## **Detective Games On Steam**

"Debian Perl will not only teach readers about STEAM-based education, but also about the importance of friendship, loyalty, identity, and, of course, solving the scientific puzzles of the future." -Dr. Katie Monnin, Pop Culture Classroom Megalopolis used to be the city hub for all the makers, doers, and dreamers. It was a better time according to Debian Perl, a technomancer known for her out-of-date computer programming skills. Now the city streets are filled with "Egg-heads," those in thrall to the ease and simplicity of new technology as opposed to Debian's way of doing things. Digits is one of those Egg-heads. She is a young social media guru and knows her way around all the newest, latest technology. Debian and Digits cross paths when they both stumble across a 100-year-old lost robot named Ray-Bot. They soon learn that Ray-Bot's CPU was suspiciously overclocked, leaving him unable to perform basic functions and commands. To find out where the robot came from, Debian must teach Digits everything she knows about computer coding and programming. Along their journey to bring Ray-Bot home, they begin piecing together the mysterious puzzle about his malfunction and uncover some sinister secrets. Debian Perl: Digital Detective is a five-book series in which middle-grade readers will join Debian and Digits on mystery adventures all while building practical knowledge of coding, algorithms, algebra, and logical problem-solving.

Steam Detectives, Vol. 2VIZ Media LLCHunt A Killer: The Detective's Puzzle BookTrue-Crime Inspired Ciphers, Codes, and Brain GamesSimon and Schuster

Debut novelist Simon Kurt Unsworth sends the detective novel to Hell. In The Devil's Detective, a sea change is coming to Hell ... and a man named Thomas Fool is caught in the middle. Thomas Fool is an Information Man, an investigator tasked with cataloging and filing reports on the endless stream of violence and brutality that flows through Hell. His job holds no reward or satisfaction, because Hell has rules but no justice. Each new crime is stamped "Do Not Investigate" and dutifully filed away in the depths of the Bureaucracy. But when an important political delegation arrives and a human is found murdered in a horrific manner—extravagant even by Hell's standards—everything changes. The murders escalate, and their severity points to the kind of killer not seen for many generations. Something is challenging the rules and order of Hell, so the Bureaucracy sends Fool to identify and track down the killer.... But how do you investigate murder in a place where death is common currency? Or when your main suspect pool is a legion of demons? With no memory of his past and only an irresistible need for justice, Fool will piece together clues and follow a trail that leads directly into the heart of a dark and chaotic conspiracy. A revolution is brewing in Hell . . . and nothing is what it seems. The Devil's Detective is an audacious, highly suspenseful thriller set against a nightmarish and wildly vivid world. Simon Kurt Unsworth has created a phantasmagoric thrill ride filled with stunning set pieces and characters that spring from our deepest nightmares. It will have readers of both thrillers and horror hanging on by their fingernails until the final word. In Hell, hope is your worst enemy.

Winner of the 2018 Anthony Award for Best First Novel Winner of the 2017 Agatha Award for Best First Novel Also a Lefty Award-Nominated Title The Surprise Hit of the Season! Actress Dayna Anderson's Deadly New Role: Homicide Detective Dayna Anderson doesn't set out to solve a murder. All the semifamous, mega-broke actress wants is to help her parents keep their house. So after witnessing a deadly hit-and-run, she pursues the fifteen grand reward. But Dayna soon finds herself doing a full-on investigation, wanting more than just money—she wants justice for the victim. She chases down leads at paparazzi hot spots, celeb homes, and movie premieres, loving every second of it—until someone tries to kill her. And there are no second takes in real life. Praise: "[A] winning first novel and series launch...Garrett writes with humor and insight about the Hollywood scene. Readers will look forward to Day's further adventures."—Publishers Weekly (starred review) "A smart, sassy debut, introducing an appealing protagonist with amusing friends."—Library Journal (starred review) and Debut of the Month "Veteran TV writer Garrett uses her Cold Case experience to inform her debut, which sets up more than one charming character and isn't afraid to go cynical on all things LA."—Kirkus Reviews "Funny, lively characters populate this new Detective by Day series...this will be an entertaining entry into the amateur sleuth genre."—RT Book Reviews "Fun, smart, endearingly flawed, and impressively determined, Dayna Anderson is a heroine readers will fall in love with...I relished every unexpected twist and turn of this highly entertaining mystery!"—Kyra Davis, New York Times bestselling author

The Detective's Assistant Pick Any Path. 3,856 Story Possibilities.

