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RK #1 Biltmore Features

Characters

- Stacy Brown, 11, Asheville, NC, as Stacy Brown, 13
- Trent Thompson, 10, Spartanburg, SC, as Trent Evans
- Wendy Longmeyer, as Wendy Hunt
- Michael Marsh, 10, Tryon, NC, as Michael Hunt
- Mrs. Hunt, a mystery writer teaching a class at the mystery-writing workshop
- Mr. Evans, an aspiring writer attending the mystery-writing workshop
- Mrs. Brown, coordinator of the mystery-writing workshop
- Bob Terrell of the Asheville Citizen Times
- Kevin McKee of WLOS-TV
- Jim McAllister of Greenville News-Piedmont
- Uncle Ed, a guard at Biltmore House
- Biltmore House curator
- Biltmore House gardener

Time Summer Vacation

Locations

- Asheville, NC
- Flat Rock, NC

Places (Integral)

- Biltmore House, Asheville, NC
- Biltmore Dairy Bar, Asheville, NC
- Grove Park Inn, Asheville, NC
- Thomas Wolfe House, Asheville, NC
- Connemara, Flat Rock, NC

Places (Mention)

- Biltmore Village, Asheville, NC
- South Carolina coast
- Mudpies, Asheville, NC
- Central Park, New York City, New York
- Flat Rock, NC
- Greenville, SC
- California
- Tryon, NC
- Inn on the Plaza, Asheville, NC
- Big Glassy Mountain, Flat Rock, NC
- France
- Hawaii
- Transylvania
- French Broad River
- Holiday Inn

Educational Items (Integral)

- The game of chess
- George Washington Vanderbilt, who he was and his vision of a self-sufficient estate
- Information on the Biltmore rooms and grounds
- Biltmore House history, the building of the house, and the luxuries therein
- Walled gardens and English gardens
- Thomas Wolfe
- O. Henry
- Carl Sandburg
- Secret doors at Biltmore House
- Definition of curator
- Sidney Lanier
- F. Scott Fitzgerald

Educational Items (Brief Mention)

- Rubik's cube
- Bridge, the card game
- Plants- rhododendrons, tulip poplars, wildflowers, azaleas
- Dracula
- Frederick Law Olmsted
- *The Secret Garden, Cinderella,* and *Alice in Wonderland*
- Conservatories
- Dairy at Biltmore House
- Edgar Allan Poe and *The Raven*
- *PM Magazine*
- Napoleon Bonaparte
- Food storage at Biltmore House
- Servants' quarters
- Hansel and Gretel
- King Arthur's Court and the Knights of the Round Table
- Acoustics
- Oriental rugs
- Spittoons
- Vineyards
- Christmas at the Biltmore

Visuals

- Map of Biltmore House Gardens
- Stacy and Trent in the Winter Garden
- Stacy goes through a secret door
- The kids search the library for clues
- Wendy and Stacy in the Banquet Hall
- Stacy and the recovered chess set

Lessons

Earning money

Stacy wants to travel to California for a dog show, and, before her mom took her to the mystery-writing workshop, she had planned to get a job to earn the money for her plane ticket.

Controlling own destiny
Stacy's mom says, "You have to make things happen." Stacy uses this motto find the chess set.

Dealing with hardships
Trent's dad has been laid off from his job, so he takes the opportunity to attend the mystery-writing workshop instead of moping around the house.

Fighting solves nothing
Before leaving to attend the workshop, Wendy and Michael fought about who got to sit in the front seat of their car. Their mom ends up relegating them both to the back for fighting.

Self-sufficiency and independence
The kids' parents always encourage them to do things for themselves.

You can find friends everywhere
Stacy likes the other three kids even though they just met. She thinks they are no different from her friends at school.

Power of silence
As the kids admire the Biltmore scenery, they are all silent, and Stacy thinks how unusual it was for a group of people to be silent. She thinks it gives them all something in common.

Perseverance
The kids learn that it took Carl Sandburg 47 years to write Lincoln's autobiography. Stacy thinks that if Sandburg didn't give up, she shouldn't give up on the mystery after two days.

Imagination
Wendy tells Michael he is too old to pretend. Michael disagrees, because how else would Mom come up with her stories?

Priorities
Michael gets lost, and Stacy says finding him is more important than finding the chess set.

Involving adults
After Michael goes missing, Stacy knows that the mystery has become too serious. She thinks that there are times to call adults for help, and this is one of them.

Rewards
Stacy does not get the reward for solving the mystery, which she desperately needed. She says, though, that recovering the chess set and not giving up is her reward.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Discover the importance of electricity to our everyday lives! Discuss all the things you do each day that require electricity.
- Use your geography skills and make a map of how the characters got to Biltmore House.
- Hunt for objects you might find in a Halloween Room.

- Use your math skills to figure out how many man-hours it took to complete Biltmore House.
- Glossary includes 5 SAT words
- Biltmore House Scavenger Hunt
- Excerpt from *The Mystery of Blackbeard the Pirate*
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- List of the Carole Marsh Mysteries
- Apply to be a Character in a Carole Marsh Mystery
- Carole Marsh Mysteries Web site information

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Stacy, Trent, and siblings Michael and Wendy are off to Biltmore House so their parents can attend or teach at a mystery-writing conference. They meet at the conference, and the kids and the parents strike up a friendship. They go to a restaurant where they hear Stacy's mom talk about a real mystery! At the hotel, the kids hear the writers talk about the mystery, too. Later at the Biltmore, the kids see a chess set with no chess pieces. A man says that the priceless pieces have been stolen. That's the mystery! Stacy thinks she overhears that a reward will be offered for the set's recovery. She wants to find it so she can pay for a trip to California to be in a dog show.

While exploring, the kids go through a secret door in the Billiard Room. They eventually make their way to a bowling alley. Wendy rolls a ball down the lane, and when it reaches the end, someone says "Ouch!" Stacy investigates, and someone with a dark sleeve grabs her and pushes her away from the back of the alley. The museum curator offers to take the kids on a tour of the house, and when Stacy goes to get her sweater in the Banquet Hall, she sees a man looking down at her from the second floor. Stacy tries to think who would be allowed in the house at night and on floors not open to the public. She concludes that it could only be the guards.

The next morning, the kids return to the bowling alley to look for clues. Wendy finds a note saying, "Stay out of Section 6." They don't know what this means, so they ask Uncle Ed, a friendly guard they met. Ed points out where it is and says it's off limits. Then Ed leaves them in the library, and the kids look up famous Asheville writers that their parents wanted them to learn about. But then Michael disappears! The kids find a tunnel off the balcony and follow it up a hidden staircase. They see a bunch of rooms, and go in Mr. Vanderbilt's room. Someone follows them, and they hide in the tub in the room's bathroom. In the mirror, they see the reflection of a hand in a green sleeve. They hear steps coming toward them. Stacy says to run. They run out the window to a walkway on the outside of the house. They walk until an arm reaches out of a window and pulls Wendy inside. It's Michael, and he's found Section 6!

Michael finds a note that reads, "You can't go home again." Before they can figure it out, they have to find their parents and go to the Thomas Wolfe memorial. Mr. Terrell, one of the writers, tells the kids about Wolfe, and says he wrote a book called *You Can't Go Home Again*. Stacy thinks this means the set is at the Biltmore and that the clue writer is trying to mislead the kids.

After following a couple of false leads, Stacy finds a sheet of paper that says, "Follow the tunnel to the tussie mussies." That night, at a workshop finale party, the kids go in search of the set because Stacy thinks she knows where it is. She knows tussie mussies are Christmas decorations and are stored in the attic. So the kids go to the attic through tunnels that connect to the heating system. On the way, Stacy hears things tumbling down the tunnels. They get to the top, but Michael has fallen through a hole in the tunnels! The other three get out of the tunnels and race down to the basement where they find him, only a little scratched. He's found two chess pieces in the wine cellar! The kids go to the party, where the writers have dressed up like famous writers, to look for anything suspicious. Michael and Wendy see a man dressed like Thomas Wolfe near Stacy and shout titles of Wolfe's books so she will notice the man too. She doesn't want to accost him unnecessarily, but she looks down and sees he has muddy shoes, just as if he's been in the tunnel with them. She grabs his arm and he drops the box he's holding. Wine bottles shatter on the floor, and chess pieces fall out of the bottles.

The man, a guard, had been dropping the pieces down the tunnels because he was too big to crawl through them. He had been leaving clues to keep the kids away from the basement so he would have time to hide the pieces and get out. Too bad for him the kids never gave up. The curator says there is no reward, but the writers agree the kids deserve the prize meant for the best story written at the workshop. Now Stacy has enough money to go to California. Mystery solved!

RK #2 Freedom Trail Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Jonathan Moss as Derian Thomas, 14, Hopkinton, MA
- Marty Barfield as C.F., Derian's brother, 11, Hopkinton, MA
- Emma, Christina and Grant's aunt, C.F. and Derian's mother
- Fritz, Emma's husband
- Michael, Christina and Grant's uncle
- Priscilla, Emma's daughter, marathon runner
- Prince, Uncle Fritz's hound dog

Time Patriot's Day, third Monday in April

Locations

- Peachtree City, GA
- Boston, MA
- Hopkinton, MA (start of the Boston Marathon)

Places (Integral)

- Legal Sea Foods restaurant, Boston, MA
- Beacon Hill, Boston, MA
- Hopkinton Common, Hopkinton, MA
- Freedom Trail in Boston, MA
- Massachusetts State House on Beacon Hill, Boston, MA
- Park Street Church, Boston, MA
- Granary Burying Ground, Boston, MA
- Paul Revere's House, Boston, MA
- Old North Church, Boston, MA
- Copp's Burying Ground, Boston, MA
- Charlestown Navy Yard, Boston, MA
- Boston Common, Boston, MA
- Lagoon of the Public Garden, Boston, MA

Places (Mention)

- Hartsfield International Airport, Atlanta, GA
- New York City, NY
- Manhattan Island, NY
- Logan International Airport, Boston, MA
- Cambridge, MA
- Brattle Book Shop, Boston, MA
- Charles River, Boston, MA
- Fenway Park, Boston, MA
- Back Bay area of Boston, MA
- Steven's Corner, MA
- South Framingham, MA

- City Hall, Boston, MA
- Muddy, IL
- Old Corner Bookstore, Boston, MA
- Old South Meeting House, Boston, MA
- Old State House, Boston, MA
- Faneuil Hall, Boston, MA
- Quincy Market, Boston, MA
- Lexington Green, Boston, MA

Educational Items (Integral)

- History of Patriot's Day
- History of the Boston Marathon
- Revolutionary War patriots Paul Revere, Sam Adams, John Hancock, and Ben Franklin
- Rules of the Boston Marathon
- History of competitive running
- Pheidippides, and the start of marathons
- Life in the 1800s
- History of Boston
- History of Paul Revere, his house and the "Midnight Ride of Paul Revere"
- History of Old North Church and Copp's Burying Ground
- Steeple flying
- History and use of Ducks (amphibious vehicles)
- History of the *USS Constitution* a.k.a. "Old Ironsides," and the penny drive that saved it
- Swan Boats

Educational Items (Brief Mention)

- Meaning of ASAP
- Peachtree Road Race
- Air traffic at Hartsfield International Airport
- Statue of Liberty
- Airport vocabulary
- The Big Dig in Boston
- Clarence Delmar and Timothy Ford, early Boston Marathon winners
- How to eat lobster
- Georgia food
- Civil War
- *Boston Marathon: The History of the World's Premier Running Event*
- *Antiques Roadshow*
- Walt Whitman's poem "By the Roadside"
- Fen (a salt marsh)
- Women and African Americans in running
- *Trivial Pursuit and Jeopardy*
- Sympathy vs. Empathy
- Spiridon Louis, winner of first modern Olympic Greek marathon
- William McKinley and Josiah Quincy
- CNN, NBC, ABC, FOX, and CBS
- The United Nations

- Hypotenuses
- First and second Boston Marathons
- *Boston Herald*
- Fonts
- The "T" (the subway)
- History of Boston Common
- Red flags and red herrings
- History of the Massachusetts State House
- History of Park Street Church and the song *America*
- William Lloyd Garrison
- Boston Latin School
- Famous writers and the Old Corner Bookstore (Charles Dickens, Louisa May Alcott, Ralph Waldo Emerson, Henry David Thoreau, and Henry Wadsworth Longfellow)
- Boston Tea Party
- Boston food
- First battle of the Revolution and the soldiers who fought in the war
- Brinks robbers in Boston
- Underground Railroad
- Bunker Hill
- Freudian slips

Unique Features

- Follow the trail of the mystery at the bottom of every page.
- All U.S. customary units of measurement are converted to metric units in footnotes

Visuals

- Christina studies a Revere bowl.
- The kids hurry to watch Priscilla.
- The boys read a clue.
- Notes from the kidnapper
- The kids watch for a signal.
- Christina in the Boston Common
- Priscilla and the kids pose together.

Lessons

There are no dumb questions

Grant worries about asking Mimi a question, but she tells him just to ask it because there are no dumb questions.

Sympathy

Christina spins a Lazy Susan and everything flies off of it. Instead of laughing at her, Derian and C.F tell her of their own troubles with it. Also, Priscilla isn't angry at her kidnapper because she knows he is disturbed and needs help.

You don't have to win to run

Priscilla knows she won't win the marathon, so the kids ask her why she runs. She replies that she runs for the sport and the tradition of the marathon.

Jumping to conclusions
Derian and C.F. fear the worst when they read the clues, but Christina reminds them they don't know anything yet, so they shouldn't scare themselves by jumping to conclusions.

Working together
Christina and Derian argue, but C.F. makes them stop because they must work together, not against each other.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Create a colorful race map of the Boston Marathon course.
- Write five other possible titles for "The Mystery on Freedom Trail."
- Learn about a Boston landmark and present some facts to the rest of the club.
- Design a crazy, colorful shirt for the marathon.
- Glossary includes 5 SAT words
- Boston Marathon Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Excerpt from *The Mystery of Blackbeard the Pirate*
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Online Activities

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- Built-In Book Club Bring It To Life

Synopsis

Aunt Emma invites Mimi, Papa, Christina, and Grant to Boston to see Cousin Priscilla run in the Boston Marathon. Before they leave from the airport, Uncle Michael hands Grant a pen with a flashlight on it just in case he needs it. In Boston, the kids hang out with their cousins Derian and C.F. On the day of the race, the four kids watch the race from a special spot. They see Priscilla, but then Grant sees a hand pull her off the course, and she disappears! They run to where they last saw her, but can only find a piece of her pink running outfit. While searching, Uncle Fritz's dog finds the kids. He has a message attached to his collar. It's a message from someone saying they kidnapped Priscilla. The kids run up to the crowd watching the race and ask about their cousin. A man has a note for Priscilla and gives it to them. It says, "You will not be finishing the race. You did not let my son finish." No one knows what this means.

The kids think the kidnapper might follow the racecourse. They get a ride from a cop to City Hall to stay ahead of the kidnapper. They have no luck until they get on the subway with a hooded man. Before the man gets off, he drops a plastic capsule on the floor. The kids rush to open it, and they find a clue: Let the Freedom Trail ring! The kids can't decide if the clues lead them to or away from Priscilla, but Christina thinks they should follow them because that's all they have. So they set off to follow the historic Freedom Trail.

They start at Boston Common and move from there to Park Street Church where they find another clue indicating they should keep following the Trail. Along the way, they find a clue leading them to Paul Revere's house, the Old North Church, Copp's Burying Ground, and Old Ironsides (the *USS Constitution*). Derian thinks the kidnapper is trying to exhaust them because the Charleston Navy Yard, where Old Ironsides is docked, is far away from the rest of the Trail. Even so, they decide all they can do is follow the clue. At the Old North Church, they see a man tuck a note in the church's clock's hands. The note says time is running out!

Because dark is approaching, the kids borrow some rollerblades and a scooter from the church to get to their next stops. To get to Old Ironsides, they ditch the wheels and get on a Duck, an amphibious vehicle, to take them across river. When they see the ship is closed, they go back across the river. Grant wanders up Bunker Hill, and the other three follow him. They find a clue that says, "HA HA, fooled you! How common you kids couldn't figure out all this to save Priscilla?" They had been on a wild goose chase! But then, Christina gets an idea. She hails a taxicab and, once everyone piles in, requests that the driver take them to Boston Common. Christina explains the kidnapper made a Freudian slip when he said, "How common you kids..." instead of, "How come you kids..." Christina thinks Priscilla is right there in Boston Common.

The boys are afraid they're lost in the park, but Christina heads directly to the stored Swan Boats. She calls for Priscilla, and Priscilla answers! Derian hurries to untangle the chain wrapped around the boat and around his sister. Suddenly, the kidnapper appears and announces they've all been caught. The man points a gun at them and says he plans to drown them in the lake. Grant whips out the pen flashlight Uncle Michael gave him, and all the kids rush forward, tackling the man to the ground. He still has the gun, but a gloved hand reaches out and grabs it from him. The kids look up, and it's a policewoman and their cabbie. The cabbie had alerted the police to suspicious activity when she overheard the kids talking about the kidnapping in the cab.

Priscilla tells the policewoman that the man is the father of a student she failed. He had threatened her before, but she didn't believe him. As Priscilla and the kids talk to the police, Mimi, Papa, Emma, and Fritz run up to them. They get the kids and Priscilla into the car and take them to the end of the race so Priscilla can cross the finish line. Mystery solved!

RK #3 Blackbeard Features

Characters

- Michele Hunt, 14, Raleigh, NC
- Michael Hunt, 7, Raleigh, NC
- Ms. Hunt, Michele and Michael's mother
- Brian, as John's son, 13, Bath, NC
- Jo Dee as John's daughter, 10, Bath, NC
- John, Ms. Hunt's friend, Bath resident
- Jack Denning, an actor playing Blackbeard in the play
- Tom Tankard, play manager
- Ben, owner of Pirate's Treasure gift shop
- Cap'n, runs the boat dock
- Ray Whitley, archaeologist
- Ozzie Ormond, alias Oswald Teach, Bath resident, the thief

Time Summer Vacation

Locations

- Raleigh, NC
- Bath, NC
- Ocracoke Island, NC
- Washington, NC

Places (Integral)

- Bath Creek, Bath, NC
- Teach's Hole, Ocracoke Island, NC
- Plum Point, Bath, NC
- Bonner's Point, Bath, NC
- Pirate's Treasure gift shop, Bath, NC
- Water (Main) Street and Front Street, Bath, NC
- Palmer-Marsh House, Bath, NC
- Bath amphitheater at Catnip Point on Bath Creek, Bath, NC
- Buzzard Inn, Bath, NC
- Historic Center, Bath, NC
- St. Thomas Church, Bath, NC
- Bath Public Library, Bath, NC
- St. Thomas Cemetery, Bath, NC
- Van Der Veer House, Bath, NC
- Magic Horse Tracks near Washington, NC

Places (Mention)

- Broadway, New York City, NY
- Pamlico Sound in North Carolina
- Harbor Motel, Bath, NC
- East Carolina Drama School, Greenville, NC
- Rocky Mount, NC
- Bath Creek Bridge, Bath, NC
- Bath Bay, Bath, NC

- Pamlico River, Bath, NC
- Graveyard of the Atlantic along the Outer Banks of North Carolina
- Governor's Mansion, Raleigh, NC
- Natural History Museum, Raleigh, NC
- New Bern, NC
- Swindell's General Store, Bath, NC
- Atlantic Ocean
- Maine
- Florida
- Savannah, GA
- Richmond, VA
- Belhaven, NC
- Archbell Point, Bath, NC

Educational Items (Integral)

- Blackbeard's death
- History of Bath, NC
- Bath geography
- History of Ned Teach a.k.a. Blackbeard
- Amphitheaters
- History of the Bonner family and Bonner's Point
- History of the Palmer-Marsh House
- Information on St. Thomas Church
- Lustre
- Pontipool
- Mary Ormond, Blackbeard's wife
- Legend of the Magic Horse Tracks
- Sailors' mirrors
- Erosion

Educational Items (Brief Mention)

- Tobacco crop
- Pirate vocabulary
- Anne Bonny, a female pirate
- Showboats
- Semiquincentennial
- Finger painting decorating technique
- Outhouses, or "necessaries"
- Queen Anne and Chippendale furniture
- First public library of North Carolina
- *Little Women, Alice in Wonderland, Huckleberry Finn,* and *The Cat in the Hat*
- Historic restoration
- Glebe
- Queen Anne's Bell and the Liberty Bell
- Vandyke beard and Van Gogh
- Life in colonial days
- Blackbeard's ship

Visuals

- Brian and Michele read up on Blackbeard
- The kids pose with the missing head
- Map of Bath Town
- The kids read a message left for them
- The kids take a shortcut through a graveyard
- Michele and Brian look around St. Thomas Church
- The kids sneak up a staircase
- The kids open a trunk
- On stage, Michele holds up Blackbeard's head
- Blackbeard's head

Lessons

Baby steps
Michele wants to be in her school's drama club. She takes typing lessons so she can type scripts and work her way up to a more important role.

Money
Michele wonders why the theater simply does not make another Blackbeard head, but Mother explains to her that it would take more money than they have.

Making life easier
Michele is not happy about going to Bath for her vacation, but she doesn't want to complain because her mom has had a hard time since her divorce.

Asking permission
Jack Denning offers Michele a part in the Blackbeard play. She immediately agrees, but then remembers she must ask her mother before she commits to anything.

Education
Michele wants to make sure she gets her college degree before she has a family so she can have a family and a career at the same time.

Smoking
As she looks at North Carolina's tobacco crops, Michele thinks how stupid smoking is, and how unhealthy it is.

Loitering
The kids hang around Pirate's Treasure gift shop. Michele thinks that it's impolite to use a store to hang out in and not at least window shop.

Fairness
Michele thinks how strict John is, but knows that he is fair and has the same rules for all the kids.

Creativity
Michele says that when her mother needs to think of an idea, she puts all the information she can into her head, tells herself what she needs to come up with, and then forgets about it. Later, the answer will come to her.

Television
Michele thinks she would rather be out living than watching people on TV live.

Reality vs. Fiction
The search for the head seems to be futile, and Michele's mother says real life dramas don't always have happy endings.

Stage fright
Michele knows she has to reveal the identity of the thief, but she cannot bring herself to go onstage. Finally, she knows she must just do it, and she does, and she saves the day.

Features

- About the Author
- Glossary includes 5 SAT words
- Pirate's Scavenger Hunt
- Blackbeard's Exploits from Maine to Key West
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery of the Alamo Ghost*
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Online Activities

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- Built-In Book Club Bring It To Life

Synopsis

Michael and Michele Hunt are not happy to be spending their summer with their mother's friend John in Bath, North Carolina, but then Michele is invited to be in the Bath community theater play about Blackbeard the pirate. Too bad her mom won't let her participate after she learns a thief stole specially made papier-mâché head of Blackbeard. Michele, Michael, and John's kids Brian and Jo Dee must solve the mystery of the missing head so Michele can fulfill her dreams of being an actress.

Brian and Jo Dee take Michele and Michael to the local gift shop so Michele can see a picture of Blackbeard. On the way, Michele and the kids see a man who looks like a real life Blackbeard. He is tall with stooped shoulders and a head and face full of thick, black hair. He carries a brown sack and has muddy boots. The store owner, Ben, says the man walks by the store every day with the sack, looking tired. Ben also says that Bath citizens oppose the development of the historical district.

Later, Michele leads the kids to the amphitheater where she gathers materials to make a Blackbeard head so the show can go on. They go in the prop room, and someone slams the door behind them! They aren't locked in, so they give chase. All they can see are muddy footprints. Then they see that the person destroyed their materials. When they get home, John tells them someone has stolen the keys to the theater, but the kids can't talk about what this means to their investigation in front of John, so they make up a skull and crossbones sign to signal each other.

In the morning, the kids find a bottle with a note hidden inside telling them to look for the room between the twin chimneys. In town, the kids think they've found the chimneys at the historic Bonner house, so they go in and end up watching a movie on historic Bath. After seeing the Palmer-Marsh house in the movie, Michele pulls Brian out and tells him that's where the chimneys are, and sure enough, they see two chimneys with two rooms in between at the house. They sneak and explore the rooms, but don't find the head. They go to the theater ticket office to see if the head has been found. It hasn't, and someone has stolen all the ticket money, too! John comes into the office looking for the kids. When Michele shows him the empty cash box, she sees a strand of coarse, black hair. The kids wonder if the hair is from the man with the sack.

The next day, the kids find another message in a bottle, this one about Blackbeard's head hanging in the wind. They don't know what the clue means, and Brian and Michele got to St. Thomas Church to clear their heads. In the offering plate, they find the money stolen from the ticket office, and outside the window. They return the money, and several headless nights later, Michele gets an idea. Could a bell blow in the wind? Brian tells her about Queen Anne's Bell in St. Thomas Cemetery, and they investigate, but find no head. They do see a bushy-headed man there, though!

The day of the first performance, the kids get a message that points them to the Van Der Veer house, but they have no luck there. They go to the amphitheater to see the performance, only to learn that someone changed the road signs so tourists couldn't find the theater. Many of them demanded their money back, spelling even more certain doom for the play. Later, the kids find a clue leading them to Bonner House, but they don't find the head. They join a tour, and Michele learns that Blackbeard's wife's maiden name was Ormond, and many of their descendants take that name.

The next day, the kids get a clue leading them to the Magic Horse Tracks. The head isn't there, but Michele thinks it might be at Plum Point, Blackbeard's home. A man called Cap'n ferries them over, and they find nothing. Michele realizes they have looked at every important point in Bath, except the theater. She wants to go there, but Cap'n doesn't return for them. Instead, the man with the sack appears and takes them back. He says he is an archaeologist, and the sack holds his tools.

At the amphitheater, Michele glances over a program, and sees the name "Ormond" on the program. She knows who did it! Overcoming stage fright, she rushes on stage and points to the assistant costumer, Ozzie Ormond, alias Oswald Teach. Ashamed, he admits he took the head because his wife died and couldn't see the beautiful town anymore, and he didn't want all the tourists seeing it when she couldn't. He apologizes, the play goes on, and Mr. Tankard, the manager, offers Michele a part in next year's production. Mystery solved!

RK #4 Alamo Ghost Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Ahsley Nuqui as Rose, 12, Peachtree City, GA
- Steve Nuqui as Juan, 10, Peachtree City, GA

Time Spring vacation

Locations

- Atlanta, GA
- Houston, TX
- San Antonio, TX

Places (Integral)

- The Alamo (San Antonio de Valero), San Antonio, TX
- The Alamo Shrine
- The Alamo Hospital
- The Alamo Soldier's Barracks
- The Cenotaph Memorial
- The River Walk, (Paseo del Rio) San Antonio, TX
- The River Walk Café, Downtown San Antonio, TX
- The Circus Museum, San Antonio, TX

Places (Mention)

- Hartsfield International Airport, Atlanta, CA
- Houston Hobby Airport, Houston, TX
- Hotel in San Antonio that used to be an old prison
- The Adobe Armadillo Restaurant, San Antonio, TX
- Powder Magazine, The Alamo, San Antonio, TX
- La Villita: The original Indian Village of Yuanaguana that became San Antonio
- The Menger Hotel, San Antonio, TX
- Alamodome, San Antonio, TX
- Tower of the Americas, San Antonio, TX
- Japanese Tea Garden, San Antonio, TX
- The San Antonio Zoo, San Antonio, TX
- The San Antonio Public Library, San Antonio, TX

Educational Items (Integral)

- The Alamo Story and History
- History of Texas
- General Santa Anna
- San Jacinto River Battle, TX
- Davy Crockett, history of his life and his role at the Alamo
- General Sam Houston, "Remember The Alamo"
- Sarah Seely DeWitt, "Come and Take It"
- William Barret Travis, Commander of the Alamo in 1836, "A line in the sand"

Educational Items (Brief Mention)

- Traveling through an airport
- Longhorn Cattle
- Southwestern (Tex-Mex) décor and foods
- Example of Alliteration
- The Deguello March
- Piñata's
- Conquistadors
- Jim Bowie
- Texas Native Americans
- San Antonio River

Unique Features

- Follow the trail of the mystery at the bottom of every page
- Spanish words are sprinkled throughout the story

Visuals

- Grant in his Coonskin hat
- A simple map of the The Alamo Mission Fort
- Christina is grabbed!
- Charred paper clues
- Grant during a cactus attack!
- The kids study a clue
- Peeking around the corner
- Don't Worry, Christina!
- Good-bye postcard from Juan and Rose
- A surprise note
- The kids promise they'll be careful
- The kids celebrate because they solved the mystery

Lessons

Appropriate Behavior in Public Places
Christina helps to teach Grant to behave himself public places.

Defeat doesn't necessarily mean failure
The people in the Alamo are revered for their courage even though they were defeated.

Respecting the sacrifice of others
The area around the Alamo is built up with shops, but Christina doesn't feel like shopping after learning about all the sacrifices made at the Alamo.

Don't tease someone when you know they are embarrassed
When Grant wants to come in swimming, Christina knows that he doesn't want to be made fun of. She makes it easy for Grant to join in on the fun without being embarrassed.

Sometimes things can be fun even when you think they won't be
At the beginning of the story, Christina thinks that the story of the Alamo would only be interesting to boys, but while she is there she realizes that the history is important and interesting for everyone.

Be on time when meeting someone
The children are careful to be on time when they meet up with Mimi for lunch. They know it would make her concerned if they were not there on time.

Lots of practice makes perfect
Grant is proud when Mimi complements him on his reading skills, and he credits reading so many mysteries with his success.

Features

- About the Author
- Juan and Rose's Spanish Glossary
- 5 SAT words
- Alamo Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery at Kill Devil Hills*
- Excerpt from The Mystery of Biltmore House
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Grant, and Christina are on their way to San Antonio, Texas for a visit to the Alamo! Grant is learning all kinds of new things about airport travel and Christina is finding small signs that seem to be pointing to a mystery heading her way. Christina states that she is not too excited about learning "boy history" about forts and fighting and Davy Crockett! Mimi assures her that she will probably be pleasantly surprised at what she learns and they head off in rented car to San Antonio!

The group arrives in San Antonio only to be greeted by "jail inmates"! They are relieved to find out that they are staying in a renovated jail that is now a hotel and the inmates are just hotel workers! After being shown to their cell, Christina goes outside to the ice machine and is grabbed by her arm. It's only Juan, who introduces himself and his sister, Rose, as the two other kids in Mimi's mystery book! Relieved, Christina introduces Grant and while their parents talk the kids go to the hotel spa to enjoy the water. Juan fills them in on some of the history of the Alamo and its ghosts!

While both families are eating dinner together there is a commotion. Someone says that The Alamo is on fire. The group hops up from eating to run outside and see what it is all about. They see a trash can smoldering on the grounds of The Alamo. After all the frenzy, Grant tells Christina he saw a ghost and he finds the first clue in the remains of the fire. Back at the dinner table, Christina and Grant show the note to Juan and Rose. The note refers to San Antonio de Valero and Juan tells them that was the original name of The Alamo. They discuss The Alamo and the Ghosts (like the ghost of the little blond boy) that have been spotted over the years, but they are no closer to understanding the meaning of the note by the evenings end.

