

## Starclimber

Griffin, a young bat, is sucked into the "Underworld," and his father follows to rescue him.

Raymond Z. Gallun began writing during the pulp era of the 1930s and soon established himself as one of the leading science fiction authors of his time. This new autobiography related the story of his life and provides an insider's look at the early days of the SF field.

A lost colony is reborn in this heart-pounding fantasy adventure set in the near future. Enter the world of the Elementals, which James Dashner called “completely gripping and full of intrigue, revelation, mystery, and suspense.” Sixteen-year-old Thomas has always been an outsider. The first child born without the power of an element—earth, water, wind, or fire—he has little to offer his tiny, remote Outer Banks colony. Or so the Guardians would have him believe. In the wake of an unforeseen storm, desperate pirates kidnap the Guardians, intent on claiming the island as their own. Caught between the Plague-ridden mainland and the advancing pirates, Thomas and his friends fight for survival in the battered remains of a mysterious abandoned settlement. But the secrets they unearth will turn Thomas's world upside-down, and bring to light not only a treacherous past but also a future more dangerous than he can possibly imagine. Written by an award-winning author, this dynamic series is perfect for fans of dystopian thrillers like James Dashner's *The Maze Runner* and Marie Lu's *Legend*. “Plenty of action for readers who enjoy survival stories with a twist of the supernatural and a hint of romance.” –School Library Journal “The novel's captivating storyline, rapid pace, and cliffhanger ending are sure to leave fans of novels like Grant's *Gone* series absorbed with the action and anxious for a sequel.” –Bulletin of the Center for Children's Books “Engaging characters and plenty of mystery, adventure, and action.” -Publishers Weekly

"Astonishing"—The New York Times Book Review A brilliantly funny, highly illustrated story about how a little ink spot changes a family forever. Perfect for those who love *Hoot*, *Holes*, or *Frindle!* The Rylance family is stuck. Dad's got writer's block. Ethan promised to illustrate a group project at school--even though he can't draw. Sarah's still pining for a puppy. And they all miss Mom. Enter Inkling. Inkling begins life in Mr. Rylance's sketchbook. But one night the ink of his drawings runs together--and then leaps off the page! This small burst of creativity is about to change everything. Ethan finds him first. Inkling has absorbed a couple chapters of his math book--not good--and the story he's supposed to be illustrating for school--also not good. But Inkling's also started drawing the pictures to go with the story--which is amazing! It's just the help Ethan was looking for! Inkling helps the rest of the family too--for Sarah he's a puppy. And for Dad he's a spark of ideas for a new graphic novel. It's exactly what they all want. It's not until Inkling goes missing that this family has to face the larger questions of what they--and Inkling--truly need. • A New York Times Notable Book • A New York Public Library Best Book of the Year -- top ten selection • "A true-to-life family, some can't-put-it-down excitement, a few deep questions, and more than a little bit of magic. This book is everything, and I loved every page." —Rebecca Stead, Newbery Medalist for *When You Reach Me*

Daniel Suarez's New York Times bestselling debut high-tech thriller is “so frightening even the government has taken note” (Entertainment Weekly). Daemons: computer programs that silently run in the background, waiting for a specific event or time to execute. They power almost every service. They make our networked world possible. But they also make it vulnerable... When the obituary of legendary computer game architect Matthew Sobol appears online, a previously dormant daemon activates, initiating a chain of events that begins to unravel our interconnected world. This daemon reads news headlines, recruits human followers, and orders assassinations. With Sobol's secrets buried with him, and as new layers of his daemon are unleashed, it's up to Detective Peter Sebeck to stop a self-replicating virtual killer before it achieves its ultimate purpose—one that goes far beyond anything Sebeck could have imagined...

The first book in the heart-warming *White Giraffe* series by Lauren St John, featuring the African adventures of Martine and her magical white giraffe. When tragedy strikes on a winter's night in England, Martine is sent to live with her grandmother on a game reserve in South Africa. Her wild, beautiful new home is riddled with secrets, but lonely Martine finds comfort in the legend of a white giraffe and in mysterious Grace, who believes Martine has a powerful gift. Defying her grandmother by entering the reserve alone, Martine is plunged into a world of danger, mystery and adventure. Who can she trust? And how far will she go to save the only friend she has ever known?

