

Applegate K A Animorphs Scholastic

When Marco runs into his old friend Ereka he doesn't think too much of it. He's got more important things to do, like helping to save the world. But then Marco finds out Ereka's been hanging with some of the kids at the Sharing, and he starts to think that something just a little weird is going on. So Marco, Jake, and Ax decide to morph and check old Ereka out. Just to see if he's been infested with a Yeerk. The good news is that Ereka's not a human-Controller. The bad news is that Ereka's not even human.

The Yeerks have discovered and repaired a damaged Helmacron ship. They know of its morph-seeking capabilities, and they plan to use the ship to capture the "Andalite bandits." And to find Elfangor's blue cube. The one that gave the kids the ability to morph. Cassie and the other Animorphs are in a pretty bad situation. They can't leave the cube in one place, they can't morph without being discovered, and they have to keep moving. It looks like this may be a battle the Visser can't lose...

The wildly popular books by K.A. Applegate are back! The Animorphs return in this update of the classic series. When Tobias and his friends were given the power to morph, they were also given an important warning: Never stay in a morph for more than two hours. But Tobias broke the time limit, and now he's trapped in the body of a hawk -- forever. When he discovers an important Yeerk secret, Tobias knows he has to do everything in his power to destroy it. But to do so, he'll have to contend with a part of himself that's wrestling for control. A part that isn't human.

Cassie's had it. After the last mission, she realizes she's getting tired of missions. Tired of battles. Tired of being an Animorph. She decides that she just can't do it anymore. So she quits. But the war for her planet isn't so easy to quit. It seems a human-Controller named Karen followed Cassie after the last run-in with the Yeerks, and she knows Cassie has the ability to morph. If she exposes Cassie, it's all over. No more Cassie. No more Animorphs. No more planet Earth.

Rachel is falling apart. Literally. Her newest morph has the ability to regenerate its limbs, but when Rachel demorphs there's a lot more Rachel than when she started out. One more Rachel, to be exact. Rachel is an okay person to have around, but two could be considered overkill. Especially two Rachels with completely opposite personalities: one is pathetically weak; one is super strong and super nasty. Now the Animorphs have to figure out a way to put Rachel back together again. Because if it's up to the "twins," Rachel the weak will surrender to Visser Three. Rachel the super bold will try to single-handedly take him down. And twice the trouble may be twice as much as the other Animorphs and Ax can handle...

Really big trouble is an understatement these days. The war with the Yeerks is full on -- and it's definitely going to get worse. But Cassie and the other Animorphs have a lot more going on than just trying to stay alive. Now they've got to actively protect their families and the free Hork-Bajir. And they no longer believe they can do it alone. The Yeerks are just too powerful. So Cassie and the others have to ask themselves a very important question: Is it time to increase their numbers? They all remember what happened with David -- the Animorph gone bad. But this time do they really have a choice?

The battle is still raging, and it's out-and-out war. Jake and the other Animorphs have found a way to slow the Yeerks down, but

now the Yeerks have decided the best way to win is to just destroy everything and everyone who gets in their way. Just when things look hopeless, Jake and the others discover help where they least expected: Taxxons. Creatures so foul and heartless, it's hard to believe that they're capable of having any feelings. But Jake and the others soon discover that the Taxxon resistance has its own problems with the Yeerks. And for once, it looks like Earth may have a chance....

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine. Rachel is still reeling from the news that Earth is secretly under attack by parasitic aliens, the Yeerks. Now she and her friends are the planet's only defense -- five kids who, purely by chance, stumbled onto a downed spacecraft and were given the power to morph into any animals they touch. The team's best lead is their assistant principal, Mr. Chapman, who is the human host to a high-ranking Yeerk official. It's not much, but Rachel's always been a daredevil, and she volunteers to infiltrate Chapman's home. Rachel is tough. She's fearless. But what she finds inside may be more than even she can handle.

