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This action-packed, science-infused adventure from the critically acclaimed author of The Countdown Conspiracy follows a group of seven kids racing to save the world from a deadly supervolcano. Perfect

for fans of Chris Grabenstein and Peter Lerangis. Brianna Dobson has been chosen to work with world-renowned geologist Dr. Grier in Yellowstone National Park for the summer, and she couldn't be more excited! But then Dr. Grier tells her and the other kids on the project the real reason she's invited them to Yellowstone: A massive supervolcano in the park is about to erupt—and if they can't stop it, Earth will be plunged into an endless winter, and civilization will be destroyed. Bri and her new friends are ready and willing to help stop the eruption, but unexpected dangers threaten to foil their efforts. Will the Seismic Seven be able to defy nature and save the world? Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! Lost in Babylon is the second book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling The Colossus Rises chronicles Jack McKinley and his friends as they carry on their mission to save their lives—and the world—by locating seven magic orbs called Loculi, which are hidden in the Seven Wonders of the Ancient World. After defeating the Colossus of Rhodes and capturing the first of the Loculi, their friend Marco has disappeared. With no leads, no clues, and no one else to turn to, the kids have no choice but to trust Professor Bhegad and the Karai Institute again as they head off to Babylon. Rick Riordan, author of the Percy Jackson series,

praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!" Indiana Jones meets The Da Vinci Code in this nonstop action-packed thriller about the greatest treasure hunt of all time—a headlong race to find the seven wonders of the ancient world. An ancient secret...a team of heroes...the adventure of a lifetime. A legend of the ancient world decrees that every 4,500 years, a terrible solar event will wreak worldwide destruction...but whoever sets the Golden Capstone atop the Great Pyramid at Giza will avert disaster and gain the ultimate prize: a millennium of world dominance. Now the Sun is turning once again and nation will battle nation to retrieve the missing Capstone...but a group of small nations, led by supersoldier Jack West Jr., bands together to prevent any one country from attaining this frightening power. Thus the greatest treasure hunt of all time begins—an adrenaline-fueled race on a global battlefield. From the Colossus of Rhodes to the Hanging Gardens of Babylon to the Great Egyptian Pyramid itself, unlock the thrills of Seven Deadly Wonders. This is Book 3, Collection V, of the Million-Word Reading Project (MWRP) readers. It is suitable for learners with a basic vocabulary of 1,500 words. Million-Word Reading Project (MWRP) is a reading project for

ESL/EFL learners at the elementary level (with a basic vocabulary of 1,500 words). In two years, for about fifteen minutes each day, an ESL/EFL learner can read one million words, and reach the upper-intermediate level, gaining a vocabulary of about 3,500 words and a large number of expressions. Text Information Readability | 86.4 Total word count | 16419 Words beyond 1500 | 1000 Unknown word percentage (%) | 6.09 Unknown headword occurrence | 3.4 Unknown words that occur 5 times or more | 46 Unknown words that occur 2 times or more | 139 Synopsis This book is rewritten from Book 3 of Enid Blyton's THE SECRET SEVEN collection. The Secret Seven are Peter and his sister Janet, Jack, Barbara, Pam, Colin and George. They form the Secret Seven Society - ready to solve any mystery, any time. They have a secret password, a badge, and a secret meeting place in a garden shed. Because the Society shed is too hot for their meetings, the Seven build a meeting place in a large oak tree in Windy woods. But they discover someone else is hiding in their tree - he is in trouble because of something he overheard. He tells the Secret Seven what he remembers. A red pillow - MKX - a date, Thursday 25th, and Emma Lane. Will the Secret Seven be able to find out what all this means? Enid Blyton (1897 - 1968) is one of the world's best-loved children's authors. Her books have been translated into over 90 languages and are still enjoyed by children and

