

The Ender Kids Friend Or Foe Part 1 The Greatest Minecraft Comics For Kids

An Amazing Gift For Minecraft Lovers! See your child have hours of fun learning how to draw! Learn to draw Steve, The Ender Dragon, Creepers, and much more! Click add to cart now to see your child's eyes light up with joy!

From Amazon #1 Bestselling Children Authors! Marvelous Collection of Amusing Short stories specially for Young Minecrafters! Steve meets Alex Steve has lived in Minecraft by himself for a long time, but something new is about to happen. A stranger appears out of the woods. Numbers start popping up in the sky. What does it all mean for Steve? There is only one way to find out, join Alex and Steve in Minecraft! Alex versus the Ender Dragon Alex is living near a friendly trading village when strange things start happening. She decides it's best to move into the village for strength in numbers when something appears near the edge of town. Alex has to face off against the mighty Ender Dragon. Will she win? Find out in Alex versus the Ender Dragon! The Troller Stonemann has finished his world and is inviting friends to join in and play but someone gets invited that wasn't meant to. Stonemann's house is in danger, his world at the hands of a troller. Will he figure out who it is that is trolling and end the destruction of his world? Join him in Minecraft and find out! The Aftermath of Herobrine Alex has saved the villagers from Herobrine... Or so she thought. He as returned and he is angry. An Ender Dragon is summoned in the village. Alex has to defend her home once again. Will she be able to take Herobrine and an Ender Dragon? We will find out in the story! Stopping the Raiding Irongurl How do you deal with a faction raider? Report to the admin? Josh was going to find out. His peaceful faction was gathering iron, gold, coal and such when a nearby faction attacked! Josh lost his entire stash and sets out to get it back. With the help of a friend and his faction Josh teaches a raider a hard lesson. Alex explores The Nether Bat keeping wither skeletons, village trapping endermen, and a floating village. Alex didn't know what to expect when she entered the nether. Will she free the enslaved villagers? Will she perish against the Enderman King? Only one way to find out! Getting started in the New World Alex is excited and ready to build and mine. As she digs deeper and deeper, surprises wait around every corner in the depths of the earth. Alex must face zombie attacks and waves of creepers. Will she survive them or will she be turned into one of them? The Mansion of Steve As Steve makes a new home in Minecraft a ghost starts appearing. Who is the strange ghost and why is it haunting Steve? As the ghost returns it reveals that it is known throughout all of Minecraft and feared. Will Steve be able to stop the ghost? Read all about it and find out! Herobrine Returns Alex moved into Minecraft and comes across a village. While there a voice calls to her from the wind and she is curious to figure out who it is. The local village elder tells her to be careful since a Minecraft myth lived here for a while. Will Alex rid herself of this ghost? Will the villagers be safe?

Jay finds out at a very early age that he has to abandon his home planet where he is diagnosed with a poisonous virus. He bids farewell to his parents and leaves the only world he knows while wearing a mask. When he ends up on the world of Minecraft, he makes new friends and finds a home for himself. However, he doesn't tell anyone about his poisonous virus and he keeps his helmet on. Will his secret be revealed? What will happen when trouble arises? Find out now. Experience the thrill of reading Ender's Game all over again Go deeper into the complexities of Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: Ender prequel series coauthor Aaron Johnston on Ender and the evolution of the child hero Burn Notice creator Matt Nix on Ender's Game as a guide to life Hugo award-winning writer Mary Robinette Kowal on how Ender's Game gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from Ender about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of Ender's story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in Ender's Game, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics

A comprehensive three-volume reference work offers six hundred entries, with the first two volumes covering themes and the third volume exploring two hundred classic works in literature, television, and film.

