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SOMETIMES SECRETS ARE TOO BIG TO IGNORE. After a lifetime of lacking confidence at work and in life, Rebecca has finally found her voice. Her blog for women is gaining traction, even getting noticed by the world's top fashion magazine. When they request an article, Rebecca is beyond thrilled. So why is her boyfriend Kyle so concerned? Kyle has a blank spot in his past he won't share—not even with Rebecca. But his secret is blown when a powerful woman from Kyle's fashion past, becomes desperate to get his attention. It's attention he never wanted and has been trying to forget for eleven years. As Kyle takes steps to heal, Rebecca's article becomes a global sensation. Events force Kyle's past and present to converge, putting Rebecca's future at serious risk. Kyle and Rebecca must now act to reclaim their lives before it's too late. With this bold novel, Paulette Stout delivers a deeply personal story that proves the power we hold to reclaim our own lives. What We Never Say is yet another bingeable read

from a rising Women's Fiction author. This book includes delicate subject matter.

Don't fight for customers, let them fight over you! Have you ever queued for a restaurant? Pre-ordered something months in advance? Fought for tickets that sell out in a day? Had a hairdresser with a six-month waiting list? There are people who don't chase clients, clients chase them. In a world of endless choices, why does this happen? Why do people queue up? Why do they pay more? Why will they book months in advance? Why are these people and products in such high demand? And how can you get a slice of that action? In *Oversubscribed*, entrepreneur and bestselling author Daniel Priestley explains why...and, most importantly, how. This book is a recipe for ensuring demand outstrips supply for your product or service, and you have scores of customers lining up to give you money. *Oversubscribed*: Shows leaders, marketers, and entrepreneurs how they can get customers queuing up to use their services and products while competitors are forced to fight for business

Explains how to become oversubscribed, even in a crowded marketplace. Is full of practical tips alongside inspiring examples to alter our mindsets and get us bursting with ideas. Is written by a successful entrepreneur who's used these ideas to excel in the ventures he has launched.

This handy book explains and shows clearly how to perform 100 close-up magic tricks and illusions. Paul Zenon, David Blaine, Dynamo and a host of other great magicians have made fooling people cool again. Paul Zenon gives you advice on how to best perform tricks, when and how to use them for the greatest effect, as well as offering his unique insight to the world of magic and illusion.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Caroline Fairchild has never met a mystic, never known the Magic, never matched wits with a dark queen and never ever ridden bareback on a unicorn. All she knows is that her life has taken a turn for the worst since her step mother banished her to the wood shed. But all that is about to change when she meets Ali, a mysterious girl of the garden who shares with her its secrets. Guided by a mystic and helped by the magic Caroline along with Uni, a mystical friend brought to life through the wonder of dreams, must struggle to find their way through the the forest of shadows. On the path they must confront their own fear and doubt; for it will be the only way they will be able to find and rescue Ali, the tiny miss who in fact has a secret of her

own...perhaps the best kept secret of all! Learn to perform fun, step-by-step tricks with common household items. Learn intriguing facts about magicians of the past and their awe-inspiring tricks. Get the inside scoop on how to stage a magic show that'll leave audiences amazed and astounded.

War has come to the kingdom of Edron, and young Jerrimon Tullson is eager for battle. But the enemy controls a terrifying weapon -- a dragon of devastating power. The Edroni people face defeat and annihilation. Desperate for help, Jer and his comrades ally with Trevar Gerrier, the mysterious stranger whose own magic was long thought extinct. Though Trevar holds the only hope for defeating the mighty creature, Jer discovers that his friend and leader guards a terrifying secret of his own.

Adopt a spontaneous, bold, and fearless approach to painting as a process of discovery—one that results in lush and colorful finished works that will beg to be displayed. This inspiring and encouraging book for both novice and experienced painters teaches how to create colorful, exciting, expressive paintings through a variety of techniques, combining basic, practical painting principles with innovative personal self-expression. Flora S. Bowley's fun and forgiving approach to painting is based on the notion that "You don't begin with a preconceived painting in mind; you allow the painting to unfold." Illustrating how to work in layers, Flora gives you the freedom to cover up, re-start, wipe away, and change courses many times along the way. Unexpected and unique compositions, color combinations, and subject matter appear as you allow your paintings to emerge in an organic, unplanned way while working from a place of curiosity and letting go of fear. —Learn tech-

niques for working with vibrant color and avoiding mud. —Make rich and varied marks with a variety of unexpected tools. —Break compositional rules. —Embrace nonattachment as a way to keep exploring. —Keep momentum by moving your body and staying positive. —Work with what's working to let go of struggle. —Connect more deeply to the world around you to stay inspired. —Embrace layers to create rich complex paintings. —Find rhythm by spiraling between chaos and order.

