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B01 - BARTLETT JACK

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.

A mix of mystery and history, *Gourmet Ghosts* is a unique guide to more than 40 haunted bars and restaurants in Los Angeles. Including new and previously-unpublished stories, photographs and eyewitness accounts, this book also digs into the newspaper archives to find out if there's any truth to the tales - and offers tips on the best food, drink and Happy Hours. From Downtown to Hollywood and from West Hollywood to the Westside, you can find out which booth to choose if you want to dine with a ghost, read about "The Night Watchman" at the Spring Arts Tower, walk in the steps of "Glover's Ghost" at Yamashiro or examine the strange pictures from the Queen Mary and the Mandrake Bar. Your table is ready!

Our choices seal our fate. Hannah Reed is about to learn just how important one little decision can be. Hannah's plans for a nice, quiet senior year of high school are rapidly disintegrating. It all starts when she innocently bursts in on Ethan Flynn in the change room of the clothing store where she works. Ethan's presence in Hannah's world is subtle but constant, and when he saves her life, they become linked by the workings of an ancient society and Ethan's sworn duty to protect Hannah. Working together to figure out what destiny wants with Hannah, the two of them stumble on a baffling mystery that leaves even Ethan questioning what is in store for her future. With Ethan's help, Hannah learns there is far more to this life, to her life, than she ever realized. As they attempt to untangle Hannah's unique past and emerging abilities, an unknown danger from Ethan's past looms ever closer. While racing to put together the pieces of the puzzle before it's too late, Hannah wrestles with the idea that she is anything but average, and that perhaps she is also more to Ethan than just a job. *Hleo* is the first book in the series with the same name. A story of destiny and how one decision can change everything. When you buy a copy of *Hleo*, your one decision also has the ability to change the lives of others across the globe. \$3.00CAD from every copy of *Hleo* purchased goes towards the amazing efforts of the Because I am a Girl Education initiative. Fighting to bring literacy and safe learning resources to girls living in some of the poorest nations in this world.

What does every mile mean to you? When you hit the trails, the road, the track or the treadmill, what does each mile mean? A group of runners and walkers from around the world share their stories as they let us know what every mile matters means to them. Get ready to be inspired.

(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!

(Ages 5-8) You've returned to Princess Island camp for a summer of adventure. When the Head of Camp disappears and a new camper needs your help, you can save the camp from a menacing ghost, make a new best friend, and meet lots of magical creatures from unicorns, to mermaids, to talking fish.

(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?

Cordosa, a small village in Brazil's most southern state of Rio Grande do Sul, is experiencing traumatic illness and loss of life from unknown causes. The population of landless farmers is slowly deteriorating. Jake Parker, ex U.S. Army Intelligence Officer, is assigned as a photojournalist to investigate the possible causes. What he soon discovers is that he will be watched, manipulated and harassed by high ranking United States government officials who will stop at nothing to gain revenge within their own ranks. With lives hanging in the balance, Jake finds himself in the middle of an undetected world of spiritual warfare and a congressional war filled with greed and corruption. As a beautiful young Deaf woman stumbles into the scandal, the hunt begins, and Jake Parker must figure out how to save her life as well as his own.

Have you ever questioned life and wonder why you? Can you hear yourself saying, "Is there more to life than this?" I can identify this with you. Did you know? Our brain process approximately 70,000 thoughts on an average day. Often many wonder why so many give up and quit in life. In this book I will show you how to rise above mediocrity. No more settling for less than God's best and only fantasizing about your heart desires - Its time you Rise Above, Now.

(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?

The reader's decisions control an investigation into the mysterious disappearance of an American businessman in Thailand.

The reader is asked to make choices which will determine the fate of a discarded robot.

Envious of her best friends lavish lifestyle, a young woman wonders how different her life would be if she had an opportunity to change her past.

- 100,000 copy first printing- Simultaneous printing in English French- Worldwide Press Release announcing release in partnership with WADA.

(Ages 5-8) You are a young dragon who can't fly yet. Your world is ruled by the lovely Dragon Queen. One day, the Dragon Queen disappears. You must be brave and help search for her in the swamp of endless muck and the f-f-f-freezing Ice Forest.

"When your new baby brother arrives, your parents understand that you're a little jealous. They give you something of your very own to care for--a pony named Sunny. But you soon discover a secret about Sunny: she's not a pony at all. Sunny is a baby unicorn! Can you keep it a secret?"--

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.

"YOU are a magical mermaid who has lived her entire life in an underwater palace. You celebrate and protect all species under the sea. Princess Island and Prince Island, the very best royal summer

camp, are right nearby. Ever since you were a little mermaid you have dreamed of leaving your underwater home and joining the land princesses. Will YOU leave your comfortable palace under the sea and teach the land princesses and princes the importance of protecting the planet and our oceans?"--

(Ages 5-8) There are a lot of things you'd rather do than chores with your grandparents. After your grandparents drink zombie potion, you can do whatever YOU want! Will your zombie grandparents behave when you take them to the fair or to the movies? Or will there just be a lot of drool?

All Isla Macallen wanted was a simple existence on her little Scottish island—but what she got was embroiled in a war of good versus evil. Paranormal investigator Dr. Jeremiah Rousseau doesn't expect his research to lead him to Scotland, and to the woman who will turn his world upside down. Together they must defeat the demon king before time runs out. As a supernatural war wages around them, Isla and Jeremiah will risk it all for love.

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.

Enjoy 20 limited-detail illustrations, designed for those who would rather keep it simple. Each page was hand-drawn and edited by K J Kraemer, with you in mind. If you don't want to spend days on a project or just want room to get creative, this adult coloring book is for you!