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Hank the Villager is back in his third diary, Hank the Villager 3: Ender Dragon Master. Hank has wanted to have one of each monster since he was just a little Villager. He was able to do this in his first diary, but he still wanted more. In his second diary, Hank and a few of his monster friends went on a journey to find an Ender dragon. Without anyone knowing, Hank stole an Ender Dragon egg from The End. Now the egg has hatched and Hank has a baby Ender Dragon on his hands. At first, Hank has no idea what he should do with the baby Ender Dragon. Should he leave his village and his friends to raise and train it, or should he get rid of the baby Ender Dragon before it causes any problems? Training an Ender Dragon would take a lot of hard work, and Hank hasn't exactly trained anything this scary before. No matter what Hank decides, there will definitely be an adventure that comes his way. Does Hank have what it takes to be the Ender Dragon Master that he read about in the myth of Fabula, or is it someone else? Will the Ender Dragon become Hank's friend or foe? What will the other Villagers think of the Ender Dragon? All of these questions and more will be answered in Hank's third diary. Other books in the Diary of Hank the Villager series Book 1: Monster Enthusiast Book 2: Search for the Ender Dragon Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft

Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notc

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 1: A Dragon in the Overworld The Ender Dragon is known as the fearless creature that inhabits the deep and dark world of The End. But what most players may not know is that the Dragon lives a very lonely and boring life in his realm. After anxiously waiting for any player to come and face him in a final battle, the Dragon got tired and asked for his friends, the Endermen, to check the Overworld for him and see what the players were doing. To his surprise, the Endermen returned without any information on the players - in fact, the Endermen told the Dragon the players had disappeared from the Overworld. Desperate with this new revelation, the Dragon decided to go to the Overworld himself to check things and find the missing players - and even save them, in case they were in trouble, so that they could one day battle against the Dragon. After getting teleported to the Overworld with some help from his fellow friends Endermen, the Dragon is now on a quest where the regular roles have been inverted - it's the Dragon who is looking for the players, and not the other way around. What happened to the humans from this world? What led to their disappearance? And who is behind it? Book 2: The Reverse Dragon The mighty Ender Dragon left The End after being teleported by his friends, the Endermen. He set off on a mission to look for the location of the players, after hearing from his Endermen that the players had suddenly disappeared. In his journey in the Overworld, the Dragon met two humans, Jack and Anna. The couple agreed to help the Dragon in finding the remaining survivors, and on their brave mission they found a mysterious Witch who possessed an amazing ability: the power to predict the future. With this ability, the Witch foresaw the human's location, but she was not able to tell with certainty where they were. The Dragon and his two human friends managed to solve the riddle and found the human's location: the Nether. After successfully saving the humans and returning to the Overworld, the Dragon was shocked with a revelation: there was a second Dragon in the world, and he was being helped by a group of Endermen. Now, the Ender Dragon will need the help from Anna and Jack once again, and even the survivors will have to lend them a hand in their new quest. They need to find out why there is another Dragon in the world. Why did he take the humans to the Nether with the help of the Endermen? What are his plans? And why does he exist after all? Book 3: Dragon Versus Dragon Anna, Jack, the survivors and the Ender Dragon are in deep trouble. After setting out on their quest to find the Reverse Dragon and his Endermen, they discovered more about his malefic plans: the Reverse Dragon is after secret ingredients which are scattered all over the world. These ingredients form the Uncraftable Potion, a powerful and unique item that can grant its holder fantastic powers. With this potion, the Reverse Dragon could finally defeat the Ender Dragon, becoming the only Dragon of the world and getting rid of all remaining creatures. The Reverse Dragon managed to capture

the Witch and she was forced to show him the exact location of the first ingredient. Now, the Reverse Dragon is looking for the remaining two ingredients, which can only be found by their own guards, who are the two other Witches. What kind of magical powers do the other Witches possess? What can one achieve with the Uncraftable Potion? And what will be of the world if the Reverse Dragon puts his paws on it? At this point, a battle between the two Dragons is inevitable, and the winner will be defined by the one who gets to the potion first.

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Minecraft: Diary of an Ender Steve This is the diary of Ender Steve, the Enderman. In his diary, Ender Steve tells you all about the wonderful, and sometimes creepy, world of the Enderman. You will learn all about their home in the End, their likes and dislikes, and even how you can make friends with one. So, if you are having trouble with the Endermen in your world, or you just want to learn more about them, this book is for you.

