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HandleUFOsPopular ScienceThe Martian
ChroniclesThe Meaning and Culture of Grand Theft
AutoThe Hynek UFO ReportYour Code Name is
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Fugitive

The ultimate guide to Project Blue Book by one of the lead astronomers for the US Air Force program to investigate UFO sightings. Originally released in 1977, this new edition by the world's foremost authority on UFOs distills 12,000 sightings and 140,000 pages of Project Blue Book evidence into a coherent explanation. A US Air Force - sponsored UFO-basher

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for years, Hynek had completely changed his tune by the late 1960s. Whether you believe in little green men or an official government cover-up policy, The Hynek UFO Report is required reading. Have UFOs really been reported by every nation across the globe? Can all the eyewitness reports simply be fantasy? Are we victims of mass hallucination or just plain lies? Have close encounters actually occurred? Is the government concealing deep secrets at a hidden location? The Hynek UFO Report is rational, logical, and realistic. It is for anyone interested in UFOs, the possibility of extraterrestrial life, and the role of the US government in hiding the truth from the public.

Inside UFO 54-40

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including

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matplotlib, NumPy, and Pygal –Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses –Work with data to generate interactive visualizations –Create and customize Web apps and deploy them safely online –Deal with mistakes and errors so you can solve your own programming problems If you’ve been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Skateboard Champion

Impeccably researched, this riveting journalistic investigation separates fact from fiction, and documents the existence of-and government reactions to-actual UFOs.

Daredevil Park

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.

Space and Beyond

The reader's decisions control the course of an adventurous trip to an amusement park.

Identified Flying Objects

Grand Theft Auto is among the most culturally significant video game franchises in history. Popular among adult gamers, the games have become icons for child endangerment, and are frequently cited in political rhetoric directed against exposing violence and indecency to minors. This work, the first academic book to focus exclusively on a single game series, presents essays that examine the complex and popular GTA phenomenon. Part 1 discusses issues of censorship, satire and the intellectual impact of GTA. Part 2 studies how players meaningfully and purposefully play Grand Theft Auto games.

Dark Energy

Blood on the Handle

At first it seemed impossible - a radio signal that came not from Earth but from far beyond the nearest stars. But then the signal was translated, and what had been impossible became terrifying. For the signal contains the information to build a Machine that can travel to the stars. A Machine that can take a human to meet those that sent the message. They are eager to meet us: they have been watching and waiting for a long time. And now they will judge.

UFOs

While on a class trip to an ancient monument, readers

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must journey through time to a dense forest and encounter strange people from a mystical time and place.

Popular Science

The reader's choices will determine the outcome when he or she investigates the mysterious kidnapping of wealthy Uncle Morgan.

The Martian Chronicles

A map found on a New Mexico ranch leads to a mystical time traveling adventure, in a book where the reader determines the path and outcome of the story.

The Meaning and Culture of Grand Theft Auto

Your group's mission is to combat the Evil Powermaster, who is slowly working to gain control over the entire universe. Your group battles on and often succeeds in stopping the Powermaster's plans. Today, though, most of your team members have disappeared. Have they fallen into the clutches of the Ant People, who are some of the Powermaster's most faithful minions?

The Hynek UFO Report

As a small twin-engine plane is flown through bad weather and begins to suffer mechanical problems, t

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must be set down in a remote area of Alaska, where those on board are forced to find a way to survive, in an adventure story with many different endings. Original.

Your Code Name is Jonah

The author of Wake Up Down There! describes how New Mexico physicist Paul Bennewitz was targeted by the government as part of a massive scheme of disinformation and covering up the real truth about UFOs. Original. 12,500 first printing.

Project Beta

Choose Your Own Adventure: Project UFO Project UFO You are an astronomer. You work for a top-secret government project that investigates UFOs and searches for intelligent life in the universe. You also have a big secret. Recently, you have started hearing strange alien voices in your head. Are you going crazy? Or are these voices actually the key to the secrets of the universe? The Choose your Own Adventure series is unique new series consists of 30 titles adapted from the wildly popular Choose Your Own Adventure series, which has sold over 250 million copies worldwide, and spawned an entire genre called 'interactive fiction'. What makes Choose Your Own Adventure different is that you, the reader, are the main character. You make the choices that can lead to a happy conclusion-or perhaps to a terrible fate! Each title is made up of several branching storylines, with up to 30 different endings.

