

Epic Zero Series Books 1 3 Epic Zero Collection

Book 3 in the bestselling, award-winning Epic Zero series! Over 4,000 five-star series reviews on Amazon and Goodreads. Elliott Harkness is finally legit. He's learned the superhero ropes and even saved the world a few times. But when Elliott makes a major mistake during a do-or-die mission, his confidence is shattered and he decides to hang up his tights for good! Unfortunately, a new threat forces Elliott to put his early retirement plans on hold. A cosmic creep called The Herald is heading for Earth, and bringing Ravager, the Annihilator of Worlds, with him! To stop the planet-eating monster, Elliott needs the Orb of Oblivion. There's just one problem—it no longer exists! Desperate for another Orb, Elliott realizes he must somehow travel to a mirror universe to find one. And that's the least of his troubles! The multiverse is collapsing, and only one universe will survive! With the end of everything approaching, will Elliott become the epic hero he's always wanted to be—or will he always be just an Epic Zero? Epic Zero 3 is the third book in the hilarious, action-packed series that will entertain kids, middle grade students, and adults. Epic Zero 3 includes 16 illustrated character profiles and a full glossary of superpowers.

Bram Murray never realized he was the world's last vampire. Of course, his peculiar habits always raised eyebrows, but Bram figured he was just different. So, after escaping a werewolf ambush, Bram enrolls in a secret school for monster kids. Unfortunately, he may be the most pathetic monster ever. But he'd better figure it out fast, because the Dark Ones are trying to resurrect Count Dracula and conquer the world.

Elliott Harkness thinks he has it all figured out. He's (sort of) in control of his powers and is finally getting to live the superhero life. But after thwarting the plans of a time-traveling crook, Elliott wakes up to find everyone in his life is gone... and he might be next! Elliott Harkness thinks he has it all figured out. He's (sort of) in control of his powers and finally living the superhero life. But after a not-so-heroic encounter with a time-traveling crook, Elliott wakes up one morning to discover everyone in his life is gone... and he might be next! But that's just the beginning of Elliott's problems as he embarks on a series of epic adventures to save the Earth and beyond. Will he find the power to be the epic hero he's always wanted to be—or will he always be just an Epic Zero? Follow Elliott's hilarious journey to prove himself to his family, save the universe, and make it home in time for dinner.

Epic Zero Series Epic Zero Collection:

An adventure series filled with suspense, mystery, and fantasy - for kids ages 9-12 and teens Note: The paperback edition collects books 1-3 in a single volume and is not a boxed set. Peter, an exceptionally clever junior high school kid, is pulled into an adventure where he and a few friends have to solve a series of very challenging riddles and puzzles. Peter's mind, which has an amazing talent for problem-solving, is needed to save the world from powerful supernatural adversaries. Peter and his friends must figure out every confusing riddle and challenging puzzle they face. And anything less than perfection will mean terrifying, unthinkable, impossible-to-live-with outcomes... Get all 3 books in one 500+ page volume! The Puzzled Series Collection includes: - Puzzled (The Puzzled Mystery Adventure Series: Book 1) - Really Puzzled (The Puzzled Mystery Adventure Series: Book 2) - Extremely Puzzled (The Puzzled Mystery Adventure Series: Book 3) The Puzzled Series is a one-of-a-kind mystery adventure that will capture the interest of kids, teenagers, and adults. You'll be scratching your head as you try to solve the puzzles and riddles along with the characters! Over 600 five-star reviews for the individual books on Amazon and Goodreads. Here's what readers are saying: "My son keeps yelling I love this book. He doesn't say that very often. Bravo." "Bought these to read with my nieces, and they were hooked from the start...and I didn't want to put it down either" "It's fun, cool, mysterious, and exciting, just what I look for in a book! (Zoe, age 9)" "This book is amazing, 1000000% my favourite book ever - Review by Tom age 11." "I'm 40 years old but I still love a great read. Love the storytelling and the puzzles." "My inner 10-year-old was hooked from the first page." "Smart, fun, use your brain kind of a book." "My 10 year old and 8 year old loved diving into this awesome adventure story." "Brilliant adventure story probably aimed at 8-12 year olds but I am a female 70 (something) and loved it."

