

## Trapped In A Video Game: Book Four (Volume 4)

*Young gamers control the action in this interactive series from the bestselling author of Trapped in a Video Game. With more than 30 endings and an unlockable bonus adventure, this second book in the series promises hours of screen-free fun. This is one book that will super-power the interest of any "I'd rather be gaming" kid. In this pick-your-path adventure, you join eight strangers inside a video game for a chance to win a million dollars. The challenge is simple: survive to the end, and you're rich. There's just one problem: A traitor is hiding among your group. One-by-one, crew members of the spaceship start disappearing. Can you "suss" out the traitor before it's too late? This whodunnit space adventure is perfect for fans of Among Us.*

*Crime novel meets puzzle book in this spine-tingling escape thriller! This is the ultimate challenge for fans of fiendish puzzles, escape room games, and mysterious crime thrillers. Answering each riddle correctly will lead you to the next page in the story. When his father dies unexpectedly, Noah returns to his sleepy hometown. There is evidence that his father was murdered . . . and the killer is still at large. Someone has set up a trail of cryptic puzzles for Noah to follow, and his father's old butcher apprentice, Max, tags along too. Is Noah being guided to his father's killer? When heavy snowfall traps him in the village, he is forced to embark on a quest for the truth before he can escape.*

*Thanks to some unfortunate gameplay, a young man named Leon has been reborn into the world of an alternate universe otome game. Facing an absurd scenario where males are no better than livestock who serve at the whim of women, Leon only has one weapon—his knowledge of the dating sim genre—to survive the challenges he faces and inspire a revolt against the system!*

*The Cosmic Obliterator, a doomsday weapon capable of destroying entire planets, has gone missing! BATMAN is on the case, but so far the only clue is a ticket to the Super-Villain Crime Convention. That's one place the DARK KNIGHT can't go . . . so he decides to attend as the mobster MATCHES MALONE instead.*

*The Video Game Bandit*

*Epic Zero Series*

*The Final Boss*

*Trapped on Battle Royale Island*

*Secrets of a Fortnite Fan 2*

Provides a fictionalized account of how local children took it upon themselves to save three dolphins trapped in the ice in Newfoundland. The robots are here and they're not happy, at all. After accidentally releasing the robot villains from Super Bot World 3 into the real world, Jesse Rigsby's got to figure out a way to make everything right before anyone gets hurt. He'd usually rely on his friend Eric to help him with this sort of thing, but he's gone missing. To find Eric, Jesse will have to survive rickety mine carts, sewer piranhas, mysterious men in suits and a 100-foot-tall robot named Goliatron. This is Jesse's most dangerous adventure yet because this time the video game is real. And in the

real world, there are no extra lives.

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

Young gamers control the action in this interactive new series from the bestselling author of Trapped in a Video Game. With more than 30 endings and an unlockable bonus adventure, The Secret of Phantom Island promises hours of screen-free fun. Cooper Hawke and the Secret of Phantom Island is the greatest video game nobody has ever played. The treasure-hunting adventure was supposed to set a new standard for gaming. Then, just one month before its release date, it fell off the face of the earth. Now, for the first time, you get a chance to play the mysterious game—from the inside. As you outsmart enemies, solve puzzles, and explore the island's hidden areas, you'll discover that there's more to this game than the world realized. Escape from a Video Game is an innovative pick-your-plot story that promises two adventures for the price of one! The main adventure builds critical thinking skills by rewarding young readers for solving puzzles and making sound choices with non-stop action and huge plot twists. Once readers beat the video game within the book, they'll get a chance to hunt for every possible ending. Finding all the book's endings reveals a code that readers can use to unlock a secret story online. Fans of the best-selling Trapped in a Video Game series, as well as new readers, will quickly come to appreciate the page-turning action to uncover more secrets about the mysterious video game company Bionosoft.

An MIT Computer Scientist Shows Why AI, Quantum Physics, and Eastern Mystics All Agree We Are In A Video Game  
Trapped in a Video Game

Scott Pilgrim Vs. the Universe

Dolphin Sos

Ready Player One

Book 8 in the bestselling, award-winning Epic Zero series! \*Over 4,000 five-star series reviews on Amazon and

