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A NEW YORK TIMES EDITORS' CHOICE "A strange and tender parable . . . All of Edward Carey's work is profound and delightful." —Max Porter, author of *Lanny* The ingenious storyteller Edward Carey returns to reimagine a time-honored fable: the story of an impatient father, a rebellious son, and a watery path to forgiveness for the young man known as Pinocchio In the small Tuscan town of Collodi, a lonely woodcarver longs for the companionship of a son. One day, "as if the wood commanded me," Giuseppe—better known as Geppetto—carves for himself a pinewood boy, a marionette he hopes to take on tour worldwide. But when his handsome

new creation comes magically to life, Geppetto screams . . . and the boy, Pinocchio, leaps from his arms and escapes into the night. Though he returns the next day, the wily boy torments his father, challenging his authority and making up stories—whereupon his nose, the very nose his father carved, grows before his eyes like an antler. When the boy disappears after one last fight, the father follows a rumor to the coast and out into the sea, where he is swallowed by a great fish—and consumed by guilt. He hunkers in the creature's belly awaiting the day when he will reconcile with the son he drove away. With all the charm, atmosphere, and emotional depth for which Edward Carey is known—and featuring his

trademark fantastical illustrations—The Swallowed Man is a parable of parenthood, loss, and letting go, from a creative mind on a par with Gregory Maguire, Neil Gaiman, and Tim Burton.

A film, video, and DVD guide for the true lover of the cinema, this volume focuses on independent and international films as well as the best of the mainstream. 450 photos throughout.

Thomas Hardy was the foremost novelist of his time, as well as an established poet. This guide provides students with a lucid introduction to Hardy's life and works and the basis for a sound comprehension of his work.

Collects humorous, whimsical, and strange stories that combine unusual subject matter with emotional

expression and exhibit a broad diversity of form.

A guidebook to the creatures, characters, artifacts, items, and places found of the Fablehaven series.

A #1 New York Times Best-seller and New York Times Book Review Editors' Choice! Legendary storyteller Stephen King goes into the deepest well of his imagination in this spellbinding novel about a seventeen-year-old boy who inherits the keys to a parallel world where good and evil are at war, and the stakes could not be higher—for that world or ours. Charlie Reade looks like a regular high school kid, great at baseball and football, a decent student. But he carries a heavy load. His mom was killed in a hit-and-run accident when he was seven, and grief drove his dad to drink. Charlie learned how to take care of himself—and his dad. When Charlie is seventeen, he meets a dog named Radar and her aging master, Howard Bowditch, a recluse in a big house at the top of a big hill, with a locked shed in the backyard. Sometimes strange sounds emerge from it. Charlie starts doing jobs for Mr. Bowditch and loses his heart to Radar. Then,

when Bowditch dies, he leaves Charlie a cassette tape telling a story no one would believe. What Bowditch knows, and has kept secret all his long life, is that inside the shed is a portal to another world. King's storytelling in *Fairy Tale* soars. This is a magnificent and terrifying tale in which good is pitted against overwhelming evil, and a heroic boy—and his dog—must lead the battle. Early in the *Pandemic*, King asked himself: "What could you write that would make you happy?" "As if my imagination had been waiting for the question to be asked, I saw a vast deserted city—deserted but alive. I saw the empty streets, the haunted buildings, a gargoyle head lying overturned in the street. I saw smashed statues (of what I didn't know, but I eventually found out). I saw a huge, sprawling palace with glass towers so high their tips pierced the clouds. Those images released the story I wanted to tell."

A comprehensive critical reference guide for film, video, and DVD discusses both popular movies and independent and international movies; reviews more than 9,500 films, including films from more than fifty countries; offers

five different indexes; and much more. Original.

