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Don't miss the pulse-pounding seventh book in the epic Hello Neighbor series, which ties in directly to the new game! You've heard about Nicky's story and Aaron's story . . . now it's time for a new story in the epic saga to begin. This thrilling tale in the Hello Neighbor series ties right into the new game, so you can learn more about Raven Brooks, Forest Protectors, engineering, and more! From Buenos Aires to Paris to New Orleans, Mike and Barbara Bivona have traveled and danced throughout the world. And in this memoir and travelogue, these two dance aficionados share their adventures and experiences. Ballroom dancers for more than twenty years, the Bivonas have traveled extensively while honing their dancing skills and meeting fellow dancers. Dancing Around the World with Mike and Barbara Bivona provides detailed accounts of their experiences in Argentina, Paris, Hawaii, Italy, the Catskill Mountains of New York, the Caribbean, and South Florida, as well as other destinations. This account not only includes dancing details, but also shares the history and flavor of the exciting locales they have visited. Augmented with photographs, Dancing Around the World with Mike and Barbara Bivona also includes background information on the art of ballroom dancing, a few dance lessons, biographies of select dancers who have performed on the television show Dancing with the Stars, current ballroom dancing philosophy, and information about the intellectual benefits gained from dancing. Faces of Suicide: Volume 1 is a collection of stories from the heart, written to show the world that they lived and their lives mattered. Some of the stories may inspire those who are reluctant travelers on this same road. The 60 stories were compiled by members of the Parents of Suicides - Friends and Families of Suicides Internet Community (POS - FFOS). Fuzzy has a great new plan as the Adventure Director of the Class Pets Club -- the pets are going to join the Halloween Parade with their kids! In disguises, of course. Finally, they won't be missing all the fun! But then spooky things start happening, and not in a fun, Halloween way. Is Leo Gumpus Elementary... haunted? And if so, what's an adventurous guinea pig going to do about it? The pulse-pounding original prequel series based on the stealth horror video game Hello Neighbor continues Aaron Peterson feels like he's trapped in a recurring nightmare. After moving halfway across the world to flee his father's latest theme park failure, yet another disaster has occurred: A roller coaster car jumps the tracks at the Golden Apple Amusement Park, resulting in the death of his friend, Lucy Yi. As the town of Raven Brooks turns against the Peterson family, dredging up his father's past failures and seeking legal action against his flawed designs, Aaron withdraws into his own investigation. Because now Aaron knows the town is hiding a dirty secret: a secret enmeshed in his grandparents' research, the deadly defects in his father's theme park rides, and a secret society that will stop at nothing to keep their existence hidden. Don't miss this newest installment in the Hello Neighbor series, which features blueprints and secret documents throughout, to help readers unwind the mysteries at the heart of the games. A genre-defying debut, this queer historical YA centers a wild and reckless trio who fly in the face of small-town tradition—full of compassion, love, and determination to live the lives of their choosing. It's 1904 on an island just west of Norway, and Asta Hedstrom doesn't want to marry her odious betrothed, Nils. But her mother believes she should be grateful for the possibility of any domestic future, given her single-sided deafness, unconventional appearance, and even stranger notions. Asta would rather spend her life performing in the village theater with her fellow outcasts: her best friend Gunnar Fuglestad and his secret boyfriend, wealthy Erlend Fournier. But the situation takes a dire turn when Nils lashes out in jealousy—gravely injuring Gunnar. Shunning marriage for good, Asta moves with Gunnar and Erlend to their secluded cabin above town. With few ties left to their families, they have one shot at gaining enough kroner to secure their way of life: win the village's annual horse race. Despite Gunnar's increasing misgivings, Asta and Erlend intend to prove this unheard-of arrangement will succeed. Asta trains as a blacksmith; Erlend cares for recovering Gunnar. But as race day approaches, the villagers' hateful ignorance only grows stronger. With this year's competition proving dangerous for the trio, Asta and Erlend soon find they face another equally deadly peril: the possibility of losing Gunnar, and their found family, forever. Nicky Roth has always been a lonely kid. But that all changes when he and his family move to Raven Brooks and meet their eccentric neighbours, the Petersons. Nicky befriends the Petersons' son, Aaron, bonding over their

