

Project UFO (Choose Your Own Adventure

The readers receives an invitation to explore a UFO, but when the alien spaceship lands, three sinister robots approach, and only the reader's choice determines what happens next. Original.

The texts which comprise this small book - forms of essay, talk, dialogue - at one time saw themselves as individualists who went somewhere (to small press magazines) on their own. Now they are here, collected with the chance of going nowhere together. As it should be: since they represent the fate of language and translation in the memory of aliens living inside America - like a family going nowhere together, but at home. The philosopher Jacques Derrida and his family are part of this family in the dead letter office, and curiously they are named going nowhere together at home. Along the way, so are the poets Charles Reznikoff and William Carlos Williams and Emmanuel Hocquard and Juliette Valery and Charles Olson, as well as Horace's Odes in translation. You will find in this Memoir what it means for an alien to search for his family in a book outside the time of its writing. You will find him discovering that translation is a personal story and that poetry might not have a home without it. You will find him wondering: whose voices are these which we hear around us as we write, as Babel turns to rumor through the fact of translation, wherein a book is being made and remade from American to French and back again? You will find him through translation like a Being in the Poetry of the Extraterritorial, an un-owned territory which is neither French nor American but is negotiated by the rumor of a poetry which emerges from both, a future condition (Etat) which seeks the name it could be but is not. Follow this alien Being's trajectory: he is not of America but grows up in it. He publishes a book in French translation before it appears in the American English original. He becomes native to a writing whose eloquence is always in question, at times because it is passive, at other times because it is unpronounceable. Who, over time, finds his Memoir? In the dead letter office, we do. We find someone somewhat like ourselves, who uses language and translation as if these were a poet's gifts in the making of history, a history which is foreign yet integral to his homeland. We find someone who uses it to return to his own people and place, so that he can "only stand more/revealed." We find someone who will act the new basis for his identity - the consciousness whose coming into Being must be premised on his existence in another world.

The reader receives an invitation to explore a UFO, but when the alien spaceship lands, three sinister robots approach, and only the reader's choice determines what happens next

Gaby LeFevre is a suburban, Midwestern firecracker, growing up in the 80s and 90s and saving the world one homeless person, centenarian, and orphan at a time. With her crew of twin sister, Annie, smitten Mikhail, and frenemy Mel, she's a pamphlet-wielding humanitarian, tackling a broken world full of heroes and heroines, villains and magical seeds, and Northwyt stories. Beginning with a roadkill-burying nine-year-old and a gas-leak explosion, it follows Gaby as she traverses childhood and young adulthood with characteristic intensity and a penchant for disaster. Meanwhile, the large cast of compelling characters entertains and the Northwyt legends draw you into their magic.

Project UFO

I Am Luca

Prisoner of the Ant People

Girgoyle

Choose Your Own Adventure - Project Ufo- 900 Headworts

Destitution

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 ... Mary and Hannah are generational experiencers of the unknown realms. Their book documents what they have experienced with UFO's, Extraterrestrials Races, and Shadow Agencies. They show how they have learned to come to terms with this reality using their knowledge of the metaphysical realm.

The reader decides the course of the action in the story of a spy's struggle to escape from an enemy country.

I was thirteen years old when I originally thought of the story, and have written and rewritten it more times than I can count. But six years ago, I met my wife a Filipina from Manila, and there I discovered the wonderful and gracious people of the Philippines. After realizing I would have children of mixed racial birth, I decided I wanted to give them a hero to look up to from their own culture. I then re-did all nine books; this time the racial, religious and cultural differences gave the book a more defined nature, one of which I was proud. I had given up long ago on trying to get an agent of a publisher to take interest in my book, but that was never my goal. My goal was to give my children a hero of their own heritage, and to inspire them. Win or lose, they win. The Year is 2079 and the earth has recently been discovered by a ruthless alien race known as the T-Challa. Their plan is to enslave the population and to strip the earth of all its resources to maintain and expand their vast empire. However the earth is not without hope, another alien race called the X'ena's have sent a symbiotic probe to earth to help defend her from the T-Challa. The Probe which takes the name Paladin merges with a human named Caleb Oocda as well as an ancient battleship from a century ago and transforms both into a force to protect the earth. Caleb then man's his ship with the best the earth has to offer as they go out and defend the earth successfully defeating the small fleet sent by the T-Challa. Unfortunately the ship suffers damage and it affects Caleb wounding him, it is quickly discovered that Caleb is dying and with him the mighty ship named Paladin, the only defense of earth. After searching all possible answers to save himself and protect the earth, Caleb decides to find the X'ena to see if they can cure him before his death, but time is short and the single ship must travel through the heart of the T-Challa Empire to find the X'ena and save Caleb. Will they succeed?