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As a result, most readers read each book again and again, experiencing a different story each time. Originally targeted at reluctant readers, Choose Your Own Adventure has helped to develop critical thinking, literacy skills, and an interest in reading for a whole generation of English native speakers. Now adapted for English language learners of any age, the Choose Your Own Adventure series is a fun addition to any extensive reading library. Indeed, the stories are so engaging we guarantee that even non-ESL learners will enjoy reading them!

Survival at Sea

The reader is asked to make decisions which will determine the outcome of a tidal wave at sea.

Mayday!

We are not alone. They are here. And there's no going back. Perfect for fans of *The Fifth Wave* and the *I Am Number Four* series, *Dark Energy* is a thrilling stand-alone science fiction adventure from Robison Wells, critically acclaimed author of *Variant* and *Blackout*. Five days ago, a massive UFO crashed in the Midwest. Since then, nothing—or no one—has come out. If it were up to Alice, she'd be watching the fallout on the news. But her dad is director of special projects at NASA, so she's been forced to enroll in a boarding school not far from the crash site. Alice is right in the middle of the action, but even she isn't sure what to expect when the aliens finally emerge. Only one thing is clear: everything has changed.

The Magic of the Unicorn

An enchanting tale of a young boy's efforts to save a magical tree, winner of the 1997 Smarties Prize. The owl tree is not like any tree Joe has ever seen. It's huge and leafy and shivers at times like a person; it even seems to speak. Granny Diamond once saw an owl perched among its branches and she has loved the tree ever since. It means the world to her. But her neighbour, Mr Rock, wants to cut it down. Why does he dislike the owl tree so much? Does the tree have a secret to tell Joe? And how can he, aboy too scared even to climb the tree, be the one to save it?

Moon Quest

"Only a unicorn's horn can purify the water in your medieval village, so you set off to find one. Can you solve the town riddle and find the sorceress? Does a unicorn reside in the forest? A fire-breathing dragon, angry warlock, and powerful wood-witch all stand in your path"--

They Are Already Here

(Ages 5-8) There are a lot of things you'd rather do than chores with your grandparents. After your grandparents drink zombie potion, you can do whatever YOU want! Will your zombie grandparents behave when you take them to the fair or to the movies? Or will there just be a lot of drool?

Popular Series Fiction for Middle School

and Teen Readers

A stay in New York City with your cool uncle Harry spells fun, until you are kidnapped by a gang of thugs and forced to pull off a jewel heist, in the series' latest interactive book. Original.

The Owl Tree

Could “UFOs” and “Aliens” simply be us, but from the future? This provocative new book cautiously examines the premise that extraterrestrials may instead be our distant human descendants, using the anthropological tool of time travel to visit and study us in their own hominin evolutionary past. Dr. Michael P. Masters, a professor of biological anthropology specializing in human evolutionary anatomy, archaeology, and biomedicine, explores how the persistence of long-term biological and cultural trends in human evolution may ultimately result in us becoming the ones piloting these disc-shaped craft, which are likely the very devices that allow our future progeny to venture backward across the landscape of time. Moreover, these extraterrestrials are ubiquitously described as bipedal, large-brained, hairless, human-like beings, who communicate with us in our own languages, and who possess technology advanced beyond, but clearly built upon, our own. These accounts, coupled with a thorough understanding of the past and modern human condition, point to the continuation of established biological and cultural trends here on Earth, long into the distant human future.

Journey to Stonehenge

The reader, lost in a strange cave, decides how the story comes out.

Your Grandparents are Zombies

The reader makes choices to determine the fate of the first colony on the moon and the dark secrets hidden on the dark side of the moon.

Python Crash Course

The reader's decisions control the fate of a slowly improving skateboarder who gets a chance to be coached by the leader of the school's skateboarding group.

The Trail of Lost Time

The reader's choices determine the outcome of an intergalactic encounter with aliens.

You Are an Alien

Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose origins, characteristics, cultures and player experiences have been well explored. Yet there has been little attention devoted to the meaningful ways RPGs have shaped society at large over the last four decades. RPGs were influential on video game design and have been

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widely represented in film, television and other media. They have made their mark on other areas of society, as well, including education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

The Omega Project

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Contact with Alien Civilizations

As a reporter covering Stonehenge you make some startling discoveries and must decide what to do next.

The Demon-Haunted World

The reader discovers that he or she is actually an alien spy sent to Earth to observe the lifeforms here, and must make a choice between remaining on Earth

or returning home.

