

Coloring Book and Poster Collection

Pierre The Maze Detective: The Mystery of the Empire Maze Tower

"In Shimon Adaf's Lost Detective Trilogy, what begins as conventional mystery becomes by degrees a brilliant deconstruction not just of genre but of our own search for meaning. Both profound and compulsively readable, these books demand to be devoured." –Lavie Tidhar, author of *By Force Alone In A Detective's Complaint*, the sequel to *One Mile and Two Days Before Sunset*, Elish Ben Zaken has traded working as a private investigator for writing detective novels based on unsolved cases from the past. He appears to live an ordinary writer's life: meeting with his agent, attending literary conferences. But all is not quite right with Elish, who cannot escape his past so easily, especially when his sister's daughter, Tahel, a teenager and an aspiring sleuth herself, calls on him for help. Tahel has uncovered a mystery: a young woman boarded a bus in Beersheva on a Thursday evening and stepped off in Sderot, close to the Gaza border, on Sunday evening. A bus ride that should have lasted an hour instead took three days, and the young woman remembers none of it. To assist Tahel—and, he tells himself, to conduct research for his next novel—Elish moves back to Sderot, where he grew up. His sister, Yaffa, has moved her family from Tel Aviv to a new lakeside development there; the property came cheap, despite the attractive setting, and there are murmurs that the developer fled the country before it was completed. Some of the houses still stand empty, and Tahel keeps waking up at night to find her mother staring out at the lake, convinced she is being watched. Now, in the summer of 2014, Sderot lies near the center of the Gaza-Israel conflict, and sirens and missile strikes are part of the town's daily reality—as are violent clashes between anti-war protestors and those who oppose them. In this pressurized environment, Elish must grapple with the deep wounds of history, both personal and political, and the human need for answers in a world that offers few.

Nancy Drew's keen mind is tested when she searches for a missing will.

A new mystery is afoot in the third book in the *Thursday Murder Club* series from million-copy bestselling author Richard Osman. It is an ordinary Thursday, and things should finally be returning to normal. Except trouble is never far away where the *Thursday Murder Club* are concerned. A decade-old cold case—their favorite kind—leads them to a local news legend and a murder with no body and no answers. Then a new foe pays Elizabeth a visit. Her mission? Kill or be killed. Suddenly the cold case has become red hot. While Elizabeth wrestles with her conscience (and a gun), Joyce, Ron, and Ibrahim chase down the clues with help from old friends and new. But can the gang solve the mystery and save Elizabeth before the murderer strikes again? From an upmarket spa to a prison cell complete with espresso machine to a luxury penthouse high in the sky, this third adventure of the *Thursday Murder Club* is full of the cleverness, intrigue, and irresistible charm that readers have come to expect from Richard Osman's bestselling series.

As games grow ever-more ubiquitous in our culture and communities, they have become popular staples in public library collections and are increasing in prominence in academic ones. Many librarians, especially those who are not themselves gamers or are only acquainted with a handful of games, are ill-prepared to successfully advise patrons who use games. This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games—whether they are new to gaming or seasoned players—through advisory services. This book maps all types of games—board, roleplaying, digital, and virtual reality—providing all the information needed to understand and appropriately recommend games to library users. Organized by game type, hundreds of descriptions offer not only bibliographic information (title, publication date, series, and format/platform), but genre classifications, target age ranges for players, notes on gameplay and user behavior type, and short descriptions of the game's basic premise and appeals.

