

The Abominable Snowman Journey Under The Sea Space And Beyond The Lost Jewels Of Nabooti Mystery Of The Maya House Of Danger Choose Your Own Adventure 1 6 Box Set 1

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

As it turned out, young Daniel never outgrew the enchantment of the mysterious Yeti, the Abominable Snowman. His search for the enigmatic creature of Himalayan legends spread over many decades: from 1956 until 2015, Daniel C. Taylor visited almost all valley systems in his quest to explain the 'Yeti's footprints'. But to his surprise, solving the footprint mystery did not answer the Yeti question. As his quest evolved, Taylor went on to create two massive national parks around Mount Everest. Equipped with abundant knowledge of the Himalaya, Taylor tells a story that is captivating and full of surprises. He looks back at his exploration of the 2,000-mile-wide Himalaya and talks about bioresilience as a parallel dynamic to biodiversity, thus widening the scope of our understanding of ecology. Yeti: The Ecology of a Mystery is the extraordinary story of one man's conservation impact and what it means for people to be part of the wild in today's increasingly tamed world.

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.

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

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!

MISSION BRIEF: Tigers are being reported missing from wildlife reserves across India, Bangladesh and Nepal. Several hundred tigers have vanished. Something, or someone, is taking them. And if they are not stopped, this could mean the end of the species. It is time the Animal Intelligence Agency got involved. NOTE: The Animal Intelligence Agency is a multi-species nongovernmental agency. Specially trained Animal and Human agents work undercover to save animals and save the world. Some of them have the licence to kill. The following agents have been assigned to the case: Agent No. 002 Species: *Panthera tigris tigris* Name: Bagha One of our most experienced agents. 250 kilos of sheer intelligence and muscle. Licensed to kill. Agent No. XXXX Species: *Semnopithecus entellus* Name: Kela Formerly an agent but removed from duty in disgrace after the Incident of the Exploding Mangoes. Licence cancelled. NOTE: KEEP A CLOSE WATCH. HIGHLY UNPREDICTABLE. Agent No. 11.5 Species: *Homo sapiens sapiens* Name: Rana Skinny. Allergic to everything. No brawn, plenty of brain. Great facility with technology. Fluent in JungleSpeak. Has the ability to speak to nearly all species. NOTE: ALSO ALLERGIC TO CAT HAIR. MIGHT BE A PROBLEM WHEN HE PARTNERS WITH AGENT NO. 002. Agents have been instructed that this is an Alpha mission. Highest degree of difficulty and danger. The leads they have to follow lie in Kathmandu, the Sera monastery in Tibet and the Forbidden City in China. They will face danger, destruction, and possible death. The fate of the tiger species is in their hands.

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 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 pigoons and wolvoogs 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.

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 recognise 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...

Choose Your Own Adventure: Cup of Death Cup of Death... You are a private investigator. You are in Japan, in the famous city of Kyoto, to find a stolen cup, a priceless Japanese National Treasure. Your suspects include politicians, a master of the tea ceremony, and even the yakuza-the Japanese Mafia. The cup is worth more than money can buy...but is it worth your life? The Choose your Own Adventure series is unique new series consists of 30 titles adapted from the wildly popular Choose Your Own Adventure series, which has sold over 250 million copies worldwide, and spawned an entire genre called 'interactive fiction'. What makes Choose Your Own Adventure different is that you, the reader, are the main character. You make the choices that can lead to a happy conclusion-or perhaps to a terrible fate!

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Each title is made up of several branching storylines, with up to 30 different endings. As a result, most readers read each book again and again, experiencing a different story each time. Originally targeted at reluctant readers, Choose Your Own Adventure has helped to develop critical thinking, literacy skills, and an interest in reading for a whole generation of English native speakers. Now adapted for English language learners of any age, the Choose Your Own Adventure series is a fun addition to any extensive reading library. Indeed, the stories are so engaging we guarantee that even non-ESL learners will enjoy reading them!

"Thorndike Press Large Print Middle 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?

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.

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

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.

Takes young readers over mountains, through mysterious caves, into outer space, down into the ocean, and beyond, on a fancifully boundless journey as a child explores the world around his house.

Presents arguments for and against the existence of five notable cryptids and challenges the pseudoscience that furthers their legendary statuses, while providing an exploration of the nature and subculture of cryptozoology.

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

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

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.

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?

This 6-book boxed set of interactive, children's classics includes 6 books from the Choose Your Own Adventure series: The Abominable Snowman, Journey Under the Sea, Space and Beyond, The Lost Jewels of Nabooti, Mystery of the Maya, House of Danger

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.

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.

The Abominable Snowman Thorndike Striving Reader

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!

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

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.

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.

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

The reader decides the course of the action in the story of a spy's struggle to escape from an enemy country.

"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"--

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 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.

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?

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.

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?

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