One girl's journey to discover where she came from. Daceria is alone, the last of the clan of silver wolves and daughter of Ace, King of Wolves. She can hardly remember her family or past, and has lived in near solitude most of her life. But things are about to change. "This world I live in is full of danger no matter where I turn. " Daceria is half demon, hiding away deep in a forest, where she is safe. Her life is quiet and peaceful, if lonely, until a human man stumbles across her path. Blood ran down his face like rain falling from the midnight sky. She knows one thing for sure: never trust a human. But she is drawn to him for reasons she can't explain. He is handsome and charming, but the connection they share runs deeper than words, and she finds herself falling... "Everyone falls in love with someone, even people like you." Adam flies solo. He always has, and always will. That is what he tells his brother. But when he is attacked by demons, he stumbles into the home of a beautiful girl with wolf ears and a tail. Demons are evil--he has always known this, ever since the day his parents died. But Daceria challenges that belief, surprising him with her gentle ways and caution, and of course, plight--she is a rare creature, wanted by Demon Hunters who will

stop at nothing to capture her. "Daceria I love you." When a sorceress's evil spell takes Adam away from her, Daceria must find a way to save him. To do that, she must unlock the hidden secrets of her past and discover what it truly means to be Ace's legacy. She is her family's last hope; she cannot fail. But she cannot succeed alone. Let the journey begin.

How does a world equipped with bows, arrows and catapults, where steam power is just beginning to replace horses and sailing ships, avert a conquest from beyond the stars? Prince Regilius has been engineered to combat the Dalthin, a predatory alien species that enslaves worlds telepathically, and to do so he must unite his people. But when his mother murders his father, the land descends into chaos and his task may prove impossible. Faced with slaying the one who gave him life in order to protect his world, he seeks a better way. Set in a vast and varied land where telepaths and those with unusual mental abilities tip the course of events, Awakening goes to the heart of family, friendship and betrayal.

A valuable, one-stop guide to collection development and finding ideal subject-specific activities and projects for children and teens. For busy librarians and educators, finding instructions for projects, activities, sports, and games that children and teens will find interesting is a constant challenge. This guide is a time-saving, one-stop resource for locating this type of information—one that also serves as a valuable collection development tool that identifies the best among thousands of choices, and can be used for program planning, reference and readers' advisory, and curriculum support. Build It, Make It, Do It, Play It! identifies hundreds of books that provide

step-by-step instructions for creating arts and crafts, building objects, finding ways to help the disadvantaged, or engaging in other activities ranging from gardening to playing games and sports. Organized by broad subject areas—arts and crafts, recreation and sports (including indoor activities and games), and so forth—the entries are further logically organized by specific subject, ensuring quick and easy use. Provides an excellent resource for libraries considering creating makerspaces Helps educators locate instructions for entertaining and educational program and curricular activities that range from cooking and e-drawing to performing magic tricks, solving puzzles, mask-making, and outdoor games Utilizes a subject heading organization and indexes multi-topic titles by chapter for ease of use Supplies plans targeted for distinct age ranges: lower elementary (K-3rd grade), elementary (3rd-6th grade), middle school (6th-9th grade), and high school (9th grade and above) Includes an appendix containing additional online sources of information that augment the book's content

The last thing world class violinist Ava Wellington wants is some nosy writer publishing her biography. Unfortunately, her manager is insistent this is the best way to capitalize on her fame. Ava is terrified someone might discover the secret she's kept for nearly twenty years, one that could not only destroy her career, but ruin the lives of those she loves most. Journalist Bianca Vega has only just recovered from the loss of her wife and isn't prepared to see Ava again, not after the deep connection she felt almost two years ago. When Bianca is hired to write Ava's biography, they're thrust together on a whirlwind music tour and neither can ignore the desire that's simmered between them since that first

chance meeting. Will Ava be able to trust Bianca with her darkest secret or will hiding her past destroy their chance at forever?