Fans left desperate for more at the end of *Bloom* will dive into this second book of the *Overthrow* trilogy--where the danger mounts and alien creatures begin to hatch. First the rain brought seeds. Seeds that grew into alien plants that burrowed and strangled and fed. Seth, Anaya, and Petra are strangely immune to the plants' toxins and found a way to combat them. But just as they have their first success, the rain begins again. This rain brings eggs. That hatch into insects. Not small insects. Bird-sized mosquitos that carry disease. Borer worms that can eat through the foundation of a house. Boat-sized water striders that carry away their prey. But our heroes aren't able to help this time--they've been locked away in a government lab with other kids who are also immune. What is their secret? Could they be...part alien themselves? Whose side are they on? Kenneth Oppel expertly escalates the threats and ratchets up the tension in this can't-read-it-fast-enough adventure with an alien twist. Readers will be gasping for the next book as soon as they turn the last page...

The *Great Romance*, a two-volume novella published under the pseudonym “The Inhabitant,” was one of the outstanding late nineteenth-century works of utopian science fiction. Volume 1 was a possible model for Edward Bellamy's phenomenally successful *Looking Backward*, while volume 2 was assumed lost for over a century until uncovered in the Hocken Library in Dunedin, New Zealand. Together these volumes represent a remarkable piece of science fiction writing as they proffer one of the first serious considerations of the colonization of other planets and the impact of human beings on an alien culture. Here, for the first time, readers encounter descriptions of spacesuits and airlocks, space shuttles and planetary rovers, interplanetary colonization and cross-species miscegenation. Behind these genre-defining elements is the story of John Hope, who, by means of a sleeping elixir, awakes to a utopian community in a distant future—a “kingdom of thought” where the struggle for existence has been eliminated and humanity operates under an unwritten law of civility and harmony, aided by telekinesis that inerrantly reveals all wrong-doers. Since only two of the probably three volumes are extant, the tale ends with a chilling cliffhanger. In his introduction Dominic Alessio discusses the cutting-edge aspects of this work and its significance in both the realm of science fiction and the history and culture of its day. The hunt for a dinosaur skeleton buried in the Badlands, bitter rivalries, and a forbidden romance come together in this beautifully written new novel that's *Romeo and Juliet* meets *Indiana Jones*. Somewhere in the Badlands, embedded deep in centuries-buried rock and sand, lies the skeleton of a massive dinosaur, larger than anything the late nineteenth century world has ever seen. Some legends call it the *Black Beauty*, with its bones as black as ebony, but to seventeen-year-old Samuel Bolt it's the “rex”, the king dinosaur that could put him and his struggling, temperamental archaeologist father in the history books (and conveniently make his father forget he's been kicked out of school), if they can just quarry it out. But Samuel and his father aren't the only ones after the rex. For Rachel Cartland this find could be her ticket to a different life, one where her loves of science and adventure aren't just relegated to books and sitting rooms. Because if she can't prove herself on this expedition with her professor father, the only adventures she may have to look forward to are marriage or spinsterhood. As their paths cross

and the rivalry between their fathers becomes more intense, Samuel and Rachel are pushed closer together. And with both eyeing the same prize, their budding romance seems destined to fail. But as danger looms on the other side of the hills, causing everyone's secrets to come to light, Samuel and Rachel are forced to make a decision. Can they join forces to find their quarry—and with it a new life together—or will old enmities and prejudices keep them from both the prize and each other?