The next morning the whole gang goes on an official tour of the Alamo with a tour guide. The tour guide explains the history of the Alamo and its importance to Texas, American and Mexican history. While looking around the grounds, Christina sees a mysterious arm in a window, and another clue flutters down! As soon as possible Christina shows her friends the next clue. This clue refers to the Cenotaph, which Juan explains is a memorial to the defenders of the Alamo. The second clue leads them to the Cenotaph. Unable to come up with any answers, the group heads off to get ice cream with ghosts and clues on their minds.

After their popsicles, Mimi gives the kids permission to sightsee in downtown San Antonio as long as they meet her by "Noon Sharp" at The River Walk Café. Their tour takes them past the La Villita, the original Indian village that eventually became San Antonio, the spooky Menger Hotel, The Alamodome, The Tower of the Americas and The River Walk. They them make their way to the restaurant to meet Mimi as promised. But, someone else is at the restaurant as well! When Mimi leaves, she gives the kids instructions to finish their lunch, and bring the receipt back to the hotel room in one hour. As they are picking up to leave, Grant falls and bumps his head. The kids tend to him and when Christina picks up the bill, it's not the bill! Someone has switched it for another clue!!

This time the clue said that someone would see them on the Paseo Del Rio that night. The kids were confused! As far as they knew they didn't even have plans to go to the River Walk! How would they solve the mystery? The clues weren't adding up. They knew that someone felt the Cenotaph wasn't complete, they knew that someone had been near that fire the first night when they received the first clue and they knew that the Alamo could be in danger. But, who was behind it all? On their way home they stop at the Circus Museum. While enjoying the fun house mirrors, Grant screams! Christina runs to him, Grant says that he has seen the ghost of the blonde haired boy from the Alamo in the mirror! The group heads back to the hotel to rest and to try to figure out this mystery.

Christina thinks the only way to solve this mystery is head back to the scene of most of the clues…The Alamo itself. At dinner, while the grownups are talking, the kids sneak off. They hop into a river boat. Grant falls asleep and when they arrive at their destination near The Alamo Grant is no where to be found and neither is the oarsman! Christina is very worried, did Grant fall into the water? They decide that he hopped off early without them seeing and they should look for him at the Alamo.

The Alamo is closed for the night, but the kids sneak over the wall to look for more clues or find the ghost that will solve this mystery once and for all. When they get over the wall, Grant surprises them! He had just wanted to arrive first! All together again, the group starts looking in the buildings for clues. They find nothing until Christina goes into the Chapel. She is about to leave the spooky building when someone in a black robe comes down the stairs, covers Christina's mouth, grabs her arm and pulls her out the door of the Chapel! When they get out the doors, Christina is surprised and happy to see lights, police cars and Mimi and Papa! Mimi and Papa had called the police from the restaurant after missing the kids. The ghost in the black robe is revealed. It is a woman! A woman who believes her relatives name has been left off the Cenotaph. Everyone is happy that the mystery is solved and Christina has to admit that the Alamo with all its "boy history" was a great trip after all.

RK #5 California Missions Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Allison Avillo as Maria, 12, Lompoc, CA near Mission La Purísima Concepción
- Shelly Avillo as Clara, Maria's sister, 10
- John, Maria and Clara's dad, on board of directors that oversees the preservation and operation of all California mission sites
- Rosario, Maria and Clara's mom
- Miguel, a boy who lives near Mission San Juan Capistrano
- Pedro Sanchez, a security guard at Mission San Buenaventura
- Gabe, mission groundskeeper
- Juanita, works for Gabe

Time Summer vacation

Locations

- Peachtree City, GA
- Orange County, CA
- Lompoc, CA
- Santa Barbara, CA
- Solvang, CA
- San Diego, CA
- San Luis Rey, CA
- San Buenaventura, CA
- San Juan Capistrano, CA
- San Gabriel, CA
- Mission Hills, CA
- San Luis Obispo, CA
- San Miguel, CA
- Jolon, CA
- Soledad, CA
- San Juan Bautista, CA
- Carmel, CA
- Santa Clara, CA
- San Francisco, CA
- Sonoma, CA
- Fremont, CA
- San Rafael, CA
- Santa Cruz, CA

Places (Integral)

- Mission La Purísima Concepción, Lompoc, CA
- Mission Santa Barbara, Santa Barbara, CA
- Mission Santa Inés, Solvang, CA
- Mission San Diego de Alcalá
- Mission San Luis Rey de Francia, San Luis Rey, CA
- Mission San Buenaventura, San Buenaventura, CA
- Mission San Juan Capistrano, San Juan Capistrano, CA
- Mission San Gabriel Arcángel, San Gabriel, CA
- Mission San Fernando Rey de España, Mission Hills, CA
- Mission San Antonio de Padua, Jolon, CA
- Mission Nuestra Señora de la Soledad, Soledad, CA
- Mission San Francisco de Asís (or Mission Dolores), San Francisco, CA

Places (Mention)

- John Wayne Airport, Orange County, CA
- Los Angeles Airport, Los Angeles, CA
- Hartsfield International Airport, Atlanta, CA
- Highway 101 in California
- Pala, CA
- San Diego Zoo, San Diego, CA
- Savannah, GA
- San Antonio, TX
- Road 1 in California
- Mission San Luis Obispo de Tolosa, San Luis Obispo, CA
- Mission San Miguel de Arcángel, San Miguel, CA
- Mission San Juan Bautista, San Juan Bautista, CA
- Mission San Carlos Borromeo de Carmelo, Carmel, CA
- Mission Santa Cruz, Santa Cruz, CA
- Mission Santa Clara de Asís, Santa Clara, CA
- University of Santa Clara, Santa Clara, CA
- Mission San José, Fremont, CA
- Mission San Rafael Arcángel, San Rafael, CA
- Mission San Francisco de Sonoma, Sonoma, CA
- Russia
- Spain
- Washington
- Oregon

Educational Items (Integral)

- Definition of missions, and their functions in the past and present
- Mission architecture and design
- Missions and the California Gold Rush
- Why missions were founded, and the hardships involved
- Indians' reactions to the missions, and the effects of the missions on the Indians
- Father Junipero Serra's work with the missions and his burial

- Important facts about each mission the group visits, including information on architecture, present-day status of the mission, the bells in each mission, circumstances surrounding the missions' foundings, and other distinctive trivia
- Pío Rico, a Spanish governor in America
- Secularization
- *El Camino Real*
- *Ojo de Dios* craft

Educational Items (Brief Mention)

- California trivia
- John Wayne
- Docents, guides who conduct visitors through museums
- Missals and vestments
- Abraham Lincoln's decree returning the missions to the church
- Saint Joseph's Day
- Mariachi music and Native American Indian music
- Cape Horn
- Francisco Reyes, Mayor of the Los Angeles *pueblo*
- Long Building of *El Camino Real*
- Norfolk Island Pines
- Jim Bowie and Davy Crockett
- Spanish food
- Governor Portola and the Valley of the Bears
- Burros
- Sanitariums
- Great Earthquake of 1906, and earthquake safety
- How historic sites progress with the times

Unique Features

- Follow the trail of the mystery at the bottom of every page, and see each missions seal
- Spanish words are sprinkled throughout the story, and appear in the clues.

Visuals

- Christina, Maria, and Clara wonder, "Are we getting in trouble for this?"
- Map of the California Mission Trail, with the missions listed in order of their founding
- At a restaurant, the kids discuss why anyone would steal the bells
- Christina's email clues
- The kids discuss what's going on
- The cactus sticks Grant
- The kids look at another clue on Christina's laptop
- The kids promise they'll be careful
- The kids celebrate because they solved the mystery

Lessons

Keeping in touch
Christina has a new laptop and she uses it to keep up with the new friends she made at camp.

Truth in history
Mimi believes that both sides of a story in history should be told, and told truthfully.

Defending family
Maria doesn't believe Christina when she says she forgot to share a clue with them, but Grant sticks up for her and insists that she really does forget things all the time.

Having fun traveling
Mimi and Papa always take the scenic routes because exploring makes traveling fun.

Internet Safety
Christina and Grant promised never to give out personal information or to go to kid-inappropriate Web sites on Christina's new laptop.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Use your geography skills to map out the missions and nearby cities.
- Create a mission out of a cardboard box, aluminum foil, and string.
- Put on a play about gold miners searching for gold.
- Write a new ending for the mystery.
- Spanish Glossary
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery of the Missing Dinosaurs*
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Grant, and Christina (and Christina's new laptop!) head to California so Mimi can research the California missions for her new mystery. Once there, they meet John, who is on the board of directors that oversees the mission sites. They drive to Mission La Purísima Concepción and meet John's daughters, Maria and Clara. The kids explore the mission, and learn that the mission bells have been stolen! They take a trip to Mission Santa Barbara, and those bells are gone, too, but Grant finds a bell clapper and some shoe prints. That night, Christina receives an email to "*Amiga*" on her laptop saying Mission *Uno* needs her help.

The next morning, they are going to visit Mission San Diego de Alcalá when John gets a call that bells have been stolen from another mission. Christina tells the other kids about her email, and Maria and Clara translate the Spanish words. They want to help find the bells. In the middle of the night, the bells are stolen from Mission San Diego de Alcalá, right under their noses!

At the next mission, the gang learns those bells have been stolen, too, and the kids see some muddy shoe prints with tread just like the ones Grant saw at Mission Santa Barbara. They decide to snoop around. They find some broken roof tiles. Grant notices that the tiles were clean, which means they fell after the storm the previous night. The kids go up on the roof to look around. They see more broken tiles and mud. They climb down and head to more missions.

The gang stops at Mission San Gabriel Arcángel, where Grant sees more footprints, and a scary old man chases the kids. They get away, and then go to Mission San Buenaventura where the bells, which are wooden, haven't been stolen. Christina gets a new email clue telling her to look to the *pájaro*, or bird, but they have already gone to Mission San Juan Capistrano, known as Home of the Swallows. They check the date of the email and discover they read it too late! Christina gets another email saying the wood bells are in danger. Grant remembers that the mission they are visiting, San Buenaventura, has wooden bells. The kids decide to set up a stakeout. They climb into the church, and the girls go to a storage room. The door slams, locking them inside! They hear a man on the other side of the door. They tell him they know he is stealing the bells. He says, "All the more reason NOT to let you out!" Grant, who had hidden from the man, rescues the girls. A security guard comes to check out the commotion, and the kids tell him about the man. The guard takes them to their families.

The next morning, Christina receives another email saying to look for a man in a *sombrero*. A couple of stops later, at Mission San Antonio de Padua, Grant sees a familiar-looking man in a *sombrero*. Christina tells him about the email. The family, without John and his girls who have gone to Mission San Francisco de Asís, also known as Mission Dolores, tour more missions.

At Dolores, the four kids explore the mission, and Christina receives another message saying Dolores is in danger. The kids decide it's time to tell Mimi and Papa about the messages. But then, they hear a scream from the church. They enter it, and see a man holding a struggling girl. She tells the four kids to run, but Grant's backpack starts beeping, and he says there's earthquake coming! The man runs outside when the vibrations start, and the kids follow—right into a mudslide. Christina pulls the sisters and Grant to safety. She tosses the pipe aside, but the man grabs it.

Suddenly, John yells, "Put the pipe down, Gabe!" Police officers come and arrest him. Mimi tells Christina they knew to come because Grant put the print out of Christina's last message on Mimi's door. Gabe, who was a groundskeeper at the missions, said he stole the bells because he heard one of them was made out of gold and covered with lead. But John says that was a hoax. The girl, Juanita, had worked as a maid for Gabe at Mission La Purísima Concepción, and stumbled across his plan. She had been sending Christina the messages after she saw her email address while cleaning her room. John hires Juanita as an assistant, and all the bells are recovered. Grant knew about the earthquake because Uncle Michael had stuck an earthquake detector in his backpack before the trip. Mystery solved!

RK #6 Missing Dinosaurs Features

Characters

- Mimi, Peachtree City, GA Mystery Writer
- Papa, Peachtree City, GA, Mimi's husband
- Christina Yother, 9, Peachtree City, GA, Mimi's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi's grandson
- Alex Brilliant as Lee Coyle, 11, Chicago, IL
- Lana Gillen as Lana, Lee's sister, 10, Chicago, IL
- Mrs. Yother and Mr. Yother
- Uncle Michael, Christina and Grant's uncle
- Cassidy, Uncle Michael's wife, Christina and Grant's aunt
- Avery, Uncle Michael and Cassidy's baby daughter
- Marcus Coyle, Lee and Lana's father, Uncle Michael's partner
- Simon Donatello, Uncle Michael and Marcus's partner
- Paulie Tollorio, Simon's associate and an investigator
- Clyde Baxter, curator of the Field Museum of Natural History

Time Unspecified

Locations

- Peachtree City, GA
- Chicago, IL

Places (Integral)

- Field Museum of Natural History, Chicago, IL
- Berghoff, a restaurant in Chicago, IL
- Grant Park, Chicago, IL
- Magnificent Mile, Chicago, IL
- Navy Pier, Chicago, IL
- Printer's Row, Chicago, IL
- Sears Tower, Chicago, IL

Places (Mention)

- Florida
- New Mexico
- Arizona
- St. Louis, MO
- Lake Michigan, Chicago, IL
- South Dakota
- Texas
- California
- Virginia
- Civic Opera House, Chicago, IL
- Chicago Mercantile Exchange, Chicago, IL

- John Hancock Center, Chicago, IL
- Art Institute of Chicago, Chicago, IL
- Adler Planetarium, Chicago, IL
- Shedd Aquarium, Chicago, IL

Educational Items (Integral)

- "Sue," the Tyrannosaurus Rex on display at the Field Museum
- Al Capone, Chicago gangsters, and the Roaring 20s
- History of and facts about Navy Pier
- History of the Field Museum of Natural History, and exhibits found therein
- Bat facts

Educational Items (Brief Mention)

- How Chicago got its nickname, the "Windy City"
- Paleontology
- Death of King Louis XVI
- Information on the Stegosaurus, the Mussaurus, and the Brontosaurus
- Great Lakes
- Mass transportation in Chicago
- Chicago food
- Man-eaters of Tsavo

Unique Features

- Follow the trail of the mystery at the bottom of every page.

Visuals

- Lee and Grant research dinosaurs
- Messages that Uncle Michael sends to Christina's cell phone
- Christina wondering, "Who are you?"
- Lana and Christina discuss Uncle Michael's messages
- The four kids explore Chicago
- The kids head to Printer's Row
- The kids descend into the basement
- Christina and Grant play "dinos"

Lessons

Following rules

Christina's parents get her a cell phone to use in case of emergencies. She used it once to call a friend about her outfit choice, and her parents disciplined her for not following the rules that had been set for it's use.

Acknowledging strengths

Because Grant has been doing such a good job solving the mystery, Christina lets him lead everyone down into the Field Museum's basement.

Always be prepared
Grant pulls out his handy flashlight he brought along just in case to light up the dark basement.

Resourcefulness
Grant uses the shark tooth his uncle gave him to open the lock on the museum's basement door.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Make a list of the things you remember about Chicago. Winner is the team with the longest list.
- Construct a three-dimensional mini-Chicago using miniature or edible materials.
- Express yourself! Design a personal license plate like Michael and Cassidy have.
- Have a pizza party to celebrate Chicago's famous deep-dish pizza.
- Dynamite Dinosaur Trivia!
- Chicago: Places to Go and Things to Know!
- Glossary including 5 SAT words
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The White House Christmas Mystery*
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina, Grant, and their parents must cancel a trip to Florida when they learn that Uncle Michael, a paleontologist, has been kidnapped! They travel to Chicago with Mimi and Papa to find him. Christina sends him a message, "Where are you?" using the email feature on her cell phone. Uncle Michael awakens trapped in a dark room. He doesn't know where he is. He gets Christina's message on his pager, which the kidnapper didn't take. He can only reply with the numbers, "911."

Once in Chicago, the family goes to Uncle Michael and Aunt Cassidy's house. They meet Marcus Coyle, Michael's partner. He says that he and Michael uncovered a dinosaur skeleton. The skeleton, complete except for the head, is similar to the T-Rex, "Sue," that resides in the Field Museum of Natural History. They planned to give the skeleton to the museum, but Michael disappeared, and someone stole Sue's head the same night. The investigators suspect Michael.

The family and Marcus go to a restaurant, and Christina receives Michael's message. She replies, asking for a clue. At the restaurant, they meet Lana and Lee, Marcus's children. Marcus explains that fossils can sell for $20 million on the black market, and that Simon Donatello, their other partner, suspects Michael of the theft. Meanwhile, Michael gets Christina's message, and a man brings him food. The man says that he and his partner framed Michael for the theft and will sell the skeleton on the black market. The man leaves, and Michael sends Christina the message, "687386."

Back at Michael's house, Christina shows everyone the new message. They decide they need to show the messages to Marcus. The next morning, Marcus arrives with Simon and investigator Paulie Tollorio. After introductions, the kids tell Marcus about the messages. He says he must tell the police. Marcus, Simon, and Paulie go to the police station. Everyone else gets ready to tour Chicago. In Michael's dark room, the man from before bursts in and says he knows about Michael's messages to Christina. He demands whatever device Michael is using to send them. Michael hands him the pager. The man returns it because the batteries seem to be dead. When he leaves, Michael reinstalls the batteries he removed before the man came.

While touring, Christina starts receiving messages with text instead of numbers. The messages send the kids on wild goose chases. Then she gets a message, supposedly from Uncle Michael, telling them to stop searching for him. Christina sends him a message asking if the new messages are from him. The kids continue touring, but Christina keeps seeing a man in a trench coat. She tells the other kids that the trench coat man has been sending the new messages. They ask Marcus if he told anyone about the messages. He says told the police and Simon about the messages.

On the way to dinner, Christina receives a message she knows is from Michael because he types her birthday, then the cryptic message, "110 1454 120." No one knows what this means. On the way to the Field Museum, Mimi, Papa, Grant, and Lee ride by the Sears Tower. Mimi says it is 110 stories and 1,454 feet tall. The same numbers in the message! Grant begs to go to the Tower. Once they get to the top, the tour guide tells them what sights can be seen from different degrees. Grant asks what can be seen from 120 degrees. The Field Museum can! In another car, Lana and Christina decide to correspond the numbers "687386" with the letters on the phone. The numbers spell "museum"! Michael's at the Field museum! At the museum, Christina sees the trench coat man.

The museum curator takes the kids on a tour, but leaves them when he gets called back to the office. The kids head for the basement, but find the door locked. Grant gets Lee to bust the lock with a big shark tooth Michael gave him. The kids find stacks of dinosaur bones! Simon and Paulie discover them. The men take the kids to see Michael one last time. Michael doesn't know how to get them out of the basement. Paulie grabs Lee, but Grant pulls a bone out from the stacks. The bones topple down on the men. Paulie is trapped, but Simon isn't. He grabs a femur bone that shattered during the fall. He points the splintered end at Grant, but before he can strike him, security guards burst into the room. They capture Simon and Paulie. Christina had used her phone to call 911. The cops had called the museum, and the guards came to find them. Mystery solved!

RK #7 White House Mystery Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Candace Mack as April, 11, Peachtree City, GA
- Riondra Mack as Denise Claire ("D.C."), 8, April's sister, Peachtree City, GA
- Edgar, or Gramps, Secret Service agent, D.C. and April's grandfather
- The President of the United States
- Agent Smith, Secret Service Agent
- Ms. Kensington, White House photographer

Time Christmas

Locations

- Peachtree City, GA
- Washington D.C.

Places (Integral)

- White House, Washington D.C.

Places (Mention)

- Hartsfield International Airport, Atlanta, GA
- Dulles International Airport, Washington D.C.
- Willard Hotel, Washington D.C.
- Old Ebbitt Grill, a restaurant in Washington D.C.
- Kennedy Center for Performing Arts, Washington D.C.
- Lincoln Memorial, Washington D.C.
- Jefferson Memorial, Washington D.C.
- Washington Monument, Washington D.C.
- U.S. Capitol, Washington D.C.
- Camp David in Frederick County, MD
- West Virginia
- Maryland
- Virginia

Educational Items (Integral)

- Purpose and types of Secret Service agents
- Formation of Washington D.C.
- Dolley Madison and the 1814 fire in the White House
- Design and construction of the White House
- Function of the White House today
- President's job description
- Information on the different rooms in the White House
- Glow sticks used by the Marines
- James Madison and James Monroe candlesticks
- White House holiday pageant
- Presidential china
- Situation Room
- Dumbwaiter
- Presidential pets
- Code names for the president

Educational Items (Brief Mention)

- Presidential motorcade
- How streets are named in D.C.
- Security after September 11
- The president's Cabinet
- How Secret Service agents communicate
- Teddy Roosevelt
- Legend of Abraham Lincoln's ghost
- 1960s bomb shelters
- Job descriptions of the Secretaries of Defense, of the Treasury, and of the Interior
- Navy SEALs

Unique Features

- Follow the trail of the mystery at the bottom of every page.

Visuals

- Notes from a mystery person
- The four kids look over a balcony in the White House
- The kids gaze in awe at the White House
- The kids look for clues in the Red Room
- April and Christina hold candles when the power goes out
- Grant holds his nose against the smell in the White House tunnels
- The kids are excited they get to stay at the White House

Lessons

Fairness

Christina and April find some candles, but not enough for Grant and D.C. to have any. Christina promises to find some more candles so everyone will be able to hold one.

Fire safety
April instructs everyone to hold the candles away from themselves and everything else.

Working together
Christina tries to open a door by herself, but she is not strong enough. The other three kids join in, and, together, they get the door to open.

Persevering
Christina tries to climb up a ladder, but slips and lands in brown sludge. She is upset, but she remembers Papa's advice that if you get thrown from a horse, "you have to get right back in the saddle and try again." She tries again to climb the ladder, and she succeeds.

Older kids taking caring of younger kids
After D.C. finds a trapdoor, Christina and April, the older kids, explore it first to make sure it is safe for the younger kids to come down.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Talk about what to do and what to have when the electricity goes out.
- Learn about the power of descriptive words by recalling the meal the kids had at the White House and all the words used to describe the meal.
- Write down trivia questions about the mystery and play Jeopardy.
- Draw a picture of your favorite room in the White House.
- Glossary including 5 SAT words
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery on Alaska's Iditarod Trail*
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

One December day Mimi gets a phone call confirming her and Papa's private tour of the White House. She gets to take Grant and Christina. They invite their friends April and D.C., whose grandpa is a Secret Service agent who gives tours at the White House.

Once in D.C., the gang goes on a tour. They see the presidential motorcade, supposedly taking the president to Camp David for the holiday. The next morning, they trek to the White House in 5 feet of snow. April and D.C. grandpa, Gramps, gives them their tour. He takes them around and then leaves them to explore on their own. Grant discovers a secret door in the wall. The kids enter it, and discover a note, "This place looks like a zoo." Christina decides it's a clue. The kids walk back into the room and see that the Secret Service agent who was guarding the room is gone. They also see a bright flash. They don't know what's going on, but they decide to look for more clues.

They see a Secret Service man say, "The Eagle is on the move" into his headset. They also hear someone say, "Good day to you," but don't know see anyone. They run back through the secret door, which locks behind them! They press on the other way, and spot another Service agent saying "We have to get them under control before they reach the Oval Office," into his headset. Christina concludes terrorists must be on the loose! The lights in the passage go off. Grant breaks out some glow sticks Uncle Michael had given him. They find some candlesticks and another clue: "For safety, go underground!" The kids head to the basement, and see a room where animals are kept. But the animals all seem to be missing. They hear more agents searching for something. They find a new clue asking if they are hungry, reminding them they have to go to lunch with Mimi and Papa!

After lunch, the kids return to the basement. Christina and April overhear that someone, who they assume is the president, is missing. They walk through the passages, and go through a door that leads to a pool. They run back in when they see an alligator in the pool. The kids keep heading down a spiral staircase. They see another flash, before going back to the animal room where they find another clue: "What was George Washington's favorite shape?" Christina remembers Gramps said Washington liked ovals. The kids must go to the Oval Office in the West Wing. D.C. finds a trapdoor, and they go through it. In the passage, they find a sign showing east and west, and go west.

The kids find a ladder, and Christina goes up it. Grant wanders off, and April and D.C. search for him. They follow a wax trail from his candle, and find a dumbwaiter that he used. They use it, too, and end up on the second floor. All the while, the electricity flickers on and off, and they hear another "Good day to you." Christina climbs another staircase, and Grant explores a dark room. He leans against a wall, pushing a button that makes the wall rotate. He ends up in the Cabinet Room. The door to the room opens, and Christina enters. April and D.C. are still searching for them and end up in a dark room. The wall starts to move in the room, and they hide in the darkness. Christina and Grant enter from the moving wall and see a tendril of smoke rising from behind a chair. They see April and D.C. and motion for them to be quiet. Christina thinks the White House is on fire. Grant gets a fire extinguisher and accidentally pulls the trigger, covering April and D.C. in foam!

The kids hear a booming voice coming from the chair. The chair turns around and in it sits the president holding a mug of hot chocolate, where the tendril came from. They are in the Oval Office! The president says he stayed behind from Camp David to take care of a few things. Secret Service men burst into the room. The president tells them everything is okay. One agent, Smith, says he was assigned to follow the kids through the White House, but had to stop once all the animals being used for the holiday pageant escaped. There weren't really terrorists on the loose. The "Good day to you" came from the president's pet macaw wandering the White House. The flashes came from Ms. Kensington, the White House photographer assigned to photograph the kids for a magazine article. The president gives each kid a kitten from a cat participating in the holiday pageant, and invites the kids and Mimi and Papa to have a White House Christmas. Mystery solved!!

RK #8 Iditarod Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Caroline Windham as Raven Rutledge, 11, Wasilla, AK
- Oliver Watkins as Hunter, Raven's brother, 7, Wasilla, AK
- Joe Rutledge, Raven and Hunter's father
- Sally Rutledge, Raven and Hunter's mother
- Mr. Ryan, Joe's sledding partner, the dog thief
- Doc Kemp, a veterinarian

Time Unspecified

Locations

- Peachtree City, GA
- Anchorage, AK
- Wasilla, AK
- Nome, AK

Places (Integral)

- Gold Rush Hotel
- Burled Arch, Nome, AK
- Eagle River, AK
- Skwentna, AK
- Ruby, AK
- Nulato, AK

Places (Mention)

- Hartsfield International Airport, Atlanta, GA
- Seattle, WA
- Juneau, AK
- Central Park, New York City, NY
- National Cemetery in Eklutna Village National Park, Anchorage, AK
- Kenai Fjords National Park, Seward, AK
- Mount McKinley in Denali National Park in Alaska
- Disney World, Orlando, FL
- Knik River, AK
- Mushers Hall of Fame, Knik, AK
- Skagway, AK
- Kaltag, AK
- Unalakleet, AK
- Golovin, AK

- White Mountain, AK
- Shaktoolik AK
- Koyuk, AK
- Elim, AK

Educational Items (Integral)

- Alaskan geography
- Information on California and Klondike gold rushes
- Gold Dust Soup
- Story of Balto and the beginning of the Iditarod
- Dressing for the Alaskan weather
- Siberian huskies
- How to feed sled dogs
- Moose
- Dogs and antifreeze
- Information on the Iditarod race- racing vocabulary, sled dog alignment, how to drive a sled, supplies needed, and training
- Mail on the Iditarod
- Prizes for Iditarod winner and Iditarod finishers
- Changing location of Iditarod race
- Widow's Lantern and historical lantern use

Educational Items (Brief Mention)

- Time zones
- Female winners of Iditarod race
- Georgia weather
- Daylight and night in Alaska
- Diphtheria and vaccines
- Alaska trivia
- Inuit vs. Eskimo
- Mount McKinley
- Alaska's first inhabitants
- How Alaska became a state
- Junior Iditarod
- Sitka trees
- Grizzly bears and other Alaskan wildlife
- Pemmican
- Ice fishing
- Sourdough starter
- How to get water on the Iditarod Trail
- Junior Monopoly
- Super Bowl
- Frostbite and hypothermia
- Pachyderms
- Inuit food
- Rookies
- Joe Redington, Sr. in the Mushers Hall of Fame

- Totem poles
- Aurora Borealis
- How Nome, AK got its name
- Types of snow

Unique Features

- Follow the trail of the mystery at the bottom of every page.
- Inuit words are sprinkled throughout the story.

Visuals

- Christina, Grant, and Raven meet a Malamute dog.
- Map of the Iditarod Trail
- The kids drink hot chocolate together.
- Hunter and Grant watch over Bo.
- The kids are surprised the gold has been stolen.
- The kids warm up by a bonfire.
- Christina and Raven identify the thief.

Lessons

Complaining
Grant whines about the long wait in the airport, but Mimi says their trip will be worth the wait.

Responsibility
The kids must care for the dogs. Hunter tells Grant that by doing so, they earn the dogs loyalty.

Defending family
Maria doesn't believe Christina when she says she forgot to share a clue with them, but Grant sticks up for her and insists that she really does forget things all the time.

Teamwork
The kids work together to put booties on the dogs and to escape a moose.

Food etiquette
Christina does not like the pemmican Hunter gives her, but she eats it and doesn't complain.

Appreciating where you are now
Christina knows she will be hot in Georgia soon, so she appreciates the cold Alaskan weather.

Politeness
Mr. Ryan is rude to Grant, but Grant still treats him respectfully by calling him "sir."

Trusting your instincts
Christina awakens in the night and thinks she sees someone messing with their gear. Instead of investigating, she decides she is mistaken and goes to sleep. The next day, the kids almost crash because someone cut the brakes on their sled. Christina should have listened to her instincts.

Simple pleasures
Christina has been roughing it on the trail, so she learns to appreciate the small luxuries she can enjoy like eating s'mores before a fire.

Excuses
Mr. Ryan stole the money for his sister's cancer treatment, but Mr. Rutledge says that does not excuse his wrongdoing.

Rewards
Mimi and Papa do not accept half the monetary prize for winning the Iditarod. Mimi says the experience was reward enough.

Trying new things
Christina tries all new foods on her trip, including pemmican, dried salmon, and reindeer stew.

Features

- About the Author
- Iditarod Trivia
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Write a story from the point of view of a sled dog on the Iditarod Trail.
- Create an Iditarod race board game.
- Build an igloo out of marshmallows.
- Inuit Glossary
- 5 SAT words
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Excerpt from *The Mystery at Kill Devil Hills*
- Excerpt from *The Mystery at the Boston Marathon*
- List of Carole Marsh Mysteries
- Apply to be a Character in a Carole Marsh Mystery
- Carole Marsh Mysteries Web site information

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Christina, and Grant fly to Alaska so Mimi can research the Iditarod Trail race. They stay in Wasilla at Rutledge Dog Sled Training Camp with Joe and Sally Rutledge and their kids Raven and Hunter. Raven informs the kids that their dogs have been disappearing, and Christina and Grant offer up their mystery-solving services. The Rutledge kids show Grant and Christina how to take care of the dogs, and Grant bonds with one named Bo. Later, Mimi tells the kids they are allowed to come with her, Joe, and Papa on the race trail in a second sled. The kids practice driving a sled, and when they come back, they find out another dog has been stolen! They don't see any footprints besides those of Mr. Ryan, Joe's helper. Mr. Ryan introduces himself and shows them a magic trick, but swears he didn't do anything to the dogs.