Child characters are surprisingly common in horror, fantasy, and science fiction literature and films. Children represent innocence and virtue and symbolize the classic question of fantastic literature: What is the future of the human race, and how will science and society improve or impair that future? This collection of essays explores the roles of children in the literature and film of the fantastic. The works vary in critical approach from textual analyses to psychological, historical, and gender- and ethnicity-based interpretations and draw their subject matter from contemporary and classic literary and film pieces. "The Triumph of Teen Prop: Terminator II and the End of History" is a playful discussion of teen propaganda movies and social issues. "E.T. as Fairy Tale" examines how Stephen Spielberg's combination of science fiction, fantasy, and fairy tale elements blends logic and childhood magic. Howard M. Lenhoff connects mythical creatures with biology in "A Real-World Source for the 'Little People': A Comparison of Fairies to Individuals with Williams Syndrome." The literary selection ranges from Alida Allison's study of childhood in Isaac Bashevis Singer's writings to Bud Foote's interpretation of childhood roles in the characters of selected Stephen King works. Other essays consider Henry James's *The Turn of the Screw*, Anne Rice's *The Witching Hour*, and the childhood classic *Peter Pan*.

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Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Ender's Game," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers the first book in the series; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Visit BookCaps.com to find out more.

This collection merges representations of children and youth in various science fiction texts with childhood studies theories and debates. Set in the past, present, and future, science fiction landscapes and technologies sometimes constrain, but often expand, agentic expression, movement, and collaboration.

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book, a summary of the plot, and a guide to major characters and themes. This guide covers the Ender's Game, Speaker for the Dead, Xenocide, and Children of the Mind. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month.

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GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 1: The Open Portal Prepare yourself for the fantastic beginning of a new Minecraft adventure! Emily is a simple girl who lives in a quiet village in the Overworld. In contrast to the simple life she's living, Emily's mother is a great adventurer, taking risks and exploring far off lands. One day, when her mother returns from a trip, Emily can tell instantly that something is wrong. Her mother had discovered something and it makes her so worried. The question is, what is it? Emily is eager to find out what her mother has discovered on her trip and what it means for the entire Overworld. Is she ready for whatever it is she's going to find out? The wheel of life is turning fast and danger is about to come. Emily has only two choices - stay at home, safe and sound, or risk getting in trouble to protect her mom. Her mom is about to go on a perilous adventure, and she doesn't want to be stuck behind. In the end, what would Emily choose? Will she sneak off to be with her mom? Or, will she stay behind and be left wondering what secret lies out in the world? Find out and more on this first part of

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the Diary of an End Hero book series. There's an amazing Minecraft adventure waiting for you inside, so get your copy of this book today! Enjoy!!!

Book 2: The Jungle Ruins
Emily has managed to sneak away from the safety of her village with her best friend William. Longing for adventure, she sneaked behind her mom to explore the portals that are leading to the land of legend, the End. But Emily's mother isn't happy to discover her daughter has snuck onto the wagon heading for danger. Unable to return to the village, which is still on lock down after a random daytime attack, her mother has no choice but to bring the two alone. Deep into the jungle they go. Along the way, they discover ruins, skeletons and even an Enderman. Emily has never faced battles like this before - will she be able to handle it? As she goes further and further into the land of danger, she will learn that nothing is what it seems, and the path to the End is filled with dangerous enemies. Will she make it to the End or wish she had stayed home?

Book 3: Defeating the Enemy
After a dangerous trek through a crumbling temple full of Wither Skeletons, Emily, her mother and her best friend, William find themselves in the End. Yet the End isn't at all what Emily thought it would be like. Crawling with Endermen, the group must work together to find a way to stop the Ender Dragon. If he succeeds, he will break free into the Overworld to cause nothing but havoc and panic. Emily's mother comes up with a daring plan that just might be enough to save the day. However, it is dangerous and will involve taking on the Ender Dragon face-to-face. Will the group be able to handle it? Emily realizes this is her time to come through. Determined not to let her fear get the best of her, she wants to prove that she can save the day and take down the Ender Dragon. Will the Ender Dragon be taken care of and will they get to return home? Or will Emily and the others be trapped in the End forever?

Author's Note: This unofficial Minecraft book is not authorized, endorsed or sponsored by Microsoft Corp., Mojang AB, Notch Development AB or any other person or entity owning or controlling the rights of the Minecraft name, trademark or copyrights. All characters, names, places and other aspects of the game described herein are trademarked and owned by their respective owners. Minecraft(R) /TM & (c)2009-2016 Mojang/Notch.