In *Airborn*, enter a past in which airplanes have never been invented, giant airships rule the skies and the glittering skyscrapers of Lionsgate City, Canada's greatest metropolis, rise near the Pacificus Ocean. When Matt Cruse, the cabin boy on the luxury airship *Aurora*, fearlessly performs a dramatic rescue to save an old man from his damaged hot air balloon, he doesn't know what events he's setting in motion. Will he and the balloonist's fiery granddaughter, Kate de Vries, be able to solve the mystery of impossible flying creatures seen among the clouds? And will they figure it out before pirates and shipwreck end their voyage forever? Pushed high into the sky by a storm over the Indian Ocean, the decrepit training ship *Flotsam* makes an astonishing discovery before being forced to descend. Adrift at 20,000 feet is a tattered, ice-crusting airship bearing the name *Hyperion*. Could it really be the legendary lost craft, now a vast treasure and a frozen mausoleum to a ghostly crew? Matt Cruse is the only member of *Flotsam*'s oxygen-starved crew able to remember the ghost ship's coordinates—and it seems as if everyone in the fabulous city of Paris wants them. In *Skybreaker*, Matt and Kate de Vries are challenged with another thrilling adventure, this time among the icy dangers and strange wonders of the upper atmosphere. At long last, Matt Cruse is at the helm. Though it's only a summer job piloting a humble aerocrane, he's thrilled to be helping to build the Celestial Tower, Paris's extraordinary gateway to outer space. But Matt's idyllic summer is short-lived. He narrowly survives a deadly attack by the fanatical Babelites, who are opposed to humans reaching the heavens. Worse still, his nights spent stargazing with Kate de Vries must end when she's summoned back to Lionsgate City by her parents. But then the chance of a lifetime boosts Matt's hopes of being airborne once more. Canada wants to reach space first, and the Canadian Minister of Air has asked Kate to join the first expedition as an expert on aerial zoology. There's a place for Matt, too—if he can pass the gruelling tests to become one of the world's first astralnauts on board the incredible ship *Starclimber*.

Prepare for a harrowing ride through the universe by the New York Times–bestselling author of *Startide Rising* and *The Postman*. Book Three in the *Uplift Storm Trilogy* The peaceful existence of six outcast races on Jijo has ended. Ancient enemies, the Jophur, have discovered them, preparing to subject the refugees to their dark, perverted plans. The Jijoans' only hope is the same ship that accidentally led their foes to the planet. The Earthship *Streaker*, with its crew of uplifted dolphins and a human commander, must somehow lure the Jophur into a chase through space . . . into the unknown. And then into the weird. More than just the fate of Jijo—or that of distant Earth, also suffering a deadly siege—hangs in the balance. Some believe a terrifying prophecy is about to come true, one that involves *Streaker*'s trove of artifacts coveted by factions throughout all Five Galaxies. As countless white dwarf stars verge on unexpected explosion, all sentient life in the universe appears to be at risk unless someone can save them. Praise for the Hugo and Nebula Award–winning *Uplift Saga* “The *Uplift* books are as compulsive reading as anything ever published in the genre.” —The Encyclopedia of Science Fiction “An extraordinary achievement.” —Poul Anderson, award-winning author of *Tau Zero*, on *Startide Rising* “An exhilarating read that encompasses everything from breathless action to finely drawn moments of quiet intimacy.” —Locus on *The Uplift War* “Tremendously inventive, ambitious work.” —Kirkus Reviews on *Brightness Reef*

Scattered among poor, desolate farms, the clans of the Uplands possess gifts. Wondrous gifts: the ability—with a glance, a gesture, a word—to summon animals, bring forth fire, move the land. Fearsome gifts: They can twist a limb, chain a mind, inflict a wasting illness. The Uplanders live in constant fear that one family might unleash its gift against another. Two young people, friends since childhood, decide not to use their gifts. One, a girl, refuses to bring animals to their death in the hunt. The other, a boy, wears a blindfold lest his eyes and his anger kill. In this beautifully crafted story, Ursula K. Le Guin writes of the proud cruelty of power, of how hard it is to grow up, and of how much harder still it is to find, in the world's darkness, gifts of light.

*Starclimber* 10th Anniversary Edition Harper Collins

Bennie Rosato is fighting the battle of her life -- against her own twin. The action starts innocently enough, with a stolen wallet, but in no time events escalate and the twin wreaks havoc that can be created only by a dead ringer. Her twin tries to destroy Bennie's law firm, Rosato & Associates, and then strikes at her very heart -- which just happens to be otherwise engaged by a handsome, hunky stranger with the perfect amount of chest hair. But when a brutal murder occurs, Bennie realizes that the stakes have turned deadly. And the face of evil looks like her own. "The perfect book right now for young readers searching for hope, strength, inspiration — and just a little horticultural havoc."—New York Times The first book in a can't-put-it-down, can't-read-it-fast-enough action-thriller trilogy that's part *Hatchet*, part *Alien!* The invasion begins--but not as you'd expect. It begins with rain. Rain that carries seeds. Seeds that sprout--overnight, everywhere. These new plants take over crop fields, twine up houses, and burrow below streets. They bloom--and release toxic pollens. They bloom--and form Venus flytrap-like pods that swallow animals and people. They bloom--everywhere, unstoppable. Or are they? Three kids on a remote island seem immune to the toxic plants. Anaya, Petra, Seth. They each have strange allergies--and yet not to these plants. What's their secret? Can they somehow be the key to beating back this invasion? They'd better figure it out fast, because it's starting to rain again.... While *Dusk* fights his urge to flap, *Carnassial* gives in to his instincts to become a vicious predator. The battle for survival has begun...