talents for tinkering. Soon the boys are inseparable and using their skills to pull pranks on the townspeople. But something about Aaron bothers Nicky - people seem almost afraid of him and his family. Through snippets from Aaron and a lot of sleuthing in the town's archives, Nicky discovers a dark past haunting his neighbours, a streak of bad luck they can't seem to shake. Aaron thinks that's all behind them now, but Nicky has a feeling the Petersons are fated for another tragedy... This pulse-pounding prequel novel to the hit video game Hello Neighbor includes two-colour illustrations throughout, to help readers unwind the mystery at the heart of the game. Nicky Roth has always been a lonely kid. But that all changes when he and his family move to Raven Brooks and meet their eccentric neighbours, the Petersons. Nicky befriends the Petersons' son, Aaron, bonding over their talents for tinkering. Soon the boys are inseparable and using their skills to pull pranks on the townspeople. But something about Aaron bothers Nicky-people seem almost afraid of him and his family. Through snippets from Aaron and a lot of sleuthing in the town's archives, Nicky discovers a dark past haunting his neighbours, a streak of bad luck they can't seem to shake. Aaron thinks that's all behind them now, but Nicky has a feeling the Petersons are fated for another tragedy. This pulse-pounding prequel novel to the hit video game Hello Neighbor includes two-colour illustrations throughout, to help readers unwind the mystery at the heart of the game. This is the only biography by a leading American poet of the great American writer, Stephen Crane. John Berryman originally wrote this book in 1950 for the distinguished "American Men of Letters" series, and revised it twelve years later. This edition reproduces the later version. In Stephen Crane, Berryman assesses the writings and life of a man whose work has been one of the most powerful influences on modern writers. As Edmund Wilson said in *The New Yorker*, "Mr. Berryman's work is an important one, and not merely because at the moment it stands alone...We are not likely soon to get anything better on the critical and psychological sides." It is Berryman's special insight into Crane as a poet that makes this book unique. The second pulse-pounding original story based on the hit video game HELLO NEIGHBOR. Unwind the mystery at the heart of the game! It's been four months since Nicky Roth has seen his best friend and neighbour, Aaron Peterson. Aaron's father, a reclusive theme park designer, told the town that Aaron and his sister Mya are living with a relative far away, but Nicky can't seem to accept it. Plagued by terrifying nightmares of robotic mannequins, rotting theme parks, and a dark basement, Nicky teams up with his friends from school to find out what really happened to Aaron and Mya. Together, they start piecing together a picture more disturbing than they could have imagined. The screams coming from the neighbor's house can't be nothing, and Nicky is determined to get to the bottom of where his friends went, and what-if anything-can be done to save them. Includes black-and-white illustrations throughout. FROM BESTSELLING AND PRINTZ-AWARD WINNING AUTHOR NINA LACOUR, PERFECT FOR READERS OF WRITERS AND LOVERS "A study of complex, modern love...Expertly illuminates the trauma that Sara and Emilie are both wrestling with, as well as their hope and healing...Lingers like a perfectly mixed cocktail." —San Francisco Chronicle "A Carol for our times." —Harper's Bazaar Sara Foster runs away from home at sixteen, leaving behind the girl she once was, capable of trust and intimacy. Years later, in Los Angeles, she is a sought-after bartender, renowned as much for her brilliant cocktails as for the mystery that clings to her. Across the city, Emilie Dubois is in a holding pattern, yearning for the beauty and community her Creole grandparents cultivated but unable to commit. On a whim, she takes a job arranging flowers at the glamorous restaurant Yerba Buena. The morning Emilie and Sara first meet at Yerba Buena, their connection is immediate. But soon Sara's old life catches up to her, upending everything she thought she wanted, just as Emilie has finally gained her own sense of purpose. Will their love be more powerful than their pasts? At once exquisite and expansive, astonishing in its humanity and heart, Yerba Buena is a testament to the healing qualities of a shared meal, a perfectly crafted drink, a space we claim