A special edition for adults of Katherine Applegate's New York Times-bestselling novel about an oak tree and a crow who help their neighbors embrace their differences. Trees can't tell jokes, but they can certainly tell stories. . . . Red is an oak tree who is many rings old. Red is the neighborhood "wishtree"—people write their wishes on pieces of cloth and tie them to Red's branches. Along with a crow named Bongo and other animals who seek refuge in Red's hollows, this wishtree watches over the neighborhood. When a new family moves in, not everyone is welcoming, and Red's experience as a wishtree is more important than ever. With a message of inclusion for dreamers and welcomers, this is a book for our lives and times. "A beautifully written, morally bracing story that will leave its imprint on a reader of any age." —The New York Times Book Review

The wildly popular series by K.A. Applegate is back! The first six books of Animorphs return, with striking new lenticular covers that morph. Marco never wanted to be an Animorph. He didn't want the ability to change into any animal he touches. And he certainly didn't want to be one of a handful of kids that are the planet's only defense against a secret alien army. His friends know why he feels the way he does. He's worried about his dad -- the only family Marco has left. If anything happens to him, his father will be alone. But something big is about to change for Marco. Something that could finally give him a reason to fight.

Unable to ignore the strange dreams that she and her friends have experienced since they developed morphing powers, Cassie wonders if a dream that draws her to the sea is a cry for help or a trap. Original.

Something is very wrong with Ax. He's sick, and the Animorphs don't know what to do about it. They can't take him to the hospital. They don't know how to contact the Andalite home world. And Ax is dying. Cassie and the other Animorphs come up with a plan. But it involves finding a new way into the Yeerk pool. There's just one problem: Jake, Rachel, Tobias, and Marco all come down with Ax's sickness. And now, for the first time, Cassie is on her own...

Interactive 3D performances of "The Encounter" by British theatre company: Complicite, which encompasses sound, vision and the spoken word, audience members wear headphones, part of the 2017 Adelaide Festival of Arts, solo performance by Richard

Katz, performance based on the book "Amazon Beaming" by Petru Popescu, performances directed by Simon McBurney, co-director: Kirsty Housley.

The Yeerks aren't playing around anymore. They're no longer hiding behind a silent invasion. And one of the first steps in their new plan is to take over the National Guard, to prepare for all-out war against humanity. Marco and the other Animorphs couldn't be less prepared for this news. The Yeerks know who they are, forcing them to hide to protect their families. Things are falling apart, and for once Jake may not be able to make the decision that will save them...

The Animorphs have one true ally in their battle against the Yeerks: the sentient androids known as the Chee. So when they discover that the Chee -- including their friend Ereka -- are in trouble, they have no choice but to help. But the Chee's problem is much deeper than anything the kids could have imagined. It's hidden in the ocean. So far down that no human has ever travelled there and survived. The Animorphs realize what will happen if Visser Three discovers the valuable secrets of the Chee. One of which is the existence of the Animorphs...

Children of all ages are invited to a bright and colorful multicultural celebration with We've Got the Whole World in Our Hands! There is a new Animorph. And he's arrived just in time, because the Yeerks are preparing their biggest takeover ever. Their ultimate target: the world's most powerful leaders, all gathered together in one place. What better way to get into the minds of humans? Literally. At first, David joins the fight with a vengeance. But there's definitely something wrong. Because he's starting to break the rules, taking risks that could get them all captured. Or killed. The Animorphs don't know what to do. There was a time when the Yeerks were their greatest enemy, but that's about to change...

Visser Three is still trying to find a way to reach the Pemalite ship that was hidden thousands of feet below the ocean's surface. The ship contains technology so advanced that it's superior to anything even the Andalites have built. And this time, the Visser plans to find the ship so he can use the power to complete Earth's invasion. Jake and the other Animorphs acquire additional deep-sea morphs in order to stop the Visser's plan. But while trying to destroy the Yeerk ship, the kids make a startling discovery: an underwater civilization. Have the kids discovered Atlantis... or is it just another trap?