Space and Beyond

The Authoritative Account of the Project Blue Book Cover-Up

Trouble on Planet Earth

UFOs, Area 51, and Government Informants

Book Three in the Touched Series

Signature of an Abductee

Life in lower class as offspring of a notorious thief was simple for the Quartar daughters until accidental mishaps with the other classes of society turn their dirt poor lives around for worse and better. Eight young women are taken from the slums into the high class world they never understood only at first to find betrayal, suffering, scandal, revenge and corruption. Then, before they know it they are wrapped in the grandest scandal their country of Galli has ever seen. The kingdom of Cretaine is trying to overthrow the corrupted kingdom of Galli. The Quartar family must betray their world in order to save Galli from a brutal civil war.

Project UFOChoose Your Own Adventure

The ultimate guide to Project Blue Book by one of the lead astronomers for the US Air Force program to investigate UFO sightings. Originally released in 1977, this new edition by the world's foremost authority on UFOs distills 12,000 sightings and 140,000 pages of Project Blue Book evidence into a coherent explanation. A US Air Force - sponsored UFO-basher for years, Hynek had completely changed his tune by the late 1960s. Whether you believe in little green men or an official government cover-up policy, The Hynek UFO Report is required reading. Have UFOs really been reported by every nation across the globe? Can all the eyewitness reports simply be fantasy? Are we victims of mass hallucination or just plain lies? Have close encounters actually occurred? Is the government concealing deep secrets at a hidden location? The Hynek UFO Report is rational, logical, and realistic. It is for anyone interested in UFOs, the possibility of extraterrestrial life, and the role of the US government in hiding the truth from the public.

Choose Your Own Adventure: Project UFO Project UFO... You are an astronomer. You work for a top-secret government project that investigates UFOs and searches for intelligent life in the universe. You also have a big secret. Recently, you have started hearing strange alien voices in your head. Are you going crazy? Or are these voices actually the key to the secrets of the universe? The Choose your Own Adventure series is unique new series consists of 30 titles adapted from the wildly popular Choose Your Own Adventure series, which has sold over 250 million copies worldwide, and spawned an entire genre called 'interactive fiction'. What makes Choose Your Own Adventure different is that you, the reader, are the main character. You make the choices that can lead to a happy conclusion-or perhaps to a terrible fate! Each title is made up of several branching storylines, with up to 30 different endings. As a result, most readers read each book again and again, experiencing a different story each time. Originally targeted at reluctant readers, Choose Your Own Adventure has helped to develop critical thinking, literacy skills, and an interest in reading for a whole generation of English native speakers. Now adapted for English language learners of any age, the Choose Your Own Adventure series is a fun addition to any extensive reading library. Indeed, the stories are so engaging we guarantee that even non-ESL learners will enjoy reading them!

Plain Molly

Kids Vs. Mazes

Guidebook to the Extraterrestrial Phenomena Through the Generations

The Hynek UFO Report

Project UFO

Moon Quest

You're hiking in the remote mountains of Nepal when you discover an ancient temple. You go in to take a look around. Suddenly, you feel the strength seeping out of your body. A mysterious monk appears before you. He tells you that you've invaded a forbidden temple. As punishment you must leave your human life behind--and become an animal. Choose from 14 possible endings. Here, he wasn't meant to disappear, you weren't meant to know why. Our objective was clear: hunt them, kill them and leave. Once you know, there will be no going back. They will come for you. Are you ready? The year is 2051 and you are the Chief of Operations for all spy activities outside the border of your new nation, Turtalia. There are signs that your archenemy, the nation of Dorado, is preparing to strike. Your two best spies, Matt and Mimla, are missing and you must enter the rebel territory to find them yourself. The reader must make the right decisions in order to get out of the Red Flowers gang and their evil business of importing illegal aliens into a life of violence and modern-day slavery. In the battle between mazes and kids, who will win? Your child might, if he/she has the patience and right strategy to get out of all these mazes. Answering mazes is a fun learning experience that will help improve your child's ability to think of strategies quite fast. Start your child's training with one book of mazes at a time.

Finding Memphis

Benevolent

Stories and Photos from Two Years Fishing in West Africa

Tigerfish!