Spells and prophecies sew havoc in the fight for humankind in the 4th novel of the #1 New York Times bestselling author's epic fantasy series. Having taken his rightful place as Lord Rahl, ruler of D'Hara, Richard must once again postpone his wedding to Kahlan Amnell in order to face the fearsome Imperial Order in a fight for the New World and the freedom of humankind. But while Richard has the brave people of D'Hara at his command, Emperor Jagang of the Imperial Order has a significant advantage: he doesn't fight fair. Jagang invokes a prophecy that binds Richard and Kahlan to a fate of pain, betrayal, and a path to the Underworld. At Jagang's behest, a Sister of the Dark gains access into the fabled Temple of the Winds and unleashes a plague that sweeps across the lands like a firestorm. To stop the plague, Richard and Kahlan must risk everything they have—and everything they've hoped for.

"Mr. Cruse, how high would you like to fly?" A smile soared across my face. "As high as I possibly can." Pilot-in-training Matt Cruse and Kate de Vries, expert on high-altitude life-

forms, are invited aboard the Starclimber, a vessel that literally climbs its way into the cosmos. Before they even set foot aboard the ship, catastrophe strikes: Kate announces she is engaged—and not to Matt. Despite this bombshell, Matt and Kate embark on their journey into space, but soon the ship is surrounded by strange and unsettling life-forms, and the crew is forced to combat devastating mechanical failure. For Matt, Kate, and the entire crew of the Starclimber, what began as an exciting race to the stars has now turned into a battle to save their lives. Award-winning and bestselling author Kenneth Opiel brings us back to a rich world of flight and fantasy in this breathtaking new sequel to *Airborn* and *Skybreaker*.

Celebrate the 10th anniversary of the award-winning aerial adventure that started it all Winner of the Governor General's Award, a Michael L. Printz Honor Book, and recipient of many other national and international honours, *Airborn* fired the imaginations of readers around the world when it was first published in 2004 and its popularity has never waned. *Airborn* was followed by the acclaimed sequels *Skybreaker*, winner of the Red Maple Award and the Ruth and Sylvia Schwartz Children's Book Award, and *Starclimber*, a Canadian Library Association Children's Book of the Year Award Honour Book. With cover illustrations by Jim Tierney, mark a new decade of soaring adventures for this trio of contemporary classics.

The. Aliens. Are. Here. The heart-pounding conclusion to The Overthrow trilogy that began with *Bloom* and *Hatch*. The alien invasion of Earth is imminent. But maybe not all the aliens are united. A rebel faction has reached out to Anaya, saying there's a way to stop the larger invasion—a way for humans and hybrids and cryptogens to work together. Can they be trusted? Or is this a trap? It's not even clear if Anaya, Petra, and Seth are united—some of the hybrids think they'd be better off if the aliens won... With everything on the line, these three teens will have to decide who they are at their core—alien or human, enemy or friend.

Sailing toward dawn, and I was perched atop the crow's nest, being the ship's eyes. We were two nights out of Sydney, and there'd been no weather to speak of so far. I was keeping watch on a dark stack of nimbus clouds off to the northwest, but we were leaving it far behind, and it looked to be smooth going all the way back to Lionsgate City. Like riding a cloud. . . . Matt Cruse is a cabin boy on the *Aurora*, a huge airship that sails hundreds of feet above the ocean, ferrying wealthy passengers from city to city. It is the life Matt's always wanted; convinced he's lighter than air, he imagines himself as buoyant as the hydrium gas that powers his ship. One night he meets a dying balloonist who speaks of beautiful creatures drifting through the skies. It is only after Matt meets the balloonist's granddaughter that he realizes that the man's ravings may, in fact, have been true, and that the creatures are completely real and utterly mysterious. In a swashbuckling adventure reminiscent of Jules Verne and Robert Louis Stevenson, Kenneth Opiel, author of the best-selling *Silverwing* trilogy, creates an imagined world in which the air is populated by transcontinental voyagers, pirates, and beings never before dreamed of by the humans who sail the skies.