Anonymous Rex

Murder Most Puzzling

I Can Be a Science Detective

In this choose-your-own adventure graphic novel, a boy stumbles on the laboratory of a mad scientist who asks him to choose between testing a mind-reading device, a time machine, and a doomsday machine. "What would the world be like if the dinosaurs hadn't gone extinct? As this very funny book shows, for one thing, L.A. would be even weirder than it is now." -- Dave Barry Vincent Rubio, a Los Angeles private investigator, is down on his luck: He's out of work. His car's been repossessed. His partner has died under mysterious circumstances. And his tail just won't stay put. Vincent is a dinosaur--a Velociraptor, to be precise. It seems the dinosaurs faked their extinction 65 million years ago and still roam the earth, disguised in convincing latex costumes that help them blend perfectly into human society. A heightened sense of smell allows the dinos to detect one another--Vincent's got an odor like a tasty Cuban cigar. When Vincent is called to investigate a two-bit case of arson at a hip dino nightclub, he discovers something much more sinister, which lures him back to New York City--the scene of his partner's death and a dangerous nexus of dinosaur and human intermingling. Will Vincent solve the mystery of his partner's death? Will a gorgeous blond chanteuse discover his true identity, jeopardizing both their lives? Will Vincent be able to conquer his dangerous addiction to basil, or will he wind up in Herba-holics Anonymous? Will he find true love, or resort to crumpled issues of Stegolicious? Somewhere between Jurassic Park and L.A. Confidential lies Eric Garcia's Anonymous Rex, one of the smartest, wittiest, and most entertaining debuts this side of the Ice Age.

A weekend shooting party ends with the host shot in his study. With Poirot ill, Hastings must investigate on his behalf. Search your favorite ebook store for "Wildside Press Agatha Christie" to see our complete series of Hercule Poirot novel and short story reprints, which include: NOVELS The Mysterious Affair at Styles (Special Edition—includes the novel The Secret Adversary) The Murder on the Links (Bonus Edition—includes "The Tragedy at Marsdon Manor") SHORT STORIES The Affair at the Victory Ball The Jewel Robbery at the Grand Metropolitan The Adventures of the King of Clubs The Disappearance of Mr. Davenheim The Plymouth Express The Adventure of "The Western Star" The Tragedy at Marsdon Manor The Kidnapped Prime Minister The Million Dollar Bond Robbery The Adventure of the Cheap Flat The Mystery of Hunter's Lodge The Clue of the Chocolate Box The Adventure of the Egyptian Tomb The Case of the Veiled Lady The Kidnapping of Johnnie Waverly The Market Basing Mystery The Adventure of the Italian Nobleman The Case of the Missing Will The Adventure of the Clapham Cook The Lost Mine The Cornish Mystery The First Wish The Double Clue The LeMesurier Inheritance

Some of the greatest detective stories every wrote are collected in this massive anthology. This book contains the stories and novels by Arthur Conan Doyle, G. K. Chesterton, Emile Gaboriau, E. W. Hornung, M. McDonnell Bodkin, Guy Boothby, Jacques Futrelle, Melville Davisson Post, Ethel Lina White, Baroness Emmuska Orczy, Arthur Morrison, Edgar Wallace, Algernon Blackwood, Wilkie Collins, Maurice Leblanc, Edgar Allan Poe, Charles Dickens, Gaston Leroux, Anna Katharine Green, Fergus Hume, Fyodor Dostoyevsky, Robert Louis Stevenson, Dorothy L. Sayers, R. Austin Freeman. Table of Contents Wilkie Collins The Moonstone A Romance Edgar Allan Poe The Gold-Bug The Murders in the Rue Morgue The Mystery of Marie Roget. A Sequel to "The Murders in the Rue Morgue." The Purloined Letter Charles Dickens Hunted Down Arthur Conan Doyle The Hound of the Baskervilles A Study in Scarlet The Sign of Four The Adventures of Sherlock Holmes The Memoirs of Sherlock Holmes G. K. Chesterton The Man Who Was Thursday: A Nightmare The Innocence of Father Brown The Wisdom of Father Brown Emile Gaboriau The Lerouge Case by Emile Gaboriau Monsieur Lecoq The Mystery of Orcival E. W. Hornung The Amateur Cracksman Dead Men Tell No Tales The Crime Doctor M. McDonnell Bodkin The Capture of Paul Beck Guy Boothby The Red Rat's Daughter Jacques Futrelle The Problem of Cell 13 The Chase of the Golden Plate Melville Davisson Post Walker of the Secret Service The Sleuth of St. James's Square Ethel Lina White The Man Who Loved Lions Baroness Emma Orczy (Emmuska Orczy) The Old Man in the Corner The Scarlet Pimpernel Arthur Morrison Chronicles of Martin Hewitt, Investigator Edgar Wallace The Angel of Terror Algernon Blackwood Three More John Silence Stories Three John Silence Stories Maurice Leblanc The Extraordinary Adventures of Arsene Lupin, Gentleman-Burglar Gaston Leroux The Mystery of the Yellow Room Anna Katherine Green The Leavenworth Case Fergus Hume The Mystery of a Hansom Cab Fyodor Dostoevsky Crime and Punishment Robert Louis Stevenson The Suicide Club The Rajah's Diamond Dorothy L. Sayers Whose Body? A Lord Peter Wimsey Novel R. Austin Freeman John Thorndyke's Cases The Mystery of 31 New Inn

