

## Trapped In A Video Game One Volume 1

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*Trapped in a Video Game*
Dustin Brady 2018-04-10 Kids who love video games will love this first installment of the new 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters getting sucked into different video games. Jesse Rigsby hates video games--and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

**Trapped in a Video Game**
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*A Video Game Story*
Dan Ashcraft 2020-08-24 Trapped On Battle Royale Island

*Trapped in a Video Game (Book 3)*
Dustin Brady 2018-09-04 The robots are here and they're not happy, at all. After accidentally releasing the robot villains from Super Bot World 3 into the real world, Jesse Rigsby's got to figure out a way to make everything right before anyone gets hurt. He'd usually rely on his friend Eric to help him with this sort of thing, but he's gone missing. To find Eric, Jesse will have to survive rickety mine carts, sewer piranhas, mysterious men in suits and a 100-foot-tall robot named Goliatron. This is Jesse's most dangerous adventure yet because this time the video game is real. And in the real world, there are no extra lives.

**Trapped in a Video Game: The Complete Series**
Dustin Brady 2019-09-03 Five great Trapped in a Video Game books in one box! Includes: Trapped in a Video Game (Book 1) Trapped in a Video Game (Book 2): The Invisible Invasion Trapped in a Video Game (Book 3): Robots Revolt Trapped in a Video Game (Book 4): Return to Doom Island Trapped in a Video Game (Book 5): The Final Boss

*Trapped in a Dating Sim: The World of Otome Games is Tough for Mobs (Manga) Vol. 1*
Yomu Mishima 2021-07-27 Thanks to some unfortunate gameplay, a young man named Leon has been reborn into the world of an alternate universe otome game. Facing an absurd scenario where males are no better than livestock who serve at the whim of women, Leon only has one weapon--his knowledge of the dating sim genre--to survive the challenges he faces and inspire a revolt against the system!

**This Is Not A Game**
Walter Jon Williams 2009-03-05 THIS IS NOT A GAME is a novel built around the coolest phenomenon in the world. That phenomenon is known as the Alternate Reality Game, or ARG. It's big, and it's getting bigger. It's immersive and massively interactive, and it's spreading through the Internet at the speed of light. To the player, the Alternate Reality Game has no boundaries. You can be standing in a parking lot, or a shopping center. A pay phone near you will ring, and on the other end will be someone demanding information. You'd better have the information handy. ARGs combine video, text adventure, radio plays, audio, animation, improvisational theatre, graphics, and story into an immersive experience. Now, one of science fiction's most acclaimed writers, Walter Jon Williams, brings this extraordinary phenomenon to life in a pulse-pounding thriller. This is not a game. This is a novel that will blow your mind.

*Bedlam*
Christopher Brookmyre 2013-02-07 HEAVEN IS A PRISON. HELL IS A PLAYGROUND. Ross Baker is an overworked scientist developing medical technology for corporate giant Neurosphere, but he'd rather be playing computer games than dealing with his nightmare boss or slacker co-workers. He volunteers as a test candidate for the new tech - anything to get out of the office for a few hours. But when he emerges from the scanner he discovers he's not only escaped the office, but possibly escaped real life for good. He's trapped in Starfire - a video game he played as a child - with no explanation, no backup and, most terrifyingly, no way out.

*Trapped in a Video Game: The Complete Series*
Dustin Brady 2020-04-01 Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games--and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

**Trapped in a Video Game (Book 2)**
Dustin Brady 2018-04-24 When Mark is sucked into the game "Go Wild", he becomes invisible which makes it that much harder for Jesse to find him.

*Game Over*, *Pete Watson*
Joe Schreiber 2014 In this rib-tickling illustrated middle-grade novel, video game obsessed Pete Watson discovers that the only thing scarier than espionage is the girl of his dreams. 20,000 first printing.