for ourselves. Nina LaCour's adult debut novel is a love story for our time. "Trailblazing...One of my personal favorite authors." —Casey McQuiston, New York Times bestselling author of *One Last Stop* Two best friends grow up—and grow apart—in this innovative contemporary YA novel Told in dual timelines—half of the chapters moving forward in time and half moving backward—*We Used to Be Friends* explores the most traumatic breakup of all: that of childhood besties. At the start of their senior year in high school, James (a girl with a boy's name) and Kat are inseparable, but by graduation, they're no longer friends. James prepares to head off to college as she reflects on the dissolution of her friendship with Kat while,

in alternating chapters, Kat thinks about being newly in love with her first girlfriend and having a future that feels wide open. Over the course of senior year, Kat wants nothing more than James to continue to be her steady rock, as James worries that everything she believes about love and her future is a lie when her high-school sweetheart parents announce they're getting a divorce. Funny, honest, and full of heart, *We Used to Be Friends* tells of the pains of growing up and growing apart. You've heard about Nicky's story and Aaron's story . . . now it's time for a new story in the epic saga to begin. Bestselling author Alice Hoffman's bewitching *Nightbird* is perfect for ages 10-13: love and friendship empower a lonely girl to embrace her uniqueness and discover her strengths. Twig lives in Sidwell, where people whisper that fairy tales are real. After all, her town is rumored to hide a monster. And two hundred years ago, a witch placed a curse on Twig's family that was meant to last forever. But this summer, everything will change when the red moon rises. It's time to break the spell. Praise Nominated for: The Great Stone Face Award (NH) Rebecca Caudill Young Readers' Book Award (Illinois) The Black-Eyed Susan Book Award (Maryland) "Hoffman reminds us that there are secrets everywhere . . . *Nightbird* soars." —The New York Times "Alice Hoffman has a gift for melding magic and realism in a way that makes nearly anything seem possible." —Shelf Awareness, Starred "The mix of romance and magic is irresistible." —Kirkus Reviews What Other Authors Are Saying "I love the way Alice Hoffman creates the most ordinary people and then turns their lives magical. . . . [*Nightbird*] is like reentering a wonderful dream that you vaguely remember." —Lois Lowry, two-time Newbery Medal-winning author of *The Giver* Don't miss the thrilling finale to the Hello Neighbor prequel trilogy, based on the hit video game from tinyBuild! Don't miss this newest instalment in the Hello Neighbor series, which features blueprints and secret documents throughout, to help readers unwind the mysteries at the heart of the games. A paperback guide to 100 of the funniest bad movies ever made, this book covers a wide range of hopeless Hollywood product, and also including rare Razzie ceremony photos and a complete history of everything ever nominated for Tinsel Town's Tackiest Trophy. The New York Times bestselling series is now a graphic novel -- *Five Nights at Freddy's* fans won't want to miss this pulse-pounding collection of three novella-length comic stories that will keep even the bravest player up at night . . . What do you wish for most? It's a question that Oswald, Sarah, and Oscar think they know the answer to. Oswald wishes his summer wasn't so boring, Sarah wishes to be beautiful, and Oscar wishes to get his hands on the mechanical toy that's out of stock all over town. But in the twisted world of *Five Nights at Freddy's*, their hearts' deepest desires have an unexpected cost. In this volume, three stories from the New York Times bestselling series *Five Nights at Freddy's*: Fazbear Frights come to life in delightfully horrifying comics. Readers beware: This collection of terrifying tales is enough to unsettle even the most hardened *Five Nights at Freddy's* fans. Have you ever wondered how to spruce up your writing? Or clear the clutter from your sentences? Or entice, engage, and entertain a specific audience? As any wordsmith knows, fashioning exquisitely styled sentences forms the foundation for writing success. This writing guide, containing thousands of illustrative quotations and fun exercises, reveals how to draft and craft any sentence, whether plain and lucid or thrilling and forceful. After finishing this book, students, professionals, and writers of every skill and status will have enhanced their sentential potential, while mastering the art of stringing words together to produce sophisticated sentences - linguistic structures standing the tests of time and taste. The Hello Neighbor