Librarian's Guide to Games and Gamers: From Collection Development to Advisory Services

The Case of the Missing Moonstone (The Wollstonecraft Detective Agency, Book 1)

Chasing a Serial Killer

A Novel Murder

Super Detectives! (Simon and Chester Book #1)

From Crime Victims to Suspects to Survivors

Murder Most Puzzling is a gorgeous and witty book that invites readers to play detective and solve a series of absorbing, murder-mystery-themed puzzles. Readers are cast as the faithful sidekick to amateur sleuth Medea Thorne in order to solve 20 puzzling cases. Meet a cast of colorful characters—from ghost hunter extraordinaire Augustin Artaud, to Leonard Fanshawe, a competitor in the Annual Perfect Pickled Foods Festival. • A witty riff on the classic whodunit that brings out everyone's inner detective • Each mystery is sumptuously illustrated. • The mysteries require different deductive tactics, making them a good brain exercise A body in the topiary garden, a death at a clairvoyants' convention, and the mysterious accident of the boating lake—prepare for a whirlwind adventure, laced with humor and a dash of the macabre. This book will delight fans of Agatha Christie, Arthur Conan Doyle, and Edward Gorey. • This is a collection of darkly humorous puzzles. • Features illustrations in a gorgeous gothic style by Stephanie von Reiswitz • Perfect for Edward Gorey fans, mystery buffs, puzzle addicts, and fans of true crime podcasts and TV shows • You'll love this book if you love books like The Gashlycrumb by Edward Gorey, File Under: 13 Suspicious Incidents by Lemony Snicket, and The Composer Is Dead by Lemony Snicket.