adults all over the world. On the Seven Seas is a set of wargames rules covering the high adventure and low morals of the world of the pirate. The rules cover licensed privateers such as da Gama and Drake, ruthless pirates of the Spanish Main, Blackbeard, the Barbary corsairs, the wako of the Far East, not to mention the anti-pirate squadrons, Spanish garrisons and native warriors from around the world that found themselves at odd with generations of sea-borne reavers. The focus of the game is on boarding actions and the exploits of pirate crews on land, and the rules offer a quick-to-learn basic game based around individual characters and small units of rank-and-file. Readers will learn about the seven natural wonders of the Earth as they travel with Anna Othitis and Captain Frankie. Solve the mystery with the Secret Seven - everyone's favourite detective club! These timeless stories are perfect for young fans of mystery, adventure or detective series. Also available in audiobook! In book two a priceless pearl necklace goes missing. The Secret Seven are first off the mark to catch the thief. Why? Because they saw him making his escape! Now all they have to do is find the necklace... Solve the mystery! Cover and inside illustrations are by the brilliant Tony Ross, illustrator of David Walliams's books. The story was first published in 1950 This edition features the classic text and comes with a Bonus Blyton section at the back with quizzes, puzzles and other

bonus extras! Enid Blyton ®, The Secret Seven ® and Enid Blyton's signature are Registered Trademarks of Hodder and Stoughton Limited. No trademark or copyrighted material may be reproduced without the express written permission of the trademark and copyright owner. Solve the mystery with the Secret Seven - everyone's favourite detective club! These timeless stories are perfect for young fans of mystery, adventure or detective series. In book fourteen, Scamper the spaniel discovers an unwanted visitor, then he protects the Secret Seven as they spy on a thief late at night in Bramley Woods! What on earth would the Secret Seven do without their dog? Solve the mystery! Cover and inside illustrations are by the brilliant Tony Ross, illustrator of David Walliams's books. The story was first published in 1962. This edition features the classic text and comes with a Bonus Blyton section at the back with quizzes, puzzles and other bonus extras! Have you read all 15 books in the original Secret Seven series by Enid Blyton? And don't miss these other Secret Seven titles... Mystery of the Skull - a brand-new Secret Seven mystery by prizewinning author Pamela Butchart. Secret Seven Brain Games - a fun and tricky puzzle book *** The Secret Seven ®, Enid Blyton® and Enid Blyton's signature are registered trade marks of Hodder & Stoughton Limited. No trade mark or copyrighted material may be reproduced without the express written permission of the trade mark and copyright owner.

When a mistreated boy takes refuge in their tree house, the Secret Seven are determined to find out who he is hiding from. This is Book 9, Collection V, of the Million-Word Reading Project (MWRP) readers. It is suitable for learners with a basic vocabulary of 1,500 words. Million-Word Reading Project (MWRP) is a reading project for ESL/EFL learners at the elementary level (with a basic vocabulary of 1,500 words). In two years, for about fifteen minutes each day, an ESL/EFL learner can read one million words, and reach the upper-intermediate level, gaining a vocabulary of about 3,500 words and a large number of expressions. Text Information Readability | 83.8 Total word count | 17437 Words beyond 1500 | 903 Unknown word percentage (%) | 5.18 Unknown headword occurrence | 2.74 Unknown words that occur 5 times or more | 49 Unknown words that occur 2 times or more | 153 Synopsis This book is rewritten from Book 9 of Enid Blyton's THE SECRET SEVEN collection. The Secret Seven are Peter and his sister Janet, Jack, Barbara, Pam, Colin and George. They form the Secret Seven Society - ready to solve any mystery, any time. They have a secret password, a badge, and a secret meeting place in a garden shed. A young girl, Elizabeth, has run away after stealing some money from her teacher's desk. Her parents are abroad and her brother is in France. The girl has been spotted in the next village, but someone says he saw a girl matching Elizabeth's

