

Wanted Man Of Honor Silverpines Series Book 7

The Palgrave Environmental Reader explores America's evolving fascination with nature and environmental concerns. From the New England Transcendentalists to the UN convention on climate change, this book includes works by Thomas Jefferson, Henry David Thoreau, Theodore Roosevelt, Rachel Carson, E.O. Wilson, and others. Consisting of thirty-five important pieces covering a variety of issues, this reader distinguishes itself from other writing on the subject by presenting more extensive excerpts and by emphasizing themes such as environmental activism, racism, and law.

She was just a child when she was washed ashore on the exotic island of Akora, shipwrecked and orphaned. Now she must make a heartbreaking choice: to reclaim her past--or to face her future with the most powerful man she has ever known. Raised in the fortress kingdom of Akora, Brianna's memories of life before her parents' tragic death at sea are blurred and fleeting. Though embraced by Akora's elite, she longs to know her true identity--and the truth about her haunting fear that she is to blame for her parents' fate. But while the answers lure her to far-off England, a fiery passion she never knew existed may bind her to Akora forever. Handsome and headstrong, Atreus is a powerful warrior whose clan has ruled Akora for centuries. A secret ritual has made him the chosen ruler of his people--and revealed to him a vision of the lovely Brianna as the woman he is meant to marry. Fearing she will never return from her journey, Atreus sets sail to win her. But a treacherous enemy looms, and it will soon fall to the brave couple to unite their hearts and share even their darkest secrets to save not only their burgeoning love--but their very homeland.

In the summer of 1869, Scottish-American naturalist and author John Muir spent the months of June through September in the Sierra Nevada Mountains of California accompanying a group of shepherds while they led a flock of sheep to the high country to graze. During that time, Muir took every opportunity to explore the Yosemite area extensively—hiking, camping, writing, and sketching. Muir's diary entries describing the land, flora, and fauna he encountered became the basis for the book *My First Summer in the Sierra*, first published in 1911. Muir's journal entries from that summer reveal his growing wonder and awe at the Yosemite landscape, as well as his endless curiosity for the natural world. On a grand scale, he trekked into remote areas for sometimes days at a time. He climbed Cathedral Peak and Mount Dana and trekked through Bloody Canyon to Mono Lake. On a more modest scale, Muir observed the flora and fauna that surrounded him with the keen enthusiasm of a naturalist. He described in detail the area's trees, shrubs, flowers, mountain meadows, glacial features, and animals. In the years that followed the publication of *My First Summer in the Sierra*, Muir went on to advocate for the protection and preservation of wild landscapes. In 1892, Muir co-founded the Sierra Club and became the organization's first president. Muir also played an instrumental role in the establishment of several national parks including Yosemite, Sequoia, and Kings Canyon. *My First Summer in the Sierra* remains among John Muir's most popular works. The book's inspired and lyrical accounts of an iconic wilderness, written at a time in Muir's life when his character as a naturalist and wilderness advocate was taking form, earns it a prominent, influential place in the annals of nature writing and the history of wilderness preservation. This book is part of the Standard Ebooks project, which produces free public domain ebooks.

An investigation of what makes digital games engaging to players and a reexamination of the concept of immersion. Digital games offer a vast range of engaging experiences, from the serene exploration of beautifully rendered landscapes to the deeply cognitive challenges presented by strategic simulations to the adrenaline rush of competitive team-based shoot-outs. Digital games enable experiences that are

considerably different from a reader's engagement with literature or a moviegoer's experience of a movie. In *In-Game*, Gordon Calleja examines what exactly it is that makes digital games so uniquely involving and offers a new, more precise, and game-specific formulation of this involvement. One of the most commonly yet vaguely deployed concepts in the industry and academia alike is immersion—a player's sensation of inhabiting the space represented onscreen. Overuse of this term has diminished its analytical value and confused its meaning, both in analysis and design. Rather than conceiving of immersion as a single experience, Calleja views it as blending different experiential phenomena afforded by involving gameplay. He proposes a framework (based on qualitative research) to describe these phenomena: the player involvement model. This model encompasses two constituent temporal phases—the macro, representing offline involvement, and the micro, representing moment-to-moment involvement during gameplay—as well as six dimensions of player involvement: kinesthetic, spatial, shared, narrative, affective, and ludic. The intensified and internalized experiential blend can culminate in incorporation—a concept that Calleja proposes as an alternative to the problematic immersion. Incorporation, he argues, is a more accurate metaphor, providing a robust foundation for future research and design.