Days later, at dinner, Mr. Ryan enters and says the dogs are sick. Joe rushes out and finds antifreeze around the dogs. The vet comes and helps the dogs, but confirms they were poisoned. The next day, miraculously, the dogs are well enough to race, but Bo is missing, and Mr. Ryan has decided to race with another friend. The families load up the cars and drive to Anchorage for the ceremonial starting race. When they get there, they discover Mr. Ryan has taken over his friend's sled. When the race is over, Mr. Ryan is the winner, and the $50,000 worth of gold bars used to represent the overall-winner's prize is missing! Christina sees Mr. Ryan carrying a heavy-looking bag, but the families must travel back to Wasilla before she can investigate.

The next day, the real race begins, and the kids are allowed to command a sled of their own. At a checkpoint, Christina sees Mr. Ryan sled by, and his dogs seem to be laboring with the weight of the sled. Grant says Mr. Ryan's lead dog looked familiar. A few nights later, at another checkpoint, Christina wakes up in the middle of the night and sees someone near her sled, but she's too sleepy to get up. The next morning, the kids fall behind the adults, but their sled starts going too fast and Raven can't get the brake to work. They catch up to the adult, and Joe and Papa stop the kids' sled. They investigate, and find that the brakes had been loosened. Christina tells them about the man she saw. The families can do nothing but press on.

Before another checkpoint, the families see a moose that has been lured to the trail by food. They have to work together to get the moose away from the trail so it won't attack. They know that someone put the food near the trail on purpose, but who? Several checkpoints later, the kids see Mr. Ryan's sled. One of his dogs plays with Grant until Mr. Ryan orders Grant not to touch it. Grant sees a smudge on his mitten, smells it, and recognizes it as shoe polish. He yells that Mr. Ryan disguised his dog, and the dog is Bo! Mr. Ryan takes off, and the kids pursue him.

They arrive at Nome to see Mr. Ryan receiving the winner's ribbon. Raven yells that he's an imposter, and Grant runs to Bo and wipes off the shoe polish. Christina grabs Mr. Ryan's bag and unzips it. Out fall all the gold bars! Mr. Ryan says he needed the money for his sister's cancer treatment, and that he is sorry for what he did. Mr. Ryan is disqualified from the race, and the kids can't win because they are underage, which means Joe, Mimi, and Papa win! Joe offers to split the money, but Mimi declines, saying the experience is her reward. Mystery solved!

RK #9 Kill Devil Hills Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Alexis DeJoy as Alex, Christina and Grant's cousin, 12, Manteo, NC
- Griffin DeJoy as Alex's brother, 10, Manteo, NC
- Uncle Joe, Alex and Griffin's dad,
- Ned, babysitter and motel owner's son
- Three mean women, the plane thieves

Time Winter vacation

Locations

- Peachtree City, GA
- Manteo, NC
- Nag's Head, NC
- Kill Devil Hills, NC

Places (Integral)

- Dare County, NC
- Kitty Hawk, NC
- Eagle River, AK
- Wright Brothers National Memorial, Manteo, NC

Places (Mention)

- Falcon Field, Peachtree City, GA
- South Carolina
- Outer Banks of North Carolina
- Cape Hatteras on the North Carolina coast
- Chicamacomico Life Saving Station, Hatteras Island, NC
- Dare County Airport, Manteo, NC
- Manteo Booksellers, Manteo, NC
- Jockey's Ridge, Nag's Head, NC
- Sam and Omie's restaurant, Nag's Head, NC
- Croatan Sound, NC
- Virginia
- Sahara Desert in Africa
- Timbuktu
- Aviation Trail, Dayton, Ohio
- Wright Cycle Ship at the Henry Ford Museum, Dearborn, MI

Educational Items (Integral)

- Flight vocabulary
- Attempts to fly pre-Wright brothers
- What happened on the day of the first flight and why the brothers chose Kill Devil Hills
- Orville and Wilbur's beginnings
- Orville and Wilbur's unsuccessful attempts
- Sand dune shifting
- Hurricanes and Nor'easters
- Types of aircraft
- Wing warping
- Windmills
- The plane *Flyer*
- Orville and Wilbur trivia

Educational Items (Brief Mention)

- Graveyard of the Atlantic
- Hatteras Lighthouse
- Chicamacomico Life Saving Station
- U.S. Coast Guards and the helicopter *Pedro*
- Sunburn in winter
- Hush puppies
- Kudzu
- The ship *Elizabeth II*
- Lost colony of Roanoke
- How Nag's Head got its name
- Blackbeard
- Learning Styles
- *Hansel and Gretel*
- Winter solstices

Unique Features

- Follow the trail of the mystery at the bottom of every page.

Visuals

- Christina, Grant, and Alex plan a trip
- Parchment paper with Carole Marsh poem "Child of Flight" written on it
- Map of Dare County, NC
- Christina and Grant play on the beach.
- Old book pages with information on the first flight on them
- Alex looks at exhibits in the Wright Brothers National Memorial.
- Christina and Grant point to the storm clouds.
- Griffin ponders a puzzle.
- Christina and Grant watch mechanics rebuild *Flyer.*
- Christina and Grant board *Mystery Girl*.

Lessons

Giving comfort
Grant is scared of Papa's small plane, so Christina holds his hand tightly.

Politeness
Christina teases Grant about his math skills, but Mimi says to be polite, and then praises Grant.

Possibilities
Mimi and Papa are members of the Man Will Never Fly Society because man does fly with airplanes, and they want to remind themselves that nothing is impossible.

Cooperation
Papa has just been arrested, and Mimi asks the kids to occupy themselves while she bails Papa out of jail.

Recklessness
Christina has an idea to hang glide to look for the missing plane. She knows that doing so would not be brave or smart, but would be dumb and reckless.

If at first you don't succeed...
The kids have zero success on their hang gliding trip. Christina remembers that Orville and Wilbur didn't succeed on their first try either, so she must keep trying.

Features

- The Wright Brothers: Places to Go and Things to Know!
- About the Author
- Glossary including 5 SAT words
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery at the Boston Marathon*
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Christina, and Grant fly off to Manteo, NC to stay with Uncle Joe and cousins Alex and Griffin and celebrate the 100th anniversary of the Wrights brothers' flight at Kill Devil Hills. To Mimi's dismay, they all camp out on Wright Brothers National Memorial land. Uncle Joe is an historic preservationist who helped on the replica of *Flyer*, Orville and Wilbur's plane. Joe worries about vandalism that has occurred during the celebration preparation, and padlocks the tent before they go to the beach. He also worries about reports of an approaching hurricane.

When the family returns from the beach, Joe sees that *Flyer* is missing, the padlock is broken, and Joe's tools are gone! The next morning, the adults shoo the kids to the beach, but they return when they see a commotion at the tent. Papa is being arrested for the theft of *Flyer* and the tools because the police discovered his tools were the ones used to break into the tent. Mimi sends the kids to the Wright brothers' museum to occupy them while she and Joe post bail for Papa. Christina hears some people talking about Papa as if he really were the thief, and she tells the kids they must find the plane. Grant suggests they need to go to a high point to look for the plane. Christina agrees, and the kids return to the tent to put on warm clothes. They leave too soon to hear the weather radio announce that evacuation was beginning to escape the hurricane.

The kids climb up the sand dunes. They see a hang glider, and Christina proposes they fly it to get a better look at the area. After a scary ride, the kids land near a cottage with a windmill. They saw no sign of the plane. Three nasty women are at the cottage. They yell at the kids to leave, but end up driving them away from the cottage. The kids trek back to the tent, but no one is there. They lie down for a nap and don't hear the weather radio saying a hurricane is coming.

The kids wake up to a hurricane! They run out of the flimsy tent to the Memorial and huddle outside until Papa, Mimi, and Uncle Joe drive up. The family goes to a motel where Mimi tells them they had evacuated because of the hurricane. They sent security guards after the kids, and thought the kids were with the guards. Not until later did they discover the kids were still on the beach. They also said Papa was taken to the courthouse, and everything is mostly straightened because the police discovered someone had broken into *My Girl* and stolen Papa's tools. The kids told the adults about their hang glider adventure. They tell them about the cottage, the hateful women, and the windmill. Uncle Joe says there isn't a windmill near the cottages.

That night, the adults go to the First Flight Ball, and the kids stay with Ned, the motel owner's son. Ned tells them about the Wright brothers and *Flyer*. He says he could probably build the plane given enough time. Then they watch one of Grant's favorite shows about making stuff out of junk. The next morning, she tells the adults that they should look at the windmill the kids saw at the cottage. They drive to the cottage in Joe's Jeep. They see that the windmill has been made from the plane parts! Christina got the idea from Grant's show and Ned's assertion that he could build the plane. Uncle Joe, Papa, and other mechanics work quickly to rebuild *Flyer*. They take it to the re-enactment sight and re-enact the first flight. It's a success! Afterward, the kids, Mimi, Papa, and Uncle Joe get to meet the president of the United States to thank them for finding *Flyer*.

The family never does find out exactly why the three women stole the plane. They seemed to think their ancestors had been shunned during the celebration of the first flight, so they didn't want this celebration to happen. Mimi, Papa, Christina, and Grant hop in the *Mystery Girl* and fly home for Christmas. Mystery solved!

RK #10 New York City Mystery Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Ben (Binyamin), 12, New York City, Jewish friend
- Katarzyna (Kate), about Christina's age, Ben's Polish visitor

Secondary Characters

- Franklin, Park Ranger, gives tour of Statue of Liberty

Time – Summer, end of June & beginning of July

Locations –

- New York City, New York, USA

Places (Integral)

- The Statue of Liberty
- Liberty Island
- New York Harbor
- Ellis Island
- Manhattan
- Metropolitan Museum of Art
- Central Park
- Yankee Stadium
- Empire State Building
- Times Square
- USS Intrepid Museum

Places (Mentioned)

- LaGuardia International Airport
- Guggenheim Museum
- Metropolitan Museum of Art
- Rockefeller Center
- St. Patrick's Cathedral
- Rockefeller Plaza
- The Chrysler Building
- Flatiron Building
- World Trade Center site
- Brooklyn Bridge
- Fulton Street Fish Market
- Delacorte Theater)

Educational Items (Integral)

- Fourth of July history
- Facts and history about New York City and its Landmarks
- Statue of Liberty history and facts
- Liberty Island history
- Ellis Island
- Immigration
- Puzzle and Problem Solving using Analytic techniques
- Star-Spangled Banner Words
- Empire State Building history and facts
- USS Intrepid Museum history and facts

Educational Items (Mentioned)

- New York City nicknames
- Art Deco
- *Patina* – the corrosion that creates the green color of the Statue of Liberty
- Mount Rushmore
- Baseball Rules and information
- Statues in Central Park

Unique Features

- Italian, Yiddish and Polish vocabulary sprinkled throughout the story
- Scrabble pieces used in the clues

Visuals

- Running visuals along the bottom of the page quickly referencing the plot contained on the page
- We're in Manhattan! Ben on his cell phone
- Picture of the Statue of Liberty
- Pictures of Words Made Out of Scrabble pieces
- Searching the Newspapers
- I think I can see it! Kids leaning over the rail

Lessons learned

Listen to Parental Advice

The night before Christina and Grant leave with Mimi and Papa for New York City, Christina's mom gives Christina parental advice. She tells Christina to listen to Mimi and Papa and to stay out of trouble. Christina promises to do that.

Plan The Trips You Take

In preparing to go to New York City, Christina creates a notebook full of plans and places she wants to see in "The Big Apple." It helps the group decide what to see and where they need to go. It allows for an easier time

Avoid Listening to Curse Words

When the van the kids are riding in almost gets in a car accident, the driver, Vinny, curses at the car that almost

crashed into them. In order to keep Grant from hearing the words, Christina covers his ears and Benjamin covers Christina's ears.

Protect Your Younger Siblings

When the kids are running after the men who had stolen the torch, Christina realized the danger they could get into. She tells Grant to stay behind so he can stay safe. She was protecting her younger brother. Christina often looks after Grant throughout the story.

Features

- New York City: Places to Go and Things to Know!
- About the Author
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life
  - Map It Out!
  - Put On A Play!
  - City Person or Small Town Person?
  - Create a new slogan for New York
- Glossary including 5 SAT words
- Scavenger Hunt!
- Write Your Own Mystery
- Six Secret Writing Tips From Carole Marsh!
- Would You Like To Be A Character in a Carole Marsh Mystery?
- Excerpt from The Mystery at Disney World
- The Carole Marsh Mysteries Series
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Everyone is excited about the trip to New York City. Christina has prepared for the trip and Grant can't wait to go. After hopping on a plane with Mimi and Papa, the four of them meet Ben and his mom, Viviana, at the airport. They also meet Kate, Ben's friend, visiting from Poland. Ben promises to show them New York City.

As they tour the city, it is decided that the first place they will go is the Statue of Liberty. While there, they get an excellent tour from the park ranger.

As everyone leaves the boat Grant shows Christina a puzzle he found in the newspaper. Christina finds the puzzle extremely interesting and a little strange but before she has time to look at it without adults around, Vinny comes to pick them up in his van. After dinner, the kids take out the newspaper again while the adults talk.

They realize after solving a part of the puzzle in the paper that this was an extremely serious mystery – the puzzle insinuated that the Statue of Liberty's torch is in danger! The kids immediately decide to solve the rest of the puzzle. Using Scrabble letter pieces, the kids find out that the next clue will be at the Metropolitan Museum of Art (The Met).

As they go through the Met, Christina and Grant find the painting they are looking for and find the word "DENEWAB" written on a little piece of paper. Ben recognizes the first part of the word, "DENE," as a section of Central Park near the Zoo. Christina finds the meaning of "WAB," referring to Balto, near Willowdell Arch. The kids have a new destination!

After eating, the kids wander around Central Park in the direction of Willowdell Arch. They find the statue of Balto, The Husky as well as the next clue. The next clue, "Milk-ball" refers to the dairy, which is now a Visitor Center. As they sit and eat malted milk balls outside the dairy, Christina sees the next clue – "RCF-DV-7IS" – and they decide they need to go to a baseball game.

Everyone goes to Yankee stadium to watch the Yankees play the Boston Red Sox. Using baseball scoring symbols they solve the next clue. The kids know what they must do the next day because the next clue says "Puzzled? Read the Daily News".

The next day, the kids began to solve the new puzzles that have been placed in the paper. They quickly solve them, only to be to led to the Northwest section of the Empire State Building. Grant finds the next clue while he looks through binoculars. It says, "GHWB" and has a very small sketch of the drawing of the city line. Quickly, looking through the 25 cent binoculars, Ben scans the skyline and finds the USS Intrepid.

After begging Mimi and Papa to take them to the USS Intrepid, the kids look inside the museum for the Avenger, the plane that George Herman Walker Bush ("GHWB") flew. Sure enough, underneath the plane was the next clue that told them to go to Times Square and look at the Jumbotron. But, the kids realize they will never get there in time! Instead they call Vinny, who rushes to the scene, and they see this message – "Be back in 24 hours. Give or take…" At the same time, everyone around the world has heard the news – the original torch has been stolen.

The next 24 hours reveal where they need to be. They need to be at Pier 13, which luckily for them, was the pier their boat was docking at so they could watch the fireworks. After searching the pier, they all find the ship with the torch! Papa gets angry with the kids for getting on strange ships and takes them away from the area to keep them safe, but Christina yells to a New York City officer, telling him where the torch is.

Sure enough, it turns out that the people frustrated with the immigration laws the US had put into place after September 11th had stolen the torch and switched it out with the fish. In return for the torch, they want a deal to be made between these people and the US. Mimi, suspicious as always, asks Christina if she had anything to do with it. Christina finally revealed everything to Mimi and it became her new mystery book – the Mystery of New York City.

RK #11 Disney World Features

Characters

- Mimi, Peachtree City, Georgia, mystery writer and world traveler
- Papa, Peachtree City, Georgia, modern day cowboy and pilot
- Christina Yother, 9, Peachtree City, Georgia, granddaughter of Mimi and Papa and sister to Grant
- Grant Yother, 7, Peachtree City, Georgia, grandson of Mimi and Papa and brother to Christina
- Mick Jerome, 13, Orlando, Florida, grandson of a former Disney Imagineer, leads Christina and Grant around the park
- Crystal Jerome, 11, Orlando, Florida, Mick's sister

Secondary Characters

- Douglas, the man on the walkie-talkie
- Bobby and Lisa, Douglas' accomplices

Location

- Disney World, Orlando, Florida

Places (Integral)

- Main Street, U.S.A
- Pirates of the Caribbean Ride
- Splash Mountain
- The Hall of Presidents
- The Haunted Mansion
- It's a Small World Ride
- The Mad Tea Party Ride
- Mickey's Toontown Fair
- ExtraTERRORestrial Alien Encounter
- Cinderella's Castle

Places (Mention)

- Disney Land, Anaheim California (mentioned)
- Disney Theme Park Locations (mentioned)
- EPCOT, Disney-MGM Studios, Disney's Animal Kingdom (mentioned)
- Mt. Kilimanjaro, Tanzania, Africa (mentioned)
- Liberty Bell in Philadelphia (mentioned)
- Cinderella's Castle

Educational Items (Integral)

- Walt Disney
  -Farm
  -Innovation and ingenuity
  - Hardships to success
  -Mickey Mouse during the depression
  -Disney Studios

- History of Disneyland and the 30,000 acres of land surrounding it
- Slave Folklore and history of Brer Rabbit
- History of Liberty Bell
  -Declaration of Independence
  -George Washington
  -Liberty Tree
- Grover Cleveland
- Abraham Lincoln
- Jimmy Carter
- Bill Clinton
- Democrats/Republicans
- Cultural differences and similarities of the seven continents
- Disney World General information and history of the design and architecture

Educational Items (Briefly Mentioned)

- Disney Imagineers
- Audio animatronics figures
- Celluloids
- Radio terms
- William Shakespeare and his play *Merchant of Venice*
- Morse Code
- Mosaics

Unique Features

- The Clues are presented in rhymes and different well-known songs

Visuals

- Map of Walt Disney World, Magic Kingdom
- A photograph of Grant on a canon
- A photograph of Grant, Mick, and Crystal captive in the castle

Lessons

Never take people for granted

Although she loves her brother, Christina often finds Grant to be annoying and occasionally teases him. As soon as she realizes he is missing though she immediately wishes he were there and feels badly, realizing how much she really does enjoy her brother's company.

Organization

When preparing for their trip, Mimi and Papa form a checklist of items they need to bring to the park with them. They know that it is easy to forget things when you are in a hurry and excited, so they are careful not to leave anything behind by using the list before they leave.

How to treat younger kids

Although Mick is much older than Grant he is very friendly with him, and knows how to make him feel comfortable like he is one of the guys by calling him buddy. He befriends him instead of dismissing him as just

a little kid.

How to make new friends
Grant and Christina meet Crystal and Mick on the first day of their trip. Right away they offer to show them around Disney World, and they quickly become friends.

Diversity of the world
After going on the Around the World ride, both Christina and Mick realize and celebrate how amazing it is that although people are all different they are also very similar.

Always use the buddy system
When searching for Grant and Crystal, Christina and Mick decide to split up momentarily even though Christina did not want to. Mick consequently ends up disappearing as well, and Christina realizes that if they had stayed together he would not have gone missing.

Be creative
Just as Walt Disney did, Christina realizes she needs to use her imagination if she is going to find her brother and new friends. She realizes that she can use the walkie-talkie to get help from security.

Features

- About the Author
- Glossary including 5 SAT Words
- Scavenger Hunt
- Write your own Mystery
- Six Secret Writing Tips from Carole Marsh
- Would you like to be a Character in a Carole Marsh Mystery?
- Excerpt from the Mystery on the Underground Railroad
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis:

Grant, Christina, Mimi are going to Disneyworld, and although it is not their first trip, Grant and Christina are thrilled. Just as they are leaving, they find two kids near the age of Grant and Christina standing outside their door. They soon discover that these kids, Mick and Crystal, are the children of a Disney Imagineer. As soon as Disney heard that Mimi, the mystery writer was coming, they wanted to give them a special tour of Disneyworld and Grant and Christina are beyond excited.

After being given walkie-talkies for communicating, the kids split ways from Mimi and Papa. Their first destination is to the Pirates of Caribbean ride. While walking to the ride, Christina hears on the walkie-talkie a voice saying, "Fire the pirate rules my friend, or it will be your end!" Christina decides it is just a joke, and she forgets as the adventure begins. They are having a blast until the ride pauses and Christina realizes Grant is gone. They call for him, but there is no reply. Suddenly, a voice on the walkie-talkie a voice says, "Grants getting soggy"! Somebody kidnapped Grant, and they have to find him!

Panicking, Mick recalls the final portion of the voice on the radio. He realizes it is an old country western song alluding to Fronteirland. They run there hoping the clue will lead them to Grant. When they do not find Grant on the Splash Mountain Ride, they receive yet another walkie-talkie clue. This time, Hail to the Chief is being hummed. Mick realizes they should go to the Hall of Presidents. Once again, they race there but are unsuccessful in finding Grant. The next clue they receive is tricky, but Crystal knows it is referring to the Haunted Mansion. Not only is Grant not there, but now Crystal is missing as well. Now they have to find both of their siblings!

The two continue on their wild goose chase. The walkie-talkie leads them to the It's a Small World ride. Then, the birthday song sends them sprinting to the Mad Tea Party Ride, only to be disappointed. Finally, they receive a clue saying only the mouse knows. Frustrated, and trying to be efficient, they decide to split up each talking to a different mouse. Having no luck, Christine waits for Grant at their meeting place only to realize he is missing too! Now it is up to her to find everyone!

Alone, Christina receives yet another clue, this time it says, "Go where no man has gone before" and it hums the Star Wars song. She knows he is talking about the ExtraTERRORestrial ride, but finds them nowhere. When the final clue does not make sense, Christine becomes upset but then sees a light from Cinderella's Castle saying help in Morse code. She runs there and realizes she is going to need to be as ingenious as Walt Disney to save them. When she climbs the stairs she hears the voices of many children. Wondering how she can save them, she suddenly switches to the station on her walkie-talkie to the security station and tells them to come quickly. Not having much time, she helps the kids escape while the kidnappers are arguing. Just as the security arrives, the kidnappers are leaving, and they are caught. Christina saves the day!

Barely making it in time to meet Mimi and Papa, Mimi asks the kids how their day was. Laughing, they explain how they definitely have a mystery for her next book.

RK #12 Underground Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Clair Coffer, 13, Baltimore, MD, as Harriet "Atty,"
- Miles Coffer, 11, Baltimore, MD, as Thaddeus "Duce," Atty's brother

Time- summer vacation, around July 4th

Locations

- Peachtree City, GA
- Baltimore, MD
- Wilmington, DE
- Lancaster, PA
- Philadelphia, PA

Places (Integral)

- The Thomas Garrett Home, Wilmington, DE
- *Living the Reenactment Site* at the African Methodist Episcopal church, Lancaster, PA
- Liberty Bell Pavilion, Philadelphia, PA
- Independence Hall, Philadelphia, PA

Places (Mention)

- Hartsfield International Airport, Atlanta, GA
- National Museum of American History
- The Pentagon, Washington D.C.
- The Washington Monument, Washington D.C.
- The U.S. Capitol, Washington D.C.
- City Light's Seafood Restaurant at the Inner Harbor, Baltimore, MD
- National Underground Railroad Freedom Center, Cincinnati, OH

Educational Items (Integral)

- The Underground Railroad
- Definition
- Origins
- Vocabulary (conductors, passengers, stations, etc.)
- Use of constellations
- Location of stations
- Details of how, why, and when conductors moved passengers
- Use of quilts and symbols

- Harriet Tubman
- Friendship Road
- Statistics
- Conditions along the journey north
- William Still, a conductor, escaped slave, author
- Thomas Garrett and his work as a conductor
- Definition of abolitionists
- Beginnings of slavery
- Typical life of slaves
- Slave auctions
- Plantation life
- Emancipation Proclamation
- Quakers as abolitionists
- Resting trees
- *USS Constellation*
- History of the Liberty Bell

Educational Items (Brief Mention)

- Global Positioning Systems
- Maryland's contribution to Washington D.C.
- Origins of famous Pennsylvania foods (gum, ice cream soda, etc.)
- The Historic Mile in Philadelphia
- Betsy Ross
- Use of oil lamps
- Use of gourds

Unique Features

- Along the bottom of the pages, visuals are used to track Grant, Christina, Atty, and Duce's journey
- All the clues come in the form of riddles
- Lots of pictures

Visuals

- A map of Underground Railroad routes
- A map of Maryland, Delaware, and Pennsylvania

Lessons

Equality

Mimi is a VIP at the *Freedom Road* ribbon-cutting ceremony in Philadelphia, but she reminds Christina that everyone is a very important person and "should be treated with courtesy and respect."

Animal Safety

Papa has told Grant that if he hears a "grrr" sound from an animal, he must stand "still as a statue."

Manners
Grant learns not to ask adults their age or tell them they are old. Christina remembers to thank Professor Still for inviting her and Grant to dinner.

Trying New Things
At a seafood restaurant, Grant is served a crab cake, but he thinks it looks gross. Duce urges him to try the food anyway, and Grant discovers he really likes crab cakes.

Preventing Arguments
When the kids are trying to work the Virtual Reality Goggle-Gloves (VRGG), Duce tries to tell Christina how to put them on. Christina thinks Duce is acting like a know-it-all and almost snaps at him. Atty notices the situation and diverts their attention by making them laugh at how funny the VRGG make them look.

Promises
Even though the quilt and journal, which are to be main attractions at the grand opening of *Freedom Road*, are missing, Professor Still refuses to cancel the celebration. He says, "We've given our word [to have the celebration] and we won't go back on it."

Freedom
Professor Still tells Christina and Grant that the reason for the Underground Railroad is "that brave people have *always* been willing to face death in order to gain freedom."

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Glossary including 5 SAT words
- Scavenger Hunt
- Write Your Own Mystery
- Writing Tips from Carole Marsh
- Apply to be a Character in a Carole Marsh Mystery

Activities

- Underground Railroad: Places to Go and Things to Know

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi receives an e-mail from her niece Priscilla inviting Grant and Christina to ride the *Freedom Road*, a mobile American History Museum about the Underground Railroad. They will travel from Baltimore to Philadelphia with Priscilla, Professor William Still, and two other passengers. In Philadelphia, they will meet Mimi for the official grand opening of the *Freedom Road* on July 4th.

Grant, Christina and Uncle Michael arrive in Baltimore, and Michael hands the kids off to Priscilla who takes them out to eat. At dinner, they meet Professor William B. Still and his grandchildren, Atty and Duce. Professor Still tells the kids about his ancestor who was a slave and was also named William Still. Professor Still teaches them a little about the Underground Railroad. After dinner, everyone heads to *Freedom Road*, a giant bus that houses the Underground Railroad exhibits. The kids get to see William Still's journal and a quilt that was used to signal to slaves if a house was safe or not. They also get to take a trip through time with Virtual Reality Goggle-Gloves. Once they come out from the virtual reality, though, they discover that Priscilla and Professor Still are missing, and so are the journal and quilt!

Christina finds Professor Still's glasses, and they're broken. Obviously he has been kidnapped. She also finds a note wrapped in the glasses. The note contains a riddle that points them north. After leaving a note for Priscilla, the four kids get on a bus, and Christina finds a note on her shoe. This note leads them to Delaware and the home of Thomas Garrett, a shoemaker and a stationmaster on the Underground Railroad. After an exhausting trip, the kids make it to the Thomas Garrett home minutes before it closes. All they find there, though, is another clue. This one leads them to a Resting Tree, some drinking gourds, and yet another clue!

Atty figures out the riddle, and tells everyone that they need to head to the African Methodist Episcopal church to see the Underground Railroad reenactment. Once there, they find another clue that indicates that Professor Still is near. They find him tied up in a root cellar. Once they rescue him, he tells the kids that they still need to find the journal and the quilt while he goes back to *Freedom Road*. He also tells the kids that the kidnapper is doing all this for fame, something Professor Still learned from a riddle the kidnapper pinned to the professor's shirt. Christina figures this means he will be in Philadelphia at the 4th of July celebration.

A man drives the kids to Philadelphia. Once there, a pigeon delivers a message to Christina saying, "You crack me up. Let freedom ring." This means the man will be at the Liberty Bell! As they head toward the bell, Christina sees a man she has seen in three different towns, and who is the same man who drove them to Philadelphia! She chases after him, but can't catch him. When they get to the Liberty Bell, Grant cons his way under the ropes and under the bell where he finds another clue. This one indicates the man, who signed his name, Crane, on the note, will be in the room where the Declaration of Independence was signed. The kids rush to Independence Hall. There they find the quilt and journal! Suddenly, Crane, dressed as a park ranger, rushes in and demands they give him the treasures. He tries to grab them, but Atty stops him, and all the kids wrestle him down. Real park rangers notice the commotion. Crane is caught! Mimi is there, too. Professor Still and Priscilla explained that Crane was a former student of Professor Still's and was bitter over being caught for plagiarism. Finally, the mystery is over. Everyone is so happy that Christina, Grant, Atty and Duce saved the national treasures. Mimi even gets a call from the president thanking the kids for their service. The kids are happy, but now all the really want to do is eat some cake!

RK #13 Rocky Mountains Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Zother, 11, Albuquerque, New Mexico, Christina and Grant's cousin
- Dakota, 8, Albuquerque, New Mexico, Christina and Grant's cousin

Time - Christmas Time, Winter

Locations

- Denver, CO, U.S.A.
- Colorado Springs, CO, US.A.
- Durango, CO, U.S.A.
- Breckenridge, CO, U.S.A.