description in Gorton, ready to go to France. The Secret Seven think this will be a nice little mystery to clear up, if they can find this missing girl. Enid Blyton (1897 - 1968) is one of the world's best-loved children's authors. Her books have been translated into over 90 languages and are still enjoyed by children and adults all over the world. Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! This action-packed adventure series that takes place throughout the Seven Wonders of the Ancient World. Jack McKinley discovers a secret organization on a hidden island and becomes the leader of a mission to retrieve seven lost magical orbs. As Jack and his three friends realize their lives are at stake, they have no choice but to accept the quest and embark on the challenge of their lives. Four friends. Six months. Seven Wonders. One goal. This complete collection includes all five books in the series, plus the three companion novellas of The Seven Wonders Journals! Sci-Fi, Fantasy, Action/Adventure and Manga all blend into this Steampunk saga about interconnected worlds at the mercy of an invasion. Here in a new, updated edition is the famous story of an ex-GI named Stuart Brent who turned his passion for reading into a bookstore that became a mecca for book lovers across America. His exuberant memoir reveals the strategies and beliefs that made him one of the nation's most colorful and revered independent booksellers. Filled

with personal anecdotes about celebrated authors, pioneering publishers and editors, and illustrious customers such as Katharine Hepburn and Ernest Hemingway, The Seven Stairs provides a rare window on the world of books. For everyone who believes in the power of literacy and the joy of reading, the story shines with conviction and inspiration. Book jacket. This is Book 6, Collection V, of the Million-Word Reading Project (MWRP) readers. It is suitable for learners with a basic vocabulary of 1,500 words. Million-Word Reading Project (MWRP) is a reading project for ESL/EFL learners at the elementary level (with a basic vocabulary of 1,500 words). In two years, for about fifteen minutes each day, an ESL/EFL learner can read one million words, and reach the upper-intermediate level, gaining a vocabulary of about 3,500 words and a large number of expressions. Text Information Readability | 84.7 Total word count | 16667 Words beyond 1500 | 1015 Unknown word percentage (%) | 6.09 Unknown headword occurrence | 2.96 Unknown words that occur 5 times or more | 44 Unknown words that occur 2 times or more | 159 Synopsis This book is rewritten from Book 6 of Enid Blyton's THE SECRET SEVEN collection. The Secret Seven are Peter and his sister Janet, Jack, Barbara, Pam, Colin and George. They form the Secret Seven Society - ready to solve any mystery, any time. They have a secret password, a badge, and a secret meeting place in a garden shed. When

Peter and Janet are in the back of his father's car, it is suddenly stolen. On his way to the Secret Seven meeting to discuss the mystery, Colin finds a notebook with notes about stolen items from a famous cricketer, and a place where the thieves will meet up to discuss their plan. Will these clues help to solve the mystery? Enid Blyton (1897 - 1968) is one of the world's best-loved children's authors. Her books have been translated into over 90 languages and are still enjoyed by children and adults all over the world. Solve the mystery with the Secret Seven - everyone's favourite detective club! A brand-new, action-packed Secret Seven adventure by prizewinning author Pamela Butchart. When Peter discovers an old skull hidden in his bedroom, it's time for an urgent meeting of the Secret Seven. Setting off to investigate, the friends see a gigantic hole in the grounds of a local hotel. Could there be any connection between the two strange events? The Secret Seven are determined to solve the mystery. It's time to look behind the green door of the Secret Seven's shed again. Enid Blyton's much-loved detective club are back in a superbly entertaining new adventure. Pamela Butchart is the bestselling and prizewinning author of the hilarious series that started with *Baby Aliens Got My Teacher!* A huge fan of Enid Blyton, Pamela has been inspired to create a new mystery for her favourite club, the Secret Seven, to solve. Set in the same world and time as

the original stories, this fantastic new mystery satisfyingly extends the series for fans old and new. The story is brought to life by Tony Ross's brilliant illustrations throughout. Join the Secret Seven for more mystery, excitement, friendship and FUN than ever before! Read all 15 stories in the original Secret Seven series and don't miss Pamela Butchart's next Secret Seven mystery ... Also look out for Secret Seven Brain Games - a fun and tricky puzzle book! * Enid Blyton ®, The Secret Seven ® and Enid Blyton's signature are registered trademarks of Hodder & Stoughton Limited. No trade mark or copyrighted material may be reproduced without the express written permission of the trade mark and copyright owner. Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders!* The *Tomb of Shadows* is the third book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling *Lost in Babylon* and *The Colossus Rises* chronicles the adventures of Jack McKinley and his friends in a life-or-death race to the Mausoleum at Halicarnassus. In the rubble of this Wonder of the Ancient World, they have to face down their own demons and engage in an epic battle with foes long gone. But when promises are broken, blood is spilled—and the Select are left with no choice but to destroy the one thing that might have saved them all. Rick Riordan, author of the Percy Jackson series, praised *Seven Wonders Book 1:*