Shade, a young *Silverwing* bat in search of his father, discovers a mysterious Human building containing a vast forest. Home to thousands of bats, the indoor forest is as warm as a summer night and teeming with insects to eat. And through the glass roof, the bats can finally see the sun, free from the tyranny of the deadly owls. Is this Paradise the fulfillment of Nocturna's Promise to return the bats to the light of day? Shade and his Brightwing friend Marina aren't so sure. Shade has seen Humans enter the forest and take away hundreds of sleeping bats for an unknown purpose. And where is Shade's father? It isn't long before Shade and Marina are swept up on a perilous journey that takes them to the far southern jungle -- the homeland of Goth, now king of all the *Vampyrum Spectrum*: cannibal bats with three-foot wingspans. With the help of an abandoned owl prince and General Cortez's rat army, Shade must use all his resourcefulness to find his father -- and stop Goth from harnessing the dark powers of Cama Zotz to create eternal night. In this thrilling continuation of Shade's saga, Kenneth Opiel recaptures the adventure and poignancy of *Silverwing*, which *Smithsonian* magazine called "a tour-de-force fantasy," and takes it to a new level of excitement.

A small bat's curiosity leads to an action-packed odyssey in the acclaimed *Silverwing* trilogy from Kenneth Opiel, now available as a collectible boxed set. Shade is a young silverwing bat, the runt of his colony, and he's determined to prove himself on the long, dangerous winter migration to Hibernaculum. But when a fierce storm separates Shade from his colony, he soon faces the most incredible journey of his young life—and that journey is just the beginning of an epic trilogy of adventure, wonder, and suspense. Ideal for fans of Tolkien and fantasy, this boxed set includes paperback editions of *Silverwing*, *Sunwing*, and *Firewing*.

A portrait of the late NASCAR racer documents his dramatic life, from his early days as a teenage moonshine runner in Virginia and his million-dollar finance deals to the four years he was banned from the NASCAR circuit and his violent and mysterious death at the age of forty-six. By the author of *NASCAR Generations*. Reprint.

WITH BONUS MATERIAL: Pages from Victor Frankenstein's sketchbook and an excerpt from the upcoming sequel, *Such Wicked Intent*, available August 2012. Victor Frankenstein leads a charmed life. He and his twin brother, Konrad, and their beautiful cousin Elizabeth take lessons at home and spend their spare time fencing and horseback riding. Along with their friend Henry, they have explored all the hidden passageways and secret rooms of the palatial Frankenstein chateau. Except one. The Dark Library contains ancient tomes written in strange languages, and filled with forbidden knowledge. Their father makes them promise never to visit the library again, but when Konrad becomes deathly ill, Victor knows he must find the book that contains the recipe for the legendary Elixir of Life. The elixir needs only three ingredients. But impossible odds, dangerous alchemy and a bitter love triangle threaten their quest at every turn. Victor knows he must not fail. But his success depends on how far he is willing to push the boundaries of nature, science and love—and how much he is willing to sacrifice.

"David Anthony Durham has serious chops. I can't wait to read whatever he writes next." —George R. R. Martin David Anthony Durham's gripping *Acacia* Trilogy continues with an epic novel where loyalties are tested, new worlds are discovered, and battle lines are being drawn. A few years have passed since Queen Corinn has usurped control of the Known World—and she now rules with an iron fist. With plans

to expand her empire, she sends her brother, Dariel, on an exploratory mission across the sea to The Other Lands. There, he discovers an alliance of tribes that have no interest in being ruled by Queen Corinn and the Akarans. In fact, Dariel's arrival ignites a firestorm that once more exposes The Known World to a massive invasion, one unlike anything they have yet faced . . .

As the new queen of Hytanica, Alera struggles to forget Narian and must lead her kingdom when it is attacked by the forces of the Overlord.