Finalist for the 2017 Story Prize Honorable Mention in the 2017 ALA Sophie Brody Medal for achievement in Jewish Literature "An absolutely dazzling triumph...A singularly inventive collection" (Jewish Book Council) of linked stories set in a German-occupied town in Poland during World War II, where tales of myth and folklore meet the real-life monsters of the Nazi invasion. 1942. With the Nazi Party at the height of its monstrous power, Hitler's SS fires up the new crematorium at Auschwitz and the occupying army empties Poland's towns and cities of their Jewish citizens. As neighbor turns on neighbor and survival depends on unthinkable choices, Poland has become a moral quagmire, a place of shifting truths and blinding ambiguities. "Filled with rich attention to the details of flora and fauna and insightful descriptions of the nuances of rural and small-town life" (Pittsburgh Post-Gazette), Helen Maryles Shankman shows us the people of Wlodawa, a remote Polish town at a crossroads: we meet an SS officer dedicated to rescuing the creator of his son's favorite picture book; a Messiah who

announces that he is quitting; a Jewish girl who is hidden by an outspoken anti-Semite—and his talking dog. And walking among these tales are the enigmatic Willy Reinhart, Commandant of the forced labor camp who has grand schemes to protect “his” Jews, and Soroka, the Jewish saddlemaker and his family, struggling to survive. “Moving and unsettling...Like Joyce’s *Dubliners*, this book circles the same streets and encounters the same people as it depicts the horrors of Germany’s invasion of Poland through the microcosm of one village...A deeply humane demonstration of wringing art from catastrophe” (Kirkus Reviews), *They Were Like Family to Me* (originally called *In the Land of Armadillos*) is a testament to the persistence of humanity in the most inhuman conditions.

Catholic lore, American tales, and Sicilian superstition blend in this “clever, funny, heartbreaking, and heartwarming” novel (Publishers Weekly). Born with unruly red hair, a sharp tongue, and wine-colored marks all over her body—marks that oddly mimic a map of the world and make her subject to endless ridicule—Garnet Fer-

rari would hardly consider herself blessed. So when an emissary from the Vatican shows up at her door, convinced that her seeming ability to cure the skin ailments of others qualifies her for sainthood, she’s not quite convinced—or pleased. Garnet sets off on a quest to better understand who she is and where she and her unusual gifts came from. Tracing a twisted path that leads from Sicily to West Virginia, poverty to riches, romance to loss, reality to mythology, Garnet uncovers a truth far more powerful than any dermatological miracle: that the things of which we are most ashamed often become our greatest strengths. “A cleareyed, touching fable of a girl learning the hard truths about herself and others.” —Kirkus Reviews

Peter Nimble and His Fantastic Eyes is the utterly beguiling tale of a ten-year-old blind orphan who has been schooled in a life of thievery. One fateful afternoon, he steals a box from a mysterious traveling haberdasher—a box that contains three pairs of magical eyes. When he tries the first pair, he is instantly transported to a hidden island where he is presented with a special quest: to travel to the dan-

gerous Vanished Kingdom and rescue a people in need. Along with his loyal sidekick—a knight who has been turned into an unfortunate combination of horse and cat—and the magic eyes, he embarks on an unforgettable, swashbuckling adventure to discover his true destiny. Praise for *Peter Nimble and His Fantastic Eyes* “Auxier has a juggler’s dexterity with prose that makes this fantastical tale quicken the senses.” —Kirkus Reviews

The evil fairy Pernicia has set a curse on Princess Briar-Rose: she is fated to prick her finger on the spindle of a spinning wheel and fall into an endless, poisoned sleep. Katrina, a young fairy, kidnaps the princess in order to save her; she and her aunt raise the child in their small village, where no one knows her true identity. But Pernicia is looking for her, intent on revenge for a defeat four hundred years old. Robin McKinley’s masterful version of *Sleeping Beauty* is, like all of her work, a remarkable literary feat.

A guide that picks up the story of life in Albion over half a century after the events of *Fable II*. It tracks the decisions you make, determining the type of ruler you become.

The Darkangel, a vampire of astounding beauty and youth, can only summon his full power when he finds his 14th and final bride. But for Aerial, whom he kidnaps to serve his brides, there is something about him--something beyond his obvious evil--that makes her want to save him rather than destroy him. The Darkangel--Pierce's first book, originally released in 1982--was an ALA Best Book for Young Adults, a New York Times Notable Children's Book, a Parent's Choice Award Superbook, and a Booklist Best Book of the Decade.