story takes a twisted turn in this all-new prequel series, based on the hit horror video game from tinyBuild! From the #1 New York Times bestselling author of *All the Bright Places* comes an unforgettable summer novel, set on an island off the coast of Georgia, about a sensitive girl ready to live her bravest life--sex, love, heartbreak, and all. Before: With graduation on the horizon, budding writer Claudine Henry is focused on three things: college in the fall, become a famous author, and the ever-elusive possibility of sex. She doesn't even need to be in love--sex is all she's looking for. Then her dad drops a bombshell: he and Claude's mom are splitting up. Suddenly, Claude's entire world feels like a lie, and the ground under her feet anything but stable. After: Claude's mom whisks them both away to a remote, mosquito-infested island off the coast of Georgia, a place where the two of them can start the painful process of mending their broken hearts. It's the last place Claude can imagine finding her footing, but then Jeremiah Crew happens. Miah is a local trail guide with a passion for photography, and a past he doesn't like to talk about. He's brash, enigmatic, and even more infuriatingly, he's the only one who seems to see Claude for who she wants to be. So

when Claude decides to sleep with Miah, she tells herself it's just sex--exactly what she has planned. There isn't enough time to fall in love, especially if it means putting her already broken heart at risk. Compulsively readable and impossible to forget, Jennifer Niven's luminous new novel is an insightful portrait of a young woman determined to write her own next chapter--sex, resilience, mosquito bites, and all. The Shining meets The Conjuring in this scary and suspenseful novel "akin to old Stephen King novels" (School Library Journal). The fact that neither of her parents wants to deal with her is nothing new to Penny. She's used to being discussed like a problem, a problem her mother has finally passed on to her father. What she hasn't gotten used to is her stepmother...especially when she finds out that she'll have to spend the summer with April in the remote woods of Washington to restore a broken-down old house. Set deep in a dense forest, the old Carver House is filled with abandoned antique furniture, rich architectural details, and its own chilling past. The only respite Penny can find away from April's renovations is in Miller, the young guy who runs the local general store. He's her only chance at a normal and enjoyable summer. But Miller has his own connection to the Carver house, and it's one that goes beyond the mysterious tapping Penny hears at her window, the handprints she finds smudging the glass panes, and the visions of children who beckon Penny to follow them into the dark woods. Miller's past just might threaten to become the terror of Penny's future... A teen rock star returns home to Minnesota and finds himself falling for a local farm girl in this electric YA romance Seventeen-year-old Gabe's life is a mess. His debut album--produced by his rock star dad--made him an overnight sensation, but his second album tanked, he just got dumped by his on-again, off-again girlfriend, and he's desperate to come up with the money he needs to fix a major screwup. The only place he can be free from the paparazzi and rumors is the family farm--the farm that seventeen-year-old Juniper's family has managed since before she was born. When Juniper learns that Gabe's about to inherit the farm, she worries that he'll sell it. She comes up with a plan to get close to him and stop that from happening. At first, Juniper and Gabe couldn't be more at odds, but the more time they spend with each other, the more they grow to like each other. Can they set aside their differences to do what's best for the farm--and each other? Or will all the drama and secrets tear them apart? "A beautiful and tenderhearted exploration of the meaning of home, Sara Biren's Bend in the Road will stick with you like a favorite song that instantly transports you to a place and time you always want to remember." --Marisa Reichardt, author of Aftershocks and A Shot at Normal "A pitch-perfect, slow-burn romance combined with loveably complex characters and the most charming farm setting, Sara Biren's Bend in the Road made my heart soar." ~ Katy Upperman, author of Kissing Max Holden, The Impossibility of Us, and How the Light Gets In Don't miss this pulse-pounding collection of three novella-length tales that will keep even the bravest player up at night . . . A dark bridge to the past . . . Dirk sets out on a long-shot quest to recapture a cherished childhood memory from a unique animatronic pizzeria. Mandy finds something lurking in the files of