You are a Shark

Monk's Monster House

Don't be scared Mom and Dad. Mr. Sam's monsters are friendly. Take a reading journey with your child through Monk's world where all sorts of happy-go-lucky characters hang out. Pursuing his lifelong passion to be an author, Mr. Sam - a.k.a. Sam Ward - has put together one of the most innovative and engaging reading books of our time. His creative approach to beginning reading is matched by his dynamic illustration ability. This is not a traditional ABC book. A few years ago, the author's son was diagnosed with a language disability. The writing of this book is an attempt to understand and communicate with him. The princess lewd down a path of discovery of tools that can benefit all beginning readers. Tiffany Noboru has just awakened from her death, only to discover she has been drafted into the Gargoyle Ghost Hunter Corps. Soon she is fighting jealous rivalries within her own ranks, struggling to unravel the mystery of her recent death, and trying to avoid being killed a second time by a maniacal ghost named Bones who is seeking the destruction of the gargoyle world. In this full-length novel, appropriate for teens and young adults, a new twist on the role of gargoyles is imaginatively brought to life in spellbinding fashion. Woven into the pages are twenty original works of art by Milmork, which breathe life into this ghostly tale.

An extraterrestrial craft will enter Earth's orbit on October 16, 2022-forty-four days from now. The question is: will there be any humans left when the aliens arrive? NASA scientist Claire Montague is a single mother in her thirties who's leading a special team near Washington, DC, assigned to handle the approaching spaceship and report their findings to President Al Douthart. News of the impending ET encounter spreads after a tumultuous National Security Council meeting, causing social, economic, and political upheaval around the world. Just as governments are beginning to calm the chaos of their countries, thousands of unexplained red dots appear on the ground all over the globe. As the countdown continues, Claire and her colleagues struggle to make sense of the mysterious dots and determine what the extraterrestrials' plan is once they arrive on Earth. But as the questions go unanswered and global tensions erupt into violence, President Douthart wonders who will be more harmful in the end-humans or aliens? Red Dot is a thought-provoking sci-fi thriller complete with a remarkable cast of characters and an intriguing portrayal of alien life. Expect the unexpected and you'll still be surprised.

Dustin is a seventeen-year-old young man who finds out that his girlfriend, Sandy

Chinese Dragons

Choose Your Own Adventure 28

Create Your Own Adventure

And I Thought...

Tattoo of Death

Being Grown Up Was Easy

Alli-Kar, a white-hole portal from another universe, rains meteoroids onto the surface of the planet Kelanni. But the so-called "lodestones" behave according to different physical laws, transforming Kelanni's society. With the aid of the fearsome Keltar in their flying cloaks, the Kelanni are being put to forced labor to mine the lodestones. Shann, an orphan with a fiery disposition, witnesses a battle between a Keltar and a stranger bearing a similar flying cloak. She tracks down the stranger, learning of the technology behind the Keltars' power and joining him on a mission to free the slaves and cut off their supply of lodestones. Meanwhile Keris, a Keltar, is sent on a mission to track down the rebels. She is attacked by a flying creature and saved by the enigmatic Chandara. At their Great Tree, she learns that a mysterious "Prophet" is out to destroy the Kelanni people. Their only hope is a powerful instrument hidden in the distant past. Pursued by Keltar, the party will encounter bizarre creatures, ancient technologies and terrifying dangers. Finally, they must seek to cross a massive storm barrier in order to reach the other side of their world, where a world-shaking revelation awaits.

Readers decide their own destiny in this adventure in which they visit a nearby island for a day, only to be stranded on it by a violent storm.

When told "Luca, you're growing like a weed!", 2 year old Luca responds "I'm not a weed, I'm Luca". Journey with Luca as she discovers herself among all of her silly family's comparisons.

The reader's decision will determine whether two brothers can find out who is stealing the Earth's oil and stop them.

Book 1: Orphan in the Ocean

Researching a Real UFO

Lodestone Book One

Contact. Will the Gravest Threat Come from Closer to Home Than We Expect?

Beyond Escape

Fuency

Seven billion people on earth; it was only a matter of time before you discovered the truth. Your legends--your myths and religions--have called us by many names. Since the beginning, our kind has walked among you as your protectors. We are the only ones who know who you are and why you are here. He wasn't meant to disappear, you weren't meant to know why. Our objective was clear: hunt them, kill them and leave. Once you know, there will be no going back. They will come for you. Are you ready?

The year is 2051 and you are the Chief of Operations for all spy activities outside the border of your new nation, Turtalia. There are signs that your archenemy, the nation of Dorado, is preparing to strike. Your two best spies, Matt and Mimla, are missing and you must enter the rebel territory to find them yourself.