Goodreads Life couldn't be better for Elliott Harkness. Next Gen, his very own team of kid superheroes, is being coached by the Freedom Force, the greatest Meta team on the planet! But unfortunately for Elliott, even the best coaching couldn't prepare him for what's come back from the past. Before the Freedom Force, the Protectors of the Planet defended the globe from evil. They were the greatest Meta team of their time, until they were betrayed by one of their own leading to tragedy. In the aftermath, Meta-Man, the most powerful hero of them all, abandoned his adopted home of Earth and the Protectors disbanded. But now, decades later, an unstable Meta-Man has returned for revenge against his former teammates-and it's up to Elliott to stop him! But who really betrayed the Protectors? And can Elliott find Meta-Man's archenemy in time to help defeat the former hero? When the most powerful hero of all time has gone crazy, can Elliott become the epic hero he's always wanted to be--or will he always be just an Epic Zero? Epic Zero 8 is the eighth book in the hilarious, action-packed series that will entertain kids, middle school students, and adults. Epic Zero 8 includes 16 illustrated character profiles and a full glossary of superpowers.

PRE-ORDER NOW - READY PLAYER TWO: THE SEQUEL \_\_\_\_\_ THE BOOK BEHIND THE MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG Now available for the first time in a beautiful hardback edition, perfect for hardcore fans and collectors A world at stake. A quest for the ultimate prize. Are you ready? It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed.

\_\_\_\_\_ If you loved READY PLAYER ONE and can't wait for more, check out ARMADA, Ernest Cline's geek masterpiece! 'Wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut' Independent 'Part intergalactic scavenger hunt, part romance, and all heart' CNN 'Ernest Cline's novel deserves to be a modern classic' SciFiNow 'Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut' Daily Mail

What if you suddenly had everything you'd ever dreamed of? That's exactly what happens to 10-year-old Joe Smith in this hilarious, brand-new comedy adventure from bestselling author, comedian and presenter Danny Wallace, with illustrations throughout from Gemma Correll. Perfect for children age 8+ and fans of David Baddiel, Stephen Mangan, David Walliams, Andy Griffiths, Jenny Pearson and Helen Rutter. Joe Smith is average in every way. He is average height. He lives in an average town, on an average street, in an average house, with a very average family. But when a survey identifies him as the most average kid in the country - well that makes him very special indeed. Suddenly, everyone wants Joe to test out their latest products. Overnight he is sent mountains of gifts - the best trainers, the coolest bike, the most exciting new tech, the latest flavours of ice cream - and so much more. He gets special cinema screenings and the entire water park all to himself. Joe now has everything he could possibly want in the world - and that's far from average. But is going from zero to hero all it's cracked up to be? This brilliantly warm-hearted, laugh-out-loud family adventure will leave you thinking about friendship, family and why everyone is special just the way they are. Other books by Danny Wallace: The Day the Screens Went Blank Hamish and the Worldstoppers Hamish and the Neverpeople Hamish and the Gravity Burp Hamish and the Baby Boom Hamish and the Terrible Terrible Christmas and Other Stories Hamish and the Monster Patrol Praise for The Day the Screens Went Blank: 'So funny' Noel Fielding 'Brilliantly funny' Shappi Khorsandi 'Hilarious' Tim Minchin 'Warm and funny' Frank Cottrell-Boyce Elliott Harkness thinks he has it all figured out. He's (sort of) in control of his powers and finally living the superhero life. But after a not-so-heroic encounter with a time-traveling crook, Elliott wakes up one morning to discover everyone in his life is gone... and he might be next! But that's just the beginning of Elliott's problems as he embarks on a series of epic adventures to save the Earth and beyond. Will he find the power to be the epic hero he's always wanted to be-or will he always be just an Epic Zero? Follow Elliott's hilarious journey to prove himself to his family, save the universe, and make it home in time for dinner.

Book Four

The Luckiest Kid in the World

The Divided Brain and the Making of the Western World, Second Edition

The Master and His Emissary

Art Song

*Jesse Rigsby doesn't even like video games, yet here he is trapped in the video game Full Blast. His dumb friend Eric probably has something to do with this, but Jesse doesn't have time to worry about that now because he's got a blaster stuck to his*

*Kids who love video games will love this fourth installment of the 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters inside different video games. Age Level: 8-12 Grade Level: 3rd and up Alistair Gregory, the man who figured out how to put*

*people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else, too--he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro-gaming skills. Can he pull it off before the bad guys catch on?*

*From James Dashner, the author of the New York Times bestselling Maze Runner series, comes an edge-of-your seat adventure. The Eye of Minds is the first book in The Mortality Doctrine, a series set in a world of hyperadvanced technology, cyberterrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. For Michael and the other gamers, the VirtNet can make your wildest fantasies become real. And the more hacking skills you have, the more fun. Who wants to play by the rules anyway? But some rules were made for a reason. One gamer has been taking people hostage inside the VirtNet with horrific consequences. The government needs Michael to track down the rogue gamer, but the risk is enormous and the line between game and reality could be blurred forever . . . Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!*