her favorite horror game and opens herself up to a haunting. In light of her son's fascination with Freddy Fazbear's Pizza, Sylvia buys her son a unique birthday present--a Freddy Fazbear mask that's the genuine article . . . in more ways than one. In this twelfth volume, Five Nights at Freddy's creator Scott Cawthon spins three bonus novellalength stories from different corners of his series' canon. These tales may have ended up on the cutting room floor while developing the Fazbear Frights series, but they bring no less terror in the telling. Readers beware: This collection of terrifying tales is enough to unsettle even the most hardened Five Nights at Freddy's fans. A collection that explores inherited trauma on an individual and communal level, from a National Poetry Series-winning poet who "refus[es] the mind's limits" (Carol Muske-Dukes) Borderline Fortune is a meditation on intangible family inheritance--of unresolved intergenerational conflicts and traumas in particular--set against the backdrop of our planetary inheritance as humans. As species go extinct and glaciers melt, Teresa K. Miller asks what we owe one another and what it means to echo one's ancestors' grief and fear. Drawing on her family history, from her great-grandfather's experience as a schoolteacher on an island in the Bering Strait to her father's untimely death, as well as her pursuit of regenerative horticulture, Miller seeks through these beautifully crafted poems to awaken from the intergenerational trance and bear witness to our current moment with clarity and attention. An exciting new book about renewal by the winner of the 2019 Pulitzer Prize for Poetry In the searing poems of his new collection, Twice Alive, the Pulitzer Prize-winner Forrest Gander

addresses the exigencies of our historical moment and the intimacies, personal and environmental, that bind us to others and to the world. Drawing from his training in geology and his immersion in Sangam literary traditions, Gander invests these poems with an emotional intensity that illuminates our deep-tangled interrelations. While conducting fieldwork with a celebrated mycologist, Gander links human intimacy with the transformative collaborations between species that compose lichens. Throughout Twice Alive, Gander addresses personal and ecological trauma--several poems focus on the devastation wrought by wildfires in California where he lives--but his tone is overwhelmingly celebratory. Twice Alive is a book charged with exultation and tenderness. A prequel to the video game Hello Neighbor. Who knows you well? Your best friend? Your boyfriend or girlfriend? A stranger you meet on a crazy night? No one, really? Mark and Kate have sat next to each other for an entire year, but have never spoken. For whatever reason, their paths outside of class have never crossed. That is until Kate spots Mark miles away from home, out in the city for a wild, unexpected night. Kate is lost, having just run away from a chance to finally meet the girl she has been in love with from afar. Mark, meanwhile, is in love with his best friend Ryan, who may or may not feel the same way. When Kate and Mark meet up, little do they know how important they will become to each other - and how, in a very short time, they will know each other better than any of the people who are supposed to know them more. Told in alternating points of view by Nina LaCour and David Levithan, the bestselling author of Every Day and co-author of Nick and Norah's Infinite Playlist (with Rachel Cohn) and Will Grayson, Will Grayson (with John Green), You Know Me Well is a deeply honest story about navigating the joys and heartaches of first love, one truth at a time. An all-new graphic novel that ties into the newest game in the Hello Neighbor Universe! It's a typical night in the town of Raven Brooks. Eleven-year-old Regina relaxes at home, her father and stepmother on a date while her older stepsister Pris babysits. But when an emergency alert comes over the airwaves, the two must grab their things and head out of town - a flash flood is coming, cellphone towers are down, and they are on their own. And to make things worse, a freak car accident leaves them stranded on the side of the road. Can the two young girls make it to safety before the flood? And just who is the strange figure that seems to be trailing them every step of the way? It's an all-new, frighteningly fun Hello Neighbor story that ties directly into the newest Hello Neighbor game! Happily ever after is a lie. Once upon a time there was a kingdom, and a forest that liked to eat men, and a girl who would change everything, but not alone ... Except -- There's no such thing as once upon a time. In a faraway land, populated by were beasts and surrounded