Extraordinary family. Ordinary kid. Elliott Harkness is the youngest in a family of superheroes, but he has no powers of his own - or so he thinks. Follow Elliott's hilarious journey to fit in with his family, save the world, and make it home for dinner. Get all three novels in the award-winning superhero adventure series in one epic volume for 15% off! Perfect for fans of Diary of a Wimpy Kid and The Incredibles! The Epic Zero Collection includes 48 illustrated character profiles and a full glossary of superpowers. Dyanne is angry at her mother for not buying her the shoes she wants, but when she finds out that a classmate has it a lot worse, she is determined to help.

Updated for 2020, this math concept book engages young readers through simple text and photos as they learn how groups change when you add 1 or take away 1.

12-year-old Elliott Harkness wants nothing more than to join his superhero family, but he's a "Zero," that's super-speak for powerless. Elliott is miserable, but all of that changes when a mysterious girl comes to town who believes Elliott is far from ordinary. Can Elliott be the epic hero he's always wanted to be, or will he remain an Epic Zero

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--

An adventure story series filled with suspense, mystery, and fantasy - for kids ages 9-12 and teens Peter, an exceptionally clever junior high school kid, is pulled into an adventure where he and a few friends have to solve a series of very challenging riddles and puzzles. Peter's mind, which has an amazing talent for problem-solving, is needed to save the world. This adventure sure is a big change from what Peter typically deals with in life: He gets called geek and nerd by everyone in the cool group. He tries to hide his love for learning, in a hope to stick out a little less. He fantasizes about a girl who is out of his league. Peter and his friends must solve every confusing riddle and challenging puzzle they face. If they can't, a powerful supernatural being will cause immense destruction and devastation...

At long last, the most famous face of the Milestone Universe is making his shocking return! Bullied nerd Virgil Hawkins wasn't the kind of kid you'd normally find on the streets at a protest— but like everyone else in the city of Dakota, he was fed up. Unfortunately, the first time he stood up to raise his voice, the world turned upside down. The experimental tear gas released that day left some of his classmates maimed or dead...but it left Virgil, and others, with stunning new abilities. Virgil has power inside him now — real power, the ability to channel and manipulate electromagnetic fields. But there's anger burning inside him, too. What is he supposed to do about all of this? And first and foremost — what is he supposed to do about his bullies, now that they've got superpowers too? A dynamic creative team of new comics voices and Milestone Media veterans join forces to open up a new chapter in the story of the most iconic Black teen superhero in comics history. At long last, the most famous face of the Milestone Universe is making his shocking return! Bullied nerd Virgil Hawkins wasn't the kind of kid you'd normally find on the streets at a protest— but like everyone else in the city of Dakota, he was fed up. Unfortunately, the first time

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A deluxe edition of the bestselling middle-grade series featuring over 400 pages of mischief, hilarity, and good times with Big Nate and friends. Includes all of the comics from Big Nate: From the Top and Big Nate Out Loud. Big Nate is in a class by himself. Middle-grade kids everywhere can relate to Nate as he survives the terrors of sixth grade, facing off against overzealous teachers, under-cooked cafeteria food, and grade-grubbing classmates. Nate may be a troublemaker and the all-time record holder for most detentions in school history, but he gets there in style—taking on everything from glory on the sports field to becoming the lead singer in his friends' band, with hilariously unexpected results along the way. Grab your backpack and join Big Nate in this extra-amusing collection, as he blazes through the halls of P.S. 38, leaving a trail of destruction, detention slips, and many, many laughs in his wake.

Allie and Vic Taylor are just regular kids who help out in their parents' antique shop. Until one day, when they find they can travel through time! From Epic! Originals, Out of Time is a middle-grade chapter book series about time-traveling kids who explore important moments in history! When Allie, Vic, and their friend, Max, are mysteriously sent back in time to the Titanic, they have to find a way to save their parents' shop, save their futures, and get off the ship before it sinks! Join them as they explore the Titanic in its prime and attempt to find their way back to the present! After the adventure, readers can flip to the back of the book to learn interesting facts about antique stores as well as the Titanic and its passengers!