COLORING BOOK COMBINE WITH POSTER COLLECTION (FULL COLOR PHOTO BOOK): 20 pages for coloring + 20 removable postersContent included: 1/ Video Games My Warlock Gaming3/ Video Games Lets Go For An Oddysey Gaming4/ Video Games Steam Boat Devil Gaming5/ Video Games The Great Retro Game Battle Gaming6/ Video Games Wild On Gaming7/ Video Games Line Em Up Gaming9/ Video Games New Donk City Gaming10/ Video Games Good Night Gaming11/ Video Games Inc. Games Gaming Classics Gaming 12/ Video Games The Legend Of Zelda Breath Of The Wild Gaming 13/ Video Games Badass God Gaming 15/ Video Games Hero Plush Gaming 16/ Video Games Bad Bros Gaming 17/ Video Games Mega Gym Gaming 18/ Video Games Mega Noir Gaming 19/ Video Games Mega And Rush Gaming 20/ Video Games Power Suit Gaming TAGs: yowamushi pedal iwatobi swim club kuroko basket sword art online senpai daichi sugawara asahi nishinoya tanaka tsukishima kei yamaguchi my house armin sleeve the titans do not neighbour totoro kikis delivery service princess mononoke spirited away howls moving castle ponyo arrietty sailor moon eromanga sensei kira hunterxhunter one piece inuyasha boruto kakashi academia dragonballz exorcist noragami samurai champloo tokyo ghoul cowboy bebop dandy hellsing dnd dungeons dragons warlock d rpg tabletop dice d20 monk barbarian sorcerer mage magic dungeon master pact chain blade tome book axe elemental cleric shield lightning fire ice fantasy costco adventure zone taz taako magnus merle lup garfield deals podcast mbmbam mcelroys travis mcelroy griffin justin clint critical role geek sundry grog vex vax tiberius percy scanlan pike pyke matthew mercer designs emon taldorei whitestone stillbend rage obey would like natural bard class dungeons unique a kind official merch merchandise song music d8d nerd board game warrior die wizards rollers jrpg white patron gods crossbow fiction larp hooky webtoon comic line naver dorian wytte witch witches boys guys damien nico pink golden gate bridge francisco usa america west coast sky clouds sea reflection bike bicycles bikes skyline scape stars light smoke cloud urban vintage night sunset sun set boat steam harbor romance romantic steamboat springs spring skiing winter sticker colorado boulder powder shred send full kackourey1 champagne turner history historic temeraire joseph william cool nice beautiful beauty pretty classic classical masterpiece ship yacht nautical maritime water ocean oceanic war battle action steampunk industrial revolution hip vogue poirot belgian detective crime agatha christie murder gun knife poison deco moustache 20s 1920s noose train death nile orient express literature writer television itv british mississippi state map travel decal jackson cotton river road trip retro camping hiking old airstream winnebago trailer family vacation holiday westfalia camper van rat rod hot luggage label labels suitcase american national park monument decals 1960s explore pinup pin up southern girl hospitality awesome vector pop culture sale movie cartoon fun type nerdy geeky dorky sci fi play cute cult gaming video super cheap great pixel humor good woman kid child limited wave fashion new york ny pattern london paris france band president rsad ape tour us logo gift quote quotes tv series horror christmas year gifts syfl top selling tranding duvet case collage painting drawing zombie cat dog love heart goyard iphone big tsunami black monster focus salmon font yellow mountains christian vsco soccer icarly t bo lulu lemon glasses chicago friends la los angels florida breckinridge city stanford ivy league grey s anatomy words be stay wild happy lake outdoors outside fishing life kayak boats clock canoe nature vanlife camoing

Elizabeth Longford proves the truth of the old saying that Mother knows best, a theory that is being treated with renewed respect by many of todays experts in child-rearing. She cites from her own experience as the mother of a large family, and quotes from letters which she received from other parents. They are all faced with similar situations: childish fantasies; the problem of good manners and how to enforce them; whether or not one should punish a child, and how; dealing with the spoilt youngest child; and family squabbles. They are not necessarily problems (although some of them are), but points in a family life on which nearly all parents would welcome some suggestions from others who have had the same experiences. Written in a witty and entertaining style, All in the Family contains an abundance of practical advice that no parent would want to miss. "This volume contains the Steam detectives installments from Animerica extra vol. 4, no. 12 through vol. 6, no. 1 in their entirety."--T.p. verso.

The Bullet That Missed

Bryon as a Detective; [The Hard Life of the Detective] Hunt A Killer: The Detective's Puzzle Book

All in the Family

100 classic detectives. Golden Age of Detective Fiction (Illustrated edition): The Gold-Bug, The Adventures of Sherlock Holmes, The Innocence of Father Brown, Crime and Punishment

This book examines the origins and boundaries of Japanese digital role-playing games. A geographically diverse roster of contributors introduces English-speaking audiences to Japanese video game scholarship and applies postcolonial and philosophical reading Based on the extraordinary true story of America's first-ever female detective, this fast-paced adventure recounts feats of daring and danger...including saving the life of Abraham Lincoln! Eleven-year-old Nell Warne arrives on her aunt's doorstep lugging a h her, it's the miserable Home for the Friendless. Luckily, canny Nell makes herself indispensable to Aunt Kate...and not just by helping out with household chores. For Kate Warne is the first-ever female detective employed by the legendary Pinkerton Detective close listening and bold action that made Pinkerton detectives famous in Civil War-era America. With huge, nation-changing events simmering in the background, Nell uses skills new and old to uncover truths about her past and solve mysteries in the present Put your crime-solving wits to the test with codes, ciphers, and more mind-bending puzzles from the groundbreaking creators of Hunt A Killer. In Hunt A Killer: The Detective's Puzzle Book, you'll meet up with private eye Michelle Gray who needs you to hit t skills before the next big murder case. Under her expert guidance, you'll start with "Investigative Best Practices" before diving into a world of curious ciphers, devious riddles, and other intriguing logic puzzles all designed to take you from amateur sleuth to puzzles, you can pick up this training manual anytime you need to sharpen your skills, between episodes, or whenever you need a fun challenge. Whether you're a Hunt A Killer member, armchair detective, or logic puzzle junkie, these deceptively difficult but a codes and cracking Hunt A Killer cases in no time. So pick up a pen, grab your magnifying glass, and get sleuthing.