BradyGames' *World of Warcraft Official Strategy Guide* includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

An exploration of the popular online role-playing game *World of Warcraft* as a virtual prototype of the real human future. *World of Warcraft* is more than a game. There is no ultimate goal, no winning hand, no princess to be rescued. *WoW* is an immersive virtual world in which characters must cope in a dangerous environment, assume identities, struggle to understand and communicate, learn to use technology, and compete for dwindling resources. Beyond the fantasy and science fiction details, as many have noted, it's not entirely unlike today's world. In *The Warcraft Civilization*, sociologist William Sims Bainbridge goes further, arguing that *WoW* can be seen not only as an allegory of today but also as a virtual prototype of tomorrow, of a real human future in which tribe-like groups will engage in combat over declining natural resources, build temporary alliances on the basis of mutual self-interest, and seek a set of values that transcend the need for war. What makes *WoW* an especially good place to look for insights about Western civilization, Bainbridge says, is that it bridges past and future. It is founded on Western cultural tradition, yet aimed toward the virtual worlds we could create in times to come.

After killing the corrupt Warchief Blackhand, Orgrim Doomhammer was quick to seize control over the Orcish Horde. Now he is determined to conquer the rest of Azeroth so that his people will once again have a home of their own in the... *WORLD OF WARCRAFT* Anduin Lothar, former Champion of Stormwind, has left his shattered homeland behind and led his people across the Great Sea to the shores of Lordaeron. There, with the aid of the noble King Terenas, he forges a mighty Alliance with the other human nations. But even that may not be enough to stop the Horde's merciless onslaught. Elves, dwarves, and trolls enter the fray as the two emerging factions vie for dominance. Will the valiant Alliance prevail, or will the Horde's tide of darkness consume the last vestiges of freedom on Azeroth?

The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

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out of style. Several mostly non-profit literature projects provide content to Tredition. To support their good work, Tredition donates a portion of the proceeds from each sold copy. As a reader of a TREDITION CLASSICS book, you support our mission to save many of the amazing works of world literature from oblivion.

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

Melaina Hartley was happy. As the daughter of a wealthy explorer and spice merchant, she lived a perfect life in the small town of Carth, a town in Pennsylvania owned almost exclusively by Mr. Ashwood of Carth industries. When Melaina's father falls on hard times, his partner in business, Mr. Ashwood, offers Melaina a unique proposition- accompany his wayward daughter to London and see her safely married to the Duke of Westmire. Only then will he forgive her father's debts. But Blanche Ashwood is more than a handful for poor Melaina. On the eve of her introduction as the Duke of Westmire's fiance, the spice heiress commits a horribly dishonorable act that could bring scandal down on the Duke's entire household AND land Melaina's father in debtor's prison... unless Melaina takes her place. With her life spinning out of control, Melaina steps into Blanche's shoes and is introduced to the London society as the Duke of Westmire's bride-to-be. Luca Deval is content with his life in the shadows. He has finally found a place in the Cirque De Straniu, a traveling show made up of a band of miscreants and thieves. He is not about to let some far-fetched scheme drive the Cirque into the ground, or end them all up in prison (again.) The Cirque is his family. He has to keep them safe. So when the leader of the Cirque announces his plans to kidnap the Heiress of Carth and hold her for ransom, Luca plays his part well. It is only his cool head that keeps the people of the Cirque from landing themselves in a whole lot of trouble... But the so-called Heiress is nothing like he expected her to be, and before Luca realizes what has happened, the woman has enthralled him. Will he be able to let her go when the time comes? Or will the woman that Luca has kidnapped capture his heart instead?

