

Indian Trail Choose Your Own Adventure Dragonlark

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Indian Trail R. A. Montgomery 2007 As a young brave attempts to help his Pueblo tribe save their crops, the reader is asked to make choices throughout the story while the young brave makes his journey to the kachinas to ask for rain.

The Story of the Blue Planet Andri Snaer Magnason 2012-11-20 Brimir and Hulda are best friends who live on a small island on a beautiful blue planet where there are only children and no adults. Their planet is wild and at times dangerous, but everything is free, everyone is their friend, and each day is more exciting than the last. One day a rocket ship piloted by a strange-looking adult named Gleesome Goodday crashes on the beach. His business card claims he is a "Dream.ComeTrueMaker and joybringer," and he promises to make life a hundred times more fun with sun-activated flying powder and magic-coated skin so that no one ever has to bathe again. Goodday even nails the sun in the sky and creates a giant wolf to chase away the clouds so it can be playtime all the time. In exchange for these wonderful things, Goodday asks only for a little bit of the children's youth—but what is youth compared to a lot more fun? The children are so enamored with their new games that they forget all the simple activities they used to love. During Goodday's great flying competition, Hulda and Brimir fly too high to the sun and soar to the other side of planet, where they discover it is dark all the time and the children are sickly and pale. Hulda and Brimir know that without their help, the pale children will die, but first they need to get back to their island and convince their friends that Gleesome Goodday is not all that he seems. A fantastical adventure, beautifully told, unfolds in a deceptively simple tale. *The Story of the Blue Planet* will delight and challenge readers of all ages.

The Haunted House R. A. Montgomery 2008 Choose your own adventure. Your dog Homer is your best friend. One afternoon he chases a white cat into a creepy old house. You call Homer's name, but he doesn't come back! You think this house looks haunted. You can follow Homer into the old house, but if you meet a ghost or ghoul, you'll have to decide what to do.

Wings of War Michael Jan Friedman 2002 While trying to find a way to put an end to the fighting between two European nations on the brink of war, Batman and Hawkgirl must learn to deal with each other before they can save the world.

The Genie in the Bottle Jim Razzi 1983 The reader is asked to make choices which will determine the fate of a genie.

Space Pup R. A. Montgomery 2014-01-01 Readers become part of the story in this Choose Your Own Adventure title featuring 15 possible endings. Homer, a dog and the reader's best friend, visits the junk yard and brings back gifts that are becoming weirder and weirder. Homer soon arrives with a glowing blue Frisbee that translates every language. Is it a spaceship? Full color.

The Witch's Sister Phyllis Reynolds Naylor 2002-09 Lynn's growing conviction that her sister is learning witchcraft from a neighbor reaches its peak when Lynn, her sister, and brother are left for a weekend in the neighbor's charge.

Return to Haunted House R. A. Montgomery 2010 "You are a brave adventurer who likes exploring haunted places with your dog (and best friend), Homer. Haunted places are full of mysteries, and stories that no one else knows about. Will you go to Thailand and search out the palace guarded by angry elephants, or travel to England and uncover centuries of mystery in the haunted Montagoo Hall?"--P. [4] of cover.

The Cooper Kids Adventure Series Frank E. Peretti 2005-09-01 Paperback editions of the four books in Peretti's Cooper Kids Adventure series are contained in this boxed gift set. Includes "The Door in the Dragon's Throat, Escape from the Island of Aquarius, The Tombs of Anak," and "Trapped at the Bottom of the Sea."

The Great Easter Bunny Adventure Edward Packard 1987 The reader follows the Easter bunny and becomes involved in a series of adventures.

Dino Lab Anson Montgomery 2016-01-01 (Ages 5-8) At the Dino Lab, dinosaurs are brought back to life. While you're visiting, two baby dinos escape! It is your job to help find them and bring them back to the lab. Are the dinos at the zoo? Should you look for them at the movies? Do dinosaurs eat popcorn?

Summer Camp Judy Gitenstein 1984 The reader is on his own for the whole summer at camp, and finds life full of fun and surprises in this multiple ending story.

Chinese Dragons R. A. Montgomery 2009 You and your uncle farm the land in rural 7th century China. When you are taken prisoner during a raid, you are faced with decisions that will take you on an adventure through new parts of the world.

Lost Dog! R. A. Montgomery 2011-01-01 (Ages 5-8) One day, your dog Homer vanishes, and your sister helps you search for him. Along the way, you save a little girl's life, stand up to a cowboy bully named Schooner, and land a spot on a radio show!

Spooky Thanksgiving R. A. Montgomery 1988 A creaky old house in Plymouth, Massachusetts, becomes a time portal for a series of fantastic adventures leading back to an early Thanksgiving feast.

Bibliographic Formats and Standards OCLC. 1993 Describes the manual, *Bibliographic Formats and Standards*, 2nd. ed., a revised guide to machine-readable cataloging records in the WorldCat. Describes conventions. Describes and provides an example of input standards tables. Addresses revisions of the manual as well as ordering and distribution. Includes acknowledgements. Provides a link to the table of contents.