Places (Integral)

- Brown Palace Hotel, Denver, CO
- LoDo (Lower Downtown), Denver. CO
- Garden of the Gods, Colorado Springs, CO
- Pikes Peak, Colorado Springs, CO
- Cliff Place at Mesa Verde National Park, CO
- Eisenhower Tunnel, CO

Places (Mentioned)

- Denver Airport, CO
- Cherry Creek Mall, Denver, CO
- Sixteenth Street Mall, Lower Downtown, Denver, CO
- Larimer Square, Lower Downtown, Denver, CO
- U.S. Air Force, Colorado Springs, CO
- San Juan National Forest, CO
- Silverton, CO
- Rocky Mountain National Park. CO

Educational Items (Integral)

- Denver winter weather
- Rocky Mountain history, facts, and folklore
- Mining history and folklore
- Old West Santa Fe style buildings and architecture
- *America the Beautiful* song lyrics and author bio
- Rocky Mountain Railroads and Old West transportation facts
- Anasazi Indian history, lifestyle, and facts
- Learning how to ski

Educational Items (Mentioned)

- The Nutcracker story line
- Altitude sickness
- The Titanic and the story of the Unsinkable Molly Brown
- Bison burgers
- Sitting on a Saddle
- Dinosaur fossils and names
- Native American Rocky Mountain history

Visuals

- Simplified Map of Colorado
- "Waaaaay too many tubas!"
- "Reading up on the Rocky Mountains"
- "Tea at the Brown Palace Hotel!"
- "Too cold to camp outside!"
- "Nothing like a road trip"
- "Are these poles too big?"
- "All solved! Let's go ski!!"

Lessons learned

Trying new things, even though you're nervous

When Christina arrives in Colorado, she is excited about trying to ski and snowboard, but she is a little bit nervous because she has never tried doing these things before. However, she knows that she should try them out first before she says no.

Car safety

Papa dives from the Denver Airport to the Brown Palace Hotel and the driving is difficult. Christina and Grant know to be quiet and let Papa drive. Papa likes to be a safe driver – pulling over to the side of the road when he is on his cell phone for instance.

Good table etiquette

When Christina and Mimi have 'high tea' at the hotel, Christina is glad she knows good etiquette. She folds her napkin in her lap and keeps her elbows off the table. She also says 'please' and 'thank you' when she is being served.

Don't be embarrassed by mistakes when you are learning

When Christina and Dakota try to get off the ski lift, they get tangled up and fall down. They are embarrassed because they couldn't get it right. Papa reassures them that trying it out and falling is the only way to learn.

Adults can help a situation

Christina doesn't tell Mimi and Papa about the two men who had been following them since Denver because she doesn't want there to be a mystery. When Papa finds the tracking device under the car, Christina finally tells what she knows. Papa and Mimi are upset because these men could be dangerous and sometimes adults can help solve a situation.

Features

- About the Author
- Built-In Book Club: Talk About It!

- Built-In Book Club: Bring It To Life!
  - Word Search
  - Map It Out
  - Write About It
  - Are you clueless, or not?
- Colorado 'Fourteeners' List
- Memorable Mines
- Glossary - It's Snow Much Fun includes 5 SAT words
- Scavenger Hunt Quiz
- The Rocky Mountains: Places To Go and Things to Know
- Write Your Own Mystery!
- Six Secret Writing Tips From Carole Marsh!
- Excerpt from the Ghost of the Grand Canyon
- Would You Like to Be a Character in a Carole Marsh Mystery?
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina and Grant are excited to join Mimi and Papa on a winter vacation in Colorado, as long as there are no mysteries! After landing in the Denver Airport, their next stop is the Brown Palace Hotel. The drive to the hotel is quick and uneventful, as they walk into the hotel, no one notices the red beeping light on the bottom of their car or the sinister looking men who follow them into the hotel. Grant and Papa go look at some sights in Denver while Mimi and Christina sit down to tea at the hotel. During the meal, Mimi wins a prize and gives it to Christina. Christina is secretly still hoping to avoid a mystery.

The next day, after their cousins arrive, the family walks to LoDo (Lower Downtown) to see a tuba concert and go ice-skating. Two men are still following the group. While waiting for the Tuba Concert, the kids ice skate. While Christina is near the railing, one of the men that are following them gives her a piece of paper which says, "We're gonna be watching you guys!" The kids remain unconcerned. They go to the Tuba Concert, when they get back in the car, the men are still following them unnoticed.

The group stops at a restaurant to eat. The two men are spotted once again. They motion to the kids and tell Christina that they are watching constantly. Christina still refuses to get involved. They go to a very old bookstore after eating, called the Tattered Cover, and see the men again planning to follow them to Colorado Springs, the next stop on the group's trip.

The drive to Colorado Springs was snowy, and the men were still following them. That night, the group stayed in a motel and the next morning they climb their way around the Garden of the Gods and Pikes Peak.

Mimi and Papa had arranged for everyone to take a train through the Rocky Mountains. The kids' seats were separate from the grownups and a surprising message from the men in trench coats showed up on their lunch bags – one that indicated Papa was in trouble!

After a quick train ride back, everyone hopped back in the car to make a stop at the Cliff Place at Mesa Verde. Once again they saw the men in trench coats. After a long drive across the desert they reach the old mining town of Breckenridge. They stay in the Allaire Timbers Inn and Christina has the feeling that the men are there too.

The next day everyone prepares to go skiing. The girls go down the hill and fall. Suddenly, the two men that have been following them help them up and, surprisingly, just drop them off at the Skihaus. Christina and Dakota are so shaken up, they can barely order their hot chocolate!

Later that day, the whole group goes to the annual Ski Ball, all dressed up. When they got back into the car, the valet told Papa that he had found what he thought was a tracking device underneath the car. Christina told Papa that she thought it might be connected with the two men that had been following them since Denver who thought that Papa had done something wrong and should go to jail.

On the car ride back to Denver, Papa finally sees the two men. He stops the expensive SUV and confronts the men in the black sedan. The men claim to be private eyes but a police car soon shows up and reveals the truth – these two men actually were car thieves who steal expensive rental SUVs. Finally, the mystery is solved and the group can go on their way and enjoy the rest of their vacation.

RK #14 Mighty Mississippi Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Sam Edwards, 8, friends of the kids
- Jake Edwards, 6, friends of the kids

Time – Summer

Locations

- New Orleans, Louisiana, U.S.A.
- St. Louis, Missouri, U.S.A.
- Lake Itasca, Minnesota, U.S.A.
- Hannibal, Missouri, U.S.A.
- Mississippi River, U.S.A.

Places (Integral)

- Jackson Square, New Orleans, Louisiana
- Mississippi River
- French Quarter, New Orleans, Louisiana
- The Cabildo, famous fort where the Louisiana Purchase had been signed, Louisiana
- City of the Dead, Burial Ground, New Orleans, Louisiana
- Gateway Arch, St. Louis, Missouri
- Museum of Western Expansion

Places (Mentioned)

- Aquarium of the Americas, New Orleans
- Gulf of Mexico

Educational Items (Integral)

- New Orleans history, facts, and traditions
- The French Quarter of New Orleans
- Mimes
- Mardi Gras history
- Cajun history and lifestyle (seafood gumbo, zydeco, and Cajun two-step)
- Funeral traditions in New Orleans
- Where the Mississippi River runs
- Mississippi River history and facts
- Paddlewheeler boats
- Life along the Mississippi River
- Gateway Arch construction, architecture, and history
- St. Louis history
- Western expansion facts and history
- Story of Lewis and Clark and the Corps of Discovery expedition

Educational Items (Mentioned)

- Emphasis on the different backgrounds of the people in Louisiana
- The Adventures of Huckleberry Finn, Mark Twain (Samuel Clemens)
- Tall tales about Paul Bunyan and Babe, the Big Blue Ox
- Mississippi River Delta
- Typical Cajun Music Instruments
- Nautical vocab
- Typical Louisiana food dishes
- Earthquake history
- Plagiarism
- St. Louis' World's Fair history

Visuals

- Map of the Mississippi River
- Meeting up in St. Louis
- Seeing St. Louis from the ground!
- Grant "Jamming in New Orleans"
- "Having Fun at Lake Itasca"
- Screaming Bats!
- "Meeting Up In St. Louis"
- "What a view!"

Lessons Learned

How to Be a Gentleman

When Christina, Grant and Papa go to sit down at dinner, Papa pulls out the chair for Christina. Christina comments that her grandfather is quite the gentleman.

Plagiarism is Wrong

Sam starts to copy a book about the Gateway Arch so he could possibly use it for a book report in school next year. However, he starts to copy the book word for word. His mom clarifies and tells him that it is illegal to steal someone else's ideas.

Don't Open the Door When You Don't Know Who It Is

Christina opened the door without thinking when someone knocked on the door. It turned out to be the man who was following them pretending to be room service. Christina should have asked who it was first to make sure she wanted that person in the room.

Getting Over Your Fears

Christina is slightly claustrophobic and when the group decides to go up to the top of the Gateway Arch in the little capsules, she gets a little scared. But instead of refusing to go up or make a big scene, she tries not to think about it and just enjoy the scenery.

Features

- About the Author
- Glossary including 5 SAT words
- Scavenger Hunt!
- Write Your Own Mystery!
- Six Secret Writing Tips From Carole Marsh!
- Would You Like To Be A Character in a Carole Marsh Mystery?

- Excerpt from The Mystery at the Kentucky Derby
- The Carole Marsh Mystery Series
- Visit the Carole Marsh Mysteries Website
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Summary

Mimi, Papa, Christina, and Grant really enjoy New Orleans, the first stop on their trip that is supposed to help Mimi write her mystery about the Mississippi River and give a speech in a couple days in St. Louis. They cruise around the French Quarter just enjoying the sights, sounds, and shops. They make a quick trip to a fort, the Cabildo, where the Louisiana Purchase was signed and then back to New Orleans for dinner.

Mimi and Papa decide it is important for the kids to see the burial ground and as they tour through, Christina gets separated from the others, and turns to find a rose with a note on it! Here was the beginning of a new mystery.

The story moves to Sam and Jake Edwards, who are soon going to meet up with the group with their parents in St. Louis, Missouri. Christina had already told Sam that there was a mystery afoot.

In the meantime, Christina showed Grant the note. The next day they boarded the *Delta Queen,* the barge they were taking down the Mississippi River. Christina didn't notice a mysterious looking man watching her very closely.

Sam and Jake drive along the Mississippi River with their baby brother and parents. When they stop to eat at a rest stop, their dad begins to tell them about life on the Mississippi River. Jake almost runs off the side of the cliff chasing a napkin, but danger is avoided and they get back in the car, full and ready to ride.

Christina was enjoying the river ride. While she was staring out at the landscape, a man who claimed to be a writer and was very nosy came up to her and started asking her questions about Mimi and where they were going. Christina thought it was odd. She went to go find Grant. While eating lunch with Mimi and Papa, Mimi talks about river rogues, con-artists that tried to trick people around the river. Christina recalls the man who had talked to her and with dessert, she gets a another rose with another note.
After some adventures in Hannibal, Missouri, Sam, Jake and their family arrive in St. Louis to wait for Christina, Grant, Mimi and Papa to arrive. When they finally arrive they find Mimi's computer. It had gone missing throughout the trip. They thought they must have just missed it when they were looking for it among the luggage. As they got in the taxicab, Christina didn't notice the man who followed them.

While Christina and Grant are getting ready to go out to the Museum of Western Expansion, another rose and note ate delivered to Christina. The note said, "Your Mimi is a goner!" Christina is determined to figure out the mystery. At the Museum, the same mime Christina had seen perform in New Orleans gave her a rose with another note that had only the number 13 on it. When Sam and Christina mistakenly took the elevator to floor 13, they saw a room with a dozen roses in front of it. They quickly run in the other direction.

That same day they go to see the Gateway Arch before Mimi has to give her speech. On the way back down, a man with a tuxedo and a rose in his lapel gets into the capsule with them. As Mimi gets out, she realizes her purse is gone along with her speech! Papa promises to go get it. When Mimi takes her seat at the presentation, the opener announces that the person giving the speech isn't Mimi! Another man starts speaking and everyone recognizes Mimi's speech! The man had stolen Mimi's speech and plagiarized it. He was arrested for plagiarism.

After the ordeal, Mimi continued with her speech and the kids enjoyed the rest of the vacation.

RK #15 Kentucky Derby Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Tanner Knox, 12, Louisville, KY
- Sara Knox, 10, Louisville, KY, Tanner's cousin
- Earl, horse trainer
- Drew, Earl's assistant

Time: Spring

Locations

- Louisville, Kentucky, USA
- Lexington, Kentucky, USA

Places (Integral)

- Churchill Downs
- Eva Bandman Park
- Kentucky Derby Museum
- Falls of the Ohio Interpretive Center

Places (Mention)

- Ohio River
- Waterfront Park
- Twin Park
- Cox Park
- Riverfront Park
- Louisville Slugger Museum
- J.B. Speed Art Museum
- J.B. Speed House
- Conrad/Caldwell House and Museum
- Filson Club and Historical Society Museum
- Ohio Falls
- Kennedy Bridge

Educational Items (Integral)

- Kentucky Derby history, facts, and traditions
- Horses and jockeys
- Great Steamboat Race on the Ohio River history and facts
- Triple Crown races
- Ohio River and Falls history and facts
- Riding clothes facts
- How to Ride a Horse
- Pony breeds
- Difference between Horse and Pony
- Pegasus Parade history

Educational Items (Mention)

- Average Kentucky Derby times
- Call to Post
- J.B. Speed
- Theophilus Conrad
- Tanner, description of the profession
- John Filson
- Devonian geographical period
- Supercontinents
- Lewis and Clark
- Logistics of a Ferris Wheel
- Home-Schooling
- Song “Old Kentucky Home”
- Making Bets

Visuals

- Simplified Map of Kentucky
- Christina and Grant in front of the Falls of the Ohio
- Sara’s Tack Classes
- Parts of a Horse Diagram
- Different Saddles Diagram
- Grant riding on Horseback
- The kids are too late!

Lessons

Call an Ambulance and the Police When There is Danger

When Earl gets injured, Charles wants to make sure that the injury isn’t too serious. He also wants to report the theft. In order to get help, Charles calls 911 to help him deal with the situation.

When an Accident Occurs, Apologize

When Grant accidentally spills his blue slushee on Mr. Suit, he apologizes for the mistake. Mr. Suit, although not happy, accepts his apology.

How to Listen and Pay Attention

When the kids start their riding lessons, all they want to do is hop on a horse and ride. But both Christina and Grant realize they need to listen to Sara as she explains how. Otherwise, they may hurt themselves or the ponies.

In Order to Remember Details, It is Important to Read

Tanner is excellent at explaining a lot of different things about horses. What is his secret to success? It’s his ability to read and remember things. He reads a LOT.

Features

- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Draw It!
  - Build a racetrack
  - Race your horses
  - Write about it

- The Kentucky Derby: Places to Go and Things to Know!
- About the Author
- It's a Horse, Of Course! Glossary with 5 SAT words
- Scavenger Hunt
- Bibliography
- Write Your Own Mystery!
- Six Secret Writing Tips From Carole Marsh
- Would you like to be in a character in a Carole Marsh mystery?
- Excerpt from *The Mystery in the Rocky Mountains*
- List of the Carole Marsh Mystery Series
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina and Grant are watching the horse race around the track in a test run with their friends Sara and Tanner in the early morning fog when the owner of the horses, Charles, Sara's dad, got a sudden, emergency call from the stables. One of the horses, Lickety-Split, was going crazy!

Everyone rushes to the stables to help contain the horse. However, just as they calm Lickety-Split down and get him into the truck, both Earl, the horse trainer, and Drew, his assistant get hit in the head with a club that knocks them out. The trailer with the horse inside is subsequently stolen. Charles calls the police to handle the situation.

While the kids are waiting around, Christina and Grant explain to the other two kids how they have gotten involved in a ton of mysteries all around the USA. Fortunately, the horse-nappers mistakenly took Lickety-Split, the pony, instead of Skit, the racehorse. Every time someone tries to say Skit's real name, the one he is registered by, that person is interrupted. What is Skit's real name? Grant drops his cup behind the fence, only to find a clue taped to the fence, as well as sunflower seeds. It leads the kids to Eva Bandman Park, where there is a carnival that goes on as they watch the Great Steamboat Race. However, before their plans could be made, Charles takes the clue away and thanks the kids for finding it, telling them to keep this information a secret. Seems like they are off the case. Instead, Mimi and Papa bring them to the Kentucky Derby Museum for a "surround sight" movie. For the rest of the day before the Race, they toured around the area, looking at the Ohio River and Falls.

Everyone watches the Great Steamboat Race at Eva Bandman Park on the ferris wheel and the kids are on the lookout for Mr. Sunflower Seed and the meeting place at 6 o'clock. Sure enough, Christina spots him sitting on a bench. As the kids watch, another man in a suit walks up. They overhear a conversation about rigging the race through the ransom of what they think is the thoroughbred horse, Skit. Mr. Suit thinks he can make 3 million dollars by ransoming the horse. He hands another slip of paper with the meeting place on it to Mr. Seeds. Through an awkward diversion, Christina reads the paper and knows their next destination must be the Pegasus Parade Review Stand.

The next morning, Christina and Grant get a lesson in riding a horse. As they ride, they find out Skit's real name, Dangerous Intersection, and how he got it.

Next, everyone attends Pegasus Parade. There they see Mr. Sunflower Seed and Mr. Suit once again and Tanner effectively gets the clue exchanged between the two. As they were talking about what the next clue said (Churchill Downs, Stable 13), Sara finds out that the horse-nappers had found out that they had the wrong horse! Now, they were holding the jockeys, Fritz and Romeo, ransom for the real horse.

The kids arrive in Louisville after a lot of traffic and rush to Stable 13. Unfortunately, as they walk up, they see Mr. Sunflower Seeds walk away from Mr. Suit. They had missed the clue! But Grant was on the trail. Following the trail of sunflower seeds, Grant manages to find the hiding place of the horses and the jockeys. The kids rush into the old barn and confront Mr. Sunflower Seeds. Security guards rush in and help the kids nab the bad guy. The race had been saved for Dangerous Intersection and the rest of the gang!

RK #16 Grand Canyon Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Danielle Runnals, 10, as Marisa, Peachtree City, GA
- Marissa Runnals, 8, as Dani, Peachtree City, GA

Time Summer vacation

Locations

- Flagstaff "The City of Seven Wonders", AZ
- Grand Canyon National Park, Grand Canyon, AZ

Places (Integral)

- The Bright Angel Trail, Grand Canyon National Park, Grand Canyon, AZ
- Supai Village, Grand Canyon National Park, Grand Canyon, AZ
- El Tovar Hotel, Grand Canyon National Park, Grand Canyon, AZ
- The Visitor Center, Grand Canyon National Park, Grand Canyon, AZ
- The Cameron Trading Post, Flagstaff, AZ
- The Little Colorado River, Flagstaff, AZ
- Havasupai Indian Reservation, Grand Canyon National Park, Grand Canyon, AZ

Places (Mention)

- Peachtree City, GA
- Mars Hill and the Lowell Observatory, Flagstaff, AZ
- San Francisco Peaks and Coconino National Forest, Northern AZ
- Wupatki National Museum, AZ
- Four Corners Navajo Tribal Park, AZ
- Utah, USA
- New Mexico, USA
- Colorado, USA

Educational Items (Integral)

- The Navajo Nation History and customs
- The Hopi Indian History and customs
- Arizona history and symbols
- Flagstaff, Arizona History
- Geology of the Grand Canyon
- Sedimentary rock
- Mesa's
- Colorado Plateau
- Erosion
- Kachina Dolls
- Grand Canyon, facts and history

Educational Items (Brief Mention)

- Time Zones (Navajo time vs. daylight savings time)
- Authentic Southwestern Cuisine
- John Wesley Powell, first man to travel down the Colorado River
- Percival Lowell, Scientist
- Mars exploration including the twin-rovers *Opportunity* and *Spirit*
- Mules
- Salt mining
- Hopi Snake Dance
- Pueblos

Unique Features - Scrambled letter clues

Visuals

- Christina with a walkie talkie
- Simple map of the four corners area and Grand Canyon
- Christina finds a feather
- Grant finds a clue
- Getting in the raft
- Finding the pots!
- Making a great team

Lessons

Focus on doing your personal best
When Christina hears that people are jealous of Namao's pottery, she remembers when she was jealous of a girl in her class's art picture, but Mimi told her to focus on doing her personal best and that would lead to success.

Always wash your hands after using the restroom
After using the restroom, Marisa reminds her sister, Dani, to wash her hands before shaking hands with Christina.

Respect for different cultures
Even though the sight of the stuffed animals on the walls of the restaurant make Christina uncomfortable, she remains respectful and excuses herself to go to the restroom and steady herself.

Everyone in a family does not always look the same
Christina and Grant are struck by how different Dani and Marisa look from their mother. Nammie explains that she adopted Dani and Marisa, but even though they don't look the same, they still make a family because they love one another.

Don't judge a person based on their sex
Grant is disappointed that they are meeting up with two girls on this trip. He wants a boy to be there to have fun with. When he meets Dani, he realizes that he will have a lot of fun with her even if she is a girl.

Be polite when introduced to people, especially adults
When Grant & Christina are introduced to Nammie, they shake her hand & look her in the eye as a sign of respect.

Always tell an adult when you need their help
Christina knows that Mimi will be worried when she tells her where they are, but she knows that she needs to make sure Mimi knows where they are in order to help them stay safe.

Features

- The Grand Canyon, Places To Go and Things To Know
- About the Author
- Glossary including 5 SAT words!
- Scavenger Hunt
- Write Your Own Mystery!
- Six Secret Writing Tips from Carole Marsh!
- Apply to be a Character in a Carole Marsh Mystery
- Excerpt from *The Mystery on The Mighty Mississippi*
- List of Carole Marsh Mysteries
- Carole Marsh Mysteries Web site information
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Grant and Christina are on their way to the Grand Canyon in Arizona with Mimi and Papa. After picking up their baggage an unfamiliar man approaches Mimi, Christina is curious who he is, as it turns out he is Gusta, the apprentice of their hostess, Nampejo, the Hopi Indian potter and park ranger that has offered them a place to stay near the Grand Canyon.

The family drives to downtown Flagstaff where their first stop is to see the view at Mars Hill and the Lowell Observatory. It is decided that they will meet up with their hostess and her two girls, Daniell (Dani) and Marissa, at a restaurant with wonderful views of the Grand Canyon. Before they get there, they stop at the Cameron Trading Post to see the Little Colorado River and take some pictures. They also catch a glimpse of a few of Nampeyo's beautiful pottery pieces. Gusta mentions that Nampeyo has been finding success in her pottery, but some people are jealous of that success. Back in the car, Grant takes a peek at the pictures they took and sees a figure of a phantom warrior, who looks a lot like a Kachina doll, watching them. Why?

When they arrive at the restaurant, they meet Nammie, Dani and Marisa. Everyone enjoys the Southwestern cuisine, but during dinner Christina sees a reflection of an Indian in a headdress in the window. She turns around and nothing is there, she blames her imagination until she finds a red feather under her chair!

The group splits up for the drive home. Gusta takes the children in the van, and is almost run off the road by a speeding car with its lights off. When the kids arrive at the house, they are greeted with police cars and are told that someone has stolen all the pottery for the art show! In the morning, Nammie revealed that she had a theory that the burglars might be related to an ancient feud between the Hopi and the Navajo Indians. They could have stolen the pots for their value on the black market. Nammie decides to go to work at the visitor center and the newcomers would get to see the canyon.

Mimi and Papa give the kids a bag full of things they might need on the trail. Grant goes off exploring and finds the first clue! The clue is written in chalk on a rock, after they deciphered the letters they read "the canyon holds the clue". When they arrive at the visitor center, the Canyon is covered in fog. They tour the visitor center and the sun comes out. They all are amazed by the site of the Canyon. Christina becomes suspicious of a young girl holding stones and a gruff man that leads the girl away by the arm.

The kids head off to explore the canyon by themselves and find another clue written in chalk. This one says "Beasts of Burden"! The kids tour the Canyon on donkeys, the little girl and the angry man are also on the tour. When they stop for lunch, Grant is surrounded by rattle snakes. The little girl saves Grant. The man is very angry with her. They find another clue that leads them to the "reservation ride raft".

Christina notices that the angry man with the little girl is being very careful with his cargo, she begins to think it might be the missing pottery! They rush to the rafting and find another clue. It reads "Pottery Stealer". After speaking to Mimi, the kids rent a boat but forget the guide! They end up hurtling down the Colorado River fighting white water and Christina falls out of the raft. After being saved they race to capture the angry man's canoe and discover the missing pottery. Mimi and Papa fly in on a helicopter and save the girl from the man. They solve both mysteries in less than 48 hours!

RK #17 Jamestown Features

Characters

- Mimi, Peachtree City, GA, Mystery writer, world traveler
- Papa, Peachtree City, GA, Modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Alex Chapple, 8, Peachtree City, GA, Joe the archaeologist's son
- Courtney La Russo, 10, Peachtree City, GA, Friend who has Native American Heritage
- Joe, the archaeologist
- Amy, tour guide

Time – Unspecified

Locations

- Norfolk, Virginia
- Jamestown, Virginia
- Williamsburg, Virginia

Places (Integral)

- Powhatan Indian Village, Jamestown, Virginia

Places (Mention)

- Roanoke Island, North Carolina
- Busch Gardens, VA
- Yorktown, VA
- James River, VA
- Christiana Campbell's Tavern
- Richmond, VA

Educational Items (Integral)

- Archaeologist
- First Colonies history
- Jamestown history
- Powhatan Indians
- Archaerium
- *The Susan Constant,* boat
- Hominy
- *Yehakin*, Indian house
- Williamsburg history
- Revolutionary War history
- The Founding Fathers

Educational Items (Mention)

- Roanoke Island, North Carolina history
- The Nina, The Pinta, and The Santa Maria
- Massachusetts Bay and the Mayflower
- Pocahontas, John Smith, John Rolfe

- Queen Elizabeth I
- Red herring clues

Visuals

- Maps of the location of Jamestown
- Little pictures to illustrate the story of the Revolutionary War
- "A Suspicious Package"
- "A Shocking Discovery"
- Picture of Clue the dog
- "Bears, Indians, Ghosts of Indians"
- Grant is ready to get going "What are we waiting for?"

Lessons

The Majority of the Time, People Are Laughing With You, Not At You

Grant makes a quick vocabulary mistake and Mimi, Papa and Christina laugh. Grant thinks they are laughing at him, but the whole group reminds him that they are laughing with him.

Those Who Laugh First, Are Second in the End

Christina can't remember exactly how the saying goes, but the gist of the idea is there. Don't laugh at others misfortunes – it's bad karma. What goes around, comes around.

You Must Be Careful Not To Draw Conclusions About People

Grant assumes something about Courtney when he hears she is part Indian. He is surprised when she doesn't look strongly Native American. Courtney reminds him not to judge something or draw any conclusions before experiencing it or learning about it.

Shrug Off Teasing

Most of the time, when other people are teasing you, it's all in good fun. Grant finds that out throughout the entire book. Just shrug it off and move on.

Try To Return Something That Is Not Yours

When the group finds a dog on the side of the road, Christina and Grant are completely ready to keep him. Mimi reminds them, however, that he may have an owner and they need to try and return him before they can keep him.

Smoking is Bad For Your Lungs

All the kids decide that if you are smart, you won't smoke tobacco.

Features

- About the Series Creator
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring It to Life!
  - Color the Jamestown Mural
  - Make fried hominy!
  - Write a play!
  - Research and play native American games
  - Write a story.
- Glossary including 5 SAT words
- Scavenger Hunt

- Jamestown: Places to Go and Things to Know!
- Excerpt from the Mystery on the Freedom Trail
- Excerpt from the Mystery at Big Ben
- Write Your Own Mystery
- Six Secret Writing Tips from Carole Marsh
- The Carole Marsh Mystery Series
- Would you like to be a character in a Carole Marsh mystery?
- A New Pet!
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina, Grant, Mimi and Papa land in Norfolk, Virginia's airport, only to be accidentally showered by someone else's hose as they water down their plane. The stranger offers to buy them a drink to make up for it, and as they walk away, Christina figures out that he is an archaeologist. After talking to him a little while the group decides to change their plans, much to Christina's disappointment, and follow Joe the archaeologist to Jamestown first and Busch Gardens second.

Grant rides in Joe's car on the way to Jamestown. On the ride up, Joe gets a call telling him that some of the artifacts have been stolen! Grant sees a new mystery forming right before his eyes – right up their alley.

Once at Jamestown, Christina and Grant meet Alex and Courtney, their two new friends, for a tour. As they are going through the tour, Amy, the tour guide, gets a message through the walkie-talkie. More artifacts have been stolen and they think they have a lead! Right then, the kids decide to get involved and go to the scene of the crime. They love solving mysteries.

At the archaerium, they run into Joe, Alex's dad. They fill him about what they found, and the kids learn that the other archaeologists are blaming Joe for the missing artifacts! The kids have to mail a package at the post office. They walk into the building only to find it completely dark. A strange voice tells them to hand over the package of Bones, then hands them a clue. The clue tantalizes them with the possibility of finding the real bone thief! The clue leads them to go see Susan.

At the dock of the *Susan Constant*, the next clue turns them right around to the Powhatan Indian Village. When they get there, the next clue directs them to Fort James! How confusing! They try to turn around, but they realize that they have gotten lost in the dark forest. As they are deciding what to do, they hear the stomping of footsteps. They run to the entrance of the village, but they realize they have been locked in. Now they have to spend the night there! They are rescued by the night watchmen however and brought safely back to Mimi and Papa.

The next day, despite the adventures of last night, Mimi, Papa, Grant and Christina head to Williamsburg. They go back to Jamestown at night and Grant and Christina are worried sick – they heard that Joe has been arrested!

On the way back to Jamestown, they find a bloodhound dog on the roadside. They arrive only to find Alex holding another clue that leads them to the demonstration of a tobacco field. They use the bloodhound to find it but are called back to the office. There, Mimi and Papa have found the dogs owner! Happily, they hear the dog is for sale. Christina and Grant have successfully acquired a new pet!

The next clue brings them back to Fort James. The kids are getting tired of this wild goose chase. They go back to the Archaerium to get a better idea of where Fort James is. When they arrive, the dog is not allowed inside. Grant volunteers to wait outside with the dog. While he is outside, a man asks him to mail a box. Grant shows the other kids the box and they decide to open it. Inside are more bones! The man finds them and starts to yell at the kids. The police show up and the man is arrested for stealing the bones and setting Joe up. Now Joe is free and the archaeological history of America is safe and sound. Mystery solved!

RK #18 Chocolate Town Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, likes Hershey's Kisses
- Grant Yother, 7, likes Hershey's Milk Chocolate Bars
- Sean Andrews, 10, likes Hershey's Milk Chocolate Bars,
- Annabelle Fortune, 9, likes Hershey's Kissables

Time- Winter vacation

Locations- Hershey, PA, the Sweetest Place on Earth

Integral Places

- Hotel Hershey
- Hershey Museum
- Hershey Community Archives (mention)
- Hershey's Chocolate World
- Harrisburg, PA

Educational Items (Integral)

- Milton Hershey
- Orphanage
- Philanthropy
- Birth
- Hardships and path to success
- Kitty Hershey and the Milton Hershey School
- Hershey Museum- artifact collections and a little history
- Trolleys and San Francisco streetcars
- The town of Hershey with its chocolate smell, Kisses streetlights, and sweet street names
- Hershey factory
- Greenies
- Working conditions
- Job fairness for women and men
- Labor unions
- Longitude Department
- Hershey in the Great Depression

Educational Items (Mention)

- Cozy mysteries
- Winter weather in Georgia
- New Year's Eve traditions
- History of chocolate

Unique Features

- Candy Bars mentioned throughout.