The wildly popular series by K.A. Applegate is back! The first six books of Animorphs return, with striking new lenticular covers that morph. It was bad when Jake found out his brother was one of them. A Human-Controller. A slave. But that was nothing compared to this. When the Animorphs decide to visit the Yeerks' new base, it seems simple. But then they get caught and Jake falls -- just for a moment -- into the Yeerk pool. Now they're out, and his friends can't see it. To them he's just like normal. But Jake is screaming for help. His worst fear has finally come true. He's become the enemy.

Jake and his friends are given the power to morph into animals by a dying alien who tells them the Earth is under attack by the invading Yeerks, and they learn that Vissar Three, deadliest of the Yeerks, is after them.

The Animorphs have managed to contact the Andalite home world, but the battle is far from over. Visser Two has arrived on Earth, and he's not happy about the state of things. He decides the best way to take over Earth is to have the humans destroy each

other, exhausting their weapons in the process. He's going to start World War III. Ax and his friends know that Visser Two means business. There are only two ways to keep him from destroying everything they know: Find a way to stop the war, or find a way to stop him forever...

Tobias has gotten used to his new life. He's a red-tailed hawk with the mind of a kid. It was difficult when he first became trapped in his morph, but he's started to come to terms with things. After all, how many kids actually get the chance to fly? But now Tobias is about to make a very difficult choice: a choice that the other Animorphs know nothing about. And it could mean the difference between living the rest of his life as a hawk...and being human.

It's Halloween 1955 and the town of Hidalgo Falls, New Mexico is about to receive a real scare - an invasion by aliens. It seems Roswell wasn't enough. Now it's Hidaglo's turn to be the ultimate alien truck stop. It must be the dry air and year-round golf that attracts so many aliens to this southwest state. It's up to a very odd team of humans to tie a knot in the alien's collective butts. You've got a "been there, done that" former Air Force Lieutenant, a biker with a sandpaper soul, a curvy, nervy female reporter and a six-year old boy that wants to be the next John Wayne. It makes you wonder why the aliens haven't already cut bait and ran! Take a step back into the days when sci-fi adventures had low-tech solutions and high-octane adventure.

The Invasion

Using their infamous cockroach morphs, Rachel, Marco, and Tobias gain entry into an alien enemy's underground city and find themselves in danger of becoming alien snacks when an omnipotent Elimist arrives on the scene.

Elfangor-Sirinial-Shamtul is an Andalite war prince--the one who gave the Animorphs the power to morph. "The Andalite Chronicles" is the story of how this warrior-cadet ended up on planet Earth Ages 9-12. Pub: 12/97.

There's a new rumor in town. Someone has discovered an item that proves life on other planets exists, and they've been hiding it on a base called Zone 91, the most secret place on Earth. Cassie and the other Animorphs already know about life on other planets. Too well. Their enemies the Yeerks will try to access Zone 91, to find out if what's there will threaten their mission to conquer the planet. So the Animorphs decide to pay Zone 91 and the Yeerks a little visit. But what they discover is not at all what they expect.

From the best-selling author of "Animorphs" and "Everworld" comes a dark and powerful new series that begins in 2011 when the Earth is about to be destroyed. In a desperate attempt to survive, a handful of people aboard a revamped space shuttle are placed into suspended animation. Light years from home and all alone some 500 years later, they awake to find that the very future of the human race is in their hands.

Her human name is Eva. There was a time when she had a loving husband and a son, Marco. When she had a wonderful career. But that was before she was infested by Edriss 562. Before the invasion of Earth. Now, Edriss 562 lives in Eva's head and controls her every movement. And through Eva, Edriss has become the highest-ranking general in the Yeerk empire, surpassing even her arch rival, Visser Three. She is Visser One. But it has become known that Visser One's tactics for attaining her current position were less than acceptable -- even to the Yeerks. Now she's on trial for treason. If she's found innocent she'll continue to rule. But if she's found guilty, she'll lose her life -- and possibly the life of her host, Eva. Which will mean that Marco will never, ever see his mother again...