The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the *Seven Wonders* series!" The Secret Seven are siblings Peter and Janet, and Jack, Barbara, Pam, Colin and George. Together they are The Secret Seven - ready to solve any mystery, any time - in Enid Blyton's classic series of 15 mystery novels. In book two a priceless pearl necklace goes missing. The Secret Seven are first off the mark to catch the thief. Why? Because they saw him making his escape! Now all they have to do is find the necklace. First published in 1950, this edition features the original text and artwork. DigiCat Publishing presents to you this special edition of "The Adventure of the Seven Keyholes" by Augusta Huiell Seaman. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature. From Alexandre Dumas to Raymond Chandler, Martin Green examines adventure stories and their role in spreading the ideology of the modern nation-state. *Seven Types of Adventure Tale* studies widely read and influential adventure tales of the eighteenth through the twentieth centuries in the respectable literary forms.

Some of the authors considered are Dumas, Scott, Defoe, Cooper, Verne, Buchan, Kipling, Twain, and Chandler. These stories, though adapted and copied innumerable times and read in their native languages and in translation throughout the Western world, have been largely neglected by literary theorists. Green offers a way to take the adventure tale seriously by positioning these stories within a new theoretical framework. Green places the tales in seven categories organized according to the type of central character in each story. The first category is the Robinson Crusoe story, which portrays the myth of entrepreneurial capitalism and "modern" or postfeudal politics. This story has appeared in one hundred well-known versions, including *The Swiss Family Robinson* and *Lord of the Flies*, since Defoe published his version. The second category is the *Three Musketeers* story, mythifying the birth of the French state and, by extension, the birth of other nation-states. The third is the *Frontiersman* story, originally about American history but a powerful myth far beyond U.S. borders. The fourth, the *Avenger* story, is tied to the myth of an avenging return by Napoleon to France, but more generally to a threat to the bourgeois ruling classes of the nineteenth-century Europe. The fifth is the *Wanderer* story, which relates to escaping from social discipline but also to spying and disguises and crossing frontiers of all kinds. The sixth, the *Saga* story, is a revision of

the Icelandic and Teutonic sagas and reflects the myth of resurgent Germany after its unification in 1870. And the seventh category, more specific to the twentieth century, is the *Hunted Man* story, in which an individual hero is pitted against social juggernaut, such as the state, the Mafia, or a giant corporation. *Seven Types of Adventure Tale* is the second volume of a three-volume study of adventure by Green that began with *The Robinson Crusoe Story*. The author has used a "different" concept with this story. The primary characters are real people that live in a small town of Camp Verde, Arizona. Used in a fictional way, they travel to a "Happiness World" in the Faraway. It is chock full of real animals and imaginary creatures. Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders! The Curse of the King* is the fourth book in a five-book series by master storyteller Peter Lerangis. This sequel to *The Tomb of Shadows*, *Lost in Babylon*, and *The Colossus Rises* chronicles the adventures of Jack McKinley and his friends as they face their greatest challenge yet—the long-lost Statue of Zeus. In their struggle to undo what's been done and unlock the secrets of this Wonder of the Ancient World, our heroes must confront gods, relive old battles, and face down their own destiny to save themselves—and the world—from destruction. Rick Riordan, author of the Percy Jackson series, praised *Seven*

Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the *Seven Wonders* series!"