The TLA Film & Video Guide is the absolutely indispensable guide for the true lover of cinema. By focusing on independent and international films, and avoiding much of the made-for-TV/made-for-cable/made-for-video dreck, this guide offers more comprehensive coverage of the films the reader may actually want to see. It also features: * Over 9,500 films reviewed * Five comprehensive indexes -- by star, director, theme, genre, and country of origin * Over 450 photos * A listing of all the major film awards * A comprehensive selection of International Cinema from over 50 countries From

one of the finest names in video retailing and a growing rental chain comes the latest edition of the film & video guide - now expanded to include titles available on DVD - that's perfect for everyone whose taste ranges from Pulp Fiction to Pink Flamingos, from Life is Beautiful to Valley of the Dolls.

Welcome ladies and gents to the world of Albion. Join everyone's favourite chicken chasing hero in a true rags to riches journey of the little Sparrow that could. Become a force for good or a harbinger of evil, build your real estate empire, destroy the bandit threat, conquer the mighty Crucible, gather a likeminded band of heroic allies and appeal to the masses... or murder them in all cold blood. After all the decisions are yours to be made and with Fable II, the world of Albion is your bi-valve mollusc. Our Fable II guide covers all the most important elements of the game including: - A complete walkthrough for the core quest line incorporating all the tricky decisions. - Walkthroughs to all 30 side-quests. - Locations of all 50 Silver Keys and Gargoyles. - How to find and acquire all of those overpowered legendary weapons. - Unlock every Demon Door to re-

veal their secrets!

Longing for adventure, Thomas and his loyal servant John set out for the East in search of the balverine, a legendary beast, but when their quarry finds them first, they are no longer the hunters, but the prey. Original.

Strategies for Unlocking Achievements from 100 top games including: Halo 3 (All 1250) Call of Duty 4: Modern Warfare Bioshock Army of Two DiRT Bully: Scholarship Edition Fable 2 Too Human Marvel Ultimate Alliance Blue Dragon Alone in the Dark And Many More Fast Points Earn five thousand gamer points in 24 hours of gameplay, 1000 points in 5 minutes, and 25 easy achievements. Points Galore TMNT (4 hours 1,000 points) Avatar (10 minutes 1,000 points) CSI (5 hours 1,000 points) Jumper (6 hours 1,000 points) Gargoyles have been feared and misunderstood for centuries, but now Caldecott Honor artist Dav Pilkey tells the real story of these gentle stone creatures come to life. Behind their cold, stone faces, gargoyles have warm, loving souls -- yet most people don't look deeply enough to notice. Angels can see the good inside them, though, and tonight

the angels will sweep down to take their silent, stone friends on a magical journey, hand in hand.- Caldecott Honor artist Dav Pilkey's lyrical tale of these gentle stone creatures come to life is a reminder that everyone -- from the griever to the dreamers to the believers -- is worthy of love.

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

DigiCat Publishing presents to you this special edition of "The Once and Future King" by T. H. White. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature.

When Kendra and Seth return to Fablehaven, they discover that Grandpa Sorenson has asked three specialists to protect the property from the Society

of the Evening Star, a group determined to steal an artifact of great power from the preserve. Reprint.

In this game, you begin as a penniless street-urchin, with your destiny to become Albion's greatest Hero. But will your power lie in kindness or cruelty? Choose your own path to glory and experience how those choices change you and the world forever. The strategy offered in this guide provides tips and tricks to finish every quest to your satisfaction, and even indicates if a quest may not be of interest to your Hero. It includes a complete list of all Fable II achievements, and how to get them, as well as item and weapon lists, developer tips, and expert boss strategy. The guide helps you discover all the gargoyles, dig spots, dive spots, demon doors and chests.

Having tried for years to unlock the secrets of the magical Book Without Words, old man Thorston dies in failure and the book is passed on to his servant, Sybil, and her magical raven who eagerly begin the process of breaking the code.

From one of America's most popular short story writers and an Academy Award nominee: the O.

Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (The Telegraph). "[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted." —Criterion

The spellbinding conclusion to the Darkangel Trilogy! Armed with a magical pearl imbued with all the sorcery and wisdom of the world, bestowed upon her by the Ancient known as Ravenna, Aerial finally comes face-to-face with the White Witch and her vampire sons. Backed by her husband, his army of good, and a throng of

magical steeds, she must unlock the power of the pearl to awaken her true destiny and save the world.