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In the conclusion to a trilogy that includes *The Discovery* and *The Threat*, Rachel and the other Animorphs resolve to eliminate David, an enemy within their ranks who may cause their defeat by the Yeerks. Original.

Ax and the Animorphs are about to have a huge problem. It starts when they decide to morph mosquitoes in order to slip by some unsuspecting Yeerks, and ends with them stuck in Zero-space with no idea how they got there, no way back to Earth . . . and no oxygen. Luckily, an Andalite scout ship finds them before it's too late. But now Ax is finally with his own people. And he doesn't know if he ever wants to go back to Earth.

The wildly popular books by K.A. Applegate are back! The Animorphs return in this update of the classic series. Rachel is still reeling from the news that the Earth is secretly under attack by parasitic aliens known as the Yeerks. And that she and her friends -- five kids who stumbled onto a downed spacecraft and were given the power to morph into any animal they touch -- are the planet's only defense. But Rachel has always been a daredevil. When it's suggested that they infiltrate the home of their assistant principal, who also happens to be a human host of the Yeerks, she volunteers. But what she finds inside may be more than even she can handle.

Ax and the Animorphs have always believed Ax was the only non-infested Andalite on Earth. That he alone survived the terrible battle between his people and the Yeerks. Until now. There were other survivors. Other Andalites. And they're here on Earth. Trying to keep a low profile. Trying to find a way to defeat Visser Three. Trying -- like Ax and the Animorphs -- to stay alive until help finally comes. If help finally comes...

When Jake has to leave town for a family thing, the other Animorphs and Ax figure life will pretty much be normal until he gets back. But when Tobias discovers Visser Three's newest feeding place, the kids decide they have to check it out. But there's no assigned leader. Now Rachel, Tobias, Cassie, Marco, and Ax have a problem. Who will be the best one for the job? Because being in charge isn't just guts and glory. It's about making decisions that will mean the difference between life... and death.

Attempting to get more information about the Yeerks, Jake is suddenly taken over by one of the parasitic aliens and becomes one of them, and the Animorphs launch a rescue mission.

Jake is just a normal kid. Well, as normal as possible considering he can morph animals, and he's in a war against parasitic aliens. But as unbelievable as it sounds, something even stranger has happened. One morning Jake wakes up, and he's twenty-five years old. Okay. Maybe it's a nightmare. Or maybe Jake's just lost it for a while and misplaced a few years. And there's another problem. The world Jake-the-kid went to sleep in has changed. It's ruled by the Yeerks. Jake has to find out if the other Animorphs are still around. Still somehow fighting. Or if he's really on his own...

Tobias and the other Animorphs already have a few problems: saving the world, keeping their identities secret, finishing their homework. Now they have one more thing to add to the list. The Yeerks have discovered a way to cause a person to demorph. And with this new device Visser Three plans on capturing "the Andalite bandits." Now what? The Animorphs realize they have to get rid of the device -- or be captured by the Yeerks. And the risk of getting caught is very high. That's when Tobias comes up with the only possible plan. Someone has to acquire Ax...

Resenting his Animorph powers, Marco prefers to watch over his widower father until he learns that his mother is still alive, and he is horrified to discover that she is the highest ranking officer in the Yeerk army.

Jake, Rachel, Cassie, Tobias, and Marco share an adventure in which their unusual abilities to transform into animals help them to solve a

strange otherworldly mystery.

Tobias and the other Animorphs have seen things so bizarre that no sane person would believe their story. No one would believe that aliens have taken over the Earth, and are in the process of infesting as many humans as possible. No one could believe the battles and missions and losses these six kids have had to deal with. And it's not over yet. Tobias has been captured by the same human-Controller that nearly tortured him to death once before. She claims that now she's a part of the Yeerk peace movement. That she just needs a favor. Tobias isn't sure what to believe, but he knows that if the Animorphs don't find him soon, what he believes won't matter anymore...

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