This volume visits death in children's literature from around the world, making a substantial contribution to the dialogue between the expanding fields of Childhood Studies, Children's Literature, and Death Studies. Considering both textual and pictorial representations of death, contributors focus on the topic of death in children's literature as a physical reality, a philosophical concept, a psychologically challenging adjustment, and/or a social construct. Essays covering literature from the US, Mexico, El Salvador, Guatemala, Canada, the UK, Sweden, Germany, Poland, Bulgaria, Brazil, Czechoslovakia, the Soviet Union, India, and Iran display a diverse range of theoretical and cultural perspectives. Carefully organized sections interrogate how classic texts have been adapted for the twenty-first century, how death has been politicized, ritualized, or metaphorized, and visual strategies for representing death, and how death has been represented within the context of play. Asking how different cultures present the concept of death to children, this volume is the first to bring together a global range of perspective on death in children's literature and will be a valuable contribution to an array of disciplines.

How do you teach children to value peace and appreciate diversity? One way is to provide them with books with themes that promote these ideas. The Parent / Teacher

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Guide to Children's Books on Peace and Tolerance offers readers a wide variety of award-winning titles along with annotations and grade level recommendations. The book is divided into the following sections: Preschool - grade three Grades 4 - 6 Middle school, and High school. Each section has over 100 listings. Topics include civil rights, the Holocaust, slavery, Native Americans, bullying, war, child abuse, bigotry, cooperation, acceptance, apartheid, family relationships, Arab/Israeli conflict, controlling anger, the Civil War, the Vietnam War, WWII, gays and lesbians, and other social issues. Many of these books are the recipients of the following awards and honors: Newbery Award, School Library Journal (starred review), Caldecott Award, Boston Globe Horn Book Award, American Library Association Notable Book, Jane Addams Children's Book Award, American Bookseller - Pick of the List, Kirkus Reviews (starred review), Publishers Weekly (starred review), Booklist (starred review), Coretta Scott King Award, VOYA Top Picks, National Book Award, and the Michael L. Printz Award. This guide is an excellent resource for parents who would like their children to become peace-loving, accepting adults. Teachers who are looking for books to supplement their curriculum will find the suggested titles to be among the best written works in the designated areas. For example, one would be hard pressed to find a better written book on the Holocaust for middle and high school students than I Have Lived One Thousand Years. The author has done a great service by providing parents and teachers with a list of books that cannot be found anywhere else.

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Xenocide," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers Xenocide; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Ender's Game, Orson Scott Card's award-winning 1985 novel, has been discovered and rediscovered by generations of science fiction fans and young adult readers, banned and challenged in schools, assigned in high school English classes, and adopted as reading by the US Marine Corps. Ender's Game and its sequels explores rich themes—the violence and cruelty of children, the role of empathy in war, and the balance of individual dignity and the social good—with compelling elements of a coming-of-age story and exciting and immersive battle scenes. Ender's Game and Philosophy brings together over thirty philosophers to engage in wide-ranging discussion on the troubling, exciting, and fascinating issues raised in and amidst the excitement and fear of Orson Scott Card's novels and Gavin Hood's film. Authors address issues such as: the justifiability of pre-emptive strikes, how Ender's disconnected and dispassionate violence is mirrored in today's drone warfare, whether the end of saving the species can justify the most brutal means, the justifiability of lies and deception in wartimes, how military schools produce training in virtue, how Ender as the "good student" is held to a different educational standard, which rules can be broken in games and which cannot, Ender's world as a mirror of our own surveillance society, the moral hazards of

child warriors, the value of Ender's ability to sympathize with his enemies, the meaning of a "hive-mind," the limits of our ability to relate to one, the relationship between Ender's story and Card's Mormonism. The authors of Ender's Game and Philosophy challenge readers to confront and work through the conceptual and emotional challenges that Ender's Game presents, bringing a new light on the idea of a just war, the virtues of the soldier, the nature of childhood, the social value and moral corruption of lies and deception, the practices of education and of leadership, and the serious work of playing games.