Meanwhile

The Boy Detective Fails

Focus On: 100 Most Popular Unreal Engine Games

Twenty Mysterious Cases to Solve

The Solving of a Century-Old Serial Killer Mystery

Gender & Genre

Sherlock Holmes, the world's "only unofficial consulting detective", was first introduced to readers in *A Study in Scarlet* published by Sir Arthur Conan Doyle in 1887. It was with the publication of *The Adventures of Sherlock Holmes*, however, that the master sleuth grew tremendously in popularity, later to become one of the most beloved literary characters of all time. In this book series, the short stories comprising *The Adventures of Sherlock Holmes* have been amusingly illustrated using only Lego® brand minifigures and bricks. The illustrations recreate, through custom designed Lego models, the composition of the black and white drawings by Sidney Paget that accompanied the original publication of these adventures appearing in *The Strand Magazine* from July 1891 to June 1892. Paget's iconic illustrations are largely responsible for the popular image of Sherlock Holmes, including his deerstalker cap and Inverness cape, details never mentioned in the writings of Conan Doyle. This uniquely illustrated collection, which features some of the most famous and enjoyable cases investigated by Sherlock Holmes and his devoted friend and biographer Dr. John H. Watson, including *A Sandal in Bohemia* and *The Red-Headed League*, is sure to delight Lego enthusiasts, as well as fans of the Great Detective, both old and new. LEGO® is a trademark of the LEGO Group of Companies. The LEGO Group has not been involved in nor has it in any other way licensed or authorised the publication of this book. **THE ADVENTURE OF THE SPECKLED BAND:** A distraught young woman named Helen Stoner arrives at Baker Street early one morning to ask Sherlock Holmes for help as she fears that her life is being threatened by her stepfather, Dr. Grimesby Roylott. At Stoke Moran, the estate where Miss Stoner and her stepfather live, Holmes carefully inspects the recent, but unnecessary, repairs to the manor-house and in doing so exposes a murderous plot.

The man is addicted to morphine, and can think of nothing but death. Only morphine has made his life barely tolerable. He is in this fragile mental state because of the things that happened in the past; because of the things he was forced to encounter. During the First World War he ended up alone on an island – an island that was pure horror. 'Dagon' is a horror short story written by H. P. Lovecraft. It was first published in 1917. H.P. Lovecraft (1890–1937) was an American horror writer. His best known works include 'The Call of Cihulhu' and 'the Mountains of Madness'.

Most of his work was originally published in pulp magazines, and Lovecraft rose into fame only after his death at the age of 46. He has had a great influence in both horror and science fiction genres.

Kathleen Gregory Klein traces female paid, professional private investigators in British, Canadian, and American novels, revealing that the detective novel is both a reflection of and potential barrier to social change for women. This edition adds sixty new female private eyes to the roster and includes an afterword that assesses the current state of the genre's new and old novels. A comprehensive bibliography and a character list update the field through mid-1994.

Meet Frank Runtime. Disgraced ex-detective. Hard-boiled private eye. Search expert. When a robbery hits police headquarters, it's up to Frank Runtime and his extensive search skills to catch the culprits. In this detective story, you'll learn how to use algorithmic tools to solve the case. Runtime scours smugglers' boats with binary search, tails spies with a search tree, escapes a prison with depth-first search, and picks locks with priority queues. Joined by know-it-all rookie Officer Notation and inept tag-along Socks, he follows a series of leads in a best-first search that unravels a deep conspiracy. Each chapter introduces a thrilling twist matched with a new algorithmic concept, ending with a technical recap. Perfect for computer science students and amateur sleuths alike, *The CS Detective* adds an entertaining twist to learning algorithms. Follow Frank's mission and learn:

–The algorithms behind best-first and depth-first search, iterative deepening, parallelizing, binary search, and more –Basic computational concepts like strings, arrays, stacks, and queues –How to adapt search algorithms to unusual data structures –The most efficient algorithms to use in a given situation, and when to apply common-sense heuristic methods

The Man from the Train

Debian Perl: Digital Detective Book One

Steam Detectives, Vol. 6

Genre, Representation, and Liminality in the JRPG

Be a Criminal Profiler

Victim F

Stealing the identity of a minor bureaucrat after reclaiming his soul from the Devil, Johannes Cabal escapes aboard a passenger aership and encounters an old enemy whom he is forced to collaborate with in order to solve a murder.