Science/Engineering "Petroski has an inquisitive mind, and he is a fine writer. . . . [He] takes us on a lively tour of engineers, their creations and their necessary turns of mind." --Los Angeles Times From the Ferris wheel to the integrated circuit, feats of engineering have changed our environment in countless ways, big and small. In *Remaking the World: Adventures in Engineering*, Duke University's Henry Petroski focuses on the big: Malaysia's 1,482-foot Petronas Towers as well as the Panama Canal, a cut through the continental divide that required the excavation of 311 million cubic yards of earth. *Remaking the World* tells the stories behind the man-made wonders of the world, from squabbles over the naming of the Hoover Dam to the effects the Titanic disaster had on the engineering community of 1912. Here, too, are the stories of the personalities behind the wonders, from the jaunty Isambard Kingdom Brunel, designer of nineteenth-century transatlantic steamships, to Charles Steinmetz, oddball genius of the General Electric Company, whose office of preference was a battered twelve-foot canoe. Spirited and absorbing, *Remaking the World* is a celebration of the creative instinct and of the men and women whose inspirations have immeasurably improved our

world. "Petroski [is] America's poet laureate of technology. . . . Remaking the World is another fine book." --Houston Chronicle "Remaking the World really is an adventure in engineering." -- San Diego Union-Tribune Percy Jackson meets Indiana Jones in the final installment of the New York Times bestselling epic adventure Seven Wonders! Jack, Marco, Cass, and Aly's quest to find the seven magic orbs buried beneath each of the Seven Wonders of the Ancient World has hit a perilous snag. King Uhla'ar has kidnapped Aly and taken her and an orb back through a rift in time. A giant, merciless behemoth guards the opening, and so Jack and his friends realize that their only hope to rescue Aly is to rush to find the rest of the lost Loculi. This mission takes them around the world—to the Temple of Artemis to fend off a mighty army and then to the Lighthouse of Alexandria, where they wind up swallowed in the belly of a beast. But before all is said and done, they must return to where it all began, to Atlantis, to save Aly, themselves...and the world. Don't miss The Legend of the Rift, the epic finale to Peter Lerangis's earth-shattering, New York Times bestselling adventure series, Seven Wonders. Thomas Edward Lawrence finds himself enmeshed in intrigue and open warfare in Arabia during the First World War. Adapting and embracing the culture of the Arabs, his story becomes one of both personal contemplation and stunning resourcefulness on the battlefield. The author

looks back on his time spent as a British officer working with Arab forces in their fight against the German-allied Ottoman Turks. Planning and participating in numerous attacks as well as acts of often ingenious sabotage, Lawrence describes scenes of wartime action with gripping immediacy that clearly relays the savagery and confusion of combat. His engagement with Arab soldiers and championing of their cause endeared him to those he served with and afforded him the opportunity to write sharp character portrayals of several of his most notable comrades. In addition, there are rich asides on military strategy and guerrilla warfare, desert geography and history, as well as a consistent probing introspection as the author finds himself transformed by all he has experienced. Seven Pillars of Wisdom is a singular work that is at once a sweeping adventure story, a valuable primary historical source with modern relevance, and the deeply felt memoir of an extraordinary man. With an eye-catching new cover, and professionally typeset manuscript, this edition of Seven Pillars of Wisdom is both modern and readable. The first adventure story, wonderfully illustrated by Quentin Blake. Seven wonderful tales to enthrall readers (and the reader to!). A beautifully produced gift book. A follow-up to 2008's A Christmas Carol. Seven wonderful voyages of adventure, shipwreck and heroism, danger and disaster, fabulous treasures and terrifying monsters. Originally

part of the Arabian Nights stories, the adventures of Sinbad are among the first adventure stories created to thrill audiences. 'The son of a rich merchant, Sinbad spends his time squandering his wealth until he realizes that he must make better use of his fortune. So with a ship full of valuable goods to trade, he sets sail from Baghdad on a series of voyages full of peril, monsters and fortune. THE ILLUSTRATOR Quentin Blake is simply today's most popular and best-loved children's illustrator. His books are loved by children all over the world. His titles include Mr Magnolia, Mrs Armitage and, of course, the many stories of Roald Dahl. New York Times Bestselling Series! "A high-octane mix of modern adventure and ancient secrets. The Colossus Rises is Lerangis's most gripping work yet. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!" —Rick Riordan, author of the Percy Jackson series Young readers will learn all about the history and mysteries of the ancient world while savoring this unputdownable story from first page to last. Percy Jackson meets Indiana Jones in master storyteller and 39 Clues author Peter Lerangis's epic Seven Wonders series. The Colossus Rises is the first installment of the bestselling five-book series chronicling the story of Jack McKinley, an ordinary kid with an extraordinary problem. In a few months, he's going to die—unless he finds seven magic Loculi that have been hidden in the Seven Wonders of

