The Abominable Snowman Journey Under The Sea And Beyond The Lost Jewels Of Nabooti

Choose Your Own Adventure 1 4

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Esaourney Under the Sea and BeyondThe Abominable Snowman (Board Book): Adapted from the Abominable SnowmanOryx and CrakeLast PlacesJunior's Adventures: Storytime Book SetSasquatch, Yeti, Abominable Snowman, Big Foot -- For Kids -- Amazing Animal Books for Young ReadersIn Front of My HouseYour Very Own RobotReturn to AtlantisEscapeMystery of the MayaEncyclopedia Brown Gets His ManMoon QuestYetiAbominable SnowmanTintin in TibetChoose Your Own AdventureThe Haunted HouseMaggic BoxHorrid Henry's Car JourneyInside UFO 54-40You Choose: Can You Survive CollectionThe Green SlimeThe Abominable SnowmanThe Complete Ramona CollectionThe Lost Jewels of Nabooti (Board Book)House of DangerDo Abominable Snowmen of America Really Exist?The Magic of the UnicornChoose Your Own Story: the Minecraft Zombie AdventureThe Clue in the Corn MazeMemoirs of a Monster HunterThe Cave of TimeConscious LeadershipTiger by the TailBalloon to the Sahara (Board Book)Choose Your Own Adventure SpiesBeyond EscapeMISSION 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. XXX 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 Seri 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. 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. The reader, as an expert mountain climber, embarks on an expedition in the Himalayas to find the Yeti and rescue a fellow climber. By choosing the specific pages, the reader determines the outcome of the plot. The reader makes choices to determine the fate of the first colony on the moon and the dark secrets hidden on the dark side of the moon. Every young reader can join Cousin Stevie in causing a chemistry set to go crazy and fill the house with bubbling green slime, in an adventure with several possible outcomes. The year is 2051 and you are the Chief of Operations for all spy activities outside the border of your new nation, Turtalia. There are signs that your archenemy, the nation of Dorado, is preparing to strike. Your two best spies, Matt and Mimla, are missing and you must enter the rebel territory to find them yourself. Early Readers are stepping stones from picture books to reading books. A blue Early Reader is perfect for sharing and reading together. A red Early Reader is the next step on your reading journey. Horrid Henry hates car journeys - especially when it means going to visit Prissy Polly and Pimply Paul, and missing Rude Ralph's birthday party. Watch out, Mum and Dad, because Henry is prepared to do whatever it takes to get out of this trip. 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? The reader's choices determine the outcome of an intergalactic encounter with aliens. A WALL STREET JOURNAL BESTSELLER! From Whole Foods CEO John Mackey and his coauthors, a follow-up to groundbreaking bestseller Conscious Capitalism—revealing what it takes to lead a purpose-driven, sustainable business. John Mackey started a movement when he founded Whole Foods, bringing natural, organic food to the masses and not only changing the market, but breaking the mold. Now, for the first time, Conscious Leadership closely explores the vision, virtues, and mindset that have informed Mackey's own leadership journey, providing a roadmap for innovative, value-based leadership in business and in society. Conscious Leadership demystifies strategies that have helped Mackey shepherd Whole Foods through four decades of incredible growth and innovation, including its recent sale to Amazon. Each chapter will challenge you to rethink conventional business wisdom through anecdotes, case studies, profiles of conscious leaders, and innovative techniques for self-development, culminating in an empowering call to action for entrepreneurs and trailblazers—to step up as leaders who see beyond the bottom line. The reader's choices determine whether or not the solution to the Mayan Indians' mysterious disappearance is reached. 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. 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. 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. 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 wolvogs ravage the pleeblands, where
ordinary people once lived, and the Compounds that sheltered the extraordinary. As he tries to piece together what has taken place, the narrative shifts to decades earlier. How did everything fall apart so quickly? Why is he left with nothing but his haunting memories? Alone except for the green-eyed Children of Crake, who think of him as a kind of monster, he explores the answers to these questions in the double journey he takes - into his own past, and back to Crake's high-tech bubble-dome, where the Paradise Project unfolded and the world came to grief. With breathtaking command of her shocking material, and with her customary sharp wit and dark humour, Atwood projects us into an outlandish yet wholly believable realm populated by characters that continue to inhabit our dreams long after the last chapter.

Your children can join Junior in these six fun-filled adventures! Transform their futures with these colorful and entertaining books by teaching them how to handle money now. From working and saving to giving and spending, these wonderful stories will teach your kids real-life lessons, and the stories are so much fun that your children won’t even know they’re learning! Recommended for kids ages 3-10.