Your parents are inventors, and one day you rescued a robot from the trash that they didn't want anymore. You had a lot of fun with him, but boy did he make things go crazy!

Kitty Hawk and the Hunt for Hemingway's Ghost is the exciting second installment in a new series of adventure mystery stories that are one part travel, one part history and five parts adventure. This second book in the series continues the adventures of Kitty Hawk, an intrepid teenage pilot who has decided to follow in the footsteps of her hero Amelia Earhart and make an epic flight around the entire world. After flying across North America Kitty's journey takes her down south to Florida where she plans to get a bit of rest and relaxation before continuing on with the rest of her long and grueling flight. As Kitty explores the strange and magical water world of the Florida Keys her knack for getting herself into precarious situations sweeps her headlong into the adventure of a lifetime involving mysterious lights, ancient shipwrecks, razor-toothed barracudas and even a sighting of the great Ernest Hemingway himself. This exhilarating story will have armchair explorers and amateur detectives alike anxiously following every twist and turn as they are swept across the landscape and history of the Florida Keys all the way from Key West to the strange and remarkable world of Fort Jefferson and the Dry Tortugas.

(Ages 5-8) Meet Princess Peregrine Yvette (aka "Princess Dirt"), who has the manners of a gentle lady but the kneecaps of a troll. Princess Perri's mother sends her off to princess camp on Princess Island for a bit of polishing up on her royal skills, but Princess Dirt's heart is in the wilds of nature.

"The Canterville Ghost" is a short story by Oscar Wilde. It was the first of Wilde's stories to be published, appearing in two parts in *The Court and Society Review*, 23 February and 2 March 1887.

Three young children, Mal, Ari and Martha, have been "touched" and are in possession of enormous talents, bestowed on them by a chance encounter with the Young Master. Now Ari, Mal and Martha find themselves in the wrong place and time because Ari has done the unthinkable, resulting in a perpetual red dawn. But that is the least of their worries! Ari is on the run, while Mal and Martha attempt to keep their enemy at bay. The Strange Man is back and he's got even more sinister tricks up his sleeve ...

It is an adaptation of the age-old Biblical tale of David and Goliath and opens the door for discussions on self-confidence and faith in the face of great obstacles. It is also an excellent book for schools, day cares and Sunday Schools. It is simple, inviting story, and is widely available in print and e-book for easy access.

Is Aaron a dream or something much more deadly? Livia Hinson has just begun a Seminar at Sea when a storm hits their yacht. Now, she is stranded with the other students on an island off the coast of California. Far away from her foster home and her heartbreak, Livia finds Aaron, the perfect love. But the only way they can be together is in her dreams. The other students are having tempting dreams of their own, and Livia begins to realize that the storm has blown in more than rain. Is Aaron flesh or spirit? Can he come to her world, or will he pull her into his? Together, they explore the blurred territory between love and illusion on a dangerous journey that will force Livia to make the most important decision of her life.

A voyage to Guyana in hopes of retrieving a sunken ship's treasure leads to a dangerous pursuit, in a book where the reader determines the path and ending of the story.

You and your sister Hannah are on vacation at Lake Champlain in Vermont. You have heard a lot of stories about Champ, a huge monster some people say lives in the lake. You and Hannah are sure that if this monster is real, you can find it! You also find clues to a strange mystery of missing jewels.

(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?

Readers may select from a range of plot alternatives that determine the outcome of the story when Homer, a dog, wanders into a haunted house.

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?

"You are on a sailing trip with your family and two of your friends in the Carriibbean [sic]. One night you stop on the island of Antigua. Some children who live there tell you that the island is haunted by a ghost. They are going to spy on the ghost as soon as the sun set. Should you go with them, or go by yourself to meet this ghost? Are you brave enough for Ghost Island?"--Page 4 of cover.

- 100,000 copy first printing - Simultaneous printing in English & French - Worldwide Press Release announcing release in partnership with WADA, June 2009

You are on an exciting sailing trip with your family. Some kids who live on the island tell you about an old graveyard they think is haunted. Are you brave enough to visit it?

1st Place Gold Award in the 2015 Feathered Quill Book Program for Science Fiction/Fantasy! Finalist

in the 2014 Book Pipeline Contest! Travel to the future - it will only cost you everyone you love. Attacked and injected with a drug which slows his metabolism to a fraction of normal, Martin James becomes an unwilling time traveler who hurtles through the years. His children grow up, his wife grows older, and his only hope is finding the people who injected him in the first place- not an easy task when one day for Martin lasts four years. And while Martin James strives to find a cure before everyone he loves is gone, others are uncertain if his journey can be stopped at all. W. Lawrence weaves a dystopian future filled with the best and worst of humanity, highlights the blessings and curses of technology, and pushes the limits of faith and hopelessness. Above all, Syncing Forward is a tale of one man's love for his family, and their devotion to saving him from being lost forever. As Ruben Wells kneels with a gun pointed at his head all he can do is reflect on the life he spoiled.

What has led him here? Was it his willingness to always try to do the right thing that has him staring at the barrel of a gun? Or was that he was too much of a people pleaser having a hard time saying no that has led to him begging for his life? Every thing begins and ends with a choice. The moment a choice is made it only takes a second for a life to change. Ruben made a choice to initiate a relationship with the alluring Bianca Jones. She makes heads turn and every man's dream. She is beautiful as a gazelle, but as dangerous as a lioness, as she's unavailable due to being unhappily married with children. Being married doesn't keep her from wanting to pursue Ruben as well as being pursued by him. Getting involved with Bianca changes Ruben's life in ways he never could have imagined. Choices are a gift constantly given to everyone. The choices made lead to different paths. We all have to choose this day what we're going to do with our own lives not knowing what the end result will be. What kind of impact will Ruben's choices have on his life?