Dan Frontier and the Big Cat William Hurley 1961

Sand Castle, Indian Trail, Lake Monster Mystery R. A. Montgomery 2009-09-01 Shrink-wrapped with belly band: Sand Castle - Indian Trail - Lake Monster Mystery

The Bigfoot Mystery Lynn Sonberg 1983

Dan Frontier William Hurley 1970-01-01 When Jimmy does not come home, Dan Frontier searches the woods for him.

Mystery of the Maya R. A. Montgomery 2007-11-01 The reader's choices determine whether or not the solution to the Mayan Indians' mysterious disappearance is reached.

Space and Beyond R. A. Montgomery 1982-07 The reader's choices determine the outcome of an intergalactic encounter with aliens.

Robots Melissa Stewart 2018-08-01 Discover the coolest robots of today and tomorrow in this colorful, photo-packed book. In this inviting and entertaining format, kids will learn about the science behind these amazing machines. Written in an easy-to-grasp style to encourage the scientists of tomorrow!

Dan Frontier, Trapper William Hurley 1970

French Revolution: The Basics Darius von Güttner 2021-12-23 French Revolution: The Basics is an accessible and concise introduction to the history of the revolution in France. Combining a traditional narrative with documents of the era and references to contemporary imagery of the revolution, the book traces the long-and short-term causes of the French Revolution as well as its consequences up to the dissolution of the Convention and the ascendancy of Napoleon. The book is written with an explicit aim for its reader to acquire understanding of the past whilst imparting knowledge using underlying historical concepts such as evidence, continuity and change, cause and effect, significance, empathy, perspectives, and contestability. Key topics discussed within the book include: The structure of French society before 1789. The long- and short-term factors that contributed to the French Revolution. How ordinary French people, including women and slaves, participated in the revolution. What brought about the end of the ancien régime. The major reforms of the National Assembly, 1789-1791, and how they lead to the division and radicalisation of the revolution. How the alternative visions of the new society divided the revolution and what were the internal and external pressures on the revolution that contributed to its radicalisation. The forms of terror which enabled reality to triumph over the idealism. The rise of Napoleon Bonaparte as military leader and Emperor. This book is an ideal introduction for anyone wishing to learn more about this influential revolution in the shaping of modern Europe and the world.

Robot Roger Francis Bridgman 2004 Discusses robots and their history, explaining the tasks robots are designed to do, such as perform delicate surgical operations, clean city sewers, and work as museum tour guides.

The Trail of Lost Time R. A. Montgomery 2011 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.

The Lost Jewels of Nabooti R. A. Montgomery 2021-07 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.

Caravan R. A. Montgomery 2007 While journeying by caravan from Tibet to India, the young reader comes face to face with dangers ranging from bandits to the Abominable Snowman and encounters the mysterious secrets of the ages.

Dragon Day Anson Montgomery 2011-01-01 (Ages 5-8) Once a year, young Dragonlarks become Dragons, and learn to fly. There are big celebrations, games, and contests all day and prizes at night. Will you win a race, or grab a piece of the goblin cake?

Your Very Own Robot R. A. Montgomery 2008 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?

Choose Your Own Adventure 28 R. A. Montgomery 2008-12-01 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.

A Day with the Dinosaurs Edward Packard 1988 After accidentally stumbling into a hole, the reader is hurled back one hundred million years into the past, where a fierce Tyrannosaurus Rex and other dangerous dinosaurs threaten to attack.

Indian Trail R. A. Montgomery 2008 You live with your tribe in a pueblo village. It hasn't rained in a long time, and the crops are dying. If rain does not come soon, there will be no food to eat next winter. You have heard stories about spirits called Kachinas that help people. Kachinas are so powerful they might even be able to change the weather. You must go find the Kachinas, and save your village. Should you go alone, or bring friends to help you? The journey will be hard, and you must be brave.

Twenty Years in Siberia Anița Nandriș-Cudla 1998

Princess Perri and the Second Summer Shannon Gilligan 2016-01-01 (Ages 5-8) Your second summer on Princess Island is finally here. You might meet the ghost of Violet Grimm or compete for the archery medal. Will you find the Cabin Cup that's been missing since your mom, the Queen, was a camper? Or will your brother ruin everything?

Journey Under the Sea R. A. Montgomery 2006-06

DK Eyewitness Books: Robot Roger Bridgman 2004-03-01 Take a detailed look at the fascinating world of robots - from the earliest single-task machines to the advanced intelligence of robots with feelings. Young readers will be amazed to learn all that robots can do: perform delicate surgical operations, clean city sewers, work as museum tour guides, or even battle each other in combat. Find out how humans have created these mechanical minds and bodies. The most trusted nonfiction series on the market, Eyewitness Books provide an in-depth, comprehensive look at their subjects with a unique integration of words and pictures.

Fire! R. A. Montgomery 1985 The reader makes the decisions of what to do with a burning house.

Superman: The Kid Who Saved Superman Paul Kupperberg 2014 When a series of earthquakes ripple across the planet, a school field trip turns deadly. Students are trapped on a crumbling mountain, and only one man can rescue them . . . SUPERMAN! But the tremors have exposed a large chunk of KRYPTONITE. With the MAN OF STEEL weakened by the radioactive rock, a student must save the day.

Who will become the Kid Who Saved SUPERMAN?