Elliott Harkness still has lots to learn. After all, not everyone loves superheroes. And when Elliott damages Keystone City's subway system while stopping a pair of dangerous villains, he's suddenly identified as a menace to society! Elliott is scheduled to explain his actions on national television, but before he can defend himself, he's captured by Intergalactic Paladins and brought before a council of aliens who believe Elliott is responsible for the escape of the dreaded Krule the Conqueror! If Elliott can't prove his innocence, he'll be banished into the 13th Dimension forever! And if that's not frightening enough, Elliott learns his good friend Wind Walker is trapped inside the 13th Dimension, and only Elliott can save him! With his freedom hanging in the balance, will Elliott become the epic hero he's always wanted to be—or will he always be just an Epic Zero?

Elliott Harkness finally has powers and is a full-fledged member of the Freedom Force, the greatest superhero team on Earth. Elliott should be over the moon, but he quickly realizes that having powers is one thing, controlling them is quite another! After yet another botched mission, Elliott finds himself grounded. But his punishment is short-lived when he's kidnapped by a band of orphaned alien outlaws who believe he's the only one capable of destroying a planet-eating monster that's annihilating worlds. All Elliott has to do is use the Orb of Oblivion, the most powerful weapon in the universe. Unfortunately, he blew it to pieces months ago! But that's just the beginning of Elliott's problems, as he's swept up in an interstellar adventure far from home complete with extraterrestrial enemies, inter-galactic crime lords, and cosmic beings beyond his wildest imagination. With the fate of the universe at stake, will Elliott rise up to be the epic hero he's always wanted to be? Or, will he always be just an Epic Zero?

X-Men meets Marissa Meyer's Renegades when New York Times bestselling author of the Ugliers series Scott Westerfeld teams up with award-winning authors Margo Lanagan and Deborah Biancotti for this explosive trilogy filled with "cinematic nonstop action," (Booklist) about six teens with unique abilities. Don't call them heroes. But these six California teens have powers that set them apart. Take Ethan, a.k.a. Scam. He's got a voice inside him that'll say whatever you want to hear, whether it's true or not. Which is handy, except when it isn't—like when the voice starts gabbing in the middle of a bank robbery. The only people who can help are the other Zeroes, who aren't exactly best friends these days. Enter Nate, a.k.a. Bellwether, the group's "glorious leader." After Scam's SOS, he pulls the scattered Zeroes back together. But when the rescue blows up in their faces, the Zeroes find themselves propelled into whirlwind encounters with ever more dangerous criminals. At the heart of the chaos they find Kelsie, who can take a crowd in the palm of her hand and tame it or let it loose as she pleases. Filled with high-stakes action and drama, Zeroes unites three powerhouse authors for the opening installment of a thrilling new series.

When danger strikes, Elliott Harkness has always answered the call for justice. That is, until the government passes a new law preventing Meta heroes from using their powers in public. Now Elliott and his super family are forced to watch from the sidelines or risk being jailed for life! But when Elliott visits the White House to get the law reversed, he discovers a sinister secret that changes everything. The shape-shifting Skelton have been on Earth for years, and they've infiltrated the highest ranks of government! But they aren't the only ones trying to take over the planet. Krule the Conqueror has captured the Skelton Homeworld, and now he's heading straight for Earth! With the human race on the verge of extinction, will Elliott become the epic hero he's always wanted to be—or will he always be just an Epic Zero?

Sammy loves his screen. For him, nothing is more fun than streaming cat videos, playing online games, and taking oh-so-fabulous selfies. But when all of the screens in Sammy's house suddenly freeze it feels like the end of the world. Why did this happen to Sammy's family and how will they ever survive without their screens?

Book 2 in the award-winning Monster Problems series Bram Murray is learning what it takes to be a hero at the secret Van Helsing Academy for Supernatural children. He's growing more comfortable with his vampire abilities, slowly gaining the trust of his friends, and feeling like he finally belongs. But unfortunately for Bram, everything is about to change. When the school's mystical protection against evil is suddenly compromised, everyone is in grave danger. That's because hidden inside the academy is the Spear of Darkness, an enchanted artifact capable of plunging the world into eternal night. If the Dark Ones find it first, Count Dracula will be able to conquer the world unhindered by daylight. It's up to Bram and his friends to stop him, but who put the school in danger in the first place? Was it the mysterious new girl, the strange substitute professor, or Bram himself? Can Bram save the world from evil monsters, or will he unleash more Monster Problems? Monster Problems 2 is the second book in the thrilling, action-packed series with big laughs for kids, middle school students, and adults. Monster Problems 2 includes 11 illustrated character profiles.