This is the story of the irresistible chemistry of Destiny, and the love of a man and a woman . . . a bond they could not understand . . . a journey they never suspected. Who will win, Fate or Family? Their story is the continuance of one begun four hundred years before at the crossroad of Fate. But today, Marcel and Monique must struggle to realize the fruits of their powerful feelings.

Over a million copies of Ian Irvine's fantasy novels sold. After every defeat, Lord Shambles comes back stronger than before, and more determined to punish humanity. Having crushed all resistance on magical Iltior, he moves the war to Earth, and so much power has been drained that the world is on the verge of collapse. Unfortunately, Earth's weapons are useless against this enemy. Only Runcible Jones can stop him, though it's an impossible battle - a fourteen-year-old boy against the most terrible sorcerer on two worlds. Runcible will need every bit of his courage and cunning to save Earth. But this time, someone close to him is going to die. Praise for the Series "A great book for rainy days and lazy afternoons." John Cohen, Reading Time "A well written and exciting series." Northern Daily Leader "A great read." Book Bites

The world of magic is shrouded in mystery...until now! Little Giant Encyclopaedia: Card & Magic Tricks reveals some of the basic secrets of conjuring and illusion. It begins with 30 pages of card handling methods that any beginner will find worthwhile. The magical card section features 83 mathematical tricks using special props and novelties, and you'll also

find 66 magical sleights of hand using coins, silks and handkerchiefs, string, rope, and paper. There's even a section on how to get the truly "magical" effects that will have your audience shaking their heads in disbelief and calling for more.

This book contains a collection of puzzling magic tricks and illusions. Covering an array of different areas, from card tricks to conjuring, this book will mean that you can keep your friends and family amazed and mystified for hours. Using simple, easily obtainable props these tricks are practical to do anywhere, meaning you will always have the perfect trick up your sleeve at any party. The content has been carefully selected for its interest and relevance to a modern audience.

Perley arrived into this world weighing less than two pounds. He was loved and nurtured in a small shoe box in a warming oven by night and on the window sill during the day when the sun was out. Deep in his heart and soul that love never left him, and he has done unto others what was done unto him-show love. Perley the Magician is the miracle man that we all love and the show must go on. After being diagnosed with Stage 4 Cancer in the spring of 2014, Perley never missed a show for adults or children. This book radiates the love people feel for Perley with numerous memories and tributes intertwined with Perley's life journey. Perley lives his life as a testimony of his love for God; his wife, Valerie; family, and friends, and especially the children that he loves to make happy.

Trance Music Culture, Moral Panics and Transnational Identity in Israel This book is the culmination of research on Trance music culture in Israel and shows that some groups of trance participants con-

sider trance music and the raves valuable subcultural commodities and integral parts of their worldview and identity. Police actions in halting trance parties have caused trance participants to feel alienation towards both the state and national ideals. The moral panic, spearheaded by these police actions, has caused trance participants to respond by devaluing previous national identity constructions and in turn developing transnational identity attachments to the global trance community.

An urban fantasy with everything from romance to mystery, *The Witch's Bell* Series follow a feisty witch, Ebony Bell, as she solves magical malady after magical malady.

From beloved author Diana López comes an exciting middle grade story about three friends, a magic competition, and how far they'll go to succeed. Sixth graders Dominic, Loop, and Z stumble upon a new magic shop in town and can't wait to spend their summer mastering cool tricks to gain access to the Vault, a key holders-only back room bound to hold all kinds of secrets. And once they get in, they set their sights even higher: a huge competition at the end of the summer. They work on their card tricks, sleights, and vanishing acts, trying to come up with the most awesome routines possible....Problem is, the trip is expensive, and it's money that each guy's family just doesn't have. To make things worse, the shop-owners' daughter, Ariel (who just so happens to be last year's competition winner), will do anything to make sure the boys don't come out on top. Even pit them against one another. Will they make it to the competition? And if so, at what cost? Diana López, author of *Confetti Girl* and *Ask My Mood Ring How I Feel*, offers a story that's just the right mix of heart, high

jinks, and a bit of magic.