In her New York Times bestseller, *The Shattering*, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion. Thrall, wise shaman and the warchief of the Horde, has sensed a disturbing change... Long ago, Azeroth's destructive native elementals raged across the world until the benevolent titans imprisoned them within the Elemental Plane. Despite the titans' intervention, many elementals have ended up back on Azeroth. Over the ages, shaman like Thrall have communed with these spirits and, through patience and dedication, learned to soothe roaring infernos, bring rain to sun-scorched lands, and otherwise temper the elementals' ruinous influence on the world of Azeroth. Now Thrall has discovered that the elementals no longer heed the shaman's call. The link shared with these spirits has grown thin and frayed, as if Azeroth itself were under great duress. While Thrall seeks answers to what ails the confused elements, he also wrestles with the orcs' precarious future as his people face dwindling supplies and growing hostility with their night elf neighbors. Meanwhile, King Varian Wrynn of Stormwind is considering violent action in response to mounting tensions between the Alliance and the Horde, a hard-line approach that threatens to alienate those closest to him, including his son, Anduin. The conflicted young prince has set out to find his own path, but in doing so, he risks becoming entangled in political instability that is setting the world on edge. The fate of Azeroth's great races is shrouded in a fog of uncertainty, and the erratic behavior of the elemental spirits, troubling though it is, may only be the first ominous warning sign of the cataclysm to come.

Released in late August of 2016, 'Dianna' follows the story of a young woman in the 1880's as she ventures into southern Wyoming to begin a new life with a man she's never met. Frustrated with her growing status as a spinster in 1885 Manhattan, Dianna pens a response to an advertisement posted by one, Greyson Crowley. Greyson offers little in the way of a loving husband, but something in Dianna's heart pushes

her to move forward. Perhaps it's the sight of a man so very different from the drab, overdressed society suitors she's been exposed to. Perhaps it's the call of an unexplored wilderness and the promise of a moment of excitement. Then again... It could be something else altogether. Fate. Destiny. Possibly a horrible lapse in judgement... As she faces difficulties she never imagined, Dianna must decide whether she will let her passion drive her soul or settle to enduring a life half lived. In this clean, historical romance, Josephine Blake sets aside the notion of love at first sight and creates a romance that leaps over societal norms, and embraces the idea that love is something that develops over time.

Can one wounded heart heal another? Esther Thompson longs for a husband and a home, but at nearing thirty, and plain as they come, she knows her chances of having either are slim. Until the loss of her position as a governess forces her into becoming a mail order bride. After losing his beloved wife, Jeremiah Price is left with a broken heart, five children and a farm to take care of. Desperate for a new wife to ease his workload, and after three successive brides balk at the prospect of such a large family, he insists on a proxy marriage for his fourth. Whatever happens, he needs this one to stay. When Esther and Jeremiah finally meet, neither is what the other is hoping for. But they could turn out to be just what the other needs. This is a sweet historical romance, the first in a multi-author project releasing every two weeks. Each book is a stand-alone HEA romance. Here is the release order for The Proxy Bride Series: A Bride for Jeremiah by Christine Sterling A Bride for Clay by Marianne Spitzer A Bride for Nathan by Barbara Goss A Bride for Abel by Cyndi Raye A Bride for Finn by Linda Ellen A Bride for Carter by Wendy May Andrews A Bride for Charles by H. L. Roberts A Bride for Sterling by Parker J. Cole A Bride for Henry by P. Creeden In 1950, at the Eskimo village of Koyalik in the Alaska Territory, two young missionaries' prayers are answered when they receive a dog sled-team of huskies with Mik-Shrok as its leader.

Winner of the Pulitzer Prize "The book is a form of meditation, written with headlong urgency, about seeing. . . . There is an ambition about her book that I like. . . . It is the ambition to feel." — Eudora Welty, New York Times Book Review Pilgrim at Tinker Creek is the story of a dramatic year in Virginia's Roanoke Valley. Annie Dillard sets out to see what she can see. What she sees are astonishing incidents of "beauty tangled in a rapture with violence." Dillard's personal narrative highlights one year's exploration on foot in the Virginia region through which Tinker Creek runs. In the summer, she stalks muskrats in the creek and contemplates wave mechanics; in the fall, she watches a monarch butterfly migration and dreams of Arctic caribou. She tries to con a coot; she collects pond water and examines it under a microscope. She unties a snake skin, witnesses a flood, and plays King of the Meadow with a field of grasshoppers. The result is an exhilarating tale of nature and its seasons.