Visuals

- "Let the mystery solving begin!
- Papa's business card
- Streetlamps shaped like Hershey Kisses "Kisses Light The Night"
- "Factory Fun"
- Officer Chocolate's Business Card
- The kids count the fortune "A slew of silver dollars"
- Front page of the "Hershey Chronicle"

Lessons

Tipping

The bellman carries the gang's luggage to their rooms for them. Mimi tips him for his trouble.

How to treat younger kids

Sean calls Grant "little buddy," but Christina warns him that Grant might not like having the fact that he is little rubbed in his face.

Making friends in new places

Grant and Christina meet two kids at the hotel, Sean and Annabelle. They all play snow games together. When Grant and Christina learn that Sean and Annabelle must stay in the hotel while their parents take care of business, they invite their new friends to explore the city with them.

Getting permission

Grant and Christina ask Mimi if Sean and Annabelle can come to the museum with them. Later, when they see Papa, they ask his permission as well because Christina knows it is better to get both her grandparents permission. Both Mimi and Papa tell Sean and Annabelle to get their parents' permission as well.

Making Decisions

When the kids get to Hershey's Chocolate World, they all want to do something different. Instead of getting into an argument, they decide to flip a coin to decide what to do. Before they flip the coin, though, Sean figures out a way to do everything in an order that pleases everybody.

Judging Others

While in Chocolate World, Christina keeps an eye out for anyone who looks suspicious. She remembers, though, that Mimi always warns her that you "judge a book by its cover" and that she should always keep an open mind as well as open eyes.

Philanthropy

The kids learn that Mr. Hershey was a philanthropist. They decide that they want to be philanthropists, too. They pool their money and go to the bank to change it all for silver dollars to give to the man who had lost all of his silver dollars.

Nutrition

When the kids go to Chocolate World for lunch, Christina makes sure they do not go straight for the sweets. She makes them eat more nutritious food first.

Money

After the kids change all their money for silver dollars, they still have to buy lunch and pay for museum tickets, among other purchases. Christina wishes they had gotten only half of their money changed. That way, they

would be able to buy what they needed, but make sure they still had silver dollars to give to the man whose were stolen.

Features

- About the Series Creator
- Christina's Chocolate Making Scrapbook:
  - An illustrated guide to the chocolate making process.
- The History of Chocolate
- Built-In Book Club: Bring It To Life
- Make Hershey's Kiss Cookies
- Research Health Benefits of Chocolate
- Design a new wrapper for Hershey's Chocolate Bars
- Create a special container for your chocolate treats!
- Built-In Book Club: Talk About It
- Glossary
- Scavenger Hunt
- Excerpt from *The Mystery at Disney World*

Online Activities

- Fact or Fiction Handout
- Write a letter to Christina, Grant, Mimi, or Papa
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Christina, and Grant arrive in the Mystery Girl at Harrisburg, PA, in the middle of the night. While driving to their destination, a tired Grant is convinced he smells chocolate. Christina tells him he doesn't until Mimi, who was sound asleep, sits up and hollers, "I SMELL CHOCOLATE!" Papa asks them if they remember where they are going. Grant and Christina don't recall so they look out their windows and see streetlights shaped like Hershey's Kisses. Only then do they remember that they are traveling to Hershey, PA, the Sweetest Place on Earth, for Mimi to do some research. Finally they arrive at Hotel Hershey, and the kids hurry in, eager to have hot cocoa and any other kind of chocolate they can find.

Grant and Christina are amazed by the grandeur of Hotel Hershey's Fountain Lobby. Mimi goes to help Papa with a problem at the reception desk. Christina and Grant take this opportunity to eavesdrop on two security guards talking in whispers about a big theft that has taken place earlier in the day. The only information the kids can make out is that someone stole silver dollars. The security guards see Grant and Christina eavesdropping and move away. Papa calls the kids over and tells them that, despite some reservation problems, they now have adjoining suites. The kids are happy they won't be in the room with Mimi and Papa, which gives them time to do some investigating. But for right now, all they want is some chocolate!

On the way up to the room, the bellman tells Grant that he will find a midnight snack in his room. The bellman deposits their luggage in their luxurious rooms and Mimi tips him. Papa heads into one of the bedrooms. The kids go to their rooms where they discover an enormous basket filled with fruit and chocolate. Mimi calls for Grant to get a bucket of ice from down the hall. Grant takes a long time to come back, so Christina goes to look for him and sees him peeking through a keyhole. She joins him, and they see the two guards from the lobby wrapping a bunch of silver dollars in silver foil. They hear Papa calling for them, and Grant knocks some ice out of the bucket as they hurry back. Grant looks back and sees one of the guards poke his head out of his door and shake his fist at Grant. Mimi is suspicious of the half empty ice bucket, but the kids evade her questions and go to bed.

The next morning, the gang wakes up to a foot of snow! Mimi tells the kids to keep out of trouble while she researches. The doorbell rings and Papa opens it. A woman named Emmalou Liberty stands outside the door and claims she is their guide for the day. Papa mentions that they need sleds, and Emmalou leaves to get them. A few minutes later, the kids hear something go splat on the window. Emmalou has thrown snowballs at them! But she has also brought four bright orange toboggans. They all go sledding, and then Mimi and Papa go to the café.

Grant and Christina are left outside with two other kids who introduce themselves as Sean and Annabelle. Annabelle's dad and Sean's mom are here on business and the kids are stuck at the hotel all day.

RK #19 Gold Rush Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Zachary "Zac" Morris, 9, St. Charles, MO, CMM fan club member
- Alexandra "Alex" McBeath, 7, Ferndale, WA, CMM fan club member

Time- August, summer vacation

Locations

- Peachtree City, GA
- Dahlonega, GA
- St. Louis, MO
- Bellingham, WA
- Sutter's Mill, CA
- San Francisco, CA
- Seattle, WA
- Dawson City, AK

Places (Integral)

- Falcon Field, Peachtree City, GA
- Gold Rush Museum, Dahlonega, GA
- Alexander's restaurant, Bellingham, WA
- Chinatown, San Francisco, CA
- Golden Dragon restaurant, San Francisco, CA
- Levi Strauss Company, San Francisco, CA
- Space Needle, Seattle, WA
- Klondike Gold Rush National Historical Park, Seattle, WA

Places (Mention)

- Capitol Building, Atlanta, GA (mention)
- Golden Gate Bridge, San Francisco, CA (mention)
- Alcatraz, San Francisco, CA (mention)
- Mount Rainier, south of Seattle, WA (mention)

Educational Items (Integral)

- Gold Rushes
- Dahlonega Gold Rush (in Georgia)
- California Gold Rush
- James Marshall
- Forty-Niners
- Gold fever
- Travel methods
- Food
- Claims and claim jumping
- Price of goods
- Gold mining (methods, tools, conditions) (especially panning)
- Oregon Trail
- Characteristics of and legends about gold
- Role of Chinese in rush
- Levi Strauss/jeans
- Outcomes of journey
- Yukon Gold Rush (in Alaska)
- Role of women and children
- Klondike gold
- Golden Stairs on the Chilkoot Trail
- Travel methods
- White Pass
- What happens after the gold rush
- Fool's Gold
- Flight
- Vocabulary (tarmac, bank, hangar, controllers, taxi, runway)
- Float planes
- Maps
- Map of Trail of '98 with border, river, and city markings as well as landmarks and country, state, and territory names
- Maps to show various legs of gold rush journey

Educational Items (Mention)

- Edgar Allan Poe and his story The Gold Bug
- Deposition of wills
- Alaskan summer climate
- Thundersnow

Lessons

Learning from others' mistakes
Christina eagerly listens to Papa's tale of the foolish things people did when they caught gold fever (like leaving their jobs) so she will not repeat their mistakes.

Charity
When Long Tom tries to rob Mimi at the Levi's store, she mistakes him for someone in need of a handout. She tells him all he had to do was ask her for help, and then she hands him $20. She does not let Papa or the store manager call the police. She says, "Anyone can be down on their luck."

Manners
Throughout the book, the kids learn to put their napkins in their laps, not to talk when grown-ups are talking, and not to reveal private business to the public.

Fool's Gold
Papa warns the kids not to get too excited about the gold mine because it might only be Fool's Gold, or something that seems genuine, but is really fake.

Hard Work
After Mimi tells Grant and Christina that there is still gold to be found in Georgia, Grant catches a case of gold fever. Papa tells him he would have as much success finding gold as he would winning the lottery because Papa believes in hard work, not in luck or gambling.

Features

- About the Series Creator
- Index of gold mining tools
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
- Follow the journey on a map that you make!
- Use the internet to understand time and weather differences.
- Research a gold rush topic and share your findings.
- Create a newspaper front page about the story
- Have a Gold Rush Day!
- Glossary including SAT Words
- Scavenger Hunt
- Excerpts from The Mystery of Blackbeard the Pirate
- Excerpts from The Mystery at Big Ben
- Write your own mystery!
- Six Secret Writing Tips From Carole Marsh

Online Activities

- Color My World
- Gold Mine Trivia
- Gold Rush Word Search
- Make a Conestoga Wagon
- Stake your claim!
- Book Club Discussion
- Book Club Activities

Synopsis

Mimi inherits a mysterious gold mine called the Gold Bug from a man from Alaska that she has never met. She, Papa, Grant and Christina, joined by Mystery Fan Club members Zac and Alex, travel to Dahlonega, Sutter's Mill, San Francisco, Seattle, and finally Dawson City to search for clues as to the whereabouts of the Gold Bug. Along the way, they learn about the gold rush in Dahlonega, the California Gold Rush, and the Yukon Gold Rush.

The trip is not all fun and learning, though! The Mystery Girl is stolen, as well as a gold nugget necklace that Papa gave Mimi. A bearded man follows the group around and tries to rob Mimi! Mimi also receives threatening letters from someone named Long Tom who claims the Gold Bug is his mine.
Mimi, Papa, and the kids do not let these ominous signs deter them from finding the Gold Bug. All signs point to Dawson City, so that's where the gang ends up. Papa hears that the Mystery Girl has been found, so he goes to see it while Mimi and the kids check into a spooky-looking hotel with an even spookier-looking staff! A snow storm starts up, and by dinner time, Papa still hasn't returned.

During dinner with some modern day miners, the bearded man shows up, as does a suspicious looking business man. Mimi and the kids ignore them. As they head to bed, the lights go out. In the middle of the night, one of the men comes in and starts going through Mimi's purse. The other man comes in and crashes into the first man! The kids spring into action and start karate chopping the men. The lights come on. Papa and the miners rush in and tell the men to drop the envelope they were wrestling over. The miners know who the bearded man is—Long Tom. They say he is a little addled and thinks every gold mine is his, but he is essentially harmless. One of the miners says he will get Tom out of their way. The businessman wants his lawyer. Papa calls the police.

The next day, Mimi, Papa, and the kids set off to find the Gold Bug. When they reach the address listed in the phone book, they discover that the Gold Bug is a bookstore! Mimi and everyone had only assumed it was a gold mine. Mimi is not disappointed, though, because she loves books! She sells the bookstore to the mayor of the town, who had always wanted a bookstore, and puts the money away for Grant and Christina's college education. The gang learns that the businessman is a con artist, who also stole the Mystery Girl. While dusting the plane for prints, the police found Mimi's necklace underneath the plane's seat. They still do not know why Mimi was left the Gold Bug. After this adventure, Mimi has the perfect subject for her next mystery!

RK #20 Counterfeit Constitution Mystery Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Alicia Hansen, Christina's Pen Pal, Washington, D.C.
- Mike Hansen, Alicia's brother, Washington, D.C.
- Fourth Grade Class from Elsie Collier Elementary School, Mobile, Alabama

Time - Springtime

Locations

- Washington, D.C., USA
- Mobile, Alabama, USA

Places (Integral)

- Capital Hilton Hotel, Washington, D.C.
- National Archives, Washington, D.C.
- Preservation Room, National Archives, Washington, D.C.
- International Spy Museum, Washington, D.C.
- Washington Monument, Washington, D.C.
- The White House, Washington, D.C.
- The Cherry Blossom Trees, The Tidal Basin, Washington, D.C.

Places (Mention)

- Library of Congress, Washington, D.C.

Educational Items (Integral)

- U.S. Constitution history and facts
- Founding Fathers and Patriots history
- The American Revolution history
- Bill of Rights facts
- Washington Monument history
- The White House history and facts
- Cherry Blossom Trees and Parade history

Educational Items (Mention)

- President George Washington facts
- Declaration of Independence facts
- Thomas Edison and the electric light bulb
- Theodore Roosevelt
- John F. Kennedy
- The Oval Office in the White House
- First Lady Nancy Reagan
- National Red Hat Society history
- Things to do at the International Spy Museum

Visuals

- Picture of the U.S. Constitution – the foundation of the U.S. Government
- Picture of the National Archives building – home to history
- Picture of the Washington Monument
- Picture of the White House, where the President lives and works

Lessons

Staying Calm

Christina and the girls find a spider in their bathroom. Christina gets very scared and begins to cry. Afterwards, she feels a little silly for crying and getting that worked up about a spider.

Listening to the Person in Charge

When the children get to the National Archives, the teacher, Mrs. Hudson, stands up on the bus and begins to give instructions on how to behave inside the National Archives. All of the kids on the bus silently listened to the instructions and behaved very well inside the building.

Don't Run Off by Yourself For a Long Time

When Grant says he is going to the bathroom and ends up being gone for a half hour, Papa and Mimi get very worried. Papa gets angry at Grant for being gone so long without Papa knowing where he was.

When Something Gets Out of Control, Tell the Adult in Charge

When Christina and Ali see Grant get attacked at the Cherry Blossom Parade, both girls call their respective guardians. Christina tells Papa and Ali tells her dad, who happens to be an FBI agent. Both girls think its better to let them handle a scary situation.

Features

- About the Author
- Built-in Book Club: Talk About It!
- Built-in Book Club: Bring It To Life!
- Write your own Constitution
- If you were the President of the United States…
- Use the Internet to learn more about your favorite President
- Make your own Spy Equipment
- Have your own Patriotic Parade
- Glossary
- Constitution Trivia
- Would you like to be in a Carole Marsh mystery?
- Visit the Carole Marsh Mysteries Mystery

Online Activities

- Book Club Activities
- Fascinating Facts
- Quiz
- SAT Words
- Scavenger Hunt
- Book Club Discussion
- Word Search

Synopsis

The fourth grade class from Elsie Collier Elementary School in Mobile, Alabama wins Mimi's contest and Mimi, along with a very excited Christina and Grant, are invited to go to Washington, D.C. with the class to see the Constitution.

Papa and Grant, flying on the *Mystery Girl*, are going to meet Mimi and Christina in D.C., while Mimi and Christina sit with everyone on the bus and listen to a fake George Washington give a short history lesson on the Constitution. At the hotel, Christina meets her pen pal, Alicia, and Grant meets Alicia's little brother Mike. The two girls and the two boys become fast friends, especially Grant and Mike. They soon find themselves interested in a two men that look like FBI agents at the hotel – looks like Mike and Grant had found the perfect place for spying!

As Mimi and Papa go to sleep, Ali and Mike introduce their extremely cool radio pens. Grant and Mike come to Christina and Ali's room and as Grant says he thinks something is going on at the hotel, Ali and Mike act pretty suspicious. But Christina and Grant don't really notice and the four kids make a pact to solve this mystery!

The next day, the class goes into the National Archives building and sees the Constitution and the Declaration of Independence. Grant had to go to the bathroom, but instead of finding a restroom, he finds the National Archives' Preservation Room. He hid underneath a table and heard some startling information – was the U.S. Constitution a counterfeit?! He tried to get the security guards attention on a surveillance camera but the picture had been tampered with. Oh no!

Grant came back to eat with a very worried Mimi and Papa. He tried to tell Papa about what had happened but William Hansen, Ali and Mike's father, coming up to the table interrupted him. When Grant tells the other kids about his concerns, Ali starts to laugh. She finds it entirely unbelievable that the Constitution could be in trouble. Grant starts to accuse her of knowing too much about the security systems in the National Archives but going to the Gift Shop interrupts them. There, Grant wants to buy a replica of the U.S. Constitution. On his way out with his fake document, he runs into a man who also has replicas in his hands, making him drop his replicas. The man quickly grabs everything again and leaves. Little does Grant know that he accidentally picked up the man's Constitution. The man, Stan, gets to his car and turns to the security guard, Joe – "The kid has the real one!" he says. He goes back into the National Archives after Grant.

The kids notice that Grant is being followed and decide to stay close to Mimi and Papa. The two men seem to get discouraged, but a note outside their door at the hotel seems to suggest otherwise. As the kids tour D.C., these men seem to show up at every stop – the International Spy Museum, the Washington Monument, and the White House. When they get back to the hotel, Grant's copy of the Constitution is missing! He sets up a bug in Christina's room and gets a recording of men's voices shuffling around in their rooms. When Christina reaches under her bed to get the piece of her necklace that had dropped, she finds Grant's constitution, but inside of it are papers labeled Top Secret. At the Cherry Blossom Parade, the men try to get to Grant but the class they have been traveling with helps Grant escape. Ali calls her dad, who turns out to be an FBI agent. He explains that these men that were following them, were not trying to steal the Constitution, they were trying to steal important documents inside a fake replica. Grant and Christina and friends become honorary members of the FBI and the trip to Washington, D.C. is a success!

RK #21 Haunted Ghost Town Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Jorge Alonzo
- Rosita Alonzo

Locations-

- Tombstone, Arizona, USA
- Sunshine Gap, Arizona
- Eureka Gulch, Arizona, USA
- Bisbee, Arizona, USA
- Hendersonville, Arizona

Places (Integral)

- Boot Hill Cemetery
- OK Corral
- Tombstone Courthouse Museum
- Tombstone Canyon
- Rose Tree Inn

Educational Items (Integral)

- Cowboy attire
- General cowboy lifestyle
- Boot Hill Cemetery history
- Tombstone, AR history
- Old West history
- Navajo symbols
- Mining facts
- Hendersonville history
- Pollution from mining
- Branding cattle
- Camping materials

Educational Items (Mentioned)

- Weather in the West
- Conservationist

Lessons

A True Friend does not laugh at the worries of their friend

When Christina meets Rosita, Rosita asks Christina not to laugh at what she is about to tell her. Christina promises and keeps her promise, even when Rosita's worry turns out to be about a ghost.

Don't Panic under Pressure
When Christina has a Scorpion crawling up her arm, about to strike, she remembers to stay calm. Because she doesn't scream or move, Jorge is able to get the animal off of her without her getting stung at all.

When in Trouble, Call for Help
Christina, Grant, Rosita and Jorge watched as two men trespassed on the Alonzo property and intended to poison the stream. But rather then putting them selves in danger, Christina calls Papa on her cell phone to let the professionals handle the situation. The police come minutes later and the cattle are saved!

Features

- About the Author
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring it to Life!
- Create your own tombstones
- Learn about mines
- Create your own brand
- Map your trip to Tombstone, Arizona
- Glossary
- Scavenger Hunt
- Pop Quiz
- Tombstone and Arizona Trivia
- Excerpt from *The Mystery in Las Vegas*
- Write your own mystery
- Six Secret Writing Tips from Carole Marsh
- Application to be a Character in a Carole Marsh Mystery
- Want more Carole Marsh? Visit www.carolemarshmysteries.com

Features

- Book Club Activities
- Fascinating Facts
- Fact or Fiction
- SAT Words
- Pop Quiz
- Book Club Discussion

Summary

Ghost towns, ghosts and the weather of the West occupy the thoughts of Papa, Mimi, Grant and Christina as the Mystery Girl descends into the airport of Tombstone, Arizona. Their first stop when down on the ground is in Sunshine Gap, a small town in Arizona, for a little bit of lunch. After talking to a local cowboy, a local favorite called Lazy H Diner, also known as China Betty's, is chosen for their first Western style lunch. While eating, many of the locals begin discussing the sudden sicknesses of their cattle and the repercussions of the water being bad in the area – the whole community could be looking at becoming a ghost town!

When the family goes to get back in their SUV, they find a strange drawing on the back of the car. Papa suggests going to see a acted out "cowboy shoot-out" before visiting the graves of the real cowboys. While visiting Boot Hill Cemetery, Christina and Grant finds what is written on the tombstones interesting – until one tombstone has some extra writing on it. Addressed to the children, the supposed ghost of Three Finger McGee says he is out to get them. Christina does not believe this could be a real ghost and she promises to get to the bottom of this.

The next day, Mimi, Papa and the kids visit the Tombstone Courthouse Museum and Christina finds out that the strange symbol on the back of their SUV was a Navajo symbol for coyote – an omen that something bad was going to happen. As they walk outside the Museum, Christina and Grant spot their Rosita and Jorge, the children of one of the ranchers in Sunshine Gap. Rosita and Jorge talk about how they may have seen ghosts having to do with the water problem in their area. Christina still does not believe in ghosts.

The family meets with Dr. Perez, an old West mining expert and conservationist, to tour Bisbee, Arizona and they all explore the inside of an actual mine. When Christina mentions the problems in Sunshine Gap, Dr. Perez talks about how a lot of times sick cattle can be connected to water pollution. Mining without cleaning up or making the right preparations for it can cause minerals to seep into water lines. Christina wonders if pollution may be the cause of Sunshine Gap's problem. While exploring the Hendersonville ghost town, Christina and Grant are warned again, this time on a paper cup. At an old Navajo town, the kids meet Mr. Begay, an old Indian man. He sits carving a coyote because of a dream he had about poison being poured into the streams.

Papa and the kids go on a camping trip. In the night, Christina and Grant overhear two men talking about finishing the job over at the mine. The next day, as they explore the mine, Christina sees bags with poison written on them but before she can do anything about it, bats begin to fly out of the cave en masse. With this new information, Christina and Grant make plans with Rosita and Jorge to camp out by themselves and sneak over to the mine one night to get to the bottom of this. While planning, one of the local guys becomes a prime suspect – Dusty not only seemed to want people out of the town but he also only had three fingers, just like Three Fingered McGee!

At the campout, the kids get enough evidence to charge Dead-Eye with being involved with the poisoning of the water. Grant videotapes the whole procedure and when the two men try to trespass on the Alonzo's land, Christina calls Papa, who brings the police force with him. The two men, Dusty and Dead Eye, are thwarted and the copper mine running under the land, that the two crooks wanted, will make Sunshine Gap rich.

RK #22 Las Vegas Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Asha Patel, India, the tiger's caretakers
- Chandu Patel, India, the tiger's caretakers

Locations

- Las Vegas, Nevada, USA

Places (Integral)

- Nellis Air Force Base
- Mojave Desert
- Fremont Street, "Glitter Gulch," "The Strip"
- Hoover Dam, Black Canyon
- Secret Garden of Siegfried and Roy
- Madame Tussauds Wax Museum
- Ethel M Chocolate Factory
- Luxor Hotel
- Las Vegas Natural History Museum
- Flamingo Hotel
- Ice Canyon

Places (Mentioned)

- King Tut's Tomb
- Colorado River
- Venice Hotel
- Stratosphere Hotel
- Lake Mead
- Shark Reef, Mandalay Bay
- Adventure Dome

Educational Items (Integral)

- Casinos
- Las Vegas facts and history
- Spiders and Scorpions
- Mojave Desert history
- Neon lights
- Elvis Presley impersonators
- "The Las Vegas Strip" history
- White Bengal Tigers
- Information on the hotels on the strip
- Rides in the Stratosphere Hotel
- Hoover Dam history

Educational Items (Mentioned)

- Elvis Presley
- "Viva Las Vegas" phrase
- Paiute Indians
- Time Zones

Lessons

Staying Calm in the Face of Danger

When the Mystery Girl has a couple of problems, Papa decides they need to make an emergency landing. Everyone tries to stay calm and when they had safely landed, Grant makes a joke that eases the tenseness. Because Papa had kept his mind, everyone was safe.

Don't Get your Hopes Up Unrealistically

When Christina continues to find cues about where the tigers might be, she still hesitates to tell Asha and Chandu because she doesn't want them to get too excited. All of her sleuthing might come to nothing.

Stay Optimistic

When Mr. Jenkins despairs that his magic show will have to be cancelled without the tigers, Christina tells him not to give up hope just yet. They still have a couple of days to show up.

Don't Trust Strangers Without Using Your Common Sense

Christina does not trust the Elvis impersonator that helped them. She decides to stop following him when things just don't seem right. Although she ended up being wrong, it's better to be safe than sorry.

Features

- About the Author
- Built-In-Book Club: Talk About It!
- Built-In-Book Club: Bring it to Life!
- Research Las Vegas with the Internet
- Impersonate your favorite famous person
- Find the missing word
- Create a roller coaster
- Glossary
- Las Vegas Trivia
- Scavenger Hunt
- Pop Quiz
- Write your own Mystery
- Six Secret Writing Tips from Carole Marsh
- Visit the Carole Marsh Mysteries Website: www.carolemarshmysteries.com

Online Activities

- Book Club Activities
- Fascinating Facts
- Facts or Fiction
- SAT Words
- Pop Quiz
- Book Club Questions

Summary

Before the family could even go to their rooms, Papa's friend, who owns the hotel they are staying at in Las Vegas, Mr. Jenkins, invites everyone to see a rehearsal for Mysteries Hotel Magic Show. When the tigers perform their magic trick, Christina has the feeling that something is just not right. Back in their hotel room, Grant and Christina hear someone crying and find one of the children, named Asha, that was in the magic show. She is upset about leaving the tigers here without her. When they went downstairs to meet the tigers, Asha and the kids notice that the tigers there are not the rare white tigers, named Soman and Shiba, but imposters painted white! They find Asha's father, Mr. Patel, and her brother, Chandu, in a closet, hiding from the men that had taken the tigers.

After breakfast the next morning, Aviation Nation, the huge air show at the Air Force Base makes everyone a little bit happier. On their way back to Las Vegas from the Air Force Base on the Mystery Girl, the little plane begins to sputter. Papa decides to make an emergency landing. In the desert, while waiting for a rescue, Asha finds the missing tiger Sheba's favorite toy on the ground. How did that get here! Finally, their rescue helicopter arrives and the pilot is Elvis!

When they get back, Christina finds a note slipped into her pocket – "When the cowboy waves, watch for the signs." Christina is confused but doesn't have much time to think about it (or her sore throat) before Papa ushers them off to see Fremont Street before they go to bed. On their walk, they see Vegas Vic, the large lit-up cowboy sign, waving. People gather around because Vegas Vic has not waved for fifteen years – now Christina just needs to watch for signs. But what signs?

The next day, the family begins their exploration of Las Vegas with a stop at the Stratosphere Hotel for some of the scariest rides ever! While sitting out one of the rides, Christina spots some strange conversation between two men – could they be talking about the tigers? Next stop is the Hoover Dam – this time Asha and Chandu come with them. Christina decides to tell the other kids about all of the clues they have seen that could lead to the tigers – she just doesn't want to get their hopes up.

The kids find nothing at the Secret Garden of Siegfried and Roy to help their tiger search, but they enjoy petting the baby tigers and riding the Monorail. Next stop is Madame Tussauds Wax Museum. On the way there on the trolley, Christina starts taking pictures of the signs on the way. When she looks at the pictures later, she realizes that many of the letters on these signs are out – and if you put them all together they spell out "from the Meadows," meaning from Las Vegas! In the Adventure Dome, the kids find another clue – "When the Water Rises." But what does it mean? The kids find the rising water at the Luxor Hotel. But the next clue doesn't arise until their stop at Las Vegas Natural History Museum. There, Christina thinks she knows where the tigers might be – maybe they are at Ice Canyon. But as they start to search Ice Canyon, they are told by a hiker that he had seen a helicopter lifting a huge box out of the canyon. The tigers must have been in that box!

Christina quickly told Mimi and Papa about all of the clues. They race back to the Las Vegas strip and try to put together all of the signs. Sure enough, the clue leads them to the chapel where they find the tigers – stolen by another magician for his magic show! The police come in and arrest the kidnappers and Simon and Shiba are back – just in time for the Mysteries Hotel Magic Show!

RK #23 Graveyard Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Sean, Christina's age, North Carolinian native
- Sally

Locations

- Cape Hatteras, Outer Banks, NC
- Morehead City, NC
- Shackleford Banks, NC

Places (Integral)

- Diamond Shoals, Cape Hatteras, NC
- Pamlico Sound, NC
- Cape Hatteras lighthouse
- Pea Island, NC
- Ocracoke Island, NC

Educational Items (Integral)

- Cape Hatteras history
- Diamond Shoals history
- USS Monitor history and facts
- Humidity and general Cape Hatteras weather
- Fresnal Lens
- Cape Hatteras lighthouse history
- Cape Hatteras shipwreck history
- Rescue device facts (the Breeches buoy)
- US Coast Guard history
- Blackbeard, the pirate, history
- *Barque Eagle* ship history
- Wild ponies history
- Sea Turtle facts

Educational Items (Mentioned)

- North Carolina state shell, the Scotch Bonnet
- Riddle Solving
- Boston Red Sox
- Crab boils
- Sailing terms

Lessons

Staying Calm in the Face of Panic
When the Mystery Girl looks like it is going to crash and the engine sputters out, Papa keeps his head. Grant reassures Christina and both kids remain calm as Papa lands the place on a sand dune. Because they didn't panic, everyone remained safe.

Importance of Exercise
Sean is in great shape because he walks around and climbs steps in his daily life. He feels great and has seen a lot of different sights from walking around Cape Hatteras so often.

Trying New Food
Grant thinks that the raw oysters look absolutely disgusting, but he knows that if he never tries them, he will never know what they taste like or whether he likes them or not.

Putting Yourself Ahead of Others
The old man who was called the Outer Banks Angel put his own safety at risk in order to help others. He is a hero because of his consideration.

Features

- About the Author
- Built-In-Book Club: Talk About It!
- Built-In-Book ClubL Bring it to Life!
- Learn about the US Coast Guard
- Seafood Feast
- Draw an underwater ocean scene
- Pretend you are a diver exploring a shipwreck
- Glossary
- Scavenger Hunt
- Pop Quiz
- Graveyard of the Atlantic Trivia
- Excerpt from The Mystery of the Haunted Ghost Town
- Excerpt from The Mystery of the Golden Gate Bridge
- Write your own Mystery!
- Six Secret Writing Tips from Carole Marsh
- Would you like to be a Carole Marsh mystery character?
- For more information visit www.carolemarshmysteries.com

Online Activities

- Book Club Activities
- Fascinating Facts
- SAT Words
- Pop Quiz
- Book Club Discussion

Summary

Papa, Mimi, Grant and Christina are on a trip to Cape Hatteras. Mimi is going to write a mystery about the place where she grew up. While on the *Msytery Girl,* their flight takes a scary turn and Papa has to make an emergency landing. Fortunately, a man with two lights in a boat guides them to safety. Christina is intrigued. They begin to search for help but Papa sprains his ankle and they can't find anyone. Suddenly, a parrot squawks by saying, "Survive the Shoals, and you will see clearly." Christina can't believe how quickly this mystery is heating up. Almost immediately after the parrot leaves, the US Coast Guard comes and rescues the family.

