

The Abominable Snowman Journey Under The Sea Space And Beyond The Lost Jewels Of Nabooti Choose Your Own Adventure 1 4

The Abominable SnowmanThorndike Striving Reader

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?

Offering seven possible endings, the reader's decisions will determine what haunted place will be explored, from a palace guarded by angry elephants in Thailand to England's haunted Montagoo Hall.

Guiding an expedition of teenagers through the treacherous jungles of Guangxi province should be a walk in the park for Beck Granger. But when the weather turns and disaster strikes, the expedition finds itself stranded on a crumbling ledge... Separated from the group, Beck and his fellow adventurer Ju-Long, must battle their way through the storm wrecked jungle to find help. Though initially unsure of Ju-Long's skills when pitted against his own, Beck soon comes to recognize their worth. While he is experienced in physical survival, she understands the power of the mind. Faced with the white water of the raging river and the jaws of a venomous cobra they must work together to survive. But will they make it in time to save the others before the cliff collapses completely? That is, if they even make it out of the jungle alive...

Tintin searches the mountains of Nepal and Tibet for his friend, victim of an airplane crash.

The reader journeys into a perilous fantasy world of dragons, sorcerers, and magic on a quest in search of the mythical unicorn in a multiple-plot, multiple-ending adventure.

"Goosebumps book series created by Parachute Press, Inc."--Title page verso.

The reader's decisions will determine the outcome of a young detective's investigation of a house haunted by ghosts and visited by alien invaders.

In the vast unexplored regions of America exists a living breathing reminder of prehistoric days. He has several names: "Giant Hairy Ape," "Bigfoot," and "Sasquatch." He is the counterpart of the Himalayan "Yeti" or "Abominable Snowman." Yes, there does exist an American Abominable Snowman; he is not a myth or a hoax. Come with me as we seek out the facts about this twentieth-century mystery. Come with me as we travel a rugged road into the unknown a road that will take us from the campfires of Indians and mountain men to the pages of a modern newspaper a road so charged with excitement and steeped in mystery that you'll never forget one exciting mile of the journey.

"Thorndike Press Large Print Middle Reader."

Readers decide their own destiny in this adventure in which they visit a nearby island for a day, only to be stranded on it by a violent storm.

"You may have heard of the Oregon Trail. In the 1840s, more than 5,000 people traveled the Oregon Trail, hoping for a better life. But did you know that science played a big role in this epic journey? Learn how covered wagons were engineered. Find out how food was preserved and diseases were treated along the trail. And discover how modern technology is helping us learn even more about this time in history"--

You and Carlos are on an expedition to the world's highest mountains in the remote kingdom of Nepal to search for the Yeti, otherwise known as the Abominable Snowman.

Space is full of mystery. Scientists think that the planets, stars, and other space objects we see make up just 4 percent of the universe! Scientists studying space have a lot of choices to make. Future space explorers will have many choices to consider too. Now the choices are yours. Would you rather eat pre-packaged space food or grow your own food in space? Would you rather catch a cold in space or have space sickness? Would you rather travel to Mars or Venus? It's your turn to pick this or that!

Your parents are scientists. One day, they throw some pieces of a robot into the rubbish. If you can figure out how to put the pieces together, you'll have a robot of your very own! But do you know enough to control it? Or will it take over your school?

