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Presents librarians and teachers with information on more than 1,200 fiction series for children in kindergarten through sixth grade, providing annotations, a listing of titles, important characters, genre, author biography, grade level, and major themes.

Simplified Chinese edition of Dog Man: A Tale of Two Kitties: From the Creator of Captain Underpants (Dog Man #3)

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A cumulative tale in which a wakeful flea atop a number of sleeping creatures causes a commotion with just one bite.

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Encourages the reader to exercise by following the movements of various animals; presented in a question and answer format.

A TRIP TO THE CIRCUS STIRS THE BOYS' SENSES—AND SUSPICIONS. Frank, Joe, and their friends head to Philadelphia to catch a performance of Aerocirque, an amazing circus act with a twist: The acrobats swing and flip from helicopters high in the air! But all is not well in the City of Brotherly Love. The other show in town is a series of robberies, and no one knows how they're being pulled off. Frank and Joe are soon jumping through hoops to find the clues they need to catch the culprits. But will they be too late? It looks like this mystery may come right down to the wire!

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FRANK AND JOE GET REVVED UP TO RACE FOR THEIR LIVES! The Hardy boys and their friend Jamal are thrilled to be participating in a motorcycle exhibition. It's going to be an exciting weekend, with many talented cyclists heating up the competition and a valuable prize for the winner—a classic motorcycle! But when burglaries and suspicious accidents send the benefit skidding out of control, Frank and Joe find themselves racing to crack another case. As the Hardys make their way through the long list of possible saboteurs, danger gains on them. Can they cut the criminal off before the finish line, or is this race speeding toward disaster?

TROUBLE ON THE SET! A reality-based game show called Warehouse Rumble has come to Bayport, and Frank and Joe Hardy are hoping to be among the first contestants. But when someone finds a skeleton on the set, production comes to a screeching halt. Once filming can begin again, the show is plagued with problems—and the Hardys and their friends are doing so well that jealous competitors start to blame them for all the trouble. Frank and Joe are suddenly on double duty. They have to convince their fellow contestants that they're playing a clean game, and solve the mystery so the show can go on!

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down suspects. Is it Vette Smash's rival band, Green Machine? Could it be the jealous agents competing for the band's attention? Or is a member of Vette Smash behind the mess? One thing's certain: Time's running out. The band's threatening to break up. Can the Hardys root out the culprit before the final number?

Growing up as a foster child among a family of thieves, orphan Sue Trinder hopes to pay back that kindness by playing a key role in a swindle scheme devised by their leader, who is planning to con a fortune out of the naive Maud Lilly.

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A Haunted Maze Has Twice The Dead Ends. Frank and Joe are thrilled to be taking part in the grand opening celebration of a new maze in Cape Breton, Nova Scotia. By solving puzzles -- their specialty -- they could win a valuable prize! But once they arrive, the teens soon have a new puzzle to solve: The owner and designer of the maze, Chezleigh Alan Horton, suddenly disappears. As the boys make their way through a labyrinth of suspects, they face a new twist. Can Frank and Joe unravel a decade-old riddle to save the renowned mazemaster?

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Acces PDF Warehouse Rumble The Hardy Boys 183

are leading contestants seems to be plagued with mysterious problems, leading envious competitors to believe the boys are somehow responsible.

The hunt is on...and the Hardy Boys could end up being dead meat! Frank and Joe's latest case could give new meaning to the words "eat hardy"! A rare and beautiful snow leopard, a gift from Princess Salamaji of Rashipah, has disappeared from the Bayport Zoo, and the boys suspect foul play. Their suspicions are confirmed when the Princess herself vanishes...a victim of kidnapping! Their investigation leads them into a sinister world of jaws and claws, lions and tigers and snakes. But the most dangerous animal of all is the human kind, and the Hardys are headed straight into an ambush. The only way to save the Princess—and themselves—is to observe the law of the jungle: Beat the hunter at his own game!

Presents librarians and teachers with information on more than seven hundred fiction series for children in middle school and high school, providing annotations, a listing of titles, important characters, genre, author biography, and major themes.

A reality-based game show called Warehouse Rumble has come to Bayport, and Frank and Joe Hardy are hoping to be among the first contestants. But when someone finds a skeleton on the set, production comes to a screeching halt. IT'D BE A CRIME TO LOSE THIS TOOTH While on holiday in London, Frank and Joe Hardy learn that a new invention—a voice transmitter that can be implanted in a tooth—has been stolen. The prime suspect is a notorious spy who has recently been spotted in London, but shortly after the Molar Mike is stolen, the Hardys catch a trespasser in the lab where the transmitter originated. The suspect list is growing, and there's little time to spare. To catch this wily criminal, Frank and Joe need to hunt all over London—from back alleys to the