the Ancient World. Depart on the two-wheeled adventure of a lifetime! Readers will discover how to travel the world by motorcycle - venturing to new, interesting cities and meeting fascinating people. The Tarius Cluster is plunged into civil war by an unknown force beyond human comprehension. Joe Murdoch the commander of Horizon station uses Savens world as a last stand while recruiting Danco Brunswick knowing that he could become the most talented Bridge Captain in the system. This is Book 10, Collection V, of the Million-Word Reading Project (MWRP) readers. It is suitable for learners with a basic vocabulary of 1,500 words. Million-Word Reading Project (MWRP) is a reading project for ESL/EFL learners at the elementary level (with a basic vocabulary of 1,500 words). In two years, for about fifteen minutes each day, an ESL/EFL learner can read one million words, and reach the upper-intermediate level, gaining a vocabulary of about 3,500 words and a large number of expressions. Text Information Readability | 84.4 Total word count | 21454 Words beyond 1500 | 1131 Unknown word percentage (%) | 5.27 Unknown headword occurrence | 2.95 Unknown words that occur 5 times or more | 54 Unknown words that occur 2 times or more | 206 Synopsis This book is rewritten from Book 10 of Enid Blyton's THE SECRET SEVEN collection. The Secret Seven are Peter and his sister Janet, Jack, Barbara, Pam, Colin and George. They form the Secret Seven Society -

ready to solve any mystery, any time. They have a secret password, a badge, and a secret meeting place in a garden shed. On a visit to a fair, the Seven meet a kind gypsy woman, selling gingerbread. On their way home, the Seven see the house of the gypsy woman burning to the ground! Next, a very valuable violin is stolen from an antique shop. Are the two incidents connected? The Seven mean to use all their detective skills to find out! Enid Blyton (1897 - 1968) is one of the world's best-loved children's authors. Her books have been translated into over 90 languages and are still enjoyed by children and adults all over the world. In Seven Stages: A Flying Trap Around the World (1891) is a travel narrative by American journalist Elizabeth Bisland. When Bly's journey--inspired by the travels of Phileas Fogg in Jules Verne's Around the World in Eighty Days (1873)--was announced in Joseph Pulitzer's popular newspaper the New York World, Cosmopolitan sent a young reporter of its own to race Bly across the globe. At the time, readers at home were encouraged to estimate the hour and day of Bisland's arrival, generating national interest and launching a series of copycat adventures by ambitious voyagers over the next few decades. "My appetite for mystery at that hour of the day is always lamentably feeble, and it was nearly eleven before I found time to go and investigate this one, although the office in question was only a few minutes' walk from my residence. On arriving, the

editor and owner of the magazine asked if I would leave New York that evening for San Francisco and continue from there around the world, endeavoring to complete the journey in some absurdly inadequate space of time." Summoned from her life of work and leisure to undertake a several month journey around the world, Elizabeth Bisland rose to the occasion with courage and wit. Although Nellie Bly made it home five days before her--perhaps due to some subterfuge on the part of her publisher--Bisland took defeat in stride, writing an account filled with wonderful descriptions of her voyage. Ironic and self-effacing, Bisland's account, although less popular than Bly's, remains an essential work from the early days of tabloid entertainment and investigative journalism, a time when publishers were willing enough--or wild enough--to send correspondents on a globetrotting voyage in search of fame. With a beautifully designed cover and professionally typeset manuscript, this edition of Elizabeth Bisland's In Seven Stages: A Flying Trap Around the World is a classic work of American travel literature reimagined for modern readers. Seven Little Chickens and Their Big Adventure Amy is a loving little girl who adopts seven baby chicks. As they grow, Amy learns to take very good care of them. One day, the chicks are delighted to discover a magical ability--they can fly! The strange new world beyond the fence beckons them