More than 100 Original Illustrations Bonus Content: The Life of John Bunyan, by William Brock For we wrestle not against flesh and blood, but against principalities, against powers, against the lords of this age, rulers of this darkness, against spiritual wickedness in the heavens. (Ephesians 6:12) What if you were able to see your life from a spiritual perspective and see the actual reality of the verse above? How does our enemy, Diabolus, plan and carry out his attacks? How do his demons help, and what are their objectives? Why and how must we petition Emmanuel to get His attention and help in this great, holy war? Written four years after *The Pilgrim's Progress*, John Bunyan followed up with this second allegorical classic, which has touched hearts and minds of readers for generations. The epicenter of this book is the town of Mansoul, its people (such as Conscience, Self-Denial, and Do-Right), and its gates (Eye-gate, Ear-gate, Mouth-gate, Nose-gate, and Feel-gate). The attack by Diabolus and his demons, all of whom have appropriate names, is carefully planned and executed. As still happens to men today, Mansoul fell hard. Emmanuel is of course willing to help, but can only do so on special, seemingly strict terms. As you watch this intense battle unfold, you'll be emboldened to fight with new vigilance, to guard the gates with tenacity, and to rely on Emmanuel's sovereignty like never before. It should be noted that John Bunyan focused not so much on biblical sequence or even perfect accuracy in every aspect. Instead, he honed in specifically on the spiritual battle being waged for each individual soul, filling in other details as needed to create the scenes. In this edition, we updated the text to clarify the meaning of each scene and inserted Bible verses in key areas to bring to light the depth and spiritual meaning of this powerful allegory.

Make choices with your child and try to find the seven lost jewels for grandma's crown! Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach three happy endings.

A stunning and provocative new novel by the internationally celebrated author of *The Blind Assassin*, winner of the Booker Prize. Margaret Atwood's new novel is so utterly compelling, so prescient, so relevant, so terrifyingly-all-too-likely-to-be-true, that readers may find their view of the world forever changed after reading it. This is Margaret Atwood at the absolute peak of her powers. For readers of *Oryx and Crake*, nothing will ever look the same again. The narrator of

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Atwood's riveting novel calls himself Snowman. When the story opens, he is sleeping in a tree, wearing an old bedsheet, mourning the loss of his beloved Oryx and his best friend Crake, and slowly starving to death. He searches for supplies in a wasteland where insects proliferate and pigeons and wolvogs ravage the pleeblands, where ordinary people once lived, and the Compounds that sheltered the extraordinary. As he tries to piece together what has taken place, the narrative shifts to decades earlier. How did everything fall apart so quickly? Why is he left with nothing but his haunting memories? Alone except for the green-eyed Children of Crake, who think of him as a kind of monster, he explores the answers to these questions in the double journey he takes - into his own past, and back to Crake's high-tech bubble-dome, where the Paradise Project unfolded and the world came to grief. With breathtaking command of her shocking material, and with her customary sharp wit and dark humour, Atwood projects us into an outlandish yet wholly believable realm populated by characters who will continue to inhabit our dreams long after the last chapter.

The Sherlock Holmes of Idaville, Encyclopedia Brown solves another set of mysteries with his usual style and resourcefulness.

The reader's choices determine if survival is possible when intelligent machines rise up in arms against their human creators.

The Aldens find themselves right in the middle of an Iowa cornfield and a brand-new mystery! The farm where the children are visiting is famous for its wonderful corn maze, and every year visitors come to walk through the maze and enjoy the Corn King Days festival. But the maze is being vandalized at night, and the festival is in danger of being shut down. Can the children catch the culprit and save the festival?

This story is about a greedy king, King Gotstohav, and the townspeople who lived a very poor life because of his parties and affairs. It is also about a boy named Damoan and his girlfriend, Chateal, who is confined to a wheelchair. She takes a journey where she overcomes her confinement and helps the townsfolk by trusting a dragon named Bernie and an abominable snowman named Burricey to overthrow the king. Its a journey for every child.

When two spirits from your past lives return to haunt you, you must follow only one of the ghosts through slimy cellars and startling visions in order to right past wrongs and end the family curse. Original.

The reader's choices determine the outcome of an intergalactic encounter with aliens.

A map found on a New Mexico ranch leads to a mystical time traveling adventure, in a book where the reader determines the path and outcome of the story.

By making a series of choices, the reader determines the outcome of the attempt by two mountain climbers to scale the Himalayas in order to photograph the mysterious and elusive abominable snowman.

The story of a dangerous car race through the jungle of Africa is designed so that the reader can determine the course of the action.