The US Coast Guard brings Papa safely to a hospital and on the way, Lieutenant Bailey tells Mimi, Christina, and Grant a story about the man who may have helped them. They call him the OBA, or the "Outer Banks Angel," because he has anonymously helped people during storms over the past 40 years.

The next morning, Christina and Grant meet Sean, a boy who has lived on the North Carolina coast his whole life. He promises to give them a tour of Cape Hatteras. As they were touring the beach, the parrot reappeared and squawked another line – "the beasts can't stop you, but they make you weary." As an old man chases the three kids away from that area of the beach, Christina realizes that strange parrot is giving them riddles to figure out. What do they mean?

The kids climb the lighthouse and learn a lot about shipwrecks form Sean. They meet Sally, a friend of Sean's and also a native North Carolinian. Christina finds herself wondering about the old man that had seemed so grumpy. Sean called him Mr. M, but he couldn't remember why. After a ghostly trick from Sean and Sally, the kids relocate to Sally's family's crab boil.

At the crab boil, Sally's grandfather tells everyone a story about the US Coast Guard – in the process, he calls the storm a beast. Christina wonders; could this be what the parrot had meant by "beasts that make you weary?"

The next day, Christina, Grant, Sean and Sally take a trip out to the sandbar to see the shipwreck. When Grant falls through the floorboards, he finds a perfect version of the shell that Sean has been looking for. Christina finds an old mirror with the initials V.M. on it. As they sit on the sandbar talking about Blackbeard the Pirate, the parrot appears again and gives them another line to the riddle – "Look to the sea, for you're not alone." What does the riddle mean?

Mimi sets up a tour of the *Barque Eagle* as well as a ferry ride around the coast for the day. As they toured Shackleford Banks, Christina could not get the riddle out of her head. As she sat thinking about it on the ferry, the parrot appeared again and said, "Cling to your memories, for they're all your own." Even as the parrot spoke, the water around the ferry got rough. A sea storm had come up out of nowhere. Suddenly, the kids were in a lot of danger and had to jump off of the boat or risk getting caught under. But the Outer Banks angel is right there to rescue them, wearing a yellow raincoat. Christina sees the name of the boat he uses, called *Making Music*.

The kids decide to sit down and decipher the clues the parrot had given them. After a lot of thought, Christina is sure she has found the identity of the Outer Banks angel – his name is Thomas Mason and he has been helping the coast for years! It turns out Christina is right. With the mystery solved people line up outside Thomas's door to thank him for saving their lives.

RK #24 Golden Gate Bridge Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Lynn Chambers
- Scott Chambers

Time - Summer

Locations

- San Francisco, CA

Places (Integral)

- Golden Gate Bridge, San Francisco, CA
- Chinatown, San Francisco, CA
- Asian Museum, San Francisco, CA
- Alcatraz Island, San Francisco, CA
- Coit Tower, Telegraph Hill, San Francisco, CA
- Fisherman's Wharf, San Francisco, CA
- Ghirardelli Square, San Francisco, CA
- Levi Strauss Headquarters, San Francisco, CA
- Lombard Street, San Francisco, CA
- United States Mint, San Francisco, CA
- Fort Point, San Francisco, CA

Educational Items (Integral)

- Golden Gate Bridge history and facts
- Suspension bridge
- California Gold Rush history and facts
- Alcatraz Island and prison history
- Telegraph Hill and Coit Tower history
- Earthquakes and tremors
- San Andreas fault facts
- 1906 San Francisco Earthquake
- Skateboarding
- US Mint history and facts
- Taquiero facts
- Fort Point facts

Educational Items (Mentioned)

- San Francisco weather
- Origami
- Using Chopsticks

Lessons

Keeping Cool in a Scary Situation
When the cable car breaks down and the situation is looking scary, Mimi, Papa and the kids keep their cool. They listen to the directions of the man running the car and assume crash positions. By doing so, they keep themselves safe.

Don't Underestimate People
Two gold miners in a story at the Asian Museum underestimated the ability of a woman to understand English. Because they believed this with no real proof, they stupidly let their secret about their gold out.

Call the Police and Ask for Help
When Angela gets kidnapped, the kids do everything in their power to help her. However, they know they can't do it alone, so they get the attention of the police to help them make sure Angela is safe.

The Importance of Museums
The kids help solve a one hundred year old mystery and the gold they find is given to the Fort Point Museum. The Museum curator stresses the point that museums are important in every city because they give you insight into the history of the place. Visit them as often as possible to learn more about where you are!

Features

- About the Author
- Built-In-Book Club: Talk About It!
- Built-In-Book Club: Bring it to Life!
- Origami fun
- Create a treasure chest
- Chinese food
- San Francisco proximity exercise
- Make your own newspaper
- Glossary
- San Francisco Trivia
- Scavenger Hunt
- Pop Quiz
- Excerpt from "The Mystery of the Haunted Ghost Town"
- Six Secret Writing Tips from Carole Marsh
- Visit the website for more: www.carolemarshmysteries.com

Online Activities

- Book Club Activities
- Fascinating Facts
- Fact or Fiction
- SAT words
- Pop Quiz
- Book Club Questions
- Trivia

Summary

Mimi, Papa, Christina and Grant fly into San Francisco amidst fog to meet the Chambers, Mimi's close friends. The couple have two grandchildren, Lynn and Scott. Mr. Wong, the Chambers' driver, takes everyone on a short tour of San Francisco, specifically the Golden Gate Bridge, before dropping Mimi, Papa and the kids off at their apartment. As Christina tries to go to sleep, she takes one last look at the Golden Gate Bridge through the window and thinks she sees a strange man climb up the cables of the bridge and then disappear with a flash.

The next morning, in the morning paper, there is an article talking about what Christina had seen, claiming it was the ghost of an old Gold Miner. Everyone thinks the possibility is interesting, but they all dismiss the mystery. This is a pleasure vacation after all! However, as Christina leaves the apartment to go to the Asian Museum, she finds an origami frog outside her door with a message telling her to watch the news.

They arrive at the museum just in time for story time. They learn about Chin Woo and his family finding a chest of gold belonging to two gold miners. In the story, another chest of gold hidden by the two miners, along with a key to the hiding spot, is out in San Francisco somewhere and has never been found. At lunch, the kids decide to try and find the missing gold.

The next day, the kids convince their Grandpas to take them to Alcatraz, in search of the gold. Grant accidentally finds a key with US Government initials on it, but as the kids try to find out what it opens, the door to a cell in Alcatraz shuts and the four kids are trapped inside! Rather than completely panicking, Scott remembers that he can use Morse Code to signal for help. But what does that key go to?

Their next stop is Fisherman's Wharf and what better way than to travel by the historic cable cars. At Fisherman's Wharf, four kids try to learn more about the key. Everyone gets back on the cable car, but as they start moving, the car suddenly starts to pick up speed because the cable car had lost its brakes! Fortunately, the cable car skids to a stop on a grassy area and everyone on the cable care is given a quick check-up at the hospital to make sure they are ok.

Christina finds out that the woman, Angela, who had written the article on the Ghost Miner on the bridge had been on that cable car. Christina overhears a conversation about Angela's investigation into a crime ring – could this be the reason for the accident?

While being driven around by Mr. Wong, Christina finds another origami clue, wishing her "healing." At the US Mint, the kids run into Angela again. They decide to do some spying – maybe following her will lead to some answers. Instead, they watch Angela get kidnapped! They hop back in their car and chase the kidnappers and are led straight to Fort Point.

They find Angela in a basement area, being held captive by Big Al, the leader of a crime ring. As the kids are rescuing her, they find the gold treasure that had been in the story! Unfortunately, Big Al shows up before they can get out of there, but as it starts to get scary, a man looking like the ghost hits Big Al, knocking him unconscious. The man turns out to a previous worker for Fort Point, posing as the ghost to try and advertise the Fort. The police come to the scene and Big Al is arrested, the gold is put in the museum curator's care, and the "ghost" gets his job back at Fort Point. What a multi-faceted mystery!

RK #25 Niagara Falls Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Allison Cooper, 10, Douglasville, GA, daughter of the innkeeper
- David Hemphill, 10, Sharpsburg, GA, David is in a wheelchair

Secondary Characters

- Ms. Bumpus, maid of the Victorian Bed and Breakfast
- A Black Cat named Mr. Mudgers
- Mysterious men with red hair

Time – Fall

Locations

- Canada
- Niagara Falls, New York
- A spooky Victorian Bed and Breakfast

Places (Integral)

- Niagara Falls, both the Horseshoe Falls and the American Falls
- "Maid of the Mist" Boatride
- Kingsbridge Park
- IMAX Theatre
- Niagara Falls Daredevil Gallery
- Fort George
  - Parade Ground
  - Powder Magazine
- Newspaper Museum
- Loof Menagerie Carousel at Lakeside Park on Lake Ontario in Old Port Dalhosie
- Brick City
- Oxygen Bar
- Puddicombe Estate Farms and Winery
  - The train ride
  - The General Store
- Sir Adam Beck Generating Station and Station #2
- Lock 3 viewing platform at the Wellland Canals
- Bridal Veil Falls and the Cave of the Winds
- Journey behind the Falls
- Butterfly Conservatory in the Niagara Parks Botanical Garden
- Niagara Gorge
  - Whirlpool Aero Car
  - Whirlpool Wet Jets that go right through the whirl pool
- Clifton Hill District
  - Niagara Sky Ferris Wheel

Places (Mentioned)

- The Acropolis, Greece
- Lake Ontario
- Lake Erie
- Rainbow Bridge
- Goat Island
- Amtrak train ride to Niagara Falls from Atlanta

Educational Items (Integral)

- Daredevils that have tried to beat the falls in barrels:
  - The Great Blondin
  - Annie Taylor
  - Dave Munday
- Fort George: buildings and their uses, weapons used, uniforms worn by British
- "Maid of the Mist": Facts and folklore
- The Underground Railroad
- The War of 1812: Historical Facts
- Laura Secord, Chocolate Lady and Canadian hero
- Francis Abbot
- Whirlpools

Educational Items (Mentioned)

- Facts about Niagara Falls
  - Number of visitors each year
  - Riding over the falls is illegal
  - Horseshoe Falls are on Canadian side
- Victorian Times: Facts about Victorian Homes, clothing
- "Maid of the Mist": Facts and folklore
- The Underground Railroad
- The War of 1812: Historical Facts
- William Lyon Mackenzie
- Newspaper Printing History and machinery including the Linotype Machine
- U.S./Canadian Exchange rate
- Canadian money; a loonie and a twoonie
- Traditional Canadian Foods; Canadian bacon, maple syrup over snow
- Oxygen bars
- Sir Adam Beck, Power Minister
- Knighthood
- Niagara Falls Water power plant; How it works, its history and it's future
- Water and Natural Parks Conservation
- Canals and locks along the Niagara River, History and operation
- Cave of the Winds History
- Friendship Festival

Visuals

- "Did you see it?" photo - kids in raincoats on the Maid of the Mist
- Sketch of the boat and the falls in the background
- "Reporting for Duty" photo – kids saluting at Fort George
- "Don't Sneeze" photo – balancing a butterfly on her nose at the Butterfly garden.

Lessons

There are lots of ways to help

David uses his smarts and what is available to him to help friends in trouble. He uses his wheelchair as both a means of transportation and as a way to assist people if they are in trouble. He saves Grant from the barrel and rolls him to safety in the caves. Even though he can't go into the Bridal

Listening is important too!

When David can't go down the steps to the Bridal Veil Falls, he waits at the top for the others. But, he doesn't waste time, he listens for more clues and learns while waiting.

Nobody left behind

Grant trips when the kids are running from the man in the cave. Christina is worried about him, and is glad when David saves him. She keeps the elevator door open long enough so those two can get in. She was protecting her younger brother and her friends.. Christina often looks after Grant throughout the story.

Do things for others

Grant is not excited to go to the newspaper museum, but Christina reminds him that Mimi and Papa are and that it is their turn to do something they would like to do.

Features

- About the Author
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life
- Glossary including 5 SAT words
- Niagara Falls Trivia
- Scavenger Hunt! (Reproducible)
- Pop Quiz
- Excerpts from Carole Marsh Mystery #26, "The Secrets Galore at Colonial Williamsburg"
- Six Secret Writing Tips from Carole Marsh!
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fascinating Facts
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina and Grant are on fall break in Niagara Falls on the Canadian side when they are almost flattened by a wooden barrel that comes rolling out of nowhere! They are saved by the quick thinking of a boy in a wheel chair, David Hemphill, who sees the barrel's scary course and wheels in front, to redirect it. They notice a red-headed man at the scene and find a strange marking on the barrel. Inside there is a secret message. Already, Grant is thinking it is a clue to a grand mystery.

As they head to their Victorian Bed and Breakfast, the two decide to keep this to themselves as they don't want to worry Mimi and Papa, They are greeted by a maid (Ms. Bumpas), and the daughter of the Innkeeper, Allison Cooper. The B&B is spooky, and while unpacking Grant hears a "meow" and follows it to a secret room that has more barrels in it. The room mysteriously disappears when Grant tries to show Christina.

The next morning, David Hemphill unexpectedly joins the group. He is a friend of Allison's. They are happy to see one another. They all decide to go on the "Maid of the Mist" boat ride to get a closer look at the falls. As they board the boat, Christina notices the same red-headed man she had seen after the barrel incident the day before. Decked out in their blue raincoats, they are watching the falls and notice a barrel going over the falls. "Did you see that?" they cry!

The IMAX is on their tour after lunch in Kingsbridge Park. During the movie they learn about the history and the daredevils that have tried to go over the falls. Christina is fascinated by the story of Annie Taylor who survives a trip over the falls with her cat, using oxygen to assist the barrel in floating.

Later, in conversation with Ms. Bumpus, Grant asks her if she has ever seen barrels or secret rooms in the house. She tell him "No", and that he shouldn't "snoop" around. The group heads to bed and they are up early the next morning for a trip to Fort George.

While at Ft. George, they learn a lot about the War of 1812, and they dress up like British soldiers. They are taught how to march and what the soldiers wore and the armory they used. In the powder magazine they notice another barrel with the strange marking. Grant climbs in and finds another clue! It's truly a mystery now.

Reluctantly, they are off to a newspaper museum where they find yet another clue that leads them to a LEGO museum. (Grant creates some funny headlines, too). Amidst the LEGO statues, they find the next clue in a barrel full of LEGO's. That note leads them to a winery where they find the mysterious red headed man locked in a barrel with the same strange mark. As the man struggled away, he called out another clue. The kids are spooked. Why would the man have been locked in the barrel?

The red-headed man's clue begins to make sense when they are taking a ride on the Ferris Wheel. They notice the green water by the Bridal Veil Falls and decide they should go visit. David waits at the top because he can't go in with his wheelchair, but he stays alert and hears a woman and man talking about barrels and gold. They decide they need to go into the caves beneath. They find more barrels and oxygen tanks in the caves and someone tries to grab them. They all get away safely due to quick thinking and sticking together.

Back at the B&B, Christina notices that Ms. Bumpus has a soiled skirt. Allison fills them in on the folklore of gold being hidden on an island near the falls. Everyone is intrigued. Grant finds the secret room again and this time he is able to show everyone else. There is evidence of it having been used recently.

On the last day of the trip, Christina is thinking through the problem of transporting heavy gold in a barrel and remembers the fact that oxygen can help a barrel float. She sees two people fooling with a barrel in a clearing, takes their picture and calls the police in to help. The policeman is the red-head they found in the barrel and the gold thieves were Ms. Bumpus and her red-headed son! They were stealing the gold from the island and sending them over the falls in barrels to get it off the island. The mystery was solved!

RK #26 Colonial Williamsburg Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Josh Tolin, 10, Peachtree City, GA, as William
- Francesca Vranesevich, 9, Peachtree City, GA, as Mary

Time – Fall

Locations

- Colonial Williamsburg, VA
- Peachtree City, GA

Places (Integral)

- Colonial Williamsburg
- Royal Colony of Virginia in 1750
- Christiana Campbell's Tavern, Colonial Williamsburg, VA
- Market Square, Colonial Williamsburg, VA
- Capitol Building, Colonial Williamsburg, VA
- General Court, Colonial Williamsburg, VA
- Duke of Gloucester Street, Colonial Williamsburg, VA
- The Kings Arms Tavern, Colonial Williamsburg, VA
- Chownings Tavern. Colonial Williamsburg, VA
- College of William and Mary, Williamsburg, VA
- The Gaol (Jail) of Colonial Williamsburg, VA
- Governor's Palace, Colonial Williamsburg, VA

Places (Mentioned)

- Falcon Field, Peachtree City
- Jamestown, VA

Educational Items (Integral)

- Royal Colony of Virginia in 1750 facts and geographical information
- Queen of England
- Tobacco farming in the 1700's: Importance to trade
- "Upper House" including the Royal Governor and his council and "lower house"
- Cartography
- Sir Arthur Conan Doyle, "The Purloined Letter"

Educational Items (Mentioned)

- Thomas Jefferson
- Patrick Henry
- George Mason
- George Washington
- Richmond, VA; the site of the new capital of VA

- 18th Century foods, clothing, shops and jobs
- Spelling standardization came with the use of the dictionary
- "The Virginia Gazette" Newspaper of Colonial Williamsburg
- History of The College of William and Mary
- 18th century Gaol (or Jail) punishments
- Blackbeard's pirates
- Post office/book bindery/and printing office
- Reasons for colonists unrest leading up to the Revolutionary War

Visuals

- "A rear-ended clue" photo, Christina and Grant find the first clue.
- "Match the sign with the shop", a game that teaches what shops had what signs.
- "I'm so confused" photo

Lessons learned

Always try a bit of something when offered
Grant and Christina do not care for Root Beer, but Uncle Wig bought them one. Rather than ruining his enjoyment, they take a sip. Papa rewards their good manners by ordering them another type of beverage.

Encouragement goes a long way
Grant knows that Mary is sensitive and so he praises her when she finds a clue. Knowing that would make her feel good.

If you come up against a brick wall, go around it.
Christina realizes that the question they are asking at the print shop is not getting them the correct information, so she changes her tact to try and get the correct information.

When people make small mistakes it is good to help them through it.
When Grant makes silly comments in front of the Queen, the Queen does not call attention to it, she makes everyone feel comfortable even when it is difficult to do so.

Features

- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life
- Glossary including 5 SAT words
- Williamsburg Trivia
- Scavenger Hunt! (Reproducible)
- Pop Quiz
- Excerpts from Carole Marsh Mystery #25, "The Wild Water Mystery at Niagara Falls"
- Write your own mystery!
- Six Secret Writing Tips from Carole Marsh!
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fascinating Facts
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina and Grant are on "The Mystery Girl", ready to make their fall break trip to Colonial Williamsburg, Virginia. After learning some history about Williamsburg and VA from Mimi, they are looking at the quaint city from the air. After landing they go directly to meet Uncle Wig and Aunt Halfpenny, who live and work in Colonial Williamsburg, reenacting the life of an 18th century Williamsburg citizen.

Uncle Wig and Aunt Halfpenny are concerned because a map has been stolen. The map, which showed the Royal Colony of Virginia in 1750, outlined land that belonged to England at that time. It was supposed to be given to the Queen of England when she came to visit Williamsburg the next night. The mystery of who stole it had to be solved.

While Grant is buying a present for Mimi, the first clue of the mystery is discovered. The brother and sister hadn't seen anyone leave the note, but they think they have a suspect. The suspect shows up in the reenactment of the General Assembly, he is wielding the gavel. He announces that the children should be taken to the Kings Arms. The Children are whisked away and don't even know where they are going. That mysterious man turns out to be related to Uncle Wig. He was just trying to keep them safe and tell them to stop trying to solve the mystery by bringing them to lunch! But, it takes more than that to get Christina and Grant off the trail.

After lunch, the two have another clue left for them. This time it shows a mysterious picture. They think it might be a sign of a shop, so they begin to look for it. They are helped by a little "Devil" who tells them that sign is the sign of the printing shop and where it is. But, before they can go investigate, Papa intercepts them. By mistake, Grant hands him a clue instead of the directions to their house. But, they find the house anyway.

On their way to dinner that night, Grant and Christina realize that a map would have to be printed, unless it is the original. Copies would come from a print shop. They meet Ms. Baker a cartographer, who had been the last one to see the old map. She had been restoring it and when she came back to it, it was gone! They made plans to meet up with her the following morning. When Christina went to go use the bathroom, she overheard a man and woman speaking to one another about doing something illegal and dangerous. The man said he knew where the map was and it was worth a fortune. They just had to get rid of the kids! Christina didn't like what she heard.

The next day it was raining and they set out to go meet Ms. Baker, the cartographer. They found the College of William and Mary and also a real life William and Mary, the nephew and niece of Ms. Baker. The four soon realized that they shared the interest in solving the map mystery. The kids soon realize that it might be a map stealing ring involved, so they head to the county jail to see if the jailer had any information. The jailer reacted strangely to the questions that they asked him. Like maybe he knew something, but couldn't tell them.

Suddenly, Grant saw the printing sign they had been looking for. They questioned the postmaster, who obviously knew nothing, and then they questioned the printer. The printer told them that the only strange thing that had happened was someone wanted old ink. They are found by papa and given a ride home in a carriage, but the carriage driver knows things he shouldn't and has the voice of the bad man in the restaurant. They also find an ink bottle. They call Ms. Baker to tell her the clues.

After a nap and a visit from the queen, Christina is even more sure that she might have solved the mystery. The maps that are in their house are fakes and she hopes Ms. Baker was able to figure out where the real one was. They are called to the Jail and find the real map behind bars! It turns out the kids were right. It was a professional map stealing ring that copies the maps with old paper and ink and that way they hide the theft, but this time someone else was distributing fakes as well so it brought attention to the crime and they didn't get away. Thanks to the information from Christina and Grant, the thieves confessed and they were behind bars too! They had a wonderful time at the Queen's Ball and the map was presented to her majesty. Success! Mystery solved.

RK #27 Space Center Houston Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Junko Minari, 10, Peachtree City, GA
- Philip Smith, 8, Atlanta, GA

Secondary Characters

- Judy
- Kent

Time – Summer

Locations –

- Houston, Texas

Places (Integral)

- Walking W Ranch
- Cape Canaveral Space Center, Florida
- Johnson Space Center, Houston, Texas
- The Visitor's Center, Johnson Space Center, Houston, Texas Astronaut Gallery
- Blast Off Theater at Space Center Houston, Houston, Texas
- Simulation Ride Take-off of the Space Shuttle
- Moon Rock Display
- Astronaut Gallery
- Gallery of Planets
- Kids Space Place
- Zero G Diner
- Mission Control Room
- Shuttle Flight Control Room
- Rocket Park
- Neutral Buoyancy Lab

Places or tours (Mentioned)

- Astrodome, Houston, Texas
- Oil Wells

Educational Items (Integral)

- Neil Armstrong
- Buzz Aldrin
- Alan Shepard
- Freedom 7
- Gordon Cooper
- Faith 7
- John Glenn

- Apollo 11
- Gemini Mission
- Edward White
- Mercury
- Animals; The earliest astronauts
- Ham; the first Chimpanzee in space
- Early Space capsules
- NASA – National Aeronautics and Space Administration
- Moon Rocks
- Zero Gravity
- Saturn V rocket
- Planets – Jupiter, Saturn

Educational Items (Mentioned)

- Astroturf
- Tumbleweeds
- Oil Discovery
- Houston History
- General Sam Houston
- The space race between Russian and the United States
- Gemini Mission
- Mercury
- Apollo
- Space Food and Water
- Everyday living on the space station
- Tiles on the space shuttle
- Jupiter
- Saturn
- Items improved because of the space program
- Tennis shoes
- Cordless tools
- Astronaut Lingo
- Roger
- Texas History
- Independence form Mexico
- Cattle town

Visuals

- “What are those rocks doing here?”
- A picture of an astronaut in a space suit.
- “We’re going to space camp!”
- A caricature of Ham, the first chimpanzee in space.
- “Blast Off!”
- “Ready for a “space-swim”!”

Lessons learned

Be respectful of other's things
Grant loves Kent's office and wants to rummage through his desk looking for cool things, but Christina reminds him that isn't polite.

If a relationship starts on the wrong track, sometimes it's better to go back and start over.
Grant first meets Junko by tripping over her and they are angry with each other. Christina suggests that they start all over with a new introduction and a fresh start.

An apology is important.
Christina asks Grant to apologize to Junko for letting the ball hit her, even though he didn't do it on purpose.

Be happy for someone when they get to do something fun.
Junko chooses Grant to go swimming with her in the water, Christina feels sad not to be the one chose, but she is happy for Grant.

Features

- Mission Accomplished
- About the Author
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring it to Life!
- Glossary
- Space Center Houston Trivia
- Scavenger Hunt
- Pop Quiz
- Excerpt from The Madcap Mystery of the Missing Liberty Bell

Online Activities

- Fact or Fiction
- Fascinating Facts
- SAT Words
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina, Grant, Mimi and Papa are touring the Johnson Space Center in Houston, Texas. While roaming the Space Center, a moon rock exhibit catches Grant's eye. One rock stands out from all the rest. It is shaped like Grant's nose! After looking at the rocks they move on to look at the space suits. Grant thinks that he sees one move! All of a sudden, there is a ruckus – someone has stolen the moon rock they had been laughing about minutes before. Christina doubts a tourist would be able to steal a moon rock! She has a theory that it is an "inside" job. Grant thinks that the thief might have been in the spacesuit that he saw move.

While discussing the possibilities, they meet a boy named Philip. Philip says he is going to space camp the next day at the Center. Christina and Grant like that idea and decide to ask Mimi and Papa if they can go. On their way out of the Center, Christina notices which rock is missing and sees a yellow paper with words on it. Before she can unfold it, a mysterious man in a blue jumpsuit grabs it from her. The paper rips and all she ends up with is a small yellow piece of paper with the word "PLANET" written on it. Could this be a clue?

The family is driving through Houston on the way to the Ranch where they are staying. They see the Astrodome and oil wells. They even encounter tumbleweeds and a sandstorm! Grant plays with the toy claw he bought at the gift shop. Upon arriving at the Walking W Ranch they meet Judy and Kent. Kent has fancy cowboy boots. While the children are exploring Christina notices an empty metal stand on the desk and a mysterious locked desk. Could Kent have something to do with the missing rock?

The next morning, Mimi and Papa say that the kids CAN go to space camp. They try and find their new friend Philip. Grant literally trips over a girl named Junko. Junko and Grant have a rough start, but Christina gets to know her better and they discuss the missing moon rock.

They meet their instructor, Todd. The first place that the camp goes is to the Gallery of Planets, which reminds Christina of her first clue, "planets." In the Gallery, they look at an image of Saturn. Christina notices the letters MGA and RACE ME TO THE MOON written on the ring.

While washing up in the restroom, Christina hears the sound of cowboy boots in the hallway. She also hears two people whispering and notices the cowboy boots have gold tips just like Kent's. Could Kent be the thief?

Junko thinks that MGA stands for Mercury, Gemini and Apollo, the three space missions during the space race. The kids explore before lunch, Grant and Philip head to the Kid's Space Place, while Christina and Junko try to learn about the Mercury missions. She notices that someone had written a note on an information plaque. Another clue…it says "Ham Knows." Junko remembers that Ham is the name of the first Chimpanzee into space. They find a plaque about Ham which tells them to "PASS SATURN AND GET TO THE POINT." When they figure out this clue they noticed that someone may have been listening.

Todd mysteriously appears around the corner and brings them to the Zero G Diner for some food. Christina hears the cowboy boots again, and bangs into an astronaut in a spacesuit. Grant notices that the spacesuit he thought moved was no longer in the display!

After lunch they head to the Johnson Space Center. They pass a building that holds the Saturn V rocket. Could this be what the last clue refers to? After watching the space shuttle launch, Grant and Philip go missing. Christina and Junko slip through hallways and they get separated. Christina bumps into the man in the blue jumpsuit who had grabbed the first clue. He tells her to be careful…is that a warning?

After being reunited with the kids there are a series of exciting events and helpful clues. They find a clue at the Saturn V rocket. They get stuck in the space module while searching for another clue, get locked into a centrifuge machine that spins them around and they find their way to the Buoyancy lab where Christina thinks she has found a thief.

Papa arrives and takes them to a barbecue at the ranch. Grant said he saw a clue that said "RESTING ROCK RANCH." Christina suspects Kent from the ranch. While searching his office, they get surprised by an astronaut. Kent says he didn't invite him, and Christina asks him about the rock that is now in the stand. The custodian shows up and he is Junko's friend, not the thief. It is clear that the man in the space suit is the thief. It turns out to be Todd! But, the man in the boots escapes. They had been working together making copies of moonrocks to sell to unsuspecting collectors. Christina has solved the mystery!

RK #28 Missing Liberty Bell Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Isabella Vranesevich, 11, Peachtree City, GA
- Hunter Mercer,11 , Enterprise, AL

Secondary Characters

- Mr. Mercer, Hunter's father, Revolutionary war re-enactor.
- Mr. Whiddon, Hunter's neighbor, WWII Veteran
- Mysterious Benjamin Franklin Re-enactor

Time – Summer

Locations –

- Philadelphia, PA
- Lancaster County, PA

Places (Integral)

- Old City, Philadelphia, PA
- Independence Hall (State House of Pennsylvania)
- Assembly Room
- Liberty Bell Center, Philadelphia, PA
- Betsy Ross's home, Philadelphia, PA
- City Tavern, Philadelphia, PA
- US Mint, Philadelphia, PA
- Ben Franklin Parkway, Philadelphia, PA
- The Museum District, Philadelphia, PA
- The Mutter Museum, Philadelphia, PA
- Penn's Landing, Philadelphia, PA
- Lancaster County, PA
- Historic Lights of Liberty
- Christ Church, Society Hill, Philadelphia, PA
- The Franklin Institute Science Museum, Philadelphia, PA
- Electricity Hall

Places or tours (Mentioned)

- The Tapping of the Bell ceremony on July 4th
- Market Street, Philadelphia, PA
- Franklin Court, Philadelphia, PA
- Benjamin Franklin's home, Philadelphia, PA
- Pennsylvania Dutch Country
- Welcome Center, Philadelphia, PA
- The Ducks – A touring vehicle
- Swann Memorial Fountain

- Washington Square
- A ghost tour at Society Hill
- The Rocky Statue
- Philadelphia Museum of Art
- Historic Lights of Liberty

Educational Items (Integral)

- Clothing of colonial times
- History of the Liberty Bell
- Whitechapel Foundry, England
- The Inscription on the Liberty Bell
- Uses of the Liberty Bell
- Amish culture and origins
- Declaration of Independence
- George Washington
- 1787 Constitutional Convention
- Betsy Ross
- Thomas Jefferson
- Benjamin Franklin
- Postmaster

Educational Items (Mentioned)

- Pennsylvania Facts
- Nicknames: Philly, City of Brotherly Love,
- Foods: cheesesteak, sweet potato biscuits,
- Founding of Pennsylvania
- State bird
- Revolutionary War
- Philadelphia Phillies Baseball Team
- Pennsylvania's Constitution
- William Penn
- Historical re-enactments
- Benjamin Franklin
- Declaration of Independence
- Outhouses
- Amish quilts, pottery, candy and baskets
- William Penn
- Yankee Doodle song
- The crossing of the Delaware by George Washington
- Redcoats
- The Continental Army
- The mass graves and honored soldiers of the American Revolution
- Robert Morris
- George Ross
- The first American Flag
- Bicentennial
- Siamese Twins
- Making a cast
- Free Society of Traders

Visuals

- “An important discovery!”
- “A penny for your thoughts!”
- “How did people write with this thing?”
- Sketches of bells
- “Thirteen stars and thirteen stripes!”