and they escape to explore this wonderful place. So their big adventure begins! Once, beyond the safety of their yard, they start to discover the strange new neighborhood around them, and they begin to meet curious new animals who live there. After talking with a toad, two dogs, and a cow, the chicks begin to grow tired. They long to go back home, but where is that? They had wandered too far. Amy is scared and worried without them, and she begins to call for them. And they can hear her! They run home as fast as they can to their happy little coop and the wonderful girl who loves them. They are so relieved to be home that they realize something very important. Even though their big adventure beyond the fence was very exciting indeed, in the end, it had its consequences. They vowed to never stray from home again! Richard Halliburton's fifth and last book, *Seven League Boots*, illustrates how he followed the orders to move fast, visit strange places, and meet anyone who was interesting with passion and abandon. America's favorite adventure writer dined with Haile Selassie and rode the Rhinoceros Express in Ethiopia, had an audience with King Ibn Saud outside the gates of Mecca (which he had tried to sneak into), and finally rode an elephant over the Alps, following the tracks of Hannibal. This is Halliburton at his best, reckless and romantic, and it is the last chapter of a life grown tragic. Nearing 40, physically exhausted, and in

financial trouble, Halliburton thought to roll the dice once again, hoping that the charm that had always saved him in the past would materialize one more time. Soon after finishing this book, he embarked on his last, fatal, journey. This boxed collection includes 7 5th Edition Adventures and the Hardcover Players Guide to Aihrde. The adventures are A6 Of Banishment & Blight, A7 Beneath the Despairing Stone, A8 Forsaken Mountain, A9 Beneath the Helm of Night, A10 The Last Respite, A11 The Wasting Way, A12 The Paladin's Lament. All designed for play from adventure levels 5-10. The adventures include overland, planar, dungeon, and city, pitting your characters against giants, dragons, demons and more! Play in a series or as stand-alone adventures! The Players Guide to Aihrde unleashes a plethora of new gaming material for the 5th Edition of the world's most popular role playing game. Though created as a companion to the long selling world of Aihrde source book *The Codex of Aihrde*, the Players Guide is designed for use in any setting or homebrew game. Made in the USA. Once upon a time there was a man called William Alexander, He and his men aboard the *Mayflower* did set sail from England hoping to settle in the New world colonies of America for there once lived a king in their era called King James the 1st, who was so corrupt and taking that which belonged to his subjects with tyranny. And when the SEVEN MEN CREW arrived to the new colonies,

they were very much amazed at the sight of it. seeing things they had never seen before, and their actions and behaviour towards THESE new sight of things is so laughable. The seven crew had the most crazy adventure ever in the new world settlement. They found it a far different place than they could have ever possibly imagined... This is Book 2, Collection V, of the Million-Word Reading Project (MWRP) readers. It is suitable for learners with a basic vocabulary of 1,500 words. Million-Word Reading Project (MWRP) is a reading project for ESL/EFL learners at the elementary level (with a basic vocabulary of 1,500 words). In two years, for about fifteen minutes each day, an ESL/EFL learner can read one million words, and reach the upper-intermediate level, gaining a vocabulary of about 3,500 words and a large number of expressions. Text Information Readability | 84.9 Total word count | 16519 Words beyond 1500 | 1259 Unknown word percentage (%) | 7.62 Unknown headword occurrence | 3.42 Unknown words that occur 5 times or more | 63 Unknown words that occur 2 times or more | 179 Synopsis This book is rewritten from Book 2 of Enid Blyton's THE SECRET SEVEN collection. The Secret Seven are Peter and his sister Janet, Jack, Barbara, Pam, Colin and George. They form the Secret Seven Society - ready to solve any mystery, any time. They have a secret password, a badge, and a secret meeting place in a garden shed. This adventure of