The 1973 oil crisis forced the American automotive industry into a period of dramatic change, marked by stiff foreign competition, tougher product regulations and suddenly altered consumer demand. With gas prices soaring and the economy in a veritable tailspin, muscle cars and the massive "need-for-speed" engines of the late '60s were out, and fuel efficient compacts were in. By 1980, American manufacturers were churning out some of the most feature laden, yet smallest and most fuel efficient cars they had ever built. This exhaustive reference work details every model from each of the major American manufacturers from model years 1973 through 1980, including various "captive imports" (e.g. Dodge's Colt, built by Mitsubishi.) Within each model year, it reports on each manufacturer's significant news and details

every model offered: its specifications, powertrain offerings, prices, standard features, major options, and production figures, among other facts. The work is heavily illustrated with approximately 1,300 photographs.

In 1888 London, Isabel Vanderton is facing down the society gossips with defiance and indifference. As the only child of Marcus Vanderton, she is the rightful heir to the Vanderton fortune, and whoever dares to marry her will inherit the lot, winner take all. As rumors of her ill health circulate, Isabel finds herself encountering suitor after suitor, no doubt hoping to win her hand-and her inheritance-before she passes to an early grave. An endless wave of greedy suitors is not the only thing Isabel has to contend with. Her legs are failing her, her body is weak, and she is being haunted by a man of such breathtaking beauty that he cannot possibly exist. But exist he does. Terrified of slipping into madness, Isabel tries to ignore the pull he has over her mind and her body as she suffers through encounter after encounter with a man no one but she can see. Death is impatient. Since Isabel's mother died thirteen years ago, he has watched her. He has haunted her for years, and now he has come to claim what is rightfully his. He will have Isabel at any cost. Determined, Death sets out on a careful game of seduction that threatens Isabel's very sanity. She will succumb to him, or she will suffer the consequences. As Isabel bargains desperately for her soul, Jack the Ripper stalks the London streets, endangering everything and everyone Isabel holds dear. "Josephine Blake writes a good, wonderful combination of romance, action, humor and suspense." -Amazon Reviewer "Another great story. Love the great character development. Unusual turn of events to keep the reader guessing." - Amazon Reviewer

Discusses all of the available options when adding linings to clothing, explaining how to make a lining pattern when the garment pattern doesn't include one, how to choose the best lining style, and how to line different types of fabric

A curse shall befall anyone who takes the bronze lamp out of Egypt, so a seer has said. Lady Helen Loring thinks such tales are sheer poppycock. She takes the lamp back to England, she places it on the mantelpiece at Serven Hall, and she disappears, just as the seer said.

Fantasirollespil.

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient

creatures of air and Pre if the world of Azeroth is to see another dawn.

Easy Guide to Sewing Linings Taunton

Though the young Warchief Thrall ended the demon curse that had plagued his people for generations, the orcs still wrestle with the sins of their bloody past. As the rampaging Horde, they waged a number of devastating wars against their perennial enemy -- the Alliance. Yet the rage and bloodlust that drove the orcs to destroy everything in their path nearly consumed them as well. Long ago, on the idyllic world of Draenor, the noble orc clans lived in relative peace with their enigmatic neighbors, the draenei. But the nefarious agents of the Burning Legion had other plans for both of the unsuspecting races. The demon-lord Kil'jaeden set in motion a dark chain of events that would succeed not only in eradicating the draenei, but forging the orc clans into a single, unstoppable juggernaut of hatred and destruction. Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... WORLD OF WARCRAFT Many are the mysteries surrounding the Emerald Dream and its reclusive guardians, the green dragonflight. In times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies. Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name STORMRAGE

Pairing prospective lady Pinkerton detectives with rough and ready agents? What could possibly go wrong? Head of the Denver Pinkerton office, Archie Gordon, has been tasked with hiring female agents. The problem? They need to be trained by existing agents while solving cases. Alone and unchaperoned. In 1871. The solution? Have each pair marry

temporarily, for the duration of the case. If Archie can convince his reluctant agents and the even more reluctant women to agree, that is. One thing is certain, it won't be dull. And the couples might even find love on the road to adventure. If they don't kill each other first. This is a sweet romance that ends on a cliffhanger. It is the first book in a multi-author series that begins on October 12, 2018.