**Escape from a Video Game**
Dustin Brady 2020-09-01 Young gamers control the action in this interactive new series from the bestselling author of Trapped in a Video Game. With more than 30 endings and an unlockable bonus adventure, The Secret of Phantom Island promises hours of screen-free fun. Cooper Hawke and the Secret of Phantom Island is the greatest video game nobody has ever played. The treasure-hunting adventure was supposed to set a new standard for gaming. Then, just one month before its release date, it fell off the face of the earth. Now, for the first time, you get a chance to play the mysterious game--from the inside. As you outsmart enemies, solve puzzles, and explore the island's hidden areas, you'll discover that there's more to this game than the world realized. Escape from a Video Game is an innovative pick-your-plot story that promises two adventures for the price of one! The main adventure builds critical thinking skills by rewarding young readers for solving puzzles and making sound choices with non-stop action and huge plot twists. Once readers beat the video game within the book, they'll get a chance to hunt for every possible ending. Finding all the book's endings reveals a code that readers can use to unlock a secret story online. Fans of the best-selling Trapped in a Video Game series, as well as new readers, will quickly come to appreciate the page-turning action to uncover more secrets about the mysterious video game company Bionosoft.

*Trapped in a Video Game*
Dustin Brady 2018-04-10 Jesse Rigsby doesn't even like video games, yet here he is trapped in the video game Full Blast. His dumb friend Eric probably has something to do with this, but Jesse doesn't have time to worry about that now because he's got a blaster stuck to his

**Clash At Fatal Fields**
Devin Hunter 2018-08-28 Twelve-year-old Grey gets sucked into a hacked, virtual reality version of Fortnite Battle Royale along with one hundred other players. To get home, he must become one of the top five players before the season ends, or he's stuck in Fortnite for another two months. Grey logs into Battle Royale as usual, but unlike before he passes out and wakes up in the lobby and everything is as real as can be. Four others stand there with him as an admin tells them they are the "new meat" and their game has been hacked. Their consciousness will be trapped in this version of Fortnite until they can become the top five players for a season. New to the fighting arena but ambitious, Grey sets out for glory with one hundred other players on a flying bus. As they jump and land on the island to battle, he struggles to figure out the tools as people come to kill him. He dies quickly, much to his disappointment. Maybe this won't be as easy as he thought. While waiting for the next game in the lobby, someone gives him some tips to help him out and he fares a bit better. They form a duo in hopes of both escaping the game together. Will Grey be able to escape, now that he has an ally?

**Horseman**
Christina Henry 2021-09-28 In this atmospheric, terrifying novel that draws strongly from "The Legend of Sleepy Hollow," the author of Alice and The Girl in Red works her trademark magic, spinning an engaging and frightening new story from a classic tale. Everyone in Sleepy Hollow knows about the Horseman, but no one really believes in him. Not even Ben Van Brunt's grandfather, Brom Bones, who was there when it was said the Horseman chased the upstart Crane out of town. Brom says that's just legend, the village gossips talking. More than thirty years after those storied events, the village is a quiet place. Fourteen-year-old Ben loves to play "Sleepy Hollow boys," reenacting the events Brom once lived through. But then Ben and a friend stumble across the headless body of a child in the woods near the village, and the discovery makes Ben question everything the adults in Sleepy Hollow have ever said. Could the Horseman be real after all? Or does something even more sinister stalk the woods?

**Heir Apparent**
Vivian Vande Velde 2004-06-01 In Heir Apparent there are as many ways to win as there are to get killed. "A stylish tale [that] addresses both fantasy gaming and censorship." (New York Times Book Review) From Edgar Award-winning author Vivian Vande Velde comes a rollicking story that puts a high-tech twist on the classic medieval fantasy-adventure. In the virtual reality game Heir Apparent, there are way too many ways to get killed--and Giannine seems to be finding them all. Which is a shame, because unless she can get the magic ring, locate the stolen treasure, answer the dwarf's dumb riddles, impress the head-chopping statue, charm the army of ghosts, fend off the barbarians, and defeat the man-eating dragon, she'll never win. And she has to, because losing means she'll die--for real this time. Junior Library Guild Selection \* New York Public Library Book for the Teen Age