the Secret Seven begins when a precious pearl necklace is stolen. The Secret Seven are among the first ones to know about the missing necklace and they have actually seen the thief trying to escape. Therefore, they begin their search for it, and to catch the thief. Enid Blyton (1897 - 1968) is one of the world's best-loved children's authors. Her books have been translated into over 90 languages and are still enjoyed by children and adults all over the world. The year is 92 B.C. Gordianus has just turned eighteen and is about to embark on the adventure of a lifetime: a far-flung journey to see the Seven Wonders of the World. Gordianus is not yet called "the Finder"—but at each of the Seven Wonders, the wide-eyed young Roman encounters a mystery to challenge the powers of deduction. Accompanying Gordianus on his travels is his tutor, Antipater of Sidon, the world's most celebrated poet. But there is more to the apparently harmless old poet than meets the eye. Before they leave home, Antipater fakes his own death and travels under an assumed identity. Looming in the background are the first rumblings of a political upheaval that will shake the entire Roman world. Teacher and pupil journey to the fabled cities of Greece and Asia Minor, and then to Babylon and Egypt. They attend the Olympic Games, take part in exotic festivals, and marvel at the most spectacular constructions ever devised by mankind. Along the way they encounter murder, witchcraft and ghostly

hauntings. Traveling the world for the first time, Gordianus discovers that amorous exploration goes hand-in-hand with crime-solving. The mysteries of love are the true wonders of the world, and at the end of the journey, an Eighth Wonder awaits him in Alexandria. Her name is Bethesda. The Seven Wonders is a Novel of Ancient Rome by Steven Saylor. The Secret Seven are siblings Peter and Janet, and Jack, Barbara, Pam, Colin and George. Together they are The Secret Seven - ready to solve any mystery, any time - in Enid Blyton's classic series of 15 mystery novels. When the gang go star-gazing, they soon get bored and spy on the town - and see someone setting a haystack on fire. Will the Seven act fast enough to save the barn? In addition to the Secret Seven novels, Enid Blyton wrote six short stories based on the characters which are published in The Secret Seven Short Story Collection (Hodder). The stories are also available in individual volumes, divided into chapters to make them ideal for newly confident readers. They have been illustrated in full colour by Tony Ross. From iron to uranium, titanium to silicon, this is "a wide-ranging look at scientific progress. It's also a lot of fun" (The Wall Street Journal). Iron. Carbon. Gold. Silver. Uranium. Titanium. Silicon. These elements of the periodic table have shaped our lives and our world, in ways both good and bad. Combining history, science, and politics, this "lively, educational examination of civilization's

building blocks" reveals the fascinating story (Publishers Weekly). With carbon, we can access heat, light, and mobility at the flick of a switch. Silicon enables us to communicate across the globe in an instant. Uranium is both productive (nuclear power) and destructive (nuclear bombs). Iron is the bloody weapon of war, but also the economic tool of peace. And our desire for alluring gold is the foundation of global trade—but it has also led to the death of millions. Explaining how titanium pervades modern consumer culture and how an innovative new form of carbon could be starting a technology revolution, Seven Elements That Changed the World is an adventure in human passion, ingenuity, and discovery—and the latest chapter in a journey that is far from over. Seven full-length novels of adventure, war, intrigue and survival in the far reaches of space. The Backworlds by M. Pax A man struggles to survive in the harsh world of humanity's outer settlements and prove his father wrong. Ambassador 1: Seeing Red by Patty Jansen To look an alien superior in the eye is a deadly offense. To accuse him of a political murder... Alien Hunters by Daniel Arenson A scruffy alien pest controller faces an alien threat the likes of which the universe has never seen. Hard Duty by Mark E. Cooper Hostile aliens nearly eradicated humanity. Will the next encounter finish the job? Bypass Gemini by Joseph Lallo A disgraced racer pilot gets mixed up with a mega-

corporation. Now he has to stop them. Sky Hunter by Chris Reher Sent to a human outpost to investigate sabotage, a pilot

finds more trouble than she bargained for. First Conquest by David VanDyke To find a

home and keep humanity safe from hostile aliens, Task Force Conquest must fight to seize a new star system.