Today show's Michele Borba's cures for difficult childhood behaviors In this down-to-earth guide, parenting expert Michele Borba offers advice for dealing with children's difficult behavior and hot button issues including biting, temper tantrums, cheating, bad friends, inappropriate clothing, sex, drugs, peer pressure, and much more. Written for parents of kids age 3-13, this book offers easy-to-implement advice for the most important challenges parents face with kids from toddlers to tweens. Includes immediate solutions to the most common childhood problems and challenges Written by Today Show's resident parenting expert Michele Borba Offers clear step-by-step guidance for solving difficult childhood behaviors and family conflicts Contains a wealth of advice that is easy-to-follow and gets quick results Author has written outstanding parenting books including Building Moral Intelligence, No More Misbehavin', Don't Give Me that Attitude, and more Each of the 101 issues includes clear questions, specific step-by-step solutions, and advice that is age appropriate.

Ender's Game is a series of comic book adaptations of science fiction novels written by Orson Scott Card published by Marvel Comics that began in October 2008. However, some have been all new content, not released before in novel format. The series, like the novels they are based on, are set in a future where mankind is facing annihilation by an aggressive alien society, an insect-like race known colloquially as "Buggers" but more formally as "Formics". The central character, Andrew "Ender" Wiggin, is one of the child soldiers trained at Battle School (and eventually Command School) to be the future leaders of the protection of Earth. The year is never specified, although the ages of the Wiggin children are specified to change throughout space, also carefully taking in the relativity of space and time.

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Children of the Mind," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers the fourth book in the original series; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book

more, BookCaps can help. We are a small, but growing company, and are adding titles every month.

From Amazon #1 Bestselling Children Authors Marvelous Collection of Amusing Minecraft Short stories specially for Young Minecrafters! Steve meets Alex Steve has lived in Minecraft by himself for a long time but something new is about to happen. A stranger appears out of the woods. Numbers start popping up in the sky. What does it all mean for Steve? There is only one way to find out, join Alex and Steve in Minecraft! Alex versus the Ender Dragon Alex is living near a friendly trading village when strange things start happening. She decides it's best to move into the village for strength in numbers when something appears near the edge of town. Alex has to face off against the mighty Ender Dragon. Will she win? Find out in Alex versus the Ender Dragon! The Troller Stonemann has finished his world and is inviting friends to join in and play but someone gets invited that wasn't meant to. Stonemann's house is in danger, his world at the hands of a troller. Will he figure out who it is that is trolling and end the destruction of his world? Join him in Minecraft and find out! The Aftermath of Herobrine Alex has saved the villagers from Herobrine. Or so she thought. He as returned and he is angry. An Ender Dragon is summoned in the village. Alex has to defend her home once again. Will she be able to take Herobrine and an Ender Dragon? We will find out in the story! Stopping the Raiding Irongurl How do you deal with a faction raider? Report to the admin? Josh was going to find out. His peaceful faction was gathering iron, gold, coal and such when a nearby faction attacked! Josh lost his entire stash and sets out to get it back. With the help of a friend and his faction Josh teaches a raider a hard lesson. Alex explores The Nether Bat keeping wither skeletons, village trapping endermen, and a floating village. Alex didn't know what to expect when she entered the nether. Will she free the enslaved villagers? Will she perish against the Enderman King? Only one way to find out!

Minecraft: Diary of an Ender Dragon (Book 1) Have you ever wondered where the Ender Dragon came from?She hasn't. She stays in the End all day, fending off invaders and protecting her precious egg. She's never had to think about it, until one day mysterious strangers come and steal her egg away from her. Following them into the Overworld, she's in the sunlight for the first time and utterly out of her depth. Along with her new human friend Alice, they go on a mission to save her egg from the ominous Order. With Alice's home under threat and the clock ticking as the egg is kept away from the Dragon, will they be too late to save the day? Scroll Up and Click on "buy now with 1-Click" to Download Your Copy Right Now * * * * *Tags: ender dragon, minecraft, diary, diary of an ender dragon, diary of a minecraft zombie, children books, books for kids Cincinnati's East End river community has been home to generations of working-class people. This racially mixed community has roots that reach back as far as seven generations. But the community is vulnerable. Developers bulldoze "raggedy" but affordable housing to build upscale condos, even as East Enders

fight to preserve the community by participating in urban development planning controlled by powerful outsiders. This book portrays how East Enders practice the preservation of community. Drawing on more than six years of anthropological research and advocacy in the East End, Rhoda Halperin argues for redefining community not merely as a place, but as a set of culturally embedded and class-marked practices that give priority to caring for children and the elderly, procuring livelihood, and providing support for family, friends, and neighbors. These practices create the structures of community within the larger urban power structure. Halperin uses different genres to weave the voices of East Enders throughout the book. Poems and narratives offer poignant insights into the daily struggles against impersonal market forces that work against the struggle for livelihood. This firsthand account questions commonly held assumptions about working-class people. In a fresh way, it reveals the cultural construction of marginality, from the viewpoints of both "real East Enders" and the urban power structure.