Lessons learned

Empathy

Christina and Isabella show empathy for Grant when he tries to put out a fire and it turns out it is part of the historical park. She knows he was doing it to protect things.

Respect

The children learn to respect the memory of the soldiers who fought for their freedom by learning about the history and seeing the gravesites.

Mind your manners

When grant wants jump into the fountain, Christina reminds him that that would not be polite.

Features

- It’s Great to Be Free!
- About the Author
- Book Club
- Glossary
- Liberty Bell Trivia
- Scavenger Hunt
- Pop Quiz
- Excerpt from The Mission Possible Mystery at Space Center Houston
- Excerpt from The Breathtaking Mystery on Mt. Everest

Online Activities

- Fact or Fiction
- Fascinating Facts
- SAT Words
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

While on a trip to Philadelphia, PA with Mimi, Papa and Grant, Christina meets up with her pen pal, Hunter and his neighbor Isabella in the Old City. The group meets up with Hunter's dad at the Liberty Bell Center for a close look at the famous Liberty Bell. Christina notices that the word Pennsylvania on the Liberty bell has 3 ns! The real bell has only one "n." She thinks someone has stolen the real liberty bell and that this is a fake. They must get to the bottom of this mystery before the big 4th of July celebration in just a few days!

After enjoying local food and a stroll down Market Street to Franklin Court, they visit the site of Ben Franklin's old house. While at the house, a Ben Franklin re-enactor gives them a mysterious penny and mysteriously tells them that the Liberty Bell will speak to them if they listen carefully. The coin is a clue! They realize it is telling them that "Time flies" and it leads them to the next step.

The next day they go on a day trip to the Pennsylvania Dutch country and learn about the Amish. On a stop at a pottery shop they meet an Amish boy who strangely has a red military coat hidden nearby. Christina thinks it is very odd for an Amish person to own a red military coat.

Arriving back in Philadelphia, they stretch their legs in Welcome Park. They learn about the ship that brought over the first settlers and about William Penn. Grant finds a clue on the park bench, a turkey feather quill. Why was it there?

The next morning in Independence Hall they run into the mysterious Ben Franklin re-enactor again. He leads them to believe that their next clue is tied to the old ink stand that they used when they drafted the Declaration of Independence the State House. Another clue tells them to follow George Washington. But, a strange black shadow seems to be following them! George Washington's clues lead them to a re-enactment of the crossing of the Delaware on a Duck boat and they see a mysterious sailboat. They stop by Washington Square and realize the next place they visit must be The Betsy Ross House. After learning all about how Betsy Ross came to make the first flag, a Betsy Ross re-enactor tells them to watch out for Redcoats and rushes them out the back door. Someone is following them. They outrun the mysterious Redcoat and they eat their dinner at The City Tavern. At the restaurant Thomas Jefferson gives them a $100 bill, he says they will need it. Was this another clue?

The next stop is the US Mint; Christina creatively finds a way to inspect the $100 bill more closely and sees a secret message. The clue sends them along the Ben Franklin Parkway to the Museum district. The $100 from Thomas Jefferson comes in handy to pay the taxi!

At the Mutter Museum Christina realizes that someone could make a copy of the Liberty Bell easily. They head to the Franklin Institute by way of the Swann Memorial Fountain. At the fountain they are surprised by men in red coats jogging toward them and so they run away, through Logan Square to the Rocky statue near the Museum of Art. With the bad guys off their trail they head to the Franklin Institute. While at the Institute they find the "key" to the whole mystery! Due to Grant's quick thinking they get a copy of the key and find a clue of where to go next. They run off to Society Hill for a ghost tour and another clue. They continue to Historic Lights of Liberty and while watching the show the group comes to the conclusion that the Liberty Bell is on the sailboat that was docked in the bay.

In the ship Grant and Christina creatively dodge the red coated bad guys and find both the real Liberty Bell with one "N" and the curious Amish pottery artist locked up with it! The bell had been stolen by some English thieves who wanted to take the Liberty Bell to England. The Amish boy had been hired to make the cast, but locked up when he was going to tell the police. The Bell is restored to its rightful location and Christina and Grant have saved the 4th of July celebration!

RK #29 Mystery at Fort Sumter

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson
- Anna Muh, 9, plays Ashley
- Rebecca Muh, 7, plays Cooper
- Avery Longmeyer, 6, Mimi and Papa's granddaughter
- Ella Longmeyer, 4, Mimi and Papa's granddaughter
- Evan Longmeyer, 1, Mimi and Papa's grandson

Secondary Characters

- Aunt Lulu, Mimi's distant Aunt
- Lawyer Tradd
- Agent Moo, United States Park Service Investigator

Time – Winter – Christmastime

Locations –

- South Carolina, Route 17
- Green Pond, SC
- Charleston, SC

Places (Integral)

- Fort Sumter, Charleston, SC
- Ferry Ride to Fort Sumter, Charleston, SC
- Blue Bicycle Bookstore, Charleston, SC
- King Street, Charleston, SC
- Museum of Charleston, Charleston, SC
- Children's Museum of Charleston, Charleston, SC
- Meeting Street, Charleston, SC
- Queen Street, Charleston, SC
- Old Slave Market, Charleston, SC
- Charleston Post and Courier, Charleston, SC
- Saks 5th Avenue, Charleston, SC
- U.S. Custom House, Charleston, SC
- The Old Citadel Building Hotel, Charleston, SC
  - The Dungeon Suite
  - Parade Grounds

Places (Mentioned)

- Highway 17, South Carolina
- Savannah, Georgia
- Talmadge Bridge, South Carolina/Georgia State Line
- Old Store, Green Pond, South Carolina
- Ahepoo, SC

- Combahee, SC
- Edisto, SC
- Pon Pon Plantation, SC
- Spoleto Arts Festival, Charleston, SC
- Folly Beach, Charleston, SC
- Wild Dunes Beach, Charleston, SC
- The Battery, Charleston, SC
- Rainbow Row, Charleston, SC
- Charleston Aquarium, Charleston, SC
- The Charleston Port, Charleston, SC
- College of Charleston, Charleston, SC
- Old Exchange and Provost Dungeon, Charleston, SC
- National Park Pass (Papa carries a National Park Pass that gets him into National Parks.)

Educational Items (Integral)

- The Citadel Military College, Fort and Arsenal
- Cannons and cannonballs
- The Civil War
  - Medicine
  - Reasons for the Civil war
  - Slavery
  - States rights
  - Abolitionists
  - Confederate States of America
  - Confederate leaders demanded Fort Sumter's surrender
  - More than half a million soldiers killed
  - Brother vs. brother
  - Union Soldiers
  - Reconstruction
  - Emancipation Proclamation
  - Carpetbaggers and scalawags
- Fort Sumter
  - first shot in America's Civil War (or the War Between the States)
  - In 1861, the Fort was a Federal Fort
  - Now a National Monument and part of the National Park Service
  - April 15, 1861, The Battle at Fort Sumter
  - 34 hours of fighting
- South Carolina
  - First state to succeed from the Union
  - SC State Flag
  - Palmetto Trees
- Charleston, SC
  - Known as the Most Haunted City in America
  - Food: Charleston stone-ground cheese grits, hush puppies, oyster stew, steamed shrimp, key lime pie, iced tea with lemon and mint leaves

Educational Items (Mentioned)

- Science: Steamy windows
- Christmas decorations in Charleston

Visuals

- About the characters
- “Is that cannon fire?!”
- “These girls are not clueless!”
- “I’m freeeeezzzzing!”
- “Rescued for Christmas!”

Lessons learned

Always think of other’s feelings

Mimi mentions that they might have time to visit Fort Sumter while waiting for a phone call. Grant really wants to go, but knows that this trip is difficult on Mimi so, he is careful of Mimi’s feelings instead of just thinking about himself.

Empathy

Grant is feeling sad for the soldiers that manned Ft. Sumter, but mixes up some words in his description. Instead of making fun of him, Christina puts her arm around her brother to let him know she understands his feelings.

What to do if you are lost

Grant and Christina both try and find a place to go that they think someone will find them when they get lost. They stay in one place so that they will be easier to find.

Stay out of things you don’t understand

The bellman decides he needs to go home because he is confused about what he has gotten himself into. He knows that he doesn’t want to get involved in anything wrong.

Tell the truth

Christina and Grant become separated and she is very worried about him. But, she knows she needs help finding him, so she plans to go to the hotel and tell Mimi and Papa the truth.

Features

- About the Author
- America’s National Mystery Book Series
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

It's Christmastime and Mimi receives some bad news. Lulu, her distant Aunt, has passed away in Charleston, SC. Mimi and Papa must leave immediately in order to be present for the reading of the will. Since Grant and Christina are visiting, the whole group heads to Charleston together. As they cross the state line from Georgia into South Carolina, Mimi is sad and Christina is wondering whether they will make it back to Peachtree City for a family Christmas.

Their hotel is in the Old Citadel building. Even though the name of the room is "The Dungeon Suite", the room is spacious and has all the modern luxuries. They settle into their room and Mimi confides that she has only received one phone call about Aunt Lulu's death and she isn't completely sure where the body might be. What a beginning to their trip!

They wake to icy weather, and have breakfast in the old Citadel Military College. Mimi makes a phone call to try and locate the whereabouts of Aunt Lulu's remains. She is told that Aunt Lulu's body is missing! While they await a call back from officials, Mimi decides now would be good time to go to Fort Sumter, rather than wait at the hotel. As they are leaving Christina notices that the doorman from the hotel seems to be watching them.

Charleston is decorated for Christmas as they make their way to the Ferry. When they arrive at the Fort they are greeted by a tour guide in a Civil War uniform. After their tour, two girls speak up about Cannonballs that were being stolen from the Fort and other historic sites around Charleston. The girls are hushed by the guide. When they give their names, Ashley and Cooper, it seems they are hiding something. While Mimi, Papa, Grant and Christina are trying to figure it all out, a very official looking woman comes in and whisks the girls away. She is Ashley and Cooper's mother. Grant and Christina go outside and notice the woman taking pictures of the cannons and the missing cannonballs while making notes in her notebook. Then, the whole situation gets stranger! They notice the bellman from the hotel on the island and he is following them! Christina and Grant try to keep an eye on the girls and their mother, but all along the bellman still follows them. Ashley and Cooper are whisked off by their mother and Grant and Christina find a clue! It is a note taped to the flagpole. It says: "Ask not who the bell tolls for…it tolls for you!" The reference to the bell makes them suspect the bellman even more.

Back on mainland, the family goes to see Lawyer Tradd, the very old lawyer managing Aunt Lulu's estate. While the grownups talk Grant and Christina notice a box that looks like a casket in the back room. They wonder if that could be where Aunt Lulu might be. But, they don't want to upset Mimi. They also find another clue!

While eating lunch, the kids see Cooper and Ashley again. The kids arrange a meeting at the Blue Bicycle Bookstore next door to the restaurant. The bellboy drives by on his bicycle again! He must be following them. At the bookstore, the two sets of kids realize that they need each others help. Cooper and Ashley want to find the person who is stealing the historic artifacts. Grant and Christina want help finding out who is leaving them clues about the artifacts! The children exchange cell phone numbers and promise to get in touch if they can help one another.

Back at the hotel room, Christina's phone rings and she is surprised to find that it is AUNT LULU. Aunt Lulu tells them that she is alive and to meet her outside the Museum of Charleston. Grant and Christina leave a note for Mimi and Papa and race to the Museum. While waiting for A. Lulu they notice the mysterious bellman on his bicycle. Grant confronts him about him following them. The bellman says that Papa has paid him to keep an eye on them! They decide to trust him. Then, all confusion breaks loose.

Grant runs off to find Aunt Lulu, followed closely by the bellman on his bike. Those two get separated and Grant gets LOST! Christina runs the opposite way! She can't find Grant or the bellman. Mimi and Papa can't find the kids or each other. Ashley and Cooper and their mother get mixed up on meeting places and NO ONE CAN FIND ANYONE! Finally, with lots of smarts and a little luck all the troops meet up at Lawyer Tradd's office.

Cooper and Ashley's mother, a Detective for the National Parks, thinks the Law Firm is stealing the cannonballs and leaving the clues. Lawyer Tradd doesn't seem to remember anything! His secretary is the culprit and she tries to run away. When she opens the door to the back room there is a man dressed like Aunt Lulu standing next to a casket. The kids open the casket and find all the contraband! But where is Aunt Lulu? They find Aunt Lulu alive and well upstairs. The bad guys had drugged both Aunt Lulu and Lawyer Tradd and were going to use the casket to send the contraband away. They didn't figure on Grant and Christina being on the case!

As they stand in the office, the rest of the family surprises them and they are all able to celebrate Mimi's birthday and Christmas together in Charleston.

RK #30 Mystery on the Great Lakes

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson

Secondary Characters

- Ichabod, Lighthouse Keeper
- Susan – Ichabod's wife

Time – Fall

Locations –

- Buffalo, New York
- Michigan
- Lake Ontario
- Lake Erie
- Lake Huron
- Cleveland, Ohio
- Wisconsin
- Lake Michigan
- Lake Superior

Places (Integral)

- Niagara Falls, NY
- Rock and Roll Hall of Fame, Cleveland, OH
- Great Sleeping Bear Dunes, North Manitou Island, MI
- Manitou Islands, Lake Michigan, MI
- Round Island, Lake Huron, MI
- Round Island Lighthouse, Lake Huron, MI
- Mackinac Island, Lake Huron, MI
  - History, culture, foods, and folklore
- Mackinac Straights, Lake Huron, MI
- Island House Hotel, Mackinac Island, Lake Huron, MI
- Great Lakes Shipwreck Museum, Paradise, MI
- Maritime Cathedral, Lake Superior, MI
- Little Sand Bay and the Apostle Islands, WI
  - Visitor center
- Sand Island, Lake Superior, WI
  - Ferryboat ride
  - Lighthouse
- Devils Island, Lake Superior, WI
  - Devil's Island Lighthouse
  - Devil's Island Caves
  - Kayak's to Devil's Island

Places (Mentioned)

- Chicago, IL
- Detroit, MI
- National Lakeshore
- Canada

Educational Items (Integral)

- Facts about the Great Lakes
  - Geography and Topography
  - Size
  - Nicknames
  - Marine life and ecology
  - Fresh water - % of the fresh surface water in the world
- Types of ships that use the Great Lakes
  - Freighters
  - Cutters and Ice Breaker Ships
  - Schooners
  - Pleasure boats
- Shipwrecks
  - The Francisco Morazan, South Manitou Island, Lake Michigan
  - The Lucerne, Lake Superior
  - Edmund Fitzgerald, Lake Superior
  - Environmental impact
- Shipping on the Great Lakes
  - Shipping routes
  - Types of Cargo
  - Economic benefits
- Weather on the Great Lakes
  - Thunder and Lightning Storms
  - Whiteouts
  - Nor'easter
  - Rouge Waves
- Sand dunes
- Lighthouses
- Bessie, the legend of the Lake monster
- Distress signals and radio communications
- Maritime law

Educational Items (Mentioned)

- Buffalo, New York
  - Foods: Buffalo wings
- Elvis Presley
- John Lennon
- Sgt. Peppers Lonely Hearts Club Band
- The Beatles
- Gordon Lightfoot
- Stalactites
- Senility
- Ecology of the Great Lakes
  - Zebra Muscles
  - Pollution
- Lake Michigan
  - The Ice Age
  - Formation of the Lake and Dunes
  - Only Great Lake entirely in the United States

- Lake Superior
  - Chippewa Indians
  - Algonquian Language

Visuals

- "What I Did on My Vacation by Grant"
- "What I Did on My Vacation by Christina"

Lessons learned

Help out with a pleasant attitude
Grant and Christina help bringing the luggage into the hotel. They help right away and make it into a race to have more fun.

Don't let it rain on your parade!
The rain is coming down hard, but Christina is still excited to go to the Rock and Roll Hall of Fame.

Safety first
When the family goes out on the boat, all of them wear their life vests.

Stay Together
Christina isn't sure she wants to climb the Round Island Lighthouse, but when Grant runs off to do it, she knows they need to stay together to be safe and runs off after him.

Stay calm and work together in emergencies
While Grant and Christina are kayaking in the caves they get into a few scrapes. Only staying calm and working together can save them.

At least take a taste of new foods
Christina and Grant aren't too sure about trying the walleye cheek chowder, a regional soup while they are in Round Island, but they try it anyway.

Think of other's feelings, not just your own
Grant and Christina don't really want to go to the island to see Mr. Ichabod, it sounds spooky, but Christina reminds Grant that he is Mimi's friend and she is worried about him so they should go.

Features

- America's National Mystery Book Series
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Grant and Christina are on a vacation on the Great Lakes. After leaving Lake Ontario and visiting Niagara Falls the family is on their way to visit Mimi's friend, Mr. Ichabod, who is a caretaker of a lighthouse on Lake Superior. But, they have many stops on the Lakes planned along the way. While having a dinner of Buffalo wings in Buffalo, NY, Mimi receives a text message from her friend that is troubling. It seems he is hearing strange things in his light house and wants them to get there…fast. The kids are not excited about seeing "Mr. Icky" he sounds spooky. They ARE excited about going to the Rock and Roll Hall of Fame when they arrive in Cleveland, OH. The group hops on the Mystery Girl airplane. While up in the air, Christina gets a strange text message about Bessie, an eerie monster! She and Grant are scared…who is Bessie and could she have something to do with "Mr. Icky"? Who sent them this message? Once again a mystery is afoot!

The Mimi, their boat and Papa's SUB are waiting for them at the Cleveland airport, the kids learn about the legend of Bessie, the Lake Monster. The clue was true. How did someone know they would hear about Bessie? After a good nights sleep through a nasty storm, they head to the Rock and Roll Hall of Fame. They see all the cool guitars, cars, and memorabilia that belonged to the stars. After looking at the cool architecture of the Hall of Fame near the sea wall, Grant slips and almost falls off the wall. Christina saves him from falling with quick thinking and some strength. What could happen next? While looking at the guitars, another text message comes in from Ichabod to Mimi. Now he is hearing and seeing things. Things are getting worse. It could be a ghost.

Christina gets another text message on their way to Great Sleeping Bear Dunes on Lake Michigan, this time it is a riddle. After they visit the dunes, they get on their boat and see the magnificent wreckage of The Francisco Morazan on one of the Manitou Islands. When return to their boat, the boat had come loose from its mooring! Is this part of the mystery? Just at that moment, Mimi gets another scary message from Mr. Icky!

Next, the family is heading to see the Mackinac Straits. They learn about the importance of the shipping lines and about the ecology of the lakes. The group stops off at Round Island Lighthouse. Christina and Grant go exploring and hear a ghost exploring too! The pair gets away but once again they notice that the mysterious text messenger had been right. Who is this ghost?

They get their next message on Mackinac Island while enjoying an unusual soup with a spooky name. It warns them they will hear and see the ghost again! OH NO!

Next stop is Lake Superior and the Shipwreck Museum. After learning all about the wreck of the Edmund Fitzgerald Mimi receives another frantic text message from Ichabod.

Later, the children receive another message from the mystery ghost! This one tells them to beware of the Devil's mouth. They are heading to Devil's Island so they are sure they will find the ghost responsible for these messages there. But, they don't find the ghost. They do find a lot of scary trouble as they almost get caught in a cave filling up with water. Only fast thinking and remaining calm under pressure get them out alive. How did the ghost know they would get stuck in the mouth of the cave?

With one more message from the mystery ghost, the meeting time must be soon. The group heads to Sand Island on Lake Superior and they get their final clue. On Sand Island they run to the lighthouse. They run through the house to find secret stairs that lead to the top. Cautiously, they follow the winding stairs thinking they will meet the ghost at the top. When all of a sudden they are surprised by FOUR ghosts are at the top! The ghosts are really Mimi and Papa and their two friends. All the clues have been sent by Mimi's friend, Ichabod's wife, Susan. They wanted to surprise Christina for her birthday. It worked!

RK #31 Mystery in Hawaii

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson
- Haumea, Daughter of Kino
- Kalino, Son of Kino

Time – Summer

Locations –

- Hawaiian Islands, Hawaii (6)
  - Oahu, HI
  - Maui, HI
  - Big Island, HI
  - Honolulu, HI
  - Molokai, HI
  - Kona, HI

Places (Integral)

- Honolulu International Airport, Honolulu, HI
- The Royal Hawaiian Hotel, Oahu, HI (The Pink Palace)
- Diamond Head Volcanic Crater,
- Banzai Pipeline
- Volcanoes National Park, The Big Island, HI
- Tour Van to Hawaii Volcanoes National Park, The Big Island, HI
- Bus ride along the shore of Oahu to Waimea Bay Beach, Oahu, HI
  - Makaha, Oahu, HI
  - Keaau, Oahu, HI
- Lahaina Beach, Maui, HI
- Halawa Valley, Molokai
- Moaula Falls, Molokai, HI
- Ruins of temples, Molokai, HI
- Keck Observatory, Mauna Kea, Big Island, HI
- Hilo Bay, Big Island, HI
- Onizuka Visitor Station, Maurna Kea, Big Island, HI
- Mauna Kea adze quarry (HI's highest national landmark)
- The Inn at Kulaniapia Falls Hilo, Oahu, HI
- The Pagoda Guest House, Kuluniapia Falls, HI
- Helicopter tour of the Volcanoes
- Deep Sea Fishing Tour
- The Kona Coast, Big Island, HI
- Captain Cook Memorial, Kona, HI
- USS Arizona War Memorial, Honolulu, HI
- Hawaiian Village, Waikiki Beach, HI

Places (Mentioned)

- California
- Kilauea volcano
- Lava Tree Forest, Kilauea, HI

- Poi Festival
- Surf Competition
- Hawaiian History

Educational Items (Integral)

- Hawaiian History
  - Polynesian setters, ancient temples,
  - Origins and culture of early Hawaiians
- Hawaiian Language
- Hawaiian Food Specialties; Poi, smoked pig, pineapple juice, coconuts, poke
- Hawaiian Legends; Pele, Goddess of the Volcano, Giant Lake Creature
- Hawaiian Geography
  - Location
  - Fauna: Palm trees, bougainvillea flowers, plumeria, reefs, protea, naupaka shrubs
  - Volcanoes: Steam vents, ash, rock, lava
  - Rain Forests; strawberry guava trees, Ohia tree
  - Isolated Archipelago
  - Longest island chain in the whole world
  - Facts about Mauna Kea; Basalt Rock, adze, red and black rock cylinder cones
- Hawaiian Economy
  - Farming: Pineapples, sugarcane, coffee, Macadamia Nuts
  - Fishing: Sea life; tropical fish, Moray eel
- Scrimshaw
- Hawaiian Luau
  - Decorations
  - Bougainvillea flowers
  - Traditional Hawaiian dance
  - Hula skirts
  - Smoked pig
- Hawaiian Lei
- Sea shells; igloo shells, spiral shells, snail shells
- Altitude Sickness
- Twin Keck Telescopes Facts
- USS Arizona Memorial layout and history
- Pearl Harbor
- Surfing description and terminology

Educational Items (Mentioned)

- Shirley Temple
- King Kamehameha
- Pig
- King Kong
- Father Damien and the Kalawao leprosy colony
- Muumuu and other Hawaiian clothing
- Captain Cook
- Light years
- Snorkeling

Visuals

- "Heading to Hawaii by Grant"
- "Aloha, Hawaii by Christina"

Lessons learned

Be supportive to people
When Grant has a bad dream, Christina takes time to help Grant understand that it was just a dream and that he didn't need to be scared.

Stay calm in an emergency
Christina gets her foot stuck in the tangled shrubs of the rain forest, but remains calm and remembers how to use her blade the best way to get out of trouble.

Respect for your elders
Grant can't imagine why Mimi would want to stay back at the hotel to write a book and he is reminded by Kano that her hard work is why he CAN go on these trips. Grant realizes that he shouldn't have said that.

Safety First
When the group goes Deep Sea Fishing they learn all the safety rules first. Always wear life vests and fishing harnesses and never lean over the edge of the boat.

Be prepared
When Papa is preparing to go into a scary situation, he learns all about where he will be, the layout, the history and the uses of the rooms so he will be able to be prepared if anything should happen.

Always try new foods
Christina and Grant eat many new foods while on the islands.

Features

- America's National Mystery Book Series
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Christina and Grant are on their way to Hawaii with Mimi and Papa on the Mystery Girl. They Land at Honolulu International Airport and check into the Royal Hawaiian Hotel on Oahu Island. Papa comments on a very heavy suitcase that Mimi has. Trying to escape the gruff man at the front desk, the kids take off to find the pool where they meet two children, Haumea and her little brother, Kalino who live on the Island. They offer to show the kids around the Island and give them a warning to watch out for the grumpy man at the front desk of the hotel.

Christina and Grant attend a real Hawaiian Luau. They learn a lot about Hawaiian culture. Afterward, they go for a walk on the beach. Christina spots someone following them and starts to run. It turns out to be Haumea and Kalino! That night, Grant has scary dreams about King Kamehameha. In the morning they find a coconut with a scary note stuck in it outside their door. The clue mentions 30 years. At the front desk, Christina notices that the attendants name is Kamehameha and he has been working there for 30 years! Something isn't right.

Christina and Grant meet up with Haumea and Kalino and go on a bus ride around the island. The kids share the mystery with their new friends. But, no one has a clue what it could mean. They go surfing and Grant has a run-in with the surfboard. While he is recovering, another coconut note (another clue) washes up on the shore next to him.

They are off to Volcanoes National Park on Big Island, but curiously, Mimi's suitcase seems lighter. Haumea and Kalino are coming along to show them around the islands. The Hawaiian kids share some of the folklore about Pele, the Hawaiian volcano goddess. The kids all take a tour van up to the top of the volcano. On top of the volcano, Christina gets separated from everyone. After escaping a run-in with scary lava she is left with a 3rd clue.

Next stop is the less inhabited island of Maui. While they enjoy the farmland, beach and snorkeling. They find a piece of Scrimshaw and a note that says they are in DANGER. They decide to show Papa and Mimi the clues. Mimi and Papa become concerned too. What could it mean? They decide they must leave. But they get another clue that sends them to the Island of Molokai instead!

Papa rents a tent and a 4-wheel drive vehicle to explore the island where human sacrifices were performed many years ago. When they get to their campsite, the kids go off to explore Moalula Falls. While they are there, Christina and Haumea lose Grant and Kalino. While looking for the boys, the girls find a VERY scary clue. The pair must use their ingenuity to find a place to stay overnight. When they get up in the morning, Christina has had a dream that the two boys have been sacrificed. As fast as possible the two go back to the campsite. But, the campsite is empty and there is a strange message on a rock. After some help from a park guide, they find Papa. The boys went back to Big Island to visit Keck Observatory with Kalino and Haumea's father, Kana. While picking up the boys at the Observatory, they find another clue in their car! It is an adze with writing that matches all the writing from the other clues sending them back to Oahu. Mimi needs to finish her book, so they try and stay safe by staying together.

Kana offers to take them on a helicopter ride to see the volcanoes. Grant can't resist, but while up in the helicopter they play a scary joke on him and he is not sure whether they are his friends or his enemies.

After a surprise deep sea fishing excursion that takes them past the Captain Cook Memorial, they find another clue left on the boat. Someone is out to get them. Christina realizes that all of the clues have been left while Kalino and Haumea are with them. She becomes suspicious that the person after them is Kana and the family that has been so nice to them! She decides to confront her friends and they tell her the truth. Christina is right, it is them! But they also explain they were asked by Mimi to help trick Papa into going to his army unit's reunion at the USS Arizona war memorial. Papa walks right into the surprise and enjoys the reunion. What a trip to Hawaii.

RK #32 Mystery at Mt. Vernon

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson
- Patrick Tiller, son of Mount Vernon's Estate Historian
- Eleanor (Nellie) Tiller, daughter of Mount Vernon's Estate Historian

Time – April, Spring

Locations –

- Washington, DC
- Mount Vernon, VA

Places (Integral)

- The Ford Orientation Center, Mount Vernon, VA
- The Donald W. Reynolds Museum and Education Center, Mount Vernon, VA
- The Mount Vernon Inn Restaurant, Mount Vernon, VA
- The Bowling Green, Mount Vernon, VA
- George Washington's Pioneer Farmer Site, Mount Vernon, VA
- Hands on History Tent, Mount Vernon, VA
- Mansion House Farm
- Slaves quarters, Mount Vernon, VA
- Cemetery, Mount Vernon, VA
- The landing dock, Mount Vernon, VA
- The pioneer farm servants hall and kitchen, Mount Vernon, VA
- The main dining room, Mount Vernon, VA
- The study and secret staircase, Mount Vernon, VA
- The master bedroom, Mount Vernon, VA
- Martha Washington's room, Mount Vernon, VA
- Memorial to the African Americans who served as slaves on Mount Vernon
- Hunting Creek Plantation, Mount Vernon, VA
- The Forest Trail, Mount Vernon, VA

Places (Mentioned)

- Bike rental shop near Washington, DC
- Toy Store, Washington, DC
- Library of Congress, Washington, DC
- Piscataway National Forest, VA
- Valley Forge, MD
- Pope's Creek, VA
- The Bastille, Paris, France

Educational Items (Integral)

- George Washington
  - early years: family, childhood and first job
  - "Father of our country"
  - Commander of the Continental Army
  - President of the United States
- History of Mount Vernon and many of its buildings
- Surveying
- Geography of Mt. Vernon
- Running a Plantation
  - Farming: fruit garden, tobacco, corn, vegetables
  - Fishing
  - Hunting
  - Smokehouse
  - Sheep shearing
  - Washhouse
  - Coach house
- Slavery on Mount Vernon
- History of Cherry Trees in Washington, DC
- Revolutionary war
- Valley forge
- Fashion items in 1700's: wigs, knee breeches, silver buckles,
- Period foods: Valley Forge Soup, hoecakes, peanut soup, cornbread stuffing, cranberry sauce, etc…
- Period games
- Folktales about George Washington
  - The Cherry Tree
  - Dentures
- Dental hygiene and dentures in the 1700's
- Historical Re-enactors
- Construction of Mount Vernon: Materials, techniques
- Ha-Ha Wall
- National Symbols of America: tree, bird and the American flag
- Sundials
- Compass
- Bastille Day
- The Marquis De Lafayette
- Mason Weems
- Martha Washington

Educational Items (Mentioned)

- Mount Vernon Ladies Association
- John Parke
- Martha Parke Custis
- Yankee Doodle
- Mules and Horses owned by George Washington
- Augustine Washington
- Lawrence Washington
- Admiral Edward Vernon

Visuals

- Clues are shown throughout the book

Lessons learned

Slow and steady wins the race
Christina decides to let Grant wear himself out on the bike ride and she will pace herself and come out ahead.