*The brand-new comedy adventure from the author of The Day the Screens Went Blank*

*FGTeeV Presents: Into the Game!*

*Trapped in a Video Game (Book 5)*

*Batman Undercover*

*Trapped in a Video Game (Book 2)*

**Extraordinary family. Ordinary kid. Elliott Harkness is the youngest in a family of superheroes, but he has no powers of his own - or so he thinks. Follow Elliott's hilarious journey to fit in with his family, save the world, and make it home for dinner. Get all three novels in the award-winning superhero adventure series in one epic volume for 15% off! Perfect for fans of Diary of a Wimpy Kid and The Incredibles! The Epic Zero Collection includes 48 illustrated character profiles and a full glossary of superpowers.**

**Kids who love video games will love this first installment of the new 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters getting sucked into different video games. Jesse Rigsby hates video games--and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!**

**The bewitching tenth-anniversary edition of the classic children's novel Coraline by Neil Gaiman, featuring spellbinding illustrations from Chris Riddell and an exclusive new introduction by the author 'I was enthralled' - Philip Pullman There is**

something strange about Coraline's new home. It's not the mist, or the cat that always seems to be watching her, nor the signs of danger that Miss Spink and Miss Forcible, her new neighbours, read in the tea leaves. It's the other house – the one behind the old door in the drawing room. Another mother and father with black-button eyes and papery skin are waiting for Coraline to join them there. And they want her to stay with them. For ever. She knows that if she ventures through that door, she may never come back. This deliciously creepy, gripping novel is packed with glorious illustrations by Chris Riddell, and is guaranteed to delight and entrance readers of all ages.

Adventure! Drama! Terror! All in a carrot? Or at least in a little bunny's imagination. This sweet and silly story sparks the playful side in all of us. Follow along with Bunny and his imagination as he jumps from the forest to undersea exploration to deep in the jungle, all while finishing his snack. Bunny is excited to have a carrot, but not for the reason you would think. He can't stop playing with his food! Read along as Bunny transforms from a Bunnysaur munching on treetops to a Space Hero Bunny battling an evil Carrotship to a Giant Sea Monster chasing a carrot submarine. With lessons on table manners, eating healthy, and the power of creativity, *Bunny! Don't Play with Your Food* is the perfect read-aloud for parents and children with wild imaginations and a penchant for mischief.

A Video Game Story

Coraline

Heir Apparent

The Marriage of Music and Poetry

An Approach to Interactive Fiction

Trapped in the dangerous game of Heir Apparent, Giannine is forced to obtain a magic ring, find stolen treasure, solve the dwarf's stupid riddles, and slay a dragon--among other challenges--in order to survive. 20,000 first printing.

The Simulation Hypothesis, by best-selling author, renowned MIT computer scientist and Silicon Valley video game designer Rizwan Virk, is the first serious book to explain one of the most daring and consequential theories of our time. Riz is the Executive Director of Play Labs @ MIT, a video game startup incubator at the MIT Game Lab. Drawing from research and concepts from computer science, artificial intelligence, video games, quantum physics, and referencing both speculative fiction and ancient eastern spiritual texts, Virk shows how all of these traditions come together to point to the idea that we may be inside a simulated reality like the Matrix. The Simulation Hypothesis is the idea

that our physical reality, far from being a solid physical universe, is part of an increasingly sophisticated video game-like simulation, where we all have multiple lives, consisting of pixels with its own internal clock run by some giant Artificial Intelligence. Simulation theory explains some of the biggest mysteries of quantum and relativistic physics, such as quantum indeterminacy, parallel universes, and the integral nature of the speed of light. Recently, the idea that we may be living in a giant video game has received a lot of attention: “There’s a one in a billion chance we are not living in a simulation” -Elon Musk “I find it hard to argue we are not in a simulation.” -Neil deGrasse Tyson “We are living in computer generated reality.” -Philip K. Dick Video game technology has developed from basic arcade and text adventures to MMORPGs. Video game designer Riz Virk shows how these games may continue to evolve in the future, including virtual reality, augmented reality, Artificial Intelligence, and quantum computing. This book shows how this evolution could lead us to the point of being able to develop all encompassing virtual worlds like the Oasis in Ready Player One, or the simulated reality in the Matrix. While the idea sounds like science fiction, many scientists, engineers, and professors have given the Simulation Hypothesis serious consideration. Futurist Ray Kurzweil has popularized the idea of downloading our consciousness into a silicon based device, which would mean we are just digital information after all. Some, like Oxford lecturer Nick Bostrom, goes further and thinks we may in fact be artificially intelligent consciousness inside such a simulation already! But the Simulation Hypothesis is not just a modern idea. Philosophers like Plato have been telling us that we live in a “cave” and can only see shadows of the real world. Mystics of all traditions have long contended that we are living in some kind of “illusion” and that there are other realities which we can access with our minds. While even Judeo-Christian traditions have this idea, Eastern traditions like Buddhism and Hinduism make this idea part of their core tradition – that we are inside a dream world (“Maya” or illusion, or Vishnu’s Dream), and we have “multiple lives” playing different characters when one dies, continuing to gain experience and “level up” after completing certain challenges. Sounds a lot like a video game! Whether you are a computer scientist,