The reader's choices determine whether or not the solution to the Mayan Indians' mysterious disappearance is reached.

Three years ago, you led a deep-sea expedition in search of the Lost City of Atlantis. You found it, but there's just one problem: back above ground, no-one really believed you. You jump at the chance to return to Atlantis, and this time you are determined to return with proof. There's just one more problem-obtaining proof may cost you your life!

To find freedom, you must leave behind everything you've ever known. It is 1825. You and Ma have survived on the streets of London ever since the soldiers took Da away and you fled Ireland. Now, with Ma gone too, you find yourself facing life-and-death choices at every turn. Can you carry a secret treasure across the ocean and finally be reunited with Da? You'll be asked to betray your friends, survive storms at sea and attacks by bushrangers, and trust thieves. At every turn, the choice is yours. How far will you go for freedom?

(Ages 5-8) You've returned to Princess Island camp for a summer of adventure. When the Head of Camp disappears and a new camper needs your help, you can save the camp from a menacing ghost, make a new best friend, and meet lots of magical creatures from unicorns, to mermaids, to talking fish.

The author of *Our Like Will Not Be There Again* and *Northern Latitudes* recounts his experiences traveling from Norway to Newfoundland via the Faeroe Islands, Iceland, Greenland, and Labrador. Reprint.

The reader embarks on an expedition in an underwater vessel to find the lost city of Atlantis. By choosing specific pages, the reader determines the outcome of the plot.

Make choices with your child and try to find the baby yeti in the snowy mountains of Nepal. Adapted from the bestselling *Choose Your Own Adventure* book where YOU choose what happens next to reach three happy endings.

The reader, lost in a strange cave, decides how the story comes out.

A NEW STATESMAN ESSENTIAL NONFICTION BOOK OF 2021 A radically immersive exploration of three pivotal moments in the evolution of human consciousness, asking what kinds of creatures humans were, are, and might yet be How did humans come to be who we are? In his marvelous, eccentric, and widely lauded book *Being a Beast*, legal scholar, veterinary surgeon, and naturalist extraordinaire Charles Foster set out to understand the consciousness of animal species by living as a badger, otter, fox, deer, and swift. Now, he inhabits three crucial periods of human development to understand the consciousness of perhaps the strangest animal of all—the human being. To experience the Upper Paleolithic era—a turning point when humans became behaviorally modern, painting caves and telling stories, Foster learns what it feels like to be a Cro-Magnon hunter-gatherer by living in makeshift shelters without amenities in the rural woods of England. He tests his five impoverished senses to forage for berries and roadkill and he undertakes shamanic journeys to explore the connection of wakeful dreaming to religion. For the Neolithic period, when humans stayed in one place and domesticated plants and animals, forever altering our connection to the natural world, he moves to a reconstructed Neolithic settlement. Finally, to explore the Enlightenment—the age of reason and the end of the soul—Foster inspects Oxford colleges, dissecting rooms, cafes, and art galleries. He finds his world and himself bizarre and disembodied, and he rues the atrophy of our senses, the cause for much of what ails us. Drawing on psychology, neuroscience, natural history, agriculture, medical law and ethics, *Being a Human* is one man's audacious attempt to feel a connection with 45,000 years of human history. This glorious, fiercely imaginative journey from our origins to a possible future ultimately shows how we might best live on earth—and thrive.

This 6-book boxed set of interactive, children's classics includes 6 books from the *Choose Your Own Adventure* series: *The Abominable*

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Snowman, Journey Under the Sea, Space and Beyond, The Lost Jewels of Nabooti, Mystery of the Maya, House of Danger

An interactive adventure bursting with trains, cars, boats and bicycles! Choose a vehicle and follow its path to see who will win the race!

There are four different adventures in this one book! Die-cuts and gatefolds enhance the journeys, taking you through tunnels, over hills and underground. It's packed with facts and packed with fun!

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