by a powerful forest, lies a kingdom about to be sent into chaos. On his deathbed, King Tyran divides his land, leaving half to each of his two children -- so they'll rule together. However, his son, Albrecht, is not satisfied with half a kingdom. And even though his sister, Ursula, is the first born, he decides that, as a girl and were bear, she is unfit to rule. So he invades her land, slaughtering her people and most of the were beasts, and claims it for himself. As King Albrecht builds his iron rule and an army to defend his reign, Ursula is gathering the survivors and making plans to seize back the kingdom. Not just her half -- the whole thing. Because Albrecht should have never been allowed to sit on the throne, and Ursula is going to take his crown. And if he's not careful, he might not get to keep his head either. Nicky Roth should be happy--he's finally proven that his best friend, Aaron, and Aaron's younger sister, Mya, are missing. Better yet, the police are actually doing something: they've plastered the town with missing posters, and have organized weeken Grieving and guilty over a friend's death, Penny is not surprised when her mother sends her to live with her father and stepmother, April, but when April takes her to help restore an old house in a dense forest, weird occurrences connected to missing children threaten Penny's safety and fragile mental health. "A haunting dystopian thriller" from the acclaimed author of A Season for Martyrs-- "Fans of The Handmaid's Tale won't want to miss this one" (Publishers Weekly, starred review). In modern, beautiful Green City, the capital of Southwest Asia, gender selection, war, and disease have brought the ratio of men to women to alarmingly low levels. The government uses terror and technology to control its people, and now females must take multiple husbands to have children as quickly as possible. Yet there are some who resist, women who live in an underground collective and refuse to be part of the system. Secretly protected by the highest echelons of power, they emerge only at night to provide the rich and elite of Green City a type of commodity no one can buy: intimacy without sex. As it turns out, not even the most influential men can shield them from discovery and the

dangers of ruthless punishment. This dystopian novel from one of Pakistan's most talented writers is a modern-day parable, *The Handmaid's Tale* for repressed women in Muslim countries everywhere. *Before She Sleeps* takes the patriarchal practices of female seclusion and veiling, gender selection, and control over women's bodies, amplifying and distorting them in a truly terrifying way to imagine a world of post-religious authoritarianism. The pulse-pounding original prequel series based on the stealth horror video game *Hello Neighbor* continues! A teen starts hearing the same voices that drove her sister to commit suicide in this "atmospheric, paranormal chiller (that) will appeal to fans of Stephen King" (VOYA). The voices in her head are not her own... Everyone thinks Sophie's sister, Nell, went crazy. After all, she heard strange voices that drove her to commit suicide. But Sophie doesn't believe that Nell would take her own life, and she's convinced that Nell's doctor knows more than he's letting on. As Sophie starts to piece together Nell's last days, every lead ends in a web of lies. And the deeper Sophie digs, the more danger she's in—because now she's hearing the same haunting whispers. Sophie's starting to think she's going crazy too. Or worse, that maybe she's not... "Heart-thumping." —Kirkus Reviews "Satisfyingly disturbing." —BCCB "The perfect mix of horror and psychological thriller. Jaw-dropping." —Shelf Awareness Don't miss this pulse-pounding original story, the sequel to *Hello Neighbor: Missing Pieces*, based on the hit video game from tinyBuild! Explore the mythology, gameplay, and lore in the official guidebook to *Hello Neighbor*! Discover the puzzles and passages in the neighbor's house, learn about the neighbor's tragic past, and uncover hidden secrets embedded in the game. Lock your doors! From the creators of the blockbuster horror video game *Hello Neighbor* comes the story that started it all. Unravel the mystery in this gripping prequel novel! Nicky Roth has always been a lonely kid. But that all changes when he and his family move to Raven Brooks and meet their eccentric neighbours, the Petersons. But something about the Petersons bothers Nicky-people seem almost afraid of him and his family. Nicky discovers a dark past haunting his neighbours, a streak of bad luck they can't seem to shake. This pulse-pounding prequel trilogy is based on the hit video game *Hello Neighbor*.

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