a fan of science fiction like the Matrix movies, a video game enthusiast, or a spiritual seeker, The Simulation Hypothesis touches on all these areas, and you will never look at the world the same way again!

Scott Pilgrim continues to battle his girlfriend's evil ex-boyfriends while trying to keep his band together and losing control of his relationship with Ramona.

Jesse and Eric have ten minutes to save the world. In those ten minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. There will be fire-breathing pterodactyls, angry green giants, and unicorns that shoot lasers out of their hooves. If Jesse and Eric are going to survive long enough to fight the final boss, they'll need to rely on each other like never before. Do they have what it takes? The clock is ticking.

**FORTNITE (Official): the Chronicle 2022**

**Bunny! Don't Play with Your Food**

**Trapped in a Video Game (Book 4)**

**Tales of a Colossal Boy Blunder**

**The Divine Comedy**

Jesse Rigsby is on a mission to save his friend Mark, but first he's got to shake the Bigfoot chasing him through the school library. And then there's the velociraptor in the bathroom. Oh yeah, and don't forget the ginormous flame-throwing bat in the

Mina loves video games. But when she gets zapped inside her favorite game, she'll have to beat all the levels and defeat the fearsome cactus dragon to get out. Luckily, a friendly video game security guard is there to help. Wait, a video game security guard? Written by Tsuyoshi Kan, producer and narrator of Game Center CX (Retro Game Master), this English edition features a translation by the original illustrator and a special section about the book's journey from Japan by the team behind Legends of Localization, including sketches, storyboards, interviews, and an annotated look at the original Japanese edition.

ALL THE CRAZIEST HIGHLIGHTS FROM FORTNITE'S LATEST SEASONS IN THE BRAND-NEW OFFICIAL ANNUAL FROM EPIC GAMES It's been another wild ride in the world of Fortnite, with new challenges, rewards, map changes, and awesome Outfits keeping the game as fresh as ever. Now, in this official yearbook from Epic Games, you can relive all

the major Battle Royale stories and surprises from the last 12 months. Packed full of fun features, cool artwork, quizzes, and exclusive inside knowledge, this is essential reading for any Fortnite fan.

A critical approach to interactive fiction, as literature and game. Interactive fiction—the best-known form of which is the text game or text adventure—has not received as much critical attention as have such other forms of electronic literature as hypertext fiction and the conversational programs known as chatterbots. *Twisty Little Passages* (the title refers to a maze in *Adventure*, the first interactive fiction) is the first book-length consideration of this form, examining it from gaming and literary perspectives. Nick Montfort, an interactive fiction author himself, offers both aficionados and first-time users a way to approach interactive fiction that will lead to a more pleasurable and meaningful experience of it. *Twisty Little Passages* looks at interactive fiction beginning with its most important literary ancestor, the riddle. Montfort then discusses *Adventure* and its precursors (including the *I Ching* and *Dungeons and Dragons*), and follows this with an examination of mainframe text games developed in response, focusing on the most influential work of that era, *Zork*. He then considers the introduction of commercial interactive fiction for home computers, particularly that produced by Infocom. Commercial works inspired an independent reaction, and Montfort describes the emergence of independent creators and the development of an online interactive fiction community in the 1990s. Finally, he considers the influence of interactive fiction on other literary and gaming forms. With *Twisty Little Passages*, Nick Montfort places interactive fiction in its computational and literary contexts, opening up this still-developing form to new consideration.

The Eye of Minds

The Invisible Invasion

I'm Stuck in a Video Game

Twisty Little Passages

Trapped in a Video Game!