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 1: Monster Enthusiast Hank is anything but your average Villager. Most Villagers get along just fine, hanging out in the villages and leading simple lives. Hank wanted more out of life. Ever since Hank was little he was fascinated by all sorts of mobs, but mostly the monstrous ones. Now that Hank is all grown up he owns a farm and keeps a few animal mobs on it. He still wants more, though. Hank has a mission--to find monster mobs and teach the rest of the village how cool they can be. Even though the other Villagers don't exactly see eye to eye with Hank, he still wants to go through with his plan. Hank plans his great adventure! He travels all over Overworld and meets many different kinds of monsters, making friends with all of them. It is a little harder to get some of the monsters than others, so will Hank be able to do it? Book 2: Search for the Ender Dragon Hank the Villager has lead a rather exciting life in the last month. In his last diary, Hank went around all of Overworld and collected a ton of different monsters and other mobs. In his travels Hank has met and befriended spiders, skeletons, creepers, blazes, magma cubes, snow golems, iron golems, and even zombies of every type! While this may sound like an exciting note to end on for any other villager, Hank still wants more. What does Hank want exactly? Hank craves to have the ultimate monsters to himself: the Ender dragon. Hank realizes that he won't be able to do something this crazy by himself, so he gets some of his monster friends, and his villager friend Sara, to help him along the way. In Hank's second diary he will seek help from a mysterious witch, an old written myth, and his friends. He will travel all over Overworld, into the Ender world, and even into The End. While this task might be impossible for anyone else, there's something special about Hank that helps him get through all of this...something he didn't even know about himself until now. Will Hank be able to travel through all three worlds unharmed? What kinds of creatures will he see in his travels? And will he even be able to capture the Enderdragon and leave The End alive?

Book 3: Ender Dragon Master Hank the Villager is back in his third diary, Hank the Villager 3: Ender dragon Master. Hank has wanted to have one of each monster since he was just a little Villager. He was able to do this in his first diary, but he still wanted more. In his second diary, Hank and a few of his monster friends went on a journey to find an Ender dragon. Without anyone knowing, Hank stole an Ender dragon egg from The End. Now the egg has hatched and Hank has a baby Ender dragon on his hands. At first, Hank has no idea what he should do with the baby Ender dragon. Should he leave his village and his friends to raise and train it, or should he get rid of the baby Ender dragon before it causes any problems? Training an Ender dragon would take a lot of hard work, and Hank hasn't exactly trained anything this scary before. No matter what Hank decides, there will definitely be an adventure that comes his way. Does Hank have what it takes to be the Ender dragon Master that he read about in the myth of Fabula, or is it someone else? Will the Ender dragon become Hank's friend or foe? What will the other Villagers think of the Ender dragon? All of these questions and more will be answered in Hank's third diary. This unofficial Minecraft book is not authorized, endorsed or sponsored by Microsoft Corp., Mojang AB, Notch Development AB or any other person or entity owning or controlling the rights of the Minecraft name, trademark or copyrights. All characters, names, places and other aspects of the game described herein are trademarked and owned by their respective owners. Minecraft(R)/ /TM & (c)2009-2016 Mojang/Notch.