The reader must make the right decisions in order to get out of the Red Flowers gang and their evil business of importing illegal aliens into a life of violence and modern-day slavery.

In the battle between mazes and kids, who will win? Your child might, if he/she has the patience and right strategy to get out of all these mazes. Answering mazes is a fun learning experience that will help improve your child's ability to think of strategies quite fast. Start your child's training with one book of mazes at a time.

Finding Memphis

Benevolent

Stories and Photos from Two Years Fishing in West Africa

Tigerfish!

You are a Shark

Monk's Monster House

Create your own adventure on the high seas! In this fast-paced book you are the protagonist and it's up to you to make the decisions that will guide the story! All you know about yourself is that your name starts with "J" and you were orphaned as a young child. Sailing the ocean trying to earn your keep, you will deal with shifty crewmates, the lure of treasure, crazy creatures, and the risk of death! Cozy up in bed and read to yourself or gather 'round the campfire and read aloud--it will be sure to entertain!

Mankind is constantly facing different challenges in our dynamically changing world. What we pretty much need is cooperation and alliance to overcome the problems we have to face. Our conflicts of interest and ideological opposition have to be put aside. Without a wide-scale social alliance we will not be able to find the answers to the questions that have properly arisen because of our irresponsible behavior. In the Middle Ages natural resources were so abundantly available that mankind's needs were pretty easily met. We had to do nothing else than to cut out of nature everything we happened to need in a specific moment of time. Mankind snatched the opportunity but did not really chew the cud. They took away what they wanted. Nevertheless, with the onset of the industrial revolution, the rules of the game started to change. The energy output of the machines reached higher and higher levels, but at the same time, the rate of charge they exerted on the environment had also uninterruptedly increased. We opted for an "elegant" solution. We just simply hushed up the problem. For a long time, the protection of the environment had been a disregarded marginal field ignored completely by the political powers. Nevertheless, the environmental catastrophes warned us to take action in a very short while, but the fire extinguishing might have started too late; hence the operation of some of the energy-supplying systems produced an immense economic benefit for several lobby groups. Petrol, natural gas, and other common yet not really efficient sources of energy, which at the same time have had a deleterious influence on the environment, are constantly dwindling away. Fuel prices reach the stars. If we see a temporary price decrease, we take a deep breath. Nonetheless, this is nothing other than the end game. Remarkable changes are to come. If this does not happen or is delayed, a global catastrophe is expected to come. When might this downturn happen? What other sources can replace the petrol? For the moment, no one can answer these questions. Could anyone? According to some thinking the progress of history is not linear but cyclic. Many of the ideas had been born many centuries or even many millenniums ago in the heads of certain persons. Some of them put their ideas even on paper, or others might have built them. Who were they? If someone comes up with an idea that differs pretty much from the ordinary ones of his era, he cannot really be optimistic about a warm welcome. He is looked at as a weirdo at most. In the worst case he is burnt at the stake because of not having accepted the traditions. It is actually not worth going too far. In the past, the ones who were asking too many questions had to face the ecclesiastical or secular powers, whereas today these are replaced by the petroleum lobby. However, the end result is the same, unfortunately: a rented parcel in a quiet graveyard. Documents and experimental utensils are disappearing or are destroyed practically as a routine. Certain academic circles are declaring that "the idea is pure fantasy; this cannot be true because it contradicts the laws of nature!" Of course, they forget to mention what they exactly mean about "laws of nature" since "nature" or "universe" are boundless notions the full comprehension and mapping of which is impossible. Making use of our rules and laws we manage to get access to those parts about which we confidently state that we have managed to understand. Can we, however, talk about real comprehension? All our rules are based on semblances and simplifications. We want to humanize something that is totally independent of us. We overestimate our role. We abuse nature instead of serving it. Some recognized this problem in Hungary and abroad as well.

If you go to live on the Niger River in West Africa, don't forget your pole, your sense of humor, and your camera! Provides answers to these important questions: How do you land an electric fish, and what if you screw up? What happens when a cobra tries to get in the boat? Which one lure will catch tigerfish, Nile perch, catfish, Tilapia, etc? Where do you catch a tigerfish, and then how do you deal with its teeth? When is a fish going to kill you if you eat it? Who might you meet, and what are they saying? A two-year account of sport and traditional fishing by a fish biologist Peace Corps Volunteer in Mali, West Africa. This photo-journal contains 19,000 words and 140 black and white photographs. (Plus, get a FREE full-color ebook when you order from Amazon and select the MatchBook offer) Tigerfish! opens with sport fishing, and details the author's pursuit of tigerfish, Nile perch, and other species including the dubious dodo. The second part is an account of experiences and observations made during the large community fishing events that take place in the waters of the floodplain during the dry season. The third section provides a brief description and numerous pictures of the life and work of small-scale commercial Somono fishers. The final section documents two traditional fire hunts on the Niger River floodplain. The quality of photos is better than most pictures of the Loch Ness Monster...