*Trapped in the Overworld*
Winter Morgan 2016-04-19 Simon, Michael, and Lily are playing on a multiplayer server when a strange lightning storm hits their town. In the middle of an intense game, a bolt of lightning strikes, sucking the three friends into the game! They discover that they've been transformed into their Minecraft characters. They try to escape, but they are trapped in the Overworld! While battling other players and hostile mobs, Simon, Michael, and Lily try to find a way home. Just when they are ready to give up, their town is attacked and Simon's Minecraft home is destroyed. The friends now have to find out who is terrorizing them, and if the same person is responsible for trapping them in the game. If the trio can find and defeat the evil villain, will they finally be able to make a home in their favorite game? It's a battle against an unknown enemy in this first installment of the new Unofficial Minetrapped Adventure series. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers--picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

*Blow Me Down*
Katie Macalister 2018-02-22 This Game Girl has wreaked havoc on the high seas--but the tide is about to turn... In the Internet virtual reality game Buckling Swashes, Earless Erika and Black Corbin are two of the most deadly pirates to sail the online seas. And now they've met their matches: each other. But fearless Earless Erika is really just Amy--a financial analyst with little time in her life for anything but work. And Corbin is none other than the man behind the game--the programmer and owner of the company. He's intrigued by Amy, the only buccaneer to best him in this test of digital testosterone, while she just wants to take his arrogance down a peg. But soon the two find themselves comrades in arms against a merciless rival bent on Corbin's destruction--both on the virtual high seas and in real life. Only by setting aside their differences can they locate the actual people behind the swaggering swashbucklers--and along the way find that love can tame even the most fearsome of pirates. Shiver me timbers...

*The Invisible Invasion*
Dustin Brady 2018-04-24 Jesse Rigsby is on a mission to save his friend Mark, but first he's got to shake the Bigfoot chasing him through the school

library. And then there's the velociraptor in the bathroom. Oh yeah, and don't forget the ginormous flame-throwing bat in the **Escape from a Video Game**
Dustin Brady 2021-04-20 Young gamers control the action in this interactive series from the bestselling author of Trapped in a Video Game. With more than 30 endings and an unlockable bonus adventure, this second book in the series promises hours of screen-free fun. This is one book that will super-power the interest of any "I'd rather be gaming" kid. In this pick-your-path adventure, you join eight strangers inside a video game for a chance to win a million dollars. The challenge is simple: survive to the end, and you're rich. There's just one problem: A traitor is hiding among your group. One-by-one, crew members of the spaceship start disappearing. Can you "suss" out the traitor before it's too late? This whodunnit space adventure is perfect for fans of Among Us.

**The Best Interface Is No Interface**
Golden Krishna 2015-01-31 Our love affair with the digital interface is out of control. We've embraced it in the boardroom, the bedroom, and the bathroom. Screens have taken over our lives. Most people spend over eight hours a day staring at a screen, and some "technological innovators" are hoping to grab even more of your eyeball time. You have screens in your pocket, in your car, on your appliances, and maybe even on your face. Average smartphone users check their phones 150 times a day, responding to the addictive buzz of Facebook or emails or Twitter. Are you sick? There's an app for that! Need to pray? There's an app for that! Dead? Well, there's an app for that, too! And most apps are intentionally addictive distractions that end up taking our attention away from things like family, friends, sleep, and oncoming traffic. There's a better way. In this book, innovator Golden Krishna challenges our world of nagging, screen-based bondage, and shows how we can build a technologically advanced world without digital interfaces. In his insightful, raw, and often hilarious criticism, Golden reveals fascinating ways to think beyond screens using three principles that lead to more meaningful innovation. Whether you're working in technology, or just wary of a gadget-filled future, you'll be enlightened and entertained while discovering that the best interface is no interface.