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 2: Search for the Ender Dragon Hank the Villager has lead a rather exciting life in the last month. In his last diary, Hank went around all of Overworld and collected a ton of different monsters and other mobs. In his travels Hank has met and befriended spiders, skeletons, creepers, blazes, magma cubes, snow golems, iron golems, and even zombies of every type! While this may sound like an exciting note to end on for any other villager, Hank still wants more. What does Hank want exactly? Hank craves to have the ultimate monsters to himself: the Ender dragon. Hank realizes that he won't be able to do something this crazy by himself, so he gets some of his monster friends, and his villager friend Sara, to help him along the way. In Hank's second diary he will seek help from a mysterious witch, an old written myth, and his friends. He will travel all over Overworld, into the Ender world, and even into The End. While this task might be impossible for anyone else, there's something special about Hank that helps him get through all of this...something he didn't even know about himself until now. Will Hank be able to travel through all three worlds unharmed? What kinds of creatures will he see in his travels? And will he even be able to capture the Enderdragon and leave The End alive? Read The Diary of Hank the Villager: Search for the Ender Dragon to find out! Book 3: Ender Dragon Master Hank the Villager is back in his third diary, Hank the Villager 3: Ender dragon Master. Hank has wanted to have one of each monster since he was just a little Villager. He was able to do this in his first diary, but he still wanted more. In his second diary, Hank and a few of his monster friends went on a journey to find an Ender dragon. Without anyone knowing, Hank stole

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an Ender dragon egg from The End. Now the egg has hatched and Hank has a baby Ender dragon on his hands. At first, Hank has no idea what he should do with the baby Ender dragon. Should he leave his village and his friends to raise and train it, or should he get rid of the baby Ender dragon before it causes any problems? Training an Ender dragon would take a lot of hard work, and Hank hasn't exactly trained anything this scary before. No matter what Hank decides, there will definitely be an adventure that comes his way. Does Hank have what it takes to be the Ender dragon Master that he read about in the myth of Fabula, or is it someone else? Will the Ender dragon become Hank's friend or foe? What will the other Villagers think of the Ender dragon? All of these questions and more will be answered in Hank's third diary. Author's Note: These short stories are for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (R)/TM & (c) 2009-2013 Mojang / Notch

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Hank the Villager has lead a rather exciting life in the last month. In his last diary, Hank went around all of Overworld and collected a ton of different monsters and other mobs. In his travels Hank has met and befriended spiders, skeletons, creepers, blazes, magma cubes, snow golems, iron golems, and even zombies of every type! While this may sound like an exciting note to end on for any other villager, Hank still wants more. What does Hank want exactly? Hank craves to have the ultimate monsters to himself: the Ender Dragon. Hank realizes that he won't be able to do something this crazy by himself, so he gets some of his monster friends, and his villager friend Sara, to help him along the way. In Hank's second diary he will seek help from a mysterious witch, an old written myth, and his friends. He will travel all over Overworld, into the Ender world, and even into The End. While this task might be impossible for anyone else, there's something special about Hank that helps him get through all of this...something he didn't even know about himself until now. Will Hank be able to travel through all three worlds unharmed? What kinds of creatures will he see in his travels? And will he even be able to capture the Ender Dragon and leave The End alive? Read The Diary of Hank the Villager: Search for the Ender Dragon to find out! Other book in the Diary of Hank the Villager series: Book 1: Monster Enthusiast Book 3: Ender Dragon Master Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notc

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 1: Secrets Revealed Jessica lives a quiet life in her town. Tending to the farms and her school lessons, her greatest joy is to read novels about mages - people who can wield magic. Living with her aunt, Tabitha, and spending time with her best friend, Zack, life is mostly uneventful. All of that changes, however, when suddenly the sun is blocked out of the sky. With the Over World thrown into darkness, hordes of monsters approach where Jessica lives. On top of that, a storm threatens to tear the town apart. Tabitha leaves and tells Jessica to stay safe. But as the dangers grow larger, Jessica discovers a secret part of her that she never dreamed she had. Knowing that Tabitha must have the answers to who she truly is, as well as who her parents were before they went missing, she is determined to find her aunt. Easier said than

