairs and conferences, libraries, literary festival and event organisers, retailers, reviewers and anyone who acts as a bridge between writer and reader. It gives detailed advice on how to find good self-published books and how they might -- and should -- be included, wherever readers are found. Packed with useful information, and real-life examples from members of The Alliance of Independent Authors, this guidebook is part of a wider campaign that includes a petition, and lobbying within the publishing industry, encouraging it to open up to the self-publishing phenomenon. You can sign the petition at Change.org. change.org/petitions/open-up-to-indie-authors More information at: allianceindependentauthors.org

When ten-year-old Derek and eight-year-old Sam move with their family to Virginia, they have no idea what adventures the summer will bring. As the brothers explore their creaky old house and the deep surrounding woods, they uncover a sixty-year-old mystery of a valuable coin collection stolen from the local museum. Join the boys as they spend their summer running from danger and searching the woods, secret caves, rushing waters, and hidden passageways for treasure and the rare 1877 Indian Head cent coin! The Virginia Mysteries Book 1

* A much-needed clearinghouse for information on amateur and educational robotics, containing over 2,500 listings of robot suppliers, including mail order and local area businesses * Contains resources for both common and hard-to-find parts and supplies * Features dozens of "sidebars" to clarify essential robotics technologies * Provides original articles on various robot-building topics

This blank journal, which picks up on the distinctive design of I'm Just Here For the Food, makes a great gift for the Alton Brown fan or any foodie.

Beautifully illustrated, this gentle story for ages 4-8 invites children to share how they are feeling - whether happy, sad or somewhere in between - through conversation, drawings or writing. Includes links to a

download poster of the Tell-Me Tree, tips and templates to help children draw their own tree and links to resources for grown-ups.

It's the start of nothing good. I fired off a storm of raunchy text messages...to the wrong number. And he replied. Him: Show me a picture. Him: Tell me your name. Why does the lure of anonymity have me craving to indulge a stranger? It's the start of everything right. I received a slew of text messages...when everything in my life was wrong. And she made me laugh again. Her: You're probably a creeper. Her: Possibly a stalker. Why do I have the overwhelming need to find this stranger who saved me and make her mine? Him: Take a chance with me. Her: This is crazy. Him: I need to see you. Her: What are we doing? Him: We're about to find out. Her: PHOTO ATTACHED Him: PHOTO ATTACHED

Action-packed story starters for children ages 6-8 and 9-12 Free stories to try before you buy! Story Stack includes Chapters 1-4 of Karen Inglis's fun and fast-paced illustrated chapter books Henry Haynes and the Great Escape* (for 6-8yrs) Eeek! The Runaway Alien (for 7-10yrs) Walter Brown and the Magician's Hat (for 7-9yrs) plus Chapters 1-3 of The Secret Lake (for 8-12 yrs). The Secret Lake is Karen's bestselling time travel mystery adventure story, enjoyed by over 7,000 readers. Karen has been praised by teachers, librarians, parents and reading charities for getting the most reluctant readers turning the pages.

The definition of a happy man? The guy who knows exactly what he wants and has it. That's Harry Potter. He's got the perfect job, the best buddies and no commitments beyond the next good time. It's the ideal life. Then he stops to help Pippa White when she's stranded by the side of the road. He's known—and liked—her for a while, but as the ex of a friend, she's entirely off-limits. And as fun as the banter with her is, Harry knows single moms are out of his league. So why all the excuses to see Pippa again...and again? And why can't he stop thinking about her? But most puzzling of all is how Harry suddenly wants to swap a night with the boys for one with only Pippa!

"One day, you'll be looking out your window when something wonderful comes your way . . . and you will want to keep him." When a little boy meets a stranded alien child, the two instantly strike up a fabulous friendship. But at bedtime, the alien suddenly grows very sad. Can the boy figure out what his new buddy needs most of all? This funny, heartwarming story proves that friends and family are the most important things in the universe . . . no matter who you are.

Eleven-year-old Charlie Spruit can't believe his luck when he opens his door to an alien one morning. Who is he? Why has he come? Charlie soon discovers that this alien has run away from space to Earth to be with him because he's soccer mad and the World Cup is on...! 'Eeek, ' as Charlie decides to call him, takes up secret residence in Charlie's bedroom where he sleeps on the ceiling by night and pores over Charlie's football magazines and stickers by day. All is going surprisingly well until slimy sci-fi mad Sid Spiker, who lives out the back, spots Eeek through his telescope. Sid has his own plans for this alien, which bring surprises that no-one could have imagined...

A gentle rhyming story for ages 3-5+ with fun colour photos and facts about foxes and hedgehogs! When Ferdinand Fox meets Edmond the baby hedgehog playing out one night, little Ed shrieks and curls into a tight prickly ball. He thinks the fox will eat him! But Ed soon realises that he is safe, and has just met a very special fox...