*Frank and Joe are on a mission to track down a thief in the first book in an all-new, interactive Hardy Boys chapter book mystery series. Have a piece of paper nearby so you can jot down your own ideas and solutions to the case! Bayport Elementary is throwing a fundraiser so they can go on an end-of-the-year trip. Ellie Freeman's parents have volunteered their house for the event, and neighbors have donated all sorts of prizes to be raffled off including movie tickets and gift certificates to Fun World. But the best prize of all is a brand-new ZCross50000, a video game system that every kid has been drooling over. But sometime during the event, the ZCross goes missing. Can Frank and Jo figure out who took the prize before it's too late to save the big school trip?*

*When Mark is sucked into the game "Go Wild", he becomes invisible which makes it that much harder for Jesse to find him.*

*"Kate and Charlie are playing their favorite video game. They're really good. In fact, they're about to reach the highest level. Suddenly, they feel*

*themselves spinning. The next thing they know, they're inside the game! How did they get there? What will they do next? Most important, will they ever get out?"--cover p. 4.*

*It's game time! Press start on Into the Game, the awesome-packed, New York Times bestselling graphic novel adventure by YouTube's favorite family of gamers, FGTeEV! The FGTeEV family gamers have played hundreds of games together. Which is why Moomy decides to make a new game called My Pet Fish. Just one problem: the game is SUPER boring. And one other problem: Moomy and Duddy accidentally got sucked into it—and now they're trapped! It's up to the kids, Lexi, Mike, Chase, and Shawn, to jump into the gaming console and rescue their parents. But first, they have to battle their way through their favorite games until they find the one their parents are stuck in. Can the kids take on a vicious pack of vampire prairie dogs, flying doody diapers, some spooky ghouls, and one incredibly dull fish before Moomy and Duddy are bored to death? Game like never before in this exhilarating graphic novel adventure from YouTube sensation FGTeEV, with more than 11 million subscribers and over 11 billion views!*

*The Day the Screens Went Blank*

*Trapped in a Video Game: The Complete Series*

*Trapped in a Dating Sim: The World of Otome Games is Tough for Mobs (Manga) Vol. 1*

*The Simulation Hypothesis*

*Escape Room*

Five great Trapped in a Video Game books in one box! Includes: Trapped in a Video Game (Book 1) Trapped in a Video Game (Book 2): The Invisible Invasion Trapped in a Video Game (Book 3): Robots Revolt Trapped in a Video Game (Book 4): Return to Doom Island Trapped in a Video Game (Book 5): The Final Boss

A new edition of the bestselling classic – published with a special introduction to mark its 10th anniversary This pioneering account sets out to understand the structure of the human brain – the place where mind meets matter. Until recently, the left hemisphere of our brain has been seen as the 'rational' side, the superior partner to the right. But is this distinction true? Drawing on a vast body of experimental research, Iain McGilchrist argues while our left brain makes for a wonderful servant, it is a very poor master. As he shows, it is the right side which is the more reliable and insightful. Without it, our world would be mechanistic – stripped of depth, colour and value.

*Trapped On Battle Royale Island*

'So funny' Noel Fielding 'Brilliantly funny' Shappi Khorsandi 'Hilarious' Tim Minchin 'Warm and funny' Frank Cottrell-Boyce Can you imagine a world with no screens? Don't miss the hilarious new 'what-if' adventure from bestselling author, comedian, and presenter Danny Wallace, with illustrations throughout from Gemma Correll. When ten-year-old Stella wakes up to discover a world full of BLANK screens, her family, town, and in fact the whole world seems to have been thrown into chaos. And what about poor Grandma who is stranded at the other end of the country? Cue a rollicking madcap road trip, full of driving disasters and family fallouts, as they set off on a rescue mission. And along the way Stella and her family discover that being away from screens might not be the WORST THING EVER, and even though

they might not be able to rely on technology anymore, they can rely on each other instead. \*DON'T MISS THE LUCKIEST KID IN THE WORLD – THE BRAND NEW COMEDY ADVENTURE FROM DANNY WALLACE. PRE-ORDER NOW!\* Other books by Danny Wallace: The Luckiest Kid in the World Hamish and the Worldstoppers Hamish and the Neverpeople Hamish and the Gravity Burp Hamish and the Baby Boom Hamish and the Terrible Terrible Christmas and Other Stories Hamish and the Monster Patrol

Escape from a Video Game

Epic Zero Collection:

The Secret of Phantom Island

Return to Doom Island

Trapped in the Snow

Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else too - he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro gaming skills. Can he pull it off before the bad guys catch on?

Trapped in a Video Game (Book 3)

Epic Zero 8

Robots Revolt

Mystery on the Starship Crusader