Mr X the Phantom Thief is back, with a new evil plan! He wants to steal the shining light from the top of the Empire Maze City's greatest treasure. Pierre and Carmen are called to New Maze City, along with others of the world's best Ma

the treasure and stop Mr X. But can you help them make it in time? A thrilling new maze challenge adventure for Pierre the Maze Detective, for all detectives aged 8+.

A Thursday Murder Club Mystery The Secret of the Old Clock

The Woman Detective

The Making of Tomb Raider

Parenting the 1950s Way Steam Detectives, Vol. 2

In this "charming" and melancholic novel, a former child sleuth "investigates the hard-to-crack case of Lost Innocence" (Entertainment Weekly). A Chicago Tribune, Kirkus Reviews, and Booklist Book of the Year In the twilight of a mysterious childhood full of wonder, Billy Argo, boy detective, is brokenhearted to find that his younger sister and crime-solving partner, Caroline, has committed suicide. Ten years later, Billy, age thirty, returns from an extended stay at St. Vitus' Hospital for the Mentally III to discover the world full of unimaginable strangeness: office buildings vanish without reason, small animals turn up without their heads, and cruel villains ride city buses to complete their evil schemes. Lost within this unwelcoming place, Billy befriends two lonely, extraordinary children—one a science fair genius, the other a charming, silent bully. With a nearly forgotten bravery, he experiences the unendurable boredom of a telemarketing job; encounters a beautiful, desperate pickpocket; and confronts the nearly impossible solution to his sister's case. Along a path laden with hidden clues and codes, the boy detective may learn the greatest secret of all: the necessity of the unknown. "Haunted by the mystery of his sister's death and feeling that a lapse in his sleuthing may be to blame, Billy is determined to find out the reason for her suicide and to punish those responsible . . . The story of Billy's search for truth, love and redemption is surprising and absorbing. Swaddled in melancholy and gentle humor, it builds in power as the clues pile up." —Publishers Weekly "The author gives Billy a gallery of rogues to combat and even sends him to investigate the Convocation of Evil at a local hotel ('Featured Panel: To Wear a Mask?'). Meno sets himself a complicated task, marooning his straight-arrow, pulp-fiction protagonist in a world uglier than the Bobbsey Twins ever faced but refusing to go for satire. Instead, the author takes his compulsive investigator at face value." —Kirkus Reviews, starred review "Comedic, imaginative, empathic . . . investigates the precincts of grief [and] our longing to combat chaos with reason." —Booklist

Criminal profilers have the challenging task of building a profile, or description, of an unknown criminal offender. Using clues left behind at a crime scene and various investigative processes, they can discover what the culprit was feeling, planning, and perhaps even their next move. This is especially important when the perpetrator is a serial killer who will likely strike again. Readers will be engrossed in this account of a criminal profiler on a case. Vivid on-the-job photographs and images perfectly match the action of the story and support key attributes of this important career.

Back in 1994 at the game company [ICORE Design In Derby, Lara Croft was born. Through eighteen months of pure hard work from the team, Tomb Raider was released in 1996 and became the success that we see today; taking part in the mid-nineties celebrations of Brit-Pop and Girl Power. This is the story of the team who were involved in creating the first two games, then leaving the series to a new team in 1998. Lara Croft brought class, comedy, and a James Bondian role to the game, dreamt up by Toby Gard and helped to become a pitch with Paul Douglas. The game was a gamble, but because everyone at the company believed in it, it led to huge success for everyone, except for Toby and Paul. [I] The Making of Tomb Raider [I] goes into detail of how Lara and the games were born, alongside why Toby Gard and Paul Douglas left before the sequel was released. Throughout eleven chapters of countless interviews, this book will tell you who was responsible for creating the first two games; from its levels, its music, the many voices of Lara Croft, and much more. The team also reveals all about the star of the second game; Winston the Butler, and how he came to be by Joss Charmet. Over twenty people were interviewed for this story; from the pitch for what would be Tomb Raider, alongside the challenges along the way, up until the release of Tomb Raider 2 in 1997 The shocking true story of a bizarre kidnapping and the victims' re-victimization by the justice system. In March 2015, Denise Huskins and her boyfriend Aaron Quinn awoke from a sound sleep into a nightmare. Armed men bound and drugged them, then abducted Denise. Warned not to call the police or Denise would be killed. Aaron agonized about what to do. Finally he put his trust in law enforcement and dialed 911. But instead of searching for Denise, the police accused Aaron of her murder. His story, they told him, was just unbelievable. When Denise was released alive, the police turned their fire on her, dubbing her the "real-life Gone Girl" who had faked her own kidnapping. In Victim F, Aaron and Denise recount the horrific ordeal that almost cost them everything. Like too many victims of sexual violence, they were dismissed, disbelieved, and dragged through the mud. With no one to rely on except each other, they took on the victim blaming, harassment, misogyny, and abuse of power running rife in the criminal justice system. Their story is, in the end, a love story, but one that sheds necessary light on sexual assault and the abuse by law enforcement that all too frequently compounds crime victims' suffering.