Getting money,paying bills,finding your prince charming, finding your happiness it looked so easy when you were young. You thought you had it all figured out. Little did you know life throws you curve balls. And you thought grownups had it easy so did these ladies. Follow their jounries while getting lost in the grownup world.

The Trail of Lost Time

Mazes for Kids

Triumvirate

Undisclosed (Undisclosed, Book 1)

Escape

Island of Time

A guidebook for students who enjoy the exploration of new horizons through practical experimentation, and a rewarding read for any enquiring mind. Eleven easily structured experiments thoroughly test Billy Meier's controversial WC UFO photos finally laying to rest the little model theory. The tests conclusively evince two large craft, one around three and a half meters in diameter and the other around seven meters in diameter. Anyone with an open, skeptical mind who enjoys practical, analytical, and straightforward tests and discovery will gain much from this book. One intention of this book, apart from just coming to grips with these enigmatic photos, is for it to function as a possible guidebook for young scientists and students. This guide can work as a textbook, a supplementary text, extracurricular material, or in any way deemed useful to the reader or student. The eleven practical and scientific experiments it presents could constitute part of a science course for high school or college students. It is also for the curious, and people interested in following a scientific procedure to arrive at certain facts or truths. We suggest students, experimenters, or armchair readers use this book as a scientist conducting any or all of the eleven experiments and analyses in it. Ideally, to successfully perform these experiments, readers should possess, or have available, the core competencies explained in the Introduction; but most importantly, to have curiosity and an open, critical, and skeptical mind ready for experimentation and discovery of the facts and truth concerning the WC UFO. The book is also intended to help those with an interest in the Billy Meier case better understand the nature of these WC UFO photographs, and to shed some much-needed understanding of the truth regarding at least some of these famous - and most controversial - UFO photographs.

The perfect reality is just a thought away, but it comes at a chilling price. In a near future world, a social network by the name of MINDS gifts its users with the unique ability to communicate directly by thoughts and recreate reality by their deepest fantasies and desires. In the MINDS network, desires are actualized in a split of a second and unwanted elements erased from reality. The advanced algorithms of MINDS enable the user to virtually visit any place in the world or in history within seconds, in an utterly realistic three-dimensional reality. Humans can use their mind to determine everything they please - from the weather to the way their friends look like and behave. But the ultimate comfort comes at a price, and the unexpected results reveal the grand plan behind MINDS. What stands behind this magnificent social network, and what are the consequences when the virtual merges with the actual? Netopia follows the heroes of the network in the days before its establishment, through its launch, relationships and love, and the unexpected change it wreaks on the enthusiastic users who had no idea what awaited them the moment they gave up control over their minds. Is the MINDS network a dream come true or a nightmare come to life? Netopia is beyond science fiction: it is a groundbreaking novel that explores the implications of communication technology on human nature and society, the preference of warmth for realistic animal doll pets but coldness towards humans, the novel speaks to the connected and to the disconnected, to the great minds and the Neverminds. Netopia is a gleaming hope and a dark warning. So, where is your mind? Scroll up to grab your copy now.

You and your uncle farm the land in rural 7th century China. When you are taken prisoner during a raid, you are faced with decisions that will take you on an adventure through new parts of the world.

NASA discovered the alien ship lurking in the asteroid belt in the 1960s. They kept the Target under intense surveillance for decades, letting the public believe they were exploring the solar system, while they worked feverishly to refine the technology needed to reach it.

The Sea of Storms

Red Dot

Choose Your Own Adventure

A map found on a New Mexico ranch leads to a mystical time traveling adventure, in a book where the reader determines the path and outcome of the story.

Your group's mission is to combat the Evil Powermaster, who is slowly working to gain control over the entire universe. Your group battles on and often succeeds in stopping the Powermaster's plans. Today, though, most of your team members have disappeared. Have they fallen into the clutches of the Ant People, who are some of the Powermaster's most faithful minions?

You have a friend named Freedo who communicates with you telepathically. Freedo is an alien who lives on another planet. One day, he tells you he is in great danger.