



*How Two Prisoners of War Engineered the Most Remarkable Escape in History*

*Daybreak on Raven Island*

*Curious Cases: True Crime for Kids*

*The Unbreakable Code*

*Mystery Rummy*

*Breaking the Rock*

More than 120,000 orphans were placed with Midwestern families during the 19th Century thanks to the Orphan Train Movement and the Children's Aid Society. With extensive research, real photos, and carefully crafted narrative nonfiction, Orphan Trains tells the stories of seven of those children.

A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who attacked Griswold come after them too. This title has Common Core connections.

"Five murder suspects are invited to the haunted Barclay Hotel for a weekend getaway, and it is up to twelve-year-old JJ and eleven-year-old Penny--and a lonely ghost--to figure out who committed the crime."--OCLC.

NATIONAL BESTSELLER • The Great Escape for the Great War: the astonishing true story of two World War I prisoners who pulled off one of the most ingenious escapes of all time. FINALIST FOR THE EDGAR® AWARD • ONE OF THE BEST BOOKS OF THE YEAR: The Washington Post, NPR • "Fox unspools Jones and Hill's delightfully elaborate scheme in nail-biting episodes that advance like a narrative Rube Goldberg machine."—The New York Times Book Review Imprisoned in a remote Turkish POW camp during World War I, a march and a terrifying shootout in the desert, two British officers, Harry Jones and Cedric Hill, join forces to bamboozle their iron-fisted captors. To stave off despair and boredom, Jones takes a handmade Ouija board and fakes elaborate seances for his fellow prisoners. Word gets around, and one day an Ottoman official approaches Jones with a query: Could Jones contact the spirit world to find a vast treasure rumored to be buried nearby? Jones, a trained lawyer, and Hill, a brilliant magician, use the Ouija board—a trap for their captors that will ultimately lead them to freedom. A gripping nonfiction thriller, The Confidence Men is the story of one of the only known con games played for a good cause—and of a profound but unlikely friendship. Had it not been for "the Great War," Jones, the Oxford-educated son of a British lord, and Hill, a mechanic on an Australian sheep ranch, would never have met. But in pain, loneliness, hunger, and isolation, they formed a powerful emotional and intellectual alliance that saved both of them.

to construct a taut narrative arc, and a Dickens-level gift for concisely conveying personality" (Kathryn Schulz, New York) to this tale of psychological strategy that is rife with cunning, danger, and moments of high farce that rival anything in Catch-22.

Taking the Rails to a New Life

A True Story

Al Capone Does My Shirts

Crime Fiction Inspired by Alcatraz

Midnight at the Barclay Hotel