*Art Song*
Barbara Meister 1992

**Big Foot and Little Foot (Book #1)**
Ellen Potter 2018-04-10 Hugo is a young Sasquatch who longs for adventure. Boone is young boy who longs to see a Sasquatch. When their worlds collide, they become the unlikelyst pair of best friends. At the Academy for Curious Squidges, Hugo learns all manner of Sneaking--after all, the most important part of being a Sasquatch is staying hidden from humans. But Hugo dreams of roaming free in the Big Wide World rather than staying cooped up in caves. When he has an unexpected run-in with a young human boy, Hugo seizes the opportunity for a grand adventure. Soon, the two team up to search high and low for mythical beasts, like Ogopogos and Snoot-Nosed Gints. Through discovering these new creatures, together, Big Foot and Little Foot explore the ins and outs of each other's very different worlds but learn that, deep down, maybe they're not so different after all.

*The Power of Little Ideas*
David Robertson 2017-04-11 Conventional wisdom today says that to survive, companies must move beyond incremental, sustaining innovation and invest in some form of radical innovation. "Disrupt yourself or be disrupted!" is the relentless message company leaders hear. The Power of Little Ideas argues there's a "third way" that is neither sustaining nor disruptive. This low-risk, high-reward strategy is an approach to innovation that all company leaders should understand so that they recognize it when their competitors practice it, and apply it when it will give them a competitive advantage. This distinctive approach has three key elements: It consists of creating a family of complementary innovations around a product or service, all of which work together to make that product more appealing and competitive. The complementary innovations work together as a system to carry out a single strategy or purpose. Crucially, unlike disruptive or radical innovation, innovating around a key product does not change the central product in any fundamental way. In this powerful, practical book, Wharton professor David Robertson illustrates how many well-known companies, including CarMax, GoPro, LEGO, Gatorade, Disney, USAA, Novo Nordisk, and many others, used this approach to stave off competitive threats and achieve great success. He outlines the organizational practices that unintentionally torpedo this approach to innovation in many companies and shows how organizations can overcome those challenges. Aimed at leaders seeking strategies for sustained innovation, and at the quickly growing numbers of managers involved with creating new products, The Power of Little Ideas provides a logical, organic, and enduring third way to innovate.

**Trapped in a Video Game (Book 4)**
Dustin Brady 2018-09-25 Kids who love video games will love this fourth installment of the 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters inside different video games. Age Level: 8-12 Grade Level: 3rd and up Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else, too--he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro-gaming skills. Can he pull it off before the bad guys catch on?

*Holes*
Louis Sachar 2020-11-05 Stanley Yelnat's family has a history of bad luck going back generations, so he is not too surprised when a miscarriage of justice sends him to Camp Green Lake Juvenile Detention Centre. Nor is he very surprised when he is told that his daily labour at the camp is to dig a hole, five foot wide by five foot deep, and report anything that he finds in that hole. The warden claims that it is character building, but this is a lie and Stanley must dig up the truth. In this wonderfully inventive, compelling novel that is both serious and funny, Louis Sachar has created a masterpiece that will leave all readers amazed and delighted by the author's narrative flair and brilliantly handled plot.

*Trapped in a Video Game (Book 5)*
Dustin Brady 2019-02-26 Jesse and Eric have ten minutes to save the world. In those ten minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. There will be fire-breathing pterodactyls, angry green giants, and unicorns that shoot lasers out of their hooves. If Jesse and Eric are going to survive long enough to fight the final boss, they'll need to rely on each other like never before. Do they have what it takes? The clock is ticking.

**Trapped in a Video Game!**
Jackie Woods 2006-01-01 "Kate and Charlie are playing their favorite video game. They're really good. In fact, they're about to reach the highest level. Suddenly, they feel themselves spinning. The next thing they know, they're inside the game! How did they get there? What will they do next? Most important, will they ever get out?"--cover p. 4.