The Simon and Kirby Library: Science Fiction spans more than 20 years, beginning with the first stories Joe Simon and Jack Kirby ever produced together (beginning in June 1940)--their ten-issue run of Blue Bolt adventures. Then the Cold War years will be represented by Race For the Moon, featuring pencils by Kirby and inked artwork by comic book legends Reed Crandall, Angelo Torres, and Al Williamson. "Joe was one of the industry's greatest innovators--he commissioned stories from some of the greatest talents of the time," series editor Steve Saffel notes. "Thanks to his efforts, we have exclusive access to more than 80 pages of original artwork from the 1950s. Stories by all four artists appear in all of their stunning detail. This was a book Joe wanted the world to see." Other rarities from both decades are included, and as a bonus for readers, the volume features stories illustrated by Crandall, Torres, and Williamson--without Kirby. Including an introduction by Dave Gibbons, the award-winning co-creator and illustrator of Watchmen, this is an historic volume no comic book aficionado will be able to live without.

What isn't written, isn't remembered. Even your crimes. Nadia lives in the city of Canaan, where life is safe and structured, hemmed in by white stone walls and no memory of what came before. But every twelve years the city descends into the bloody chaos of the Forgetting, a day of no remorse, when each person's memories -- of parents, children, love, life, and self -- are lost. Unless they have been written. In Canaan, your book is your truth and your identity, and Nadia knows exactly who hasn't written the truth. Because Nadia is the only person in Canaan who has never forgotten. But when Nadia begins to use her memories to solve the mysteries of Canaan, she discovers truths about herself and Gray, the handsome glassblower, that will change her world forever. As the anarchy of the Forgetting approaches, Nadia and Gray must stop an unseen enemy that threatens both their city and their own existence -- before the people can forget the truth. And before Gray can forget her.

A forbidden life by night; the scent of bygone days; a past that lies below the surface. Paftoo is a groundsman in the last remaining countryside estate. His memories are regularly deleted to keep him productive. When he starts to have dreams, he is thrown into a battle for his memories, his soul and his cherished connection with Lifeform Three.

Jeremy Walker is 44, handsome, refined and world famous for his lavishly illustrated children's books. His life is ordered, comfortable - until he is seduced by a beautiful 16-year-old runaway. Belinda: innocent yet passionate, she becomes his elegant muse and lover. His portraits of her, shocking and erotic, are the finest work he has ever done - yet to reveal them could destroy his career for ever. As his passion for her deepens, so does his obsession with the past she will not talk about. Terrified of losing her, he is unable to live with her silence; and as he probes for the truth, he finds himself swept up in the world Belinda has fled from, a world of Hollywood money, lust and dark family secrets.

As the snow starts to fall on Christmas Eve morning, little Bruce Spruce dreams about finding a home for Christmas Day. But when things don't quite go to plan he finds that his friends are there for him - and all is not lost. A heart-warming colour picture book Christmas story about hope, friendship and being different. For ages 3-5+.

Featuring the first appearance of Mera! Aquaman and Aqualad meet Mera, former queen of a watery dimension. But when the usurpers of the throne come after her, it's up to Aquaman to protect the exiled beauty!

The study of various types of programming is essential for critical analysis of the media and also offers revealing perspectives on society's cultural values, preoccupations, behavior, and myths. This handbook provides a systematic, in-depth approach to the study of media genres - including reality programs, game shows, situation comedies, soap operas, film noir, news programs, and more. The author addresses such questions as: Have there been shifts in the formula of particular genres over time? What do these shifts reveal about changes in culture? How and why do new genres - such as reality TV shows - appear? Are there differences in genres from one country to another? Combining theoretical approaches with concrete examples, the book reinforces one's understanding of the importance of genre to the creation, evolution, and consumption of media content. Each chapter in this reader-friendly book contains a detailed discussion of one of the theoretical approaches to genre studies, followed by Lines of Inquiry, which summarizes the major points of the discussion and suggests directions for analysis and

further study. Each chapter also includes an example that illustrates how the particular theoretical approach can be applied in the analysis of genre. The author's careful linkage of different genres to the real world makes the book widely useful for those interested in genre study as well as media and culture, television studies, film studies, and media literacy.

Pick-your-own-path and puzzle-packed mystery collide in the first book in Lauren Magaziner's new hilarious and high-stakes middle grade series in which the reader must help Carlos and his friends put together the clues to save his mom's detective agency. In this wildly entertaining and interactive adventure, YOU pick which suspects to interview, which questions to ask, and which clues to follow. You pick the path—you crack the case! Carlos Serrano has never solved a mystery in his life. But when Carlos's mom gets sick with a nasty flu on the morning of an investigation that could save her failing detective agency, Carlos takes on the case. With the help of his best friend, Eliza, and her wild little brother, Frank, Carlos must uncover a mystery involving an eccentric local millionaire, anonymous death threats, and a buried treasure. But with tricky riddles, cagey suspects, hidden secrets, and dozens of impossible choices, they need your help! Can you help Carlos and his friends find the culprit and save Las Pistas Detective Agency? Or will it be case closed?