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done. As Zack and Jessica fight against monsters and put up with people who think they need to stay in safety, will Jessica ever find out the truth behind the blackout and who she truly is? Book 2: Inside the Ruins Jessica has found out the biggest secret of her life - she is a mage. Discovering that the books she loved to read is now her reality, she struggles to find out the reasons this was kept from her. But discovering the truth is easier said than done. Jessica and her best friend, Zack, have finally gotten to the ruins where her aunt is supposed to be. Yet things are turned upside down when a dragon claws its way out of the ground and attacks them. Desperate to flee yet knowing she must press on, Jessica must face down the dragon and try to get to the top of the tower. Yet even the promise of the tower doesn't mean that she will get the answers she needs. Along with August, Jessica and Zack are thrown deeper down a family history filled with secrets and places to protect. Will Jessica be able to discover why the sun has been blocked out and how her magical powers were blocked? Book 3: The Ender Dragon King After Zack and August are taken to the End, Jessica knows that time has run out. Determined to get into the End, using her mother's journal, she takes off for the ruins. The End isn't what she is expecting. Dark and foreboding, filled with Ender Men, Jessica must navigate towards the city and see what she can discover. What she finds there is amazing: her mother. Reunited with someone she never thought possible, it is finally time to face down the Ender Dragon. Together with Zack, August, Tabitha and her mom, Rebecca, they must come up with a plan. The Ender Dragon lives in a castle at the edge of the End. With other mages, they devise a plan to go after him. But Jessica isn't sure how it will turn out - can they truly stop the Ender Dragon? Or will he escape into the Overworld and keep the sun blacked out forever? This unofficial Minecraft book is not authorized, endorsed or sponsored by Microsoft Corp., Mojang AB, Notch Development AB or any other person or entity owning or controlling the rights of the Minecraft name, trademark or copyrights. All characters, names, places and other aspects of the game described herein are trademarked and owned by their respective owners. Minecraft(R) /TM & (c)2009-2016 Mojang/Notch. Every parent wants to help their children make wise choices. Now Bill and Pam Farrel, bestselling authors of Men Are Like Waffles—Women Are Like Spaghetti, bring their trademark humor and characteristic wisdom to one of the scariest topics of all: teaching kids about sex. With the lessons in this book, parents will be able to clearly articulate God's view of sex lay a foundation for healthy conversation help their children internalize a godly value system layer in valuable information so a child is prepared for each life stage protect their children by giving them the right information at the appropriate time Full of real-life examples, biblical inspiration, and laugh-out-loud illustrations, 10 Questions Kids Ask About Sex will engage parents and enable them to succeed!

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) The mighty Ender Dragon left The End after being teleported by his friends, the Endermen. He set off on a mission to look for the location of the players, after hearing from his Endermen that the players had suddenly disappeared. In his journey in the Overworld, the Dragon met two humans, Jack and Anna. The couple agreed to help the Dragon in finding the remaining survivors, and on their brave mission they found a mysterious Witch who possessed an amazing ability: the power to predict the future. With this ability, the Witch foresaw the human's location, but she was not able to tell

with certainty where they were. The Dragon and his two human friends managed to solve the riddle and found the human's location: the Nether. After successfully saving the humans and returning to the Overworld, the Dragon was shocked with a revelation: there was a second Dragon in the world, and he was being helped by a group of Endermen. Now, the Ender Dragon will need the help from Anna and Jack once again, and even the survivors will have to lend them a hand in their new quest. They need to find out why there is another Dragon in the world. Why did he take the humans to the Nether with the help of the Endermen? What are his plans? And why does he exist after all? Check out the Diary of a Might Ender Dragon - book 2 to find the answer for these questions and much more. Other books in the Diary of a Mighty Ender Dragon series Book 1: A Dragon in the Overworld Book 3: Dragon Versus Dragon Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notc

The volume offers a unique collection of articles on pediatric neuroenhancement from an international and multidisciplinary perspective. In recent years, the topic of "neuroenhancement" has become increasingly relevant in academia and practice, as well as among the public. While autonomous adults are free to choose neuroenhancement, in children it presents its own ethical, social, legal, and developmental issues. A plethora of potential (neurotechnological) enhancement agents are on the market. While the manifold issues surrounding the topic have been extensively discussed, there is little work on the specific questions that arise in children and adolescents. This book addresses this gap in the literature: Next to conceptual and normative work on autonomy and self-control, the collection explores the implications for parenting and schooling, and provides input for a discussion of public attitudes. It is a valuable resource for the different academic communities confronted with questions of how to evaluate and approach enhancement in children and is of interest to neuroethicists, scholars in applied ethics and neurology, psychiatrists and psychologists as well as scientists developing enhancement interventions for children.

Explores philosophical questions raised by the well-known novel about young geniuses who are trained to fight a race of invading aliens, covering such issues as the morality of war, the meaning of freedom, and the misuses of power.

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