Half boy. Half vampire. All hero...****Readers' Favorite Book Awards Winner****Most kids have problems, but Bram Murray has Monster Problems. That's because he's clueless about his past, having bounced around foster care his entire life. Of course, his peculiar habits always raised eyebrows, like staying up all night and eating only red-colored food. But Bram just figured he was different. He never imagined he was the world's last living vampire—or that he was being hunted! After escaping a werewolf ambush, Bram is recruited into a secret school for monster kids. As Bram discovers clues about his past, he learns how to harness his powers for good. Unfortunately, he just might be the most pathetic monster ever! But Bram better figure it out fast, because the Dark Ones have resurfaced, and they're searching for a powerful artifact to resurrect Count Dracula and conquer the world! Can Bram save humanity before it's too late—or will he unleash more Monster Problems? The Monster Problems Box Set includes:- Monster Problems: Vampire Misfire- Monster Problems 2: Down for the Count- Monster Problems 3: Prince of Dorkness Monster Problems is the hilarious, action-packed series that will entertain kids, middle school students, and adults. Monster Problems includes 32 illustrated character profiles. The Monster Problems Collection is also available in one monstrous 500+ page paperback volume!

Book 9 in the bestselling, award-winning Epic Zero series! *Over 4,000 five-star series reviews on Amazon and Goodreads Elliott Harkness is a little rusty after recovering from his injury. Unfortunately, there's no time to rest because fugitives from Lockdown are still on the loose after the battle with Meta-Man. But when Elliott encounters a bad guy who has mysteriously come back from the dead, he realizes he's got bigger problems on his hands. Tormentus, the Underworld's Snatcher of Souls, has resurfaced! He's declared war on humanity and unleashed an army of Meta zombies to take over the world! As Tormentus defeats the heroes one-by-one, Elliott is the planet's last hope. But when he realizes he must travel to the Underworld to stop Tormentus once and for all, will he actually do the unthinkable to get there? And who, or what, will be waiting for him when he arrives? With the fate of the living depending on his success in the land of the dead, will Elliott become the epic hero he's always wanted to be-or will he always be just an Epic Zero? Epic Zero 9 is the ninth book in the hilarious, action-packed series that will entertain kids, middle school students, and adults. Epic Zero 9 includes 16 illustrated character profiles and a full glossary of superpowers.

Super Max has it all. He's a superhero with a flashy uniform and a great head of hair. Sure, sometimes the evil Dr. Malevolent pops up to cause trouble. But Super Max has defeated the villain over and over again. This time is different. This time, Dr. Malevolent's plan works . . . and he turns the handsome hero into a tiny tuber! But there's one thing the doctor didn't count on. The potato still has powers, and justice takes many forms. Super Max may be gone . . . but it's Super Potato's time to fly!

Read the series that's sold more than 2 million copies--if you dare! Warning: this description has not been authorized by Pseudonymous Bosch. As much as he'd love to sing the praises of his book (he is very vain), he wouldn't want you to hear about his brave 11-year old heroes, Cass and Max-Ernest. Or about how a mysterious box of vials, the Symphony of Smells, sends them on the trail of a magician who has vanished under strange (and stinky) circumstances. And he certainly wouldn't want you to know about the hair-raising adventures that follow and the nefarious villains they face. You see, not only is the name of this book secret, the story inside is, too. For it concerns a secret. A Big Secret.

2017 Gold Moonbeam Children's Book Award: For dedication to children's books and literacy and for inspired writing, illustrating and publishing. The world can be a scary place. Anxious adults want children to be aware of dangers, but shouldn't kids be aware of kindness too? Michael Leannah wrote *Most People* as an antidote to the scary words and images kids hear and see every day. Jennifer Morris's emotive, diverting characters provide the perfect complement to Leannah's words, leading us through the crowded streets of an urban day in the company of two pairs of siblings (one of color). We see what they see: the hulking dude with tattoos and chains assisting an elderly lady onto the bus; the Goth teenager with piercings and purple Mohawk returning a lost wallet to its owner; and the myriad interactions of daily existence, most of them well intended. *Most People* is a courageous, constructive response to the dystopian world of the news media. Fountas & Pinnell Level M

A lyrical look at numbers, with a philosophical twist! 2 is a little. 0 is nothing. 1 is not enough. But, sometimes ... 1 sun is a lot. 1 dog is a lot. 2 can even be too much. And when it comes to rain clouds, 0 is perfect. It's curious, but true. It all depends on what you're counting! How many is enough? In this unique picture book, children will discover a different way to appreciate numbers. The murder of a world-famous physicist raises fears that the Illuminati are operating again after centuries of silence, and religion professor Robert Langdon is called in to assist with the case.