What Books Are In The Junior's Adventure Books: Storytime Book Set? The Super Red Racer (Work) Careless at the Carnival (Spending) The Big Birthday Surprise (Giving) My Fantastic Fieldtrip (Saving) The Big Pay-Off (Integrity) Battle of the Chores (Debt) Bestselling author John Davidson presents "Sasquatch, Yeti, Abominable Snowman, Big Foot For Kids – Amazing Animal Books For Young Readers". Beautiful Pictures and easy reading format will help children fall in love with Sasquatch, Yeti, Abominable Snowman, Big Foot. This is one of over 30 books in the Amazing Animal Books for Young Readers Series.

http://AmazingAnimalBooks.com Bestselling author and children's book author John Davidson, Big Foot For Kids, Amazing Animal Books For Young Readers". Beautiful Pictures and easy reading format will help children fall in love with Sasquatch, Yeti, Abominable Snowman, Big Foot. This is one of over 30 books in the Amazing Animal Books for Young Readers Series. http://AmazingAnimalBooks.com The series is known as one of the most beautiful on the kindle. The pictures look great even in black and white and are excellent in full color. Lots of facts and photos will help your children learn about this mystical animal. Children are given a well-rounded understanding of Sasquatch, Yeti, Abominable Snowman, Big Foot: anatomy, feeding habits and behavior. *** You and your kids will love learning about Sasquatch, Yeti, Abominable Snowman, Big Foot*** Answer the question for your kids "Do they really exist?" Table of Contents 1. Facts About Sasquatch 2. Sasquatch Evidence 3. Bigfoot or Sasquatch Sightings 4. Sasquatch Tracks 5. Facts About the Abominable Snowman 6. Facts About YetiIn this book, 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 campsites 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. 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. 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. Regional problems are one problem, but there are several more. People deep in the land speak a language 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! "You choose what to do in three life-or-death experiences. You choose what you'll do next. The choices you make will either lead you to safety or to your doom!"--Page 4 of cover. The reader, lost in a strange cave, decides how the story comes out. Takes young readers over mountains, through mysterious caves, into outer space, down into the ocean, and beyond, on a fabulously boundless journey as a child explores the world around his house. A mountaineer finds a skull fossil fragment in Nepal that turns out to be of hominid origin. When he returns to the area with his friends they discover a terrifying new breed of ape-man that has serious implications for science and danger for them. Whether a long-time fan of Beverly Cleary or a newcomer to her award-winning books for children, this eight-book digital collection of the complete Ramona Quimby series will be a perfect addition to any bookshelf. K.L. everywhere feel connected to Ramona's unique way of looking at the world as she tries to adjust to new teachers, encounter bullies at school, and puts up with her bossy older sister. The scrapes she gets herself into–like wearing pajamas to school or accidentally making egg yolks shampoos–are funny and heartwarming, and sometimes embarrassing. No matter what, Ramona's lively, curious spirit shines through. Titles included in this collection: Beezus and Ramona; Ramona the Pest; Ramona the Brave; Ramona and Her Father; Ramona and Her Mother; Ramona Quimby, Age 8; Ramona Forever; Ramona's WorldThe 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. Leroy Brown, aka Encyclopedia Brown, is Idaville neighborhood's ten-year-old star detective. With an uncanny knack for trivia, he solves mysteries for the neighborhood kids through his own detective agency. But his dad also happens to be the chief of the Idaville police department, and every night around the dinner table, Encyclopedia helps him solve his most baffling crimes. And with ten confounding mysteries in each book, not only does Encyclopedia have a chance to solve them, but the reader is given all the clues as well. Interactive and chock full of interesting bits of information—it's classic Encyclopedia Brown! Make choices with your child exploring the sea and desert in a hot air balloon with friends! Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach four happy endings. 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? Tintin searches the mountains of Nepal and Tibet for his friend, victim of an airplane crash. *The year is 1915, and YOU are young Margaretha Zelle, a world-famous dancer from the Netherlands. You have just arrived in Bali, Indonesia with your dance troupe when your best friend Althea goes missing. As a detective team of tongues and disguises, who better to save her? Your trek through the
mysterious Balinese jungle might lead you to a top secret spy school, but if you leave now, you will miss your chance to audition for the performance of a lifetime"—Provided by publisher.

You wake up as a zombie, in the world of Minecraft! You can only make weird grumbly growl noises and hold your hands right out in front of your face! How did this happen?! Will you try to get home? Or enjoying scaring all the puny players? It's all up to you in this Choose Your Own Story book. You get to decide how the story goes, so it will be the most exciting story ever! Each section of the book will offer you a couple choices about what you want to do next. As you make your choices, your experience of reading the story will be different from everyone else's. There are 25 different endings to discover and only some of them will take you to the sequel. Are YOU smart enough to make all the right decisions and find your way to the end? Well, prove it! Or maybe you just want to make all the WORST decisions and see what sort of trouble you can get in. It's really up to you! Make friends with mobs, terrorize the players, maybe protect them, and discover the secrets of the world of Minecraft in this brand new book! You will never have read a book like this before. The Minecraft Zombie Adventure is a great book for any kid ages 8+. It will be a memorable experience for any reader and is also a great experience to read together, deciding on the choices as a team. Interactive fiction, like this book, is a proven way to get reluctant readers into reading heavier fare. It's always exciting because there is always something for the reader to do. What are you waiting for? Read it now!

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

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.

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.

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