The Mystery of Hunter's Lodge

The Terrible Old Man

Dagon Pierre the Maze Detective: The Curious Case of the Castle in the Sky

The CS Detective Hollywood Homicide

The waterways and streets of Canal City are brimming with people as crowds gather on the eve of the Maze Egg is gone, and Pierre and Carmen find themselves on the case. Can you help them return the Maze Egg to its rightful home before it's too late? Make your way through each beautifully-illustrated maze, finding the hidden objects that Pierre and Carmen need to solve the mystery and save the day!

Do you have what it takes to be a science detective? Yes, of course you do - and this action-packed book will prove it! Find the clues in a picture to catch a thief; follow the instructions on the page to extract DNA from strawberries (yes, really!); learn all about fingerprints; and doodle your own super-science crime lab! While you're drawing, making, and playing, you'll be learning all kinds of exciting facts and ideas about the world of S.T. E.M - science, technology, engineering, and maths. This book supports the key stage 2 (KS2) curriculum and is great for home learning. An awesome book for both boys and girls, aged 7+. An Edgar Award finalist for Best Fact Crime, this "impressive...open-eyed investigative inquiry wrapped within a cultural history of rural America" (The Wall Street Journal) shows legendary statistician and baseball writer Bill James applying his analytical acumen to crack an unsolved century-old mystery surrounding one of the deadliest serial killers in American history. Between 1898 and 1912, families across the country were bludgeoned in their sleep with the blunt side of an axe. Some of these cases—like the infamous Villisca, Iowa, murders—received national attention. But most incidents went almost unnoticed outside the communities in which they occurred. Few people believed the crimes were related. And fewer still would realize that all of these families lived within walking distance to a train station. When celebrated true crime expert Bill James first learned about these horrors, he began to investigate others that might fit the same pattern. Applying the same know-how he brings to his legendary baseball analysis, he empirically determined which crimes were committed by the same person. Then after sifting through thousands of local newspapers, court transcripts, and public records, he and his daughter Rachel made an astonishing discovery: they learned the true identity of this monstrous criminal and uncovered one of the deadliest serial killers in America. "A suspenseful historical account" (Publishers Weekly, starred review), The Man from the Train paints a vivid, psychologically perceptive portrait of America at the dawn of the twentieth century, when crime was regarded as a local problem, and opportunistic private detectives exploited a dysfunctional judicial system. James shows how these cultural factors enabled such an unspeakable series of crimes to occur, and his groundbreaking approach to true crime will convince skeptics, amaze aficionados, and change the way we view criminal history. "A beautifully written and

extraordinarily researched narrative... This is no pure whodunit, but rather a how-many-did-he-do" (Buffalo News). A ghost and a kid team up to solve mysteries and kick butt! A hilarious new graphic novel series for fans of Bad Guys and Dog Man. Welcome to the world of Simon and Chester, ghost and boy due extraordinaire. They like to kick butt and take names. They don't like chores. They are best friends. And they are about to solve the MYSTERY OF A LIFETIME. (Oh, and eat some snacks probably.) Join Simon and Chester in their first adventure, and fall in love with this hilarious odd couple by fan favorite author and illustrator Cale Atkinson.

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**Steam City Pirates** 

A Novel The Adventure of the Speckled Band

## 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 mururs 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.

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

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

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 exposesamurderous 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 (1890–1937) was an American horror writer. His best known works include 'The Call of Cthulhu' 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 aeroship 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 handome 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 rudelbut a genius. Mary Godwin, age fourteen, is a romantic. Adventurous, astute, and kind, Mary is to become Adalls first true friend. And together, the girls conspire to form the Wollstonecraft Detective Agencylla 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 itlls 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