Can this witch survive in a world of magic, possibilities, danger, and love? Ebony Bell owns a cantankerous magical bookstore with a personality like a battering ram. Her best friend is a detective who drives like a photon shot from the sun. And a tall, dark, handsome, but seriously irritating stranger named Nathan Wall has just walked into her life. Oh, and she's a witch. A consultant witch, to be precise. She spends her mornings selling books and her evenings investigating magical crimes for the local police department. While her life is messy, she manages until one investigation ends in a costly mistake. She reveals her powers to a normal human and as punishment, is severed from her magic for one lunar cycle. If that was her only problem, she would cope, but soon, darkness surrounds her. Something is after Ebony Bell, and she must fight it or die. If that weren't enough, she must rely on the help, and kisses, of that darn Nathan Wall. ... An urban fantasy with everything from romance to mystery, *The Witch's Bell Series* follows the feisty Ebony Bell as she solves magical maladies, kisses detectives, and argues with her cantankerous bookstore. If you love your fantasy books packed with action, sparkles, handsome detectives, and the occasional lollypop, pick up *Witch's Bell Book One* today.

An enchanting new series about an eleven-year-old witch, Beatrix, will cast a S-P-E-L-L on readers! Eleven-year-old Beatrix is thrilled -- she can finally cast spells just like the rest of her family. When her non-magical best friend George finds out her secret, however, the result is T-R-O-U-B-L-E!

In the sequel to *The Secret Spiral*, 10-year-olds Flor Bernoulli, a Brooklyn

fashion maven, and Lucy Moon, a Georgia farm girl, use their very different superpowers to combat tiny Square Man, whose mission is to rid the universe of anything round or curved.

Christopher Milbourne presents a selection of classic magic tricks originally published over the course of 50 years in "The Sphinx," the most famous magazine for magicians.

Seven years after they first came together, the members of the Black Hand Gang meet up again. They find much has changed. Whilst they cherish their shared past, they discover they have chosen different paths in life, and are preparing for adult life in different ways.

Intended to support the national initiative to strengthen learning in areas of science, technology, engineering, and mathematics, this book helps librarians who work with youth in school and public libraries to build better collections and more effectively use these collections through readers' advisory and programming.

- Introduces more than 500 STEM resource suggestions for toddlers to young adults
- Highlights more than 25 detailed library program or activity suggestions to be paired with STEM book titles
- Provides resource suggestions for professional development
- Contains bonus sections on STEM-related graphic novels, apps, and other media

This entertaining book is a complete guide to card tricks that will delight the amateur and professional magician alike. A comprehensive collection of tricks, which are extensively illustrated with explanatory diagrams and drawings. This book contains classic material dating back to the 1900s and before. The content has been carefully selected for its interest and relevance to a modern audience.

Here's the ultimate modern guide to magic tricks for everyday situations: magically feed a parking metre, make yourself levitate, pull a banana out of thin air or make a shot glass disappear. This handbook features more than 40 do-it-yourself illusions to perform, with step-by-step illustrations and instructions.

Over a million copies of Ian Irvine's fantasy novels sold. In a world terrified of magic, a boy is abandoned to the worst school in the world - Grimdgrim. A place designed to crush all magic out of him. But Runcible Jones has to learn magic, to uncover the truth about his father's death on another world. Hurlled through a gate to magical Iltior, Runcible's arrival begins a war that will spread to Earth. But why is Lord Shambles, the blackest sorcerer on Iltior, hunting him? To uncover the truth, Runcible must fight the dreadful sorcerer, but even if he wins, nothing will ever be the same again. After every defeat, Lord Shambles comes back stronger than before, and more determined to punish humanity. Having crushed all resistance on magical Iltior, he moves the war to Earth, and so much power has been drained that the world is on the verge of collapse. Unfortunately, Earth's weapons are useless against this enemy. Only Runcible Jones can stop him, though it's an impossible battle - a fourteen-year-old boy against the most terrible sorcerer on two worlds. Runcible will need every bit of his courage and cunning to save Earth. Praise for the Series "A great book for rainy days and lazy afternoons." John Cohen, Reading Time "A well written and exciting series." Northern Daily Leader "A great read." Book Bites

"Teaches children dozens of easy-to-learn magic tricks using common ma-

terials; includes both performance and instructional videos for each trick featuring the author"--

Blindsided by an attack that destroys her home and blamed for murder, Karolina Dalca, a half-vampire, escapes, only to plunge into the magical societies from which she was sheltered. Betrayed by those around her, she abandons her dreams of becoming an investigator and flees, trusting only herself. Her police internship would never prove more useful. Hoofing it through the wilderness, she makes it to her university dorm, disheveled but delightfully deflowered. Enter a full vampire: one wielding dark magic and a ride out of Canada. A fugitive from the law, Karo complies with his demands to escape, unsure whether his requests are bewitched. She vows to clear her name and avenge her mother's death, but Karo's family secrets aren't so easily left behind.