Faith Newberry's dream job may be morphing into a nightmare. Newly hired as the librarian at the upscale and pet-friendly Castleton Manor literary retreat, Faith sees her move from Boston to the quaint Cape Cod village of Lighthouse Bay, Massachusetts, as a boon. But things turn ugly when she discovers that the first edition book by Sir Arthur Conan Doyle proudly displayed in the library is a counterfeit and not a very good one at that. Who could have absconded with the real volume? Could it have been the former librarian when she mysteriously disappeared leaving only a cryptic note of resignation? Or has someone else duped the handsome heir to the Castleton estate, Wolfe Jaxon? Whichever is the case, it soon becomes clear that someone will stop at nothing to keep her from learning the truth.

As Seen in USA Today Talked about on "Authors on the Air" In this steampunk mystery, Jim Musgrave portrays late 19th century New York City with a horrifying yet comic vision of science gone awry. Detective Patrick O'Malley struggles with bizarre creatures and bawdy situations when he is pitted against steam-engineered pirates who aim to raid cargo ships and destroy lives. People breathe and release steam, fly out of windows and disappear, wield knives at lightning speed, and travel through time, but O'Malley also has a few tricks up his sleeve to help hold the dark forces back.

The first story set in the fishing village of Kingsport, which is featured in the later works of the one of the greatest horror writers of all time. It is rumored that the mysterious old man who lives alone in the small New England town was once a sea captain. It is also rumored that he is hoarding a treasure. When three robbers decide to steal it, they will encounter a bloodthirsty evil unlike any they ever imagined . . . "The Terrible Old Man is the story of three career criminals looking to rob the eponymous character, an eccentric retired mariner so ancient that no one alive remembers his youth. . . . This is also the first story set in the fictional New England geography that Lovecraft will detail over the course of future writing. . . . So, what we see in these stories is Lovecraft beginning to construct the alternate world which will be the home to his most famous works, at least as much a unifying element of the author's oeuvre as those details subsequent writers and critics have defined as the 'Cthulhu Mythos.' As such, The Terrible Old Man is not only an effective piece of eerie storytelling, it is also an important stepping stone in the development of a bigger Lovecraftian world." —The Blood-Shed "A piece of minimalist brushwork, with most of the narrative suggested by negative space . . . In sharp contrast to the central Mythos tales, the horror is allusive and oblique, the violence kept off-stage." —Tor.com

A Detective's Complaint

Japanese Role-playing Games

Bookseller

A Detective Story

An Algorithmic Tale of Crime, Conspiracy, and Computation

The Devil's Detective

History, mystery, and science collide in a new series for middle-grade readers, perfect for fans of The Mysterious Benedict Society and Lemony Snicket! Jordan Stratford imagines an alternate 1826, where Ada Lovelace (the world's first computer programmer) and Mary Shelley (author of *Frankenstein*) meet as girls and form a secret detective agency! Lady Ada Byron, age eleven, is a genius. Isolated, awkward and a bit rude!but a genius. Mary Godwin, age fourteen, is a romantic. Adventurous, astute, and kind, Mary is to become Ada's first true friend. And together, the girls conspire to form the Wollstonecraft Detective Agency!a secret constabulary for the apprehension of clever criminals. Their first case involves a stolen heirloom, a false confession, and an array of fishy suspects. But it's no match for the deductive powers and bold hearts of Ada and Mary. Mystery fans will love this tween girl riff on Sherlock Holmes and John Watson. History buffs will be delighted to see all the real figures who play a role in this story and appreciate the extensive backmatter that helps separate truth from fiction. Parents and educators hoping to promote the STEM fields for girls will be thrilled to have a series where two girls use math, science, and creative analytical thinking to solve crimes. But most especially--emerging readers will love this series filled with humor, action, intrigue and wonderful artwork from Kelly Murphy.

Video Games My Titan Gaming

True-Crime Inspired Ciphers, Codes, and Brain Games