Devotion turns deadly in this second Gothic thriller from Printz Honor-winner Kenneth Opiel that is "every bit as thrilling and engaging" (VOYA) as This Dark Endeavor. When does obsession become madness? Tragedy has forced sixteen-year-old Victor Frankenstein to swear off alchemy forever. He burns the Dark Library. He vows he will never dabble in the dark sciences again—just as he vows he will no longer covet Elizabeth, his brother's betrothed. If only these things were not so tempting. When he and Elizabeth discover a portal into the spirit world, they cannot resist. Together with Victor's twin, Konrad, and their friend Henry, the four venture into a place of infinite possibilities where power and passion reign. But as they search for the knowledge to raise the dead, they unknowingly unlock a darkness from which they may never return.

When the festive season arrives at Larklight, so does some unsettling news. A sinister-looking cloud is fast approaching the outskirts of the Known Universe. The closest planet, Georgium Sidus, has but two human inhabitants: the missionary Rev Cruet and his daughter Charity: most recent communication: 'Great danger - imperative that-'. And so, aboard a Naval Gunship, Art, Myrtle and family, bravely go where only one man and his daughter have gone before, to determine the nature of the menacing cloud and rescue the Cruets.

Aboard "The Boundless," the greatest train ever built, on its maiden voyage across Canada, teenaged Will enlists the aid of a traveling circus to save the train from villains.

A legendary ghost ship. An incredible treasure. A death-defying adventure. Forty years ago, the airship Hyperion vanished with untold riches in its hold. Now, accompanied by heiress Kate de Vries and a mysterious gypsy, Matt Cruse is determined to recover the ship and its treasures. But 20,000 feet above the Earth's surface, pursued by those who have hunted the Hyperion since its disappearance, and surrounded by deadly high-altitude life forms, Matt and his companions soon find themselves fighting not only for the Hyperion—but for their very lives.

Candy Quackenbush's adventures in the Abarat are getting stranger by the hour. Why has the Lord of Midnight sent his henchman after her? Why can she suddenly speak words of magic? Why is the world familiar? Candy and her companions must solve the mystery of her past before the forces of Night and Day clash and Absolute Midnight descends upon the islands. A final war is about to begin. . . .

Celebrated scientists Nicholas Christakis and James Fowler explain the amazing power of social networks and our profound influence on one another's lives. Your colleague's husband's sister can make you fat, even if you don't know her. A happy neighbor has more impact on your happiness than a happy spouse. These startling revelations of how much we truly influence one another are revealed in the studies of Dr. Christakis and Fowler, which have repeatedly made front-page news nationwide. In Connected, the authors explain why emotions are contagious, how health behaviors spread, why the rich get richer, even how we find and choose our partners. Intriguing and entertaining, Connected overturns the notion of the individual and provides a revolutionary paradigm—that social networks influence our ideas, emotions, health, relationships, behavior, politics, and much more. It will change the way we think about every aspect of our lives.

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

It's been months since Paul has seen his younger brother, Sam. Now Sam has completely disappeared. Why? The truth lies at the heart of Watertown, a polluted slum afloat in the city's toxic harbour, where Sam has been working as a research assistant. Paul goes there to find his brother--and encounters people who will do anything to stop him. Can Paul find out the truth? Or does the dead water zone devour everyone who dares to enter it?

California high school students Kaida, Zeke, and Joy fall into a parallel universe in which all resembles their normal lives except that there is no medicine nor health care, which could mean big trouble for Joy, whose arm was injured in the accident that started their troubles.

From the Printz-Honor-winning author of Airborn comes an absorbing YA novel about a teen boy whose scientist parents take in a chimpanzee to be part of the family. For thirteen years, Ben Tomlin was an only child. But all that changes when his mother brings home Zan -- an eight-day-old chimpanzee. Ben's father, a renowned behavioral scientist, has uprooted the family to pursue his latest research project: a high-profile experiment to determine whether chimpanzees can acquire advanced language skills. Ben's parents tell him to treat Zan like a little brother. Ben reluctantly agrees. At least now he's not the only one his father's going to scrutinize. It isn't long before Ben is Zan's favorite, and Ben starts to see Zan as more

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