"After a monster apocalypse hits town, average thirteen-year-old Jack Sullivan builds a team of friends to help slay the eerily intelligent monster known as Blarg"--

Welcome to the weirdest day of my life. My name is Jake and I'm just an average 6th grader that was invited to sit at the cool kids' lunch table. Now I've got to rescue a crazy girl who thinks she's a princess that's come to save me. Before I can do that, I'll be chased by an angry monkey, hunted by a hungry dinosaur, and abducted by an ugly alien (and that's not all)! I should mention that the princess thinks she's from another planet. Nothing weird about that. The only way I can make everything right is to find out what's behind the glowing door I've dreamed about every night of my life.

Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

The million-copy French series makes its English language debut! Meet two wonderful young girls who happen to be sisters-Maureen, and her older sister Wendy. Both are full of personality and a strong sense of independence. So while they may love each other with all their hearts, it's not always easy for the two of them to be together. After all, when kids are still very young, age differences are much more meaningful. While Maureen may want to hang out with her older sister, nothing could be more embarrassing for Wendy. See how despite all odds, they still manage to get through each day without killing each other... well, at least so far! In addition to the main story, this volume features great backup features including the "Guide to Sisters", Maureen's journal entries and much more!

Book 8 in the bestselling, award-winning Epic Zero series! *Over 4,000 five-star series reviews on Amazon and

Goodreads Life couldn't be better for Elliott Harkness. Next Gen, his very own team of kid superheroes, is being coached by the Freedom Force, the greatest Meta team on the planet! But unfortunately for Elliott, even the best coaching couldn't prepare him for what's come back from the past. Before the Freedom Force, the Protectors of the Planet defended the globe from evil. They were the greatest Meta team of their time, until they were betrayed by one of their own leading to tragedy. In the aftermath, Meta-Man, the most powerful hero of them all, abandoned his adopted home of Earth and the Protectors disbanded. But now, decades later, an unstable Meta-Man has returned for revenge against his former teammates—and it's up to Elliott to stop him! But who really betrayed the Protectors? And can Elliott find Meta-Man's archenemy in time to help defeat the former hero? When the most powerful hero of all time has gone crazy, can Elliott become the epic hero he's always wanted to be—or will he always be just an Epic Zero? Epic Zero 8 is the eighth book in the hilarious, action-packed series that will entertain kids, middle school students, and adults. Epic Zero 8 includes 16 illustrated character profiles and a full glossary of superpowers.

I don't know how you got here but this page isn't for you. This is an extremely dangerous book with a very deadly secret. It is an alarming account of two extraordinary adventurers, a missing magician's diary, a symphony of smells and a deadly secret... If you're both curious and brave, visit www.thenameofthisbookissecret.co.uk - but remember - I warned you. "Many different types of readers will thoroughly enjoy this tale including fans of Anthony Horowitz and Lemony Snicket. The book is an interesting read where many types of emotions overwhelm you such as horror, grief, mystery, anxiety the lot. Mixed with a hint of sweet satisfaction that you have finally read the story. I honestly do not know how I lived without reading the book - it baffles me." - Guardian Children's Books Shortlisted Bedfordshire Children's Book of the Year Award 2009, selected for the Premier League Reading Stars programme

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Zelie's Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelie without a mother and her people without hope.

Ready to laugh your butt off? Get ready to be blown-away by the outrageous adventures of Milo Snotrocket! His name is Milo Snotrocket and he has the same problems any kid has. School is boring, he has a bully, and sometimes he farts. Well, more than sometimes. What nobody else knows about this special kid is that he's more than just your average everyday child, he's also a Fart Ninja—taking on bullies and all evildoers with the amazing power of his horrible farts! Warning: This book has farts. Lots of them. And if you focus on farting as much as the people in this book, you might want to check your pants when you're done!

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