*The Witch's Game*
Karpov Kinrade 2021-10-06

**Escape from a Video Game**
Dustin Brady 2022-04-05 One hundred villains will enter Grim Island, but only one will be crowned the Greatest Supervillain of All Time. Will it be you? The latest battle royale video game from Bionosoft promises a crazy cast of villains, over-the-top superweapons, and non-stop action. But when you get sucked into the game, you discover that Grim Island is home to something far stranger than a few costumed baddies. Young gamers control the action in this new interactive adventure from the bestselling author of Trapped in a Video Game. They'll use critical thinking skills to solve puzzles, explore hidden areas, and outsmart villains. Then, once they finish the main story, they'll get a chance to unlock a whole new tale. Fans of battle royale games like Fortnite will fall in love with the story's frenetic pace and quirky humor, while parents will appreciate a book that can captivate the attention of their "I'd rather be gaming" kid.

**Ready Player One**
Ernest Cline 2011-08-16 #1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

*The Luckless A. M.*
Sohma 2017-07-12 Welcome to Retha, the full submersion video game where you can be the hero of your own adventure. Unfortunately for Kit, it only takes one moment to turn the game into a nightmare. When Chronicles of Retha experiences a software malfunction, Kit--a disenchantd veteran player--is stuck in the game without a way to log off. Even worse, she's trapped playing as the most defective character possible, an elf dancer that was meant to be a prank. Thankfully, she receives word that there is a way out. But the only escape route is to defeat the game's ultimate villain. Kit, in her joke character, must fight her way through some of the worst Retha has to offer. Her only help is a party of low-levelled players just as powerless as she is, and the occasional act of mercy from one of the best players in the game, the taciturn (and aloof) Solus Miles. Can Kit and her new friends finish the quest, or will Retha be their end?

**I'm Stuck in a Video Game**
Tsuyoshi Kan 2017-08-31 Mina loves video games. But when she gets zapped inside her favorite game, she'll have to beat all the levels and defeat the fearsome cactus dragon to get out. Luckily, a friendly video game security guard is there to help. Wait, a video game security guard? Written by Tsuyoshi Kan, producer and narrator of Game Center CX (Retno Game Master), this English edition features a translation by the original illustrator and a special section about the book's journey from Japan by the team behind Legends of Localization, including sketches, storyboards, interviews, and an annotated look at the original Japanese edition.

*Trapped in a Video Game*
Dustin Brady 2017-10-07 Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else too - he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro gaming skills. Can he pull it off before the bad guys catch on?

**Dragon Ops**
Mari Mancusi 2020-05-12 From the beloved author of The Once and Future Geek comes this action-packed adventure set in a futuristic world filled with magic, monsters, and high-tech video gaming. One wrong move, and it's game over. Welcome to Dragon Ops, the world's first augmented-reality video game theme park. Set on a once-deserted island, our three beta players--classic gamee geek Ian; his adventure-seeking sister, Lily; and their too-cool-for-gaming cousin, Derek--have been lucky enough to score an invite to play before the fully immersive experience opens to the public. But once inside, they find themselves trapped in a game taken over by a rogue AI dragon called Atreus, and suddenly the stakes go beyond the virtual world. With no cheat codes, guidebooks, save points, or do-overs, they'll need all their cunning and video-game hacks to beat the game . . . and survive in real life. Action-packed and unputdownable, Dragon Ops will thrill gamers and reluctant readers alike with high-tech adventure and electrifying twists and turns.

**Pottymouth and Stoopid**
James Patterson 2017-06-12 David and his best friend Michael were tagged with awful nicknames way back in preschool when everyone did silly things. Fast-forward to seventh grade: 'Pottymouth' and 'Stoopid' are still stuck with the names -- and everyone in school, including the teachers and their principal, believe the labels are true. So how do they go about changing everyone's minds? By turning their misery into megastardom on TV, of course! And this important story delivers more than just laughs -- it shows that the worst bullying doesn't have to be physical, and that things will get better.