Twelve-year-old Mary Lyttle is sitting on the floor of a bookstore when a strange-looking blank book drops into her lap from a shelf above. Moments later, she falls into the book and lands in an earlier time. Relieved that her beloved crystal medallion is still around her neck, she notices an ancient ship anchored nearby. After the captain and his family convince Mary that she must be there for some reason, she boards the ship crewed by talking monkeys. After they set sail, they discover an island, decide to explore, and become stuck in thick ice. After they summon help from an old hermit, they finally break free—only to be captured by pirates who take them to their volcanic island hideaway. As Mary and the others are being prepared for ritual sacrifice to their captors' evil god, they escape with assistance from animals. But what Mary does not know is that her adventures are just beginning, and that her

necklace is there to help her. Will she ever find her way back home, and who will inherit the necklace next? *Monkeyshines* is an exciting tale of adventure as a twelve-year-old girl and others time travel into a fictional world with more questions than answers.

In *The Wizard of Zee*, a story set around 150M BC on the continent of Gondwanaland, 11-year-old Demki ventures away from the comfort zone of his family and into the wilderness. When he reaches the Valley of Zam, Demki meets the Wizard of Zee. He is of the same ethnic stock as Demki's family and friends: a migrant from the northern continent of Laurasia. Zee becomes Demki's mentor and teaches him to believe in himself. This entails many adventures. It is the time of the Spring Equinox Festival and Demki gets to meet shamans from far and wide, as well as many wild creatures. He learns to lose his fear of the wilderness. Demki hears of a great mission to save Gondwana from being captured by Bogaar, a mutant buffalo, and the Prince of Vulcana. Demki and his two neighbourhood friends, Clarion and Ruby, are sent up to Vulcana, to 'fight war with peace.' They are aided by the lion-man and Kabulu the chameleon. Will the mission succeed? Will Demki be able to celebrate his 12th birthday? What fate will the people of Gondwana have to face?

Ashes is one of the petty thieves and con artists of Burroughside, trying to stay on the good side of Mr. Ragged, the district's vicious crime lord, while avoiding the wild Ravagers who roam the streets at night. In the midst of running a rigged card game, he catches the attention of Jack Lantern, who sees potential in the young thief and becomes his mentor. Jack takes Ashes into his crew and trains

him to use a power that can spin illusions. The crew is planning a heist against one of the cream of society, but Ashes is waging his own war against Mr. Ragged.

PAIN Frank Mercer thought he knew what that was when he woke up on a strange beach, more dead than alive. His memories had been stripped from him, his mind a gaping void of unanswered questions. But when the small farming family found him and nursed him back to health, so too did his mind begin to heal. And then came the nightmares. **RAGE** Something lies just underneath the surface of Frank's mind, a darkness possessed of vicious intelligence with a personality of its own. Old injuries and the kindness of new friends have thus far held it at bay, in particular one small girl with a rare gift and a big heart. But when old disputes come back to surface, Frank soon finds himself standing between a brutal crime lord and the family he has come to love. Caught in the middle of monsters, mages, and killers, he is helpless to prevent the emergence of a far greater evil. **POWER** Frank is regaining more of himself, the growing power within him unlike anything the continent of Endath has ever known. But even as he faces off against a horde of enemies, another foe perches among the recesses of his mind and waits. For his body once belonged to another, and with each new discovery of lost memories and abilities a little bit more of that other returns.

Abacadabra! The magic word is . . . science! Make coins disappear Crush a soda can --without even touching it Write an invisible message-that suddenly reappears out of nowhere Teach your cereal to jump and dance, and much more! Is it magic? No, it's science! There's a lot more to magic than just waving a wand. From chemistry to biology, gravity to

electricity, discover the amazing magical powers of science with these fun-filled, easy-to-perform activities. You won't need any special materials to become a science magician --just everyday things

found around the house. With Magic Science, you'll be dazzling family and friends quicker than you can say, "Nothing up my sleeve!"