Love, money, and power become the forces that threaten to separate five siblings as they struggle to deal with their individual lives in the wake of their father's death, in a fantasy set in a world populated entirely by dragons. By the author of *The King's Name*. Reprint.

Children's book authors: Self-publishing a children's book means not just writing a good manuscript but also producing the book in various formats, and selling it to those who purchase books for young readers. This guidebook from the Alliance of Independent Authors (ALLi) provides the practical guidance you need. Drawing on the expertise of ALLi's self-publishing children's writers, and with input from ALLi's Children's Advisor, the highly successful children's author Karen Inglis, this book provides everything you need to know to publish and sell children's books in ebook and print editions, and promote them face-to-face and online. Structured across the seven stages of the publishing process—editorial, design, production, distribution, marketing, promotion and rights licensing—it will teach you: - How to work with professional children's editors, illustrators and designers, and how ALLi can help you to find them - Why in-person events like school visits matter and how to do them successfully - How tools and tech can help you and make your publishing life productive and profitable In this #AskALLi Guidebook: Everything you need to know to create beautiful children's books and reach the readers who'll most enjoy them.

Lecturers/Instructors - Request a free digital inspection copy here A fun and humorous introductory book, written in Stephen Brown's entertaining and highly distinctive style, that introduces curious readers to the key components of brands and helps them to begin to make sense of them - what they are, what they do, why and how - using plenty of examples and references drawn from a wide range brands such as Amazon, Apple, Google, Gucci, Nike, Nintendo, Starbucks, Swatch and The Worst Hotel in the World. With 3,000 branding books published each year, why would you (or your students) want to read *Brands & Branding*? Here are seven reasons why: It's introductory, aimed at undergraduate students or postgrads without a bachelor degree in business and assumes nothing more than readers' awareness of high profile brands such as Coca-Cola, Microsoft and Chanel It's indicative, focusing on the basics and thus being a more reliable revision aid than Lucozade It's immersive, taking readers on a journey and, working on the assumption that they have smartphones or tablet computers to hand, the print text links to images, articles and academic publications to give emphasis and context where appropriate. It's inclusive, considering articles and reports but also blogs, novels, newspapers, reviews, social media and other sources It's irreverent – branding is not always a deadly serious business! It's intimate, Stephen speaks to you directly and together you will pick your way through the sometimes weird and unfailingly wonderful world of brands and branding using examples rather than abstract ideas to illustrate points. It's inspirational, celebrating the curious and successful stories of brands from Cillit Bang to Cacharel Suitable for first and second year marketing or advertising students, and for those new to or interested in branding and who are keen to know more.

* Verity Stob is a very popular column throughout the IT sector. * Think: "Monty Python" and "The Office" meet IT!! * Many of the columns haven't been available to the public since .EXE stopped publishing .

Provides a look at the future as it is envisioned by the Media Lab at MIT, where scientists are retooling mass media to the desires and whims of the individual

A time travel mystery adventure for ages 8-11. A lost dog, a hidden time tunnel and a secret lake take Stella and Tom to their home and the children living there 100 years in the past. Here they make both friends and enemies and uncover startling connections with the present.

Imagine a young boy who has never had a loving home. His only possessions are the old, torn clothes he carries in a paper bag. The only world he knows is one of isolation and fear. Although others had rescued this boy from his abusive alcoholic mother, his real hurt is just beginning -- he has no place to call home. This is Dave Pelzer's long-awaited sequel to *A Child Called "It"*. In *The Lost Boy*, he answers questions and reveals new adventures through the compelling story of his life as an adolescent. Now considered an F-Child (Foster Child), Dave is moved in and out of five different homes. He suffers shame and experiences resentment from those who feel that all foster kids are trouble and unworthy of being loved just because they are not part of a "real" family. Tears, laughter, devastation and hope create the journey of this little lost boy who searches desperately for just one thing -- the love of a family.

Jason Nozzle, multimillionaire. It has a nice ring to it. But can an ordinary kid really make that much money in one short week?

"Aliens love underpants, in every shape and size, But there are no underpants in space, so here's a big surprise...." This zany, hilarious tale is delightfully brought to life by Ben Cort's vibrant illustrations. With a madcap, rhyming text by award-winning Claire Freedman, this is sure to enchant and amuse the whole family! Perfect for joining in, this story is fantastically fresh and funny - you'll laugh your pants off!

This hilarious middle-grade novel with illustrations throughout sees Tomas discover that he can grow dragons in his own garden! When Tomas discovers a strange old tree at the bottom of his grandfather's garden, he doesn't think much of it. But he takes the funny fruit from the tree back into the house and gets the shock of his life when a tiny dragon

hatches! The tree is a dragon fruit tree, and Tomas now has his very own dragon, Flicker! While Tomas finds out that life with Flicker is fun, he also finds that it is very...unpredictable. Yes, dragons are wonderful, but they also set fire to your toothbrush and leave your underwear hanging from the TV antenna. Tomas has to learn how to look after Flicker---and quickly! And then something extraordinary happens: More dragon fruits appear on the tree! Now it's official, Tomas is growing dragons.

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