"Designed for use with Reading for Christian schools 6 and for the reading enjoyment of children of comparable ages." Traces the downfall of a beloved peacekeeper who is pushed to a breaking point by an inconceivable horror that changes her in irrevocable, ethics-testing ways.

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to *The Battle for Azeroth*, Blizzard Entertainment's next expansion to the critically acclaimed *World of Warcraft* videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for *Before the Storm* "This is easily the best book in the *World of Warcraft* series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book."—Blizzard Watch

Companion piece to the *WoW Diary*

Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the

blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. * * * His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.

The Cambridge History of Medicine surveys the rise of medicine in the West from classical times to the present. Covering both the social and scientific history of medicine, this 2006 volume traces the chronology of key developments and events, engaging with the issues, discoveries, and controversies that have characterized medical progress.

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

Hattie Richards has two strikes against her: she is half-Native American and a woman. Even with her education as a physician, the town of Silverpines doesn't see her as more than a healer. Her exotic looks, and kind heart capture the attention many men and the irritation of many women. When a disaster strikes, Hattie aids the very people who rejected her skills. Needing help, she sends a telegram to her alma mater back East asking for a physician's assistant. Dr. Richard Childs has always wanted a practice of his own. When a position for a town doc opens in Silverpines Richard knew this was his opportunity to move West and start anew. The only condition? He must come as a mail-order groom. If that isn't bad enough, his intended wife has no idea of his existence. Hattie is grateful for the help he provides caring for the many wounded. As they work together, Hattie finds herself falling in love with the gentle doctor. He is caring, attentive and seems at ease working with Hattie and her more natural remedies. However, she isn't the intended bride! When the real physician's assistant arrives, Dr. Childs realizes he may have arrived under false pretenses. Can these two people open their hearts to true love and heal more than just the people of Silverpines? This is a sweet romance with some kissing and lots of misunderstandings, as two wounded people go seeking a happily ever after. Although this is part of the Silverpines series, it can be read as a stand-alone novel.

AN INSTANT NEW YORK TIMES BESTSELLER "THE FRIENDSHIP LIST is a must. Susan Mallery is at the top of her game."—Fresh Fiction "Mallery beautifully illustrates the power of female friendship and the importance of reaching for one's dreams. This irresistible, heartfelt

story will appeal to romance readers and women's fiction fans alike."—Publishers Weekly "The Friendship List is a sassy, sensuous tale about two women who discover their femininity for the first time." —New York Journal of Books "Best Book of August 2020."—CNN.com A witty, heartfelt and irresistible story about two best friends determined to help one another shake things up and live life to the fullest in a summer that will change them forever. Susan Mallery, #1 New York Times bestselling author of California Girls and Sisters by Choice, has delivered the perfect escape about the power of female friendship and the importance of making your dreams come true. Single mom Ellen Fox couldn't be more content—until she overhears her son saying he can't go to his dream college because she needs him too much. If she wants him to live his best life, she has to convince him she's living hers. So Unity Leandre, her best friend since forever, creates a list of challenges to push Ellen out of her comfort zone. Unity will complete the list, too, but not because she needs to change. What's wrong with a thirtysomething widow still sleeping in her late husband's childhood bed? The Friendship List begins as a way to make others believe they're just fine. But somewhere between "wear three-inch heels" and "have sex with a gorgeous guy," Ellen and Unity discover that life is meant to be lived with joy and abandon, in a story filled with humor, heartache and regrettable tattoos. Don't miss Susan Mallery's latest book, The Stepsisters! A heartfelt tale of friendship between two women who used to be sisters.

James is excited about his first fishing trip with his dad. On the fishing trip, Dad discovers that the fish bait has disappeared. Will this ruin the entire fishing trip? Where did the fish bait go? James learns a valuable lesson in this classic, unforgettable, and funny tale.

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