"An intoxicating fusion of fantasy and historical fiction. . . . Wecker's storytelling skills dazzle." —*Entertainment Weekly* A marvelous and absorbing debut novel about a chance meeting between two supernatural creatures in turn-of-the-century immigrant New York. Chava is a golem, a creature made of clay by a disgraced rabbi knowledgeable in the ways of dark Kabbalistic magic. She serves as the wife to a Polish merchant who dies at sea on the voyage to America. As the ship arrives in New York in 1899, Chava is unmoored and adrift until a rabbi on the Lower East Side recognizes her for the creature she is and takes her in. Ahmad is a jinni, a being of fire born in the ancient Syrian desert and trapped centuries ago in an old copper flask by a Bedouin wizard. Released by a Syrian tinsmith in a Manhattan shop, Ahmad appears in human form but is still not free. An iron band around his wrist binds him to the wizard and to the physical world. Chava and Ahmad meet accidentally and become friends and soul mates de-

spite their opposing natures. But when the golem's violent nature overtakes her one evening, their bond is challenged. An even more powerful threat will emerge, however, and bring Chava and Ahmad together again, challenging their very existence and forcing them to make a fateful choice. Compulsively readable, *The Golem and the Jinni* weaves strands of Yiddish and Middle Eastern literature, historical fiction and magical fable, in a wondrously inventive tale that is mesmerizing and unforgettable.

John Cech's retelling of the classic fables. These stories are about life lessons and making choices. Magic is fading from the Wild Wood. To renew it, goblins must perform an ancient ritual involving the rarest of their kind—a newborn changeling. But when the fateful night arrives to trade a human baby for a goblin one, something goes terribly wrong. After laying the changeling in a human infant's crib, the goblin Kull is briefly distracted from his task. By the time he turns back, the changeling has already perfectly mimicked the human child. Too perfectly: Kull cannot tell them apart. Not know-

ing which to bring back, he leaves both babies behind. Tinn and Cole are raised as human twins, neither knowing what secrets may be buried deep inside one of them. Then when they are twelve years old, a mysterious message arrives, calling the brothers to be heroes and protectors of magic. The boys must leave behind their sleepy town of Endsborough and risk their lives in the Wild Wood, crossing the perilous Oddmire swamp and journeying through the Deep Dark to reach the goblin horde and discover who they truly are. In *The Oddmire 1: Changeling*, the New York Times best-selling author of the *Jackaby* series brings to life a bold new adventure, the first in a series about monsters, magic, and mayhem.

Even in this grip of alien horror a man could not throw away his lifetime goal . . . and not stand idly by as endless rows of alabaster, shapes seated in their chars of stone, thought-ruled this gargoyle planet from the dead blackness of deep Mercurian caverns. Leigh Brackett was the undisputed Queen of Space Opera and the first woman to be nominated for the coveted

Hugo Award. She wrote short stories, novels, and scripts for Hollywood. She wrote the first draft of the Empire Strikes Back shortly before her death in 1978.

Reviews over 10,000 films, and includes star, director, and theme indexes.

"Every story has two sides. Every relationship has two perspectives. And sometimes, it turns out, the key to a great marriage is not its truths but its secrets ... At age twenty-two, Lotto and Mathilde are tall, glamorous, madly in love, and destined for greatness. A decade later, their marriage is still the

envy of their friends, but ... things are even more complicated and remarkable than they have seemed"--

The TLA Video and DVD Guide 2005 is the absolutely indispensable guide to worthwhile cinema. It includes over 10,000 entries on the best of film and video that a real film lover might actually want to see. Unlike some of the other mass market guides that tend to be clogged with unenlightening entries on even more unenlightening films, TLA focuses on independent, foreign, and the best of Hollywood to bring the cineaste an opinionated

guide that is both fun and useful. The guide includes: -Reviews of more than 10,000 films -Four detailed indexes--by star, director, country of origin, and theme -More than 300 photos throughout -A listing of all the major film awards of the past quarter-century, as well as TLA Bests and recommended films -A comprehensive selection of cinema from more than 50 countries Now published annually, the TLA Video and DVD Guide is one of the most respected guides from one of the finest names in video retailing, perfect for anyone with an eclectic taste in cinema.