**Disappearance**
Michael Joyce 2012 A novel. Wonderscape
Jennifer Bell 2020-06 Waterstones Children's Book of the Month for June 2020! Toppsa Children's Book of the Month for June 2020! Gaming and time travel collide in this exhilarating middle-grade adventure, from bestselling author Jennifer Bell. THE GAME IS ON. TRAVEL WITH WONDER. When Arthur, Ren and Cecily investigate a mysterious explosion on their way to school, they find themselves trapped aboard The Principia - a scientific research ship sailing through hazardous waters, captained by one Isaac Newton. Lost in the year 2473 in the Wonderscape, an epic in-reality adventure game, they must call on the help of some unlikely historical heroes, to play their way home before time runs out. Jumanji meets Ready Player One in this fast-paced adventure featuring incredible real-life heroes, from the internationally bestselling author of The

Uncommoners series. "A whirlwind of fun and mystery across space and time." Thomas Taylor, author of Malamander "Eight-plus readers with a taste for adventure and science will immerse themselves in the Uncommoners author Jennifer Bell's exciting new Wonderscape" - 'Books of the Month', Guardian "A breakneck sci-fi romp that's perfect for gamers, puzzle fiends and fact-fans." Ross Montgomery, author of Alex, the Dog and the Unopenable Door "With the mind-expanding wonder of A Wrinkle in Time, the tech-wizardry of Ready Player One, and a generous sprinkling of Jennifer Bell's unique magic, Wonderscape is unmissable." Sinéad O'Hart, author of The Eye of the North "Wonderscape is an expertly crafted, breakneck speed adventure." BookTrust "Bell puts a clever and highly inventive spin on the middle-grade fantasy adventure." The Bookseller "A fun-filled, character-driven, fast-paced, vibrant story ... together with its thought-provoking, science-embracing and hero-referencing narrative, it will almost certainly win both hearts and minds." 'Children's Book of the Week', Press Association

Five Minute Mum: Give Me Five Daisy Upton 2020-02-06 Ideal for early years to KS1 children who are learning at home. Daisy Upton has two little kids. She loves them - but they drive her mad. So, to try and keep her sanity she started to come up with quick, easy games using stuff from around the house. And @FiveMinuteMum was born. In her first book, she has collected 150+ games that take 5 minutes to set up & 5 minutes to tidy up. From pasta posting to alphabet knock down, it's a recipe book for guilt free parenting! And as Daisy was a teaching assistant, your little ones will be learning while they play! What could be better? GIVE ME FIVE is the perfect companion for anyone

who wants five minutes peace. Also available: Five Minute Mum: Time For School Five Minute Mum: On the Go "I love Five Minute Mum. She's managed to come up with a huge array of activities for kids that are fun and educational yet don't require an Art degree or Diploma in Patience to execute."Sarah Turner, aka Unmumsy Mum

Several People Are Typing Calvin Kasulke 2021-09-09 Is it still WFH when you're now just binary code? Whilst working on a spreadsheet for a New York-based PR firm, Gerald has his consciousness uploaded into his company's Slack channel. He posts for help, but his colleagues assume it's an elaborate joke to exploit the new working-from-home policy, and now that Gerald's productivity is through the roof, his bosses are only too happy to let him work from . . . wherever he says he is. Faced with the looming abyss of a disembodied life online, Gerald enlists co-worker Pradeep to care for his body and Slackbot, the service's AI assistant, to help him navigate his new digital reality. But when Slackbot discovers a world (and an empty body) outside the app, will it hijack a ride into the 'real' world? Meanwhile, Gerald's co-workers are scrambling to stem a company PR catastrophe like no other, their CEO suspects someone is sabotaging his office furniture, and if Gerald gets to work from home all the time, why can't everyone? Hilarious, irreverent, and wholly original, Several People Are Typing is the perfect remedy for any idle fingers waiting to doomscroll: a satire of both the virtual office and contemporary life, and a perfect antidote to the way we live #now.