The Role-Playing Society

This book describes a wide variety of speculations by many authors about the consequences for humanity of coming into contact with extraterrestrial intelligence. The assumptions underlying those speculations are examined, and some conclusions are drawn. The book emphasizes the consequences of contact rather than the search, and takes account of popular views. As necessary background, the book also includes brief summaries of the history of thinking about extraterrestrial intelligence, searches for life and for signals, contrasting paradigms of how contact might take place, and the paradox that those paradigms allegedly create.

The Cave of Time

A prescient warning of a future we now inhabit, where fake news stories and Internet conspiracy theories play to a disaffected American populace “A glorious book . . . A spirited defense of science . . . From the first page to the last, this book is a manifesto for clear thought.”—Los Angeles Times How can we make intelligent decisions about our increasingly technology-driven lives if we don’t understand the difference between the myths of pseudoscience and the testable hypotheses of science? Pulitzer Prize-winning author and distinguished astronomer Carl Sagan argues that scientific thinking is critical not only to the pursuit of truth but to the very well-being of our democratic

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institutions. Casting a wide net through history and culture, Sagan examines and authoritatively debunks such celebrated fallacies of the past as witchcraft, faith healing, demons, and UFOs. And yet, disturbingly, in today's so-called information age, pseudoscience is burgeoning with stories of alien abduction, channeling past lives, and communal hallucinations commanding growing attention and respect. As Sagan demonstrates with lucid eloquence, the siren song of unreason is not just a cultural wrong turn but a dangerous plunge into darkness that threatens our most basic freedoms. Praise for *The Demon-Haunted World* "Powerful . . . A stirring defense of informed rationality. . . Rich in surprising information and beautiful writing."—*The Washington Post Book World* "Compelling."—*USA Today* "A clear vision of what good science means and why it makes a difference. . . . A testimonial to the power of science and a warning of the dangers of unrestrained credulity."—*The Sciences* "Passionate."—*San Francisco Examiner-Chronicle*

Prisoner of the Ant People

As an environmentalist and famous photojournalist working on a project to help save the endangered mountain gorilla in Uganda, the reader's choices determine the outcome of the story.

Project UFO

An anthropological look at the UFO community, told through first-person experiences with researchers in

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their element as they pursue what they see as a solvable mystery—both terrestrial and cosmic. More than half a century since Roswell, UFOs have been making headlines once again. On December 17, 2017, the New York Times ran a front-page story about an approximately five-year Pentagon program called the Advanced Aerospace Threat Identification Program. The article hinted, and its sources clearly said in subsequent television interviews, that some of the ships in question couldn't be linked to any country. The implication, of course, was that they might be linked to other solar systems. The UFO community—those who had been thinking about, seeing, and analyzing supposed flying saucers (or triangles or chevrons) for years—was surprisingly skeptical of the revelation. Their incredulity and doubt rippled across the internet. Many of the people most invested in UFO reality weren't really buying it. And as Scoles did her own digging, she ventured to dark, conspiracy-filled corners of the internet, to a former paranormal research center in Utah, and to the hallways of the Pentagon. In *They Are Already Here* we meet the bigwigs, the scrappy upstarts, the field investigators, the rational people, and the unhinged kooks of this sprawling community. How do they interact with each other? How do they interact with “anomalous phenomena”? And how do they (as any group must) reflect the politics and culture of the larger world around them? We will travel along the Extraterrestrial Highway (next to Area 51) and visit the UFO Watchtower, where seeking lights in the sky is more of a spiritual quest than a “gotcha” one. We meet someone who, for a while, believes they may have communicated with aliens. Where do these

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alleged encounters stem from? What are the emotional effects on the experiencers? Funny and colorful, and told in a way that doesn't require one to believe, Scoles brings humanity to an often derided and misunderstood community. After all, the truth is out there . . .

Search for the Mountain Gorillas

The reader's decision will determine whether two brothers can find out who is stealing the Earth's oil and stop them.

Contact

The tranquility of Mars is disrupted by humans who want to conquer space, colonize the planet, and escape a doomed Earth.

Popular Series Fiction for K-6 Readers

The reader chooses specific pages to determine the outcome of the story.

Choose Your Own Adventure - Project Ufo- 900 Headwords

The readers receives an invitation to explore a UFO, but when the alien spaceship lands, three sinister robots approach, and only the reader's choice determines what happens next. Original.

Trouble on Planet Earth

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A scientific analysis laced with case histories reveals that UFO abductees bear strong psychological resemblances to Near-Death Experience survivors and concludes that these experiences may represent a new stage in the evolution of the human mind.

The Secret of Mystery Hill

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.

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