Don't talk to strangers
Grant takes off into the woods and talks to someone he doesn't know. Christina reminds him that he is not supposed to talk to strangers.

Always do your job with a smile
While Christina is greeting people coming off the boats to Mount Vernon, one boy sticks his tongue out at her, but Christina knows that it is her job to greet people and she continues to do her job.

Be patient with people younger than you
Grant asks a lot of questions, and sometimes it gets on Christina's nerves, but she reminds herself that he is younger than she is and she has to be patient.

Oral Hygiene
Grant and Christina find out the importance of taking care of your teeth by learning all about dentures in the 1700's

Safety in numbers
When Grant goes insists on going into a tough situation, Christina won't let him go alone. They all go together.

Features

- America's National Mystery Book Series
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

On a springtime trip to Washington, DC, Mimi, Papa, Grant and Christina rent bikes and take the bike trail to Mount Vernon. While on the trail, Grant, who has bought a coonskin hat and a plastic hatchet in a souvenir store, disappears for a little while. While trying to find him, Christina enlists the help of two historical re-enactors that are about her age, Patrick and Nellie. They find Grant and also become friends. They are the children of Mt. Vernon's Estate Historian. They recognize Grant and Christina from the mystery books and are fans of Carole Marsh. The children suggest that Christina and Grant go to the Visitor Center to watch the movie and see the exhibit. Afterward, they will give Grant and Christina a personal tour! At the beginning of the tour, while looking at George Washington's dentures, they find a strange note. The note says there is another set of teeth hidden somewhere in Mt. Vernon! Mimi is in a hurry to get back to DC for the night, so Mrs. Tiller offers to let Grant and Christina stay at Mt. Vernon for a few days and help out as re-enactors. Mimi and Papa agree.

Grant and Christina change into period clothing and brainstorm about the mysterious clue. Grant mentions a strange Valley Forge re-enactor he met in the woods when he was lost on the bike path. Christina thinks Grant is making the story up. Grant insists he isn't and says the man's name is Frank. Patrick and Nellie say they never met anyone dressed up like a Valley Forge Soldier at Mt. Vernon. While heading back to get some dinner, Christina spots a shadowy figure in an upstairs window.

Grant gets bumped in the pants by a run-a-way sheep and they help herd it back to the Pioneer Farmer Site. They get a call to help play Hide and Seek at the Hands on History tent. While playing Christina runs into George Washington! Christina learns a lot about George Washington and Mount Vernon from the re-enactor, and it comes in handy later. All four children meet up again and Grant says he found another clue in the Ha-Ha Wall!

The children search the slave's quarters, but they find nothing there. When Mrs. Tiller finds them, they think the clues might be a scavenger hunt Mrs. Tiller made up! After greeting tourists at the Wharf, Frank shows up. Grant insists on meeting Frank in the woods for help on the clue. They go to Pioneer Farm to help hoe and Christina finds the third clue. Christina feels more and more concerned about Frank, but is happy they found another clue. This clue mentions numbers and directions.

While on the Bowling Green, Christina realizes they can use the compass with those numbers. This leads them to a wooden post with another clue AND a wooden fake tooth! They head to the Cemetery. While there, with hints from Frank, they find another clue and tooth! The clue sends them to look for a key. But, someone locks them inside and they can't get out. Luckily, Mrs. Tiller finds them and brings them to the house for a special dinner in the dining room. She allows them to sleep in sleeping bags on the floor! Christina sees the image in the window again, and hears some noises from upstairs. She is pretty sure that these clues are not a scavenger hunt. Grant finds a key in the hallway and the kids sneak off in search of what the key will open. In the third floor bedroom, they find a whole set of false teeth made of wood and they also find someone sneaking around. It's FRANK! Security sees the flashing lights made by the flashlights and come and catch Frank. He used to work on the grounds of Mt. Vernon, but had been fired for creating fake artifacts and trying to sell them. Frank is taken away and Christina and Grant have quite a story to tell Mimi and Papa the next day when they come to pick them up!

RK #33 Mystery on the Oregon Trail

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson
- Narci Whitman, friend on the trail
- Larry Whitman, friend on the trail

Secondary Characters

- Van, Wagon Master
- Chuck, The Chuck-wagon Cook

Time –Spring

Locations –

- St. Louis, MO
- Independence, MO
- Nebraska
- Wyoming
- Idaho
- Oregon

Places (Integral)

- Gateway Arch, St. Louis, MO
- Fort Kearny State Park, MO
  - Post Office
  - Blacksmith Shop
  - Exhibit Hall
- Ash Hollow, NB
- Courthouse Rock, NB
- Jail Rock, NB
- Chimney Rock, NB
- Scotts Bluff, NB
- Army Outpost Museum, Fort Laramie, WY
- Artillery and Wagon Museum, Fort Laramie, WY
- Independence Rock, WY
- Fort Hall, ID
- The Dalles River, OR
- End of the Oregon Trail Interpretive Center, Oregon City

Places (Mentioned)

- Rocky Mountains

Educational Items (Integral)

- Gateway Arch, "America's Gateway to the West" Facts
- The Prairie
  - Geology
  - Geography

- Covered Wagons “Prairie Schooners”
- Wagon train
- Oregon Trail
  - Clothing worn on the Oregon Trail
  - Supplies needed on the Trail
  - Food Served while on the trail
  - Entertainment on the trail
- Chuck Wagon
- Wagon Wheels
- Dangers travelers faced on the trail
- The Pony Express
- Buffalo Bill
- Cow chips & Buffalo chips, Fuel for fires
- Independence Rock history
- Chimney Rock history
- Scotts Bluff history
- Fort Laramie history
- “Old Susannah”
- Corral
- Hiram Scott
- Joel Hembry

Educational Items (Mentioned)

- British Flag
- Uniform descriptions of soldiers at Fort Laramie

Visuals

- “The Oregon Trail, Part I by Christina”
- “The Oregon Trail, Part II by Christina”
- Clues are shown throughout the book

Lessons learned

Always help out, even if the job doesn’t sound good at all

Grant and Larry are asked by Van to go out and collect cow dung for firewood. The two boys don’t think this sounds like fun at all. But, they do it because everyone has to help when you are on the wagon train.

Reserve judgment on people

Christina always tries to give Chuck the benefit of the doubt. He seems scary, but he does nice things like give her lunch and he saves them when they are in trouble.

Travel in pairs

When Larry gets the scary note in his sleeping bag, Grant tries to put him at ease by reassuring him that they will remain together until they figure the mystery out.

Better safe than sorry

Grant is concerned that someone is trying to sabotage their trip, so he carefully checks the wagon wheels to make sure there is nothing he can do to prevent another problem.

Features

- America's National Mystery Book Series
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

After a stop at the Gateway Arch in St. Louis, MO, Mimi, Papa, Christina and Grant on their way to catch a wagon train on the Oregon Trail! They will take a covered wagon ride through the same route that the western settlers did! When they get to the trail they meet Chuck, a mysterious chuck-wagon cook who seems angry already and Van, the Wagon Master. They find a mysterious note in the folds of their wagon cover. The note tells them not to over-pack their wagon. Why should they be careful? Who wrote this mysterious note?

Mimi and Papa introduce them to a set of twins, Narci and Larry, who will be joining them for the trip. As they set out on the trail, their wagon wheel breaks. They find another clue on the wheel. Grant lets it slip to their new friends that there is a mystery afoot. Narci and Larry want to help solve the mystery. Everyone agrees that the wagon wheel is more than just a coincidence. The writing on the wagon wheel mentions mail, Bill and a will… and Christina is concerned someone is trying to ruin their trip.

When the wagon train stops at Fort Kearny the kids stop to look around. There are exhibits there about the Pony Express and Buffalo Bill. The kids realize that this is what their clue was talking about. They can't figure out why someone would be leaving them these clues. Mimi brings Christina a piece of mail. This mail has the same squiggly writing. It warns them their trip might be cursed, and that their wheels weren't the first to break. They might get caught in a rut!

Grant doesn't leave anything to chance, he looks at all the wagon wheels to make sure they are safe, but that doesn't help them avoid the next clue. When the wagon train arrives in Ash Hollow Papa suggests that the kids follow a walking trail. That trail leads them to wagon ruts left in rocks by actual settlers. This is what the last clue was referring to! They also find another clue attached to a horseshoe, it warns them about going to JAIL!

As they rumble to the next town they catch a glimpse of two famous rocks, Courthouse Rock and Jail Rock. That was the clues answer! They weren't GOING to jail! Whoever is leaving the notes knew they would be seeing the Jail rock! Who is it?

While helping Chuck prepare lunch, they find another clue in the chuck-wagon! Once again, this clue is about possible death, fate and disaster and mentions Hiram. Where will it lead them next? The wagon train halts once more, this time at Scotts Bluff. The kids search the area for clues but don't find anything until it starts getting dark. They are afraid it is too dark to find camp and they might have to spend the night outside unprotected. All of a sudden, Chuck comes with a lantern to lead them back. How did he know they were there? Did he want to ruin their trip? They make it back to the camp safely, but Mimi is not happy with them. It's time to go to sleep. Larry finds another note IN his sleeping bag that uses his name in the warning.

In Fort Laramie, the kids are looking around and Christina and Narci think they see Chuck, the cook sneaking around. A grave marker in the Fort provides the answer to the last clue. They solve the riddle, but not the mystery of who was writing them.

The next stop is Independence Rock. They find a clue written in tar on the rock, this clue they are able to figure out right away. When the group gets to Fort Hall they find a foreboding clue about a river. But, the kids don't understand why someone is leaving them clues when nothing scary seems to happen. This time something scary does happen. Chuck the cook, is almost swept away while fording the river. The kids try and help, but during the mishap the kids find more clues and a book in Chuck's wagon. HE was leaving the clues. Mimi, Papa and Van all confess to helping too. They just wanted the kids to have a fun trip! Mystery solved.

RK #34 Mystery at Yellowstone National Park

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 13, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 11, Peachtree City, GA, Mimi and Papa's grandson
- Molly Jane Edwards, Jackson Hole, WY
- Gunny Mitchell, great-great grandson of James Mitchell, Bozeman, Montana

Secondary Characters

- Mr. Mitchell, Gunny's Dad, Animal Researcher
- Magnus, the Park Ranger

Time –Winter

Locations –

- St. Louis, MO
- Cody, WY

Places (Integral)

- Gateway Arch, St. Louis, MO
- Flag Ranch, South Entrance, Yellowstone National Park, WY
- Yellowstone Lake, Yellowstone National Park, WY
- Yellowstone River, Yellowstone National Park, WY
- West Thumb Geyser Basin, Yellowstone National Park, WY
- Twin Geysers, Yellowstone National Park, WY
- Surging Springs, Yellowstone National Park, WY
- Fishing Cone, Yellowstone National Park, WY
- Fountain Paint Pot, Yellowstone National Park, WY
- Continental Divide, Yellowstone National Park, WY
- Old Faithful Inn, Yellowstone National Park, WY
- Hayden Valley, Yellowstone National Park, WY
- Sulfur Caldron, Yellowstone National Park, WY
- Artist Point, Yellowstone National Park, WY
- Second largest canyon, Yellowstone National Park, WY
- Lower Falls, Yellowstone National Park, Yellowstone National Park, WY
- Tower Falls, Yellowstone National Park, WY
- Petrified Tree, Yellowstone National Park, WY
- Mammoth Hot Springs, Yellowstone National Park, WY
- Mammoth Hotel, Yellowstone National Park, WY
- Minerva Terraces and the travertine steps, Yellowstone National Park, WY
- Liberty Cap, Yellowstone National Park, WY
- Fort Yellowstone, Yellowstone National Park, WY
- Old Faithful Geyser, Yellowstone National Park, WY
- Norris Geyser Basin, Yellowstone National Park, WY
- Steamboat Geyser, Yellowstone National Park, WY
- Norris Geyser Basin Bookstore and Museum, Yellowstone National Park, WY
- Minute Geyser, Yellowstone National Park, WY

- Morning Glory Pool, Yellowstone National Park, WY
- Full Moon Celebration, Yellowstone National Park, WY

Places (Mentioned)

- Peachtree City, GA
- Roosevelt Arch, North Entrance, Yellowstone National Park, WY
- Pacific Ocean
- Atlantic Ocean
- The Grand Canyon, AZ
- Colorado River
- Switchback path to the base of the falls, Yellowstone National Park, WY
- Visitor Center, Yellowstone National Park, WY

Educational Items (Integral)

- Yellowstone National Park History, Largest, most active caldera
- Habitats of bison, elk, moose and bears, pika and flies, eagles, mule deer
- Wildlife of the park: bison vs. buffalo, mule deer, squirrels, pika, otter, elk, moose and bears, eagles,
  - Grizzlies vs. Black Bears
  - Bison Facts
- Geology:
  - Volcanoes
  - Earthquakes
  - Magma
  - Acidic Levels
  - Hot Springs facts, Vents, Fumaroles
  - Fountain Paint Pot facts
  - Geyser Facts
  - Thermal Pools
  - Caldera
  - Mud pots: Hydrogen sulfide
  - Rhyolite rock, Volcanic rock, travertine mineral deposits
- Slowcoaches and snowmobiles
- Yellowstone Lake facts
- Continental Divide facts and history
- Lower Falls facts and history
- Old Faithful facts
- Steamboat Geyser Facts
- Appropriate Ski Mobile Gear and Clothing
- Video Cameras and Camera's for fun on the trip
- Bison paddy's
- Ulysses S. Grant
- James Mitchell
- Bacteria facts and medical uses
- Robert Reamer
- Park preservation
- Map reading
- Death in Yellowstone
- Shoshone Indians
- Food: Pemmican

Educational Items (Mentioned)

- Algae in the Lower Falls
- Fossils
- Architecture: support columns, dormer windows,
- How many pennies in a dollar

Visuals

- "Yellowstone National Park by Grant"
- "Yellowstone by Christina"
- Clues are shown throughout the book

Lessons learned

Studying always comes first
Christina makes sure all her homework is done before she goes on the trip.

Care more about people than things
After Mimi got in her snowmobile accident the kids went over to make sure the boy that was in the accident was alright.

Always wash your hands
Bacteria might be good for aiding in scientific research and fly food, but it is not good for humans to have on their hands. Keep washing your hands.

Follow the rules, they usually keep you safe
Grant finds a clue and wants to climb off the trail to check it out. Both Christina and Molly Jane stop him. They tell him that he should always follow the rules of safety.

Make sure you get enough sleep
Even though Christina and Grant were having fun looking around the Inn, they decided they should head back to the room so that they could get enough sleep before an early start the next day.

Always try new foods
Christen and Grant try the food offered them by the Shoshone Indians to be polite.

Room to roam
While the kids are watching the bison Gunny reminds them that when watching animals, never crowd them, always give them plenty of room.

Leave the park twice as nice as you found it
After having a picnic, the family is sure to clean up after themselves.

To maintain the treasure of a national park, one must always treat it like a treasure
Christina and Grant find out that the minute geyser no longer erupts every minute because too many people have thrown rocks into the hole and altered it.

Always a Park Ranger if you need help
Numerous times throughout the story the Park Rangers help the group.

Features

- America's National Mystery Book Series
- Glossary including 5 SAT words
- Visit the Carole Marsh Mysteries Website

Online Activities

- Adventure Map Tracker
- Scavenger Hunt
- Hear from Mimi, Papa, Christina and Grant
- SAT Words
- Pop Quiz
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Grant, Christina, Papa and Mimi set out on a cool adventure snowmobiling in Yellowstone Park. With Christina trying out her new video camera along the way, the family begins seeing all the cool sites in the National Park. Mimi literally bumps into some new friends. One of their new friends, Gunny, has a mystery percolating. He is following a treasure map that belonged to his famous grandfather. Their other new friend, Molly Jane has been to Yellowstone many times. They all decide to help Gunny solve the mystery on the map. Because Gunny's parents and Molly Jane's parents are busy, Mimi and Papa arrange to bring the new friends with them. Molly Jane is easily able to solve the first clue because of her familiarity with the Park and they are on their way to West Thumb. But, a menacing looking Park Ranger has also seen the map and seems very interested in it! His interest makes Gunny nervous.
While at West Thumb and The Lake they learn a lot of geology and facts about Yellowstone National Park. While learning all about geysers and filming the scene, Christina finds a symbol on the map. She reasons that this must be a sign that they should look for to lead them to more clues. They find the symbol on a sign and uncover another clue. This clue sends them to Fountain Paint Pot. While learning all about the Paint pot, they meet up with the questionable park ranger again. He seems to find them wherever they go. Is he following them?
Grant and Christina are busy using the video camera to illustrate the continental divide. A cute little pika feels right at home in Grant's warm pocket, eating food that is a bit different then its usual menu! While walking Grant spots the compass symbol again, this time on a rock and with a little ingenuity safely fishes it off the trail. The clue mentions "cutthroats and trumpeters". Everyone is stumped. They head to the Inn to stay overnight. The next morning, they are up bright and early. A park ranger shares that there is great fishing for cutthroats and trumpeter fish in the river. This is the answer to the last clue! Knowing where to search helps them to find the next clue a little faster. The clue says "Ancient Loyalty" but they barely have anytime to ponder it.

Grant encounters wildlife face to face. He and Papa come face to face with a bear and a bull moose! The bear becomes distracted by the Bull Moose, Papa and Grant take advantage of that and run! But, it is a close call. There is finally a pause in the action and the kids are trying to figure out the next clue. All of a sudden Mangus, the creepy park ranger, comes running toward them telling them to stop. The kids are scared and try to get away. But, two other rangers stop them and put them in a snow carriage. Where are they being taken? Luckily, the park rangers bring them to Mimi and Papa. The kids each spend time with their own families. Christina and Grant learn a lot about the preservation of the park and the importance for people to treat it with respect. When they get back to the Inn, Christina and Grant go explore the area around "Old Faithful" trying to find the treasure. Grant finds some huge antlers. Christina finds a sack that she thinks is the treasure!

But, it's not that easy. After finding the sack, Christina turns around and is face to face with a bear. Grant realizes that in order to save them he must distract the bear. He uses the antlers he found to do just that. Shaken but safe, they tell Molly Jane and Gunny the exciting news. Gunny is about to open the pack when the mysterious Ranger Magnus shows up and demands the bag. Gunny sees his family behind the ranger and feels safe. He opens the bag and finds the treasure! It is a compass that had belonged to his Grandfather. Gunny's father, Mr. Mitchell, explains that people have been trying to find that treasure for a long time and when the ranger saw the map he thought the kids might get hurt trying to find it, so he tried to keep an eye on them. Mr. Mitchell said they were going to donate the compass to the museum and everyone heads off to the Full Moon Celebration at Old Faithful! Mystery solved.

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AW #1 Big Ben (England) Features

Characters

- Mimi- Peachtree City, GA, world traveling mystery writer
- Papa- Peachtree City, GA, Mimi's husband, "travel agent" and "trail boss
- Christina- age 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant- age 7, Peachtree City, GA, Mimi and Papa's grandson
- Mr. Byron- London, England. Publisher of Mimi's Great Britain books
- Maggie- age 10, London, England, Mr. Byron's granddaughter
- George- age 7, London, England, Mr. Byron's grandson

Secondary Characters

- The Queen of England

Time

- Autumn

Location

- London, England

Places (Integral)

- The Ritz Hotel
- Big Ben (where Clue #1 is found)
- Eye in the Sky Ferris wheel
- The British Museum (where clue #2 is found)
- Harrod's department store
- Tower of London
- St. Paul's Cathedral
- Cleopatra's Needle
- Globe Theater
- 221b Baker Street (fictional home of Sherlock Holmes)
- Madame Tussaud's Wax Museum
- Buckingham Palace

Places (Mentioned)

- Heathrow Airport
- Paris, France
- London Bridge
- Tower Bridge
- Piccadilly Circus
- Times Square (New York), USA
- London Underground
- Thames River
- Outer Banks, North Carolina, USA
- Savannah, Georgia
- Washington, D.C., USA

Educational Items (Integral)

- The plays and productions of William Shakespeare
- Rosetta Stone
- Sherlock Holmes
- History of St. Paul's Cathedral
- History of the Tower of London
- History of the Globe Theater

Educational Items (Brief Mention)

- Eros (mythology)
- Big Ben
- Elgin Marbles
- Lindow Man
- Jack the Ripper
- London Bridge
- Crown Jewels
- Blackbeard the Pirate
- Sir Walter Raleigh
- Bubonic Plague
- Statue of Liberty
- Changing of the Guard

Unique Features

- The book includes several words and expressions, along with their meanings, that are unique to England.

Visuals

- Globe showing the location of England
- A map of the United Kingdom
- Two notes from suspected terrorists

Life Lessons

Tolerance of other cultures
What seems strange or "wrong" to Christina and Grant is perfectly normal to Maggie and George, such as what side of the road to drive on.

Don't let a rainy day stop you from exploring a new city
As Christina says, "Get thee to a museum."

Plan Ahead
Always designate a place to meet your family or friends in case you become separated from them. Papa has always to Christina and Grant, "If the clock strikes 12, don't be a fool...always meet me in the vestibule."

Always be home before dark
The kids have fun exploring new places together but know that they must be home before dark or their grandparents will be very worried.

What to do if you are in danger
When Christina is threatened in Harrod's, she knows to yell "Fire!" rather than "Help!" to attract attention more quickly.

Self-confidence
Christina is extremely nervous about meeting the Queen until Mimi reminds her that the Queen is a normal woman who happens to be the Queen of England and that Christina should just be herself and be polite.

Looking out for family members
Grant doesn't show Christina the note he finds in the town car until later because he is worried she will get into trouble and is trying to protect his sister.

Don't jump to conclusions
After seeing the drawing on Big Ben, Grant is convinced that there is a plot to blow it up and all the kids are convinced they are being followed by the "terrorists"; the "terrorists" are really only film students who are convinced the kids are following them.

Features in Back

- About the Series Creator
- Write Your Own Mystery!
- Become a Character in a Carole Marsh Mystery
- Built-In Book Club: Talk About it
- Built-In Book Club: Bring it to Life
- Glossary including 5 SAT words

Online Activities

- Fact or Fiction Quiz
- Fascinating Facts about England
- Track your reading with a map of The World. Color the countries that you have read about.
- Online Book-Club: Talk About it
- Online Book –Club: Bring it to Life
  - Build a clock tower
  - Create a British tourist attraction game
  - Hide some clues
  - Bring in a guest speaker who has visited England
  - Make up a story together!

Synopsis

The story opens with the arrival of Mimi, Papa, Christina and Grant in London after leaving Paris. They have come to England so that Mimi can begin writing her new mystery and all four have an appointment to meet the Queen of England later in their trip. They arrive at the Ritz hotel where they are staying and meet up with Mr. Byron, the publisher of Mimi's books for all of Great Britain. He introduces Christina and Grant to his grandchildren, Maggie and George, and the four become fast friends. The four children then set off on a double-decker bus to explore London. Grant is very excited about seeing Big Ben and they all get off of the bus at its stop to check it out. All of the kids are alarmed when Grant tells them he believes a drawing on the clock represents a plan to blow up the historic landmark. Two men overhear the kids talking and decide to follow them to the Eye in the Sky Ferris wheel to keep an eye on them. The next day it is raining so Papa, Christina and Grant head to the British Museum. While viewing the Rosetta Stone, Christina and Grant find a note written it hieroglyphics that warns them to mind their own business about Big Ben. After finding Papa, the three head to Harrod's to meet up with Mimi who has Maggie and George with her. After the lunch, the kids head to the toy department where Christina is threatened by one of the men who has been following them. Using what she has always been taught to do in a situation such as this, Christina cleverly yells, "Fire!" to attract the quickest attention. Back at the hotel, the group meets with a detective from Scotland Yard who warns the kids to leave the mystery-solving to him. The next day after breakfast, the kids visit the Tower of London with Mr. Byron as a chaperone. The kids see a Scotland Yard detective talking to Mr. Byron about places of potential bombings in London. When the detective leaves, he throws the list of places on the ground and the kids quickly retrieve it and decide to visit all of the places the following day to look for anything suspicious. The first place they visit is Piccadilly Circus, which Grant is surprised to realize isn't a real circus at all. They are unaware that they are being followed by the same men. The kids visit St. Paul's Cathedral and then take the Underground to Cleopatra's Needle. After lunch, the kids take a boat ride up the Thames River to visit the Globe Theater. The kids see two men who appear to be the ones who have been following them reading an audition notice at the Globe. The men see the kids behind them and one screams at the kids to get away from them. The group rushes back to the boat and next visits 221b Baker Street, the house of the fictional character of Sherlock Holmes. After leaving, the kids sense they are being followed and race back to the hotel where the bellman informs them they will be meeting Mimi and Papa at Madame Tussaud's Wax Museum. Once there, Christina and Grant notice two waiters who appear to be the same men from the Globe Theater. The next day, Mimi, Papa, Christina and Grant head to Buckingham Palace to meet the Queen of England. While speaking with Christina, the Queen makes a sly remark about girls trying too hard to solve mysteries in foreign countries. Later that night in the hotel, Grant tearfully shows Christina a threatening note he found in the town car after lunch. The note warns the kids not to go to Big Ben that night. The kids are scared that Big Ben will be bombed that night so they take a taxi there to try to save it. After seeing shadows behind the clock's face, the kids go inside the clock tower. They see backpacks inside and find the two men hiding in the cell room inside. As the clock strikes twelve, the kids throw the backpacks into the room with the men but nothing happens. As the kids try to figure out what is going on, a very worried Papa, Mimi and Mr. Byron rush inside of the clock tower with the police in tow. The two men reveal that they are not terrorists but film students who have been secretly (and illegally) filming in the clock tower. They insist that they thought it was the kids who are following them and were only trying to scare them away. The men are taken away by the police. The next morning at the hotel as Papa, Mimi, Christina and Grant are preparing to leave for the airport, a letter arrives for the four children from the Queen thanking them for "saving" Big Ben. The kids are thrilled and even more so when the bellman tells them a carriage is waiting to take them to the airport. The story ends with everyone excitedly rushing outside to see the carriage.

AW #2 Eiffel Tower (France) Features

Characters

- Mimi – Peachtree City, GA, World Traveler and Mystery Writer
- Papa – Peachtree City, GA, Mimi's husband and pilot of The Mystery Girl
- Christina Yother, Age 10, Peachtree City, GA, Granddaughter of Mimi and Papa
- Grant Yother, Age 7, Peachtree City, GA, Grandson of Mimi and Papa
- Marie, Age 8, Paris, France, Pen Pal of Christina
- Jean-Luc, Age 10, Paris, France, Pen Pal of Grant
- Cyril, Paris, France, father of Jean-Luc and Marie, head of the Galeries Lafayette
- Dominique, Paris, France, Mother of Jean-Luc and Marie

Time

- Unspecified

Location

- Paris, France

Places (Integral)

- Paris, France
- Charles de Gaulle Airport, Paris, France
- Seine River
- Pont Neuf (New Bridge) and the statue of King Henri IV
- Musée du Louvre (The Louvre Museum)
- Chat Qui Rit Café (The Laughing Cat Caf_)
- Place de la Concorde and the Luxor Obelisk
- Place Charles de Gaulle and l'Arc de Triomphe
- Avenue des Champs-Elys_es
- Tour Eiffel (Eiffel Tower) and The Jules Verne Restaurant,
- Galeries Lafayette (Department Store)
- M_tro (underground subway system) including the Solf_rino stop
- Mus_e d'Orsay including its history and descriptions of artwork
- Notre Dame
- The Catacombs

Places (Mentioned)

- Ile de la Cité
- Jardin des Yuileries (Garden outside the louver containing sculpture)
- La Grande Arche de la Défense
- Paris Opera House

Educational Items (Integral)

- Metric System
- Obelisks
- Gargoyles including their usage and historical significance
- Luxor Obelisk including its history and hieroglyphics
- The Louvre including many paintings in and architecture of the building
- The Arch de Triomphhe including its history
- Tour Eiffel (Eiffel Tower) including its history and design
- Mus_e d'Orsay including its history and descriptions of artwork
- Notre Dame including its history, location, the stone arches and the statues of the saints, the bell towers and the gargoyles
- The Catacombs including its environment and history
- Bust Sculpture
- Venus de Milo including its history
- Statue of a gladiator missing

Educational Items (Mention)

- Crêpes
- Pen-Pals
- Etruscan Art
- Renaissance Italian Painters
- Leonardo Da Vinci
- Tarte tatin (upside down apple pie)
- Lemonade (lemonade)
- Vincent Van Gogh
- Impressionist Paintings
- Subtitles in a movie
- Edgar Degas
- Tour de France Bicycle Race including its traditions
- La Joconde (Mona Lisa) including its history

Unique Features

- Clues in French
- French words are sprinkled throughout

Visuals

- Globe showing the location of France
- Map of France
- Various notes written in French
- Note with a picture of an obelisk
- Note with a skull and crossbones

Life Lessons

Respecting another language and customs
When Christina meets her hosts in France, she greets them with a French phrase showing respect for their language and customs.

Manners
Even while making a mad dash to the Arch de Triumph the children remember their manners saying "Excusez-moi! Pardon!" when they accidentally bump into people on the street.
Life Lessons, Continued

Sense of responsibility for the people you are with
When Christina is separated from Grant on the Metro system, she becomes concerned about his where he is and begins searching for him.

Trying new things
All four children stop for a bite at a café. Jean-Luc and Marie order snails for Christina and Grant to try. Even though snails are not tempting to them, both children decide to try the new food and are pleasantly surprised with its taste.

When traveling, always have a backup meeting place
When the children are separated from their parents in the Louvre, they have a backup plan to meet them at a restaurant and also when Grant is separated from the group on the metro, the group all know which station they should get off at.

Features in Back

- About the Series Creator
- Write Your Own Mystery
- Become a Character in a Carole Marsh Mystery
- Built in Book Club: Talk About It
- Built-In Book Club: Bring it to Life
- Glossary including SAT words

Online Activities

- Fact or Fiction Quiz
- Fascinating Facts about France
- Track your reading with a map of The World.
- Online Book Club: Talk About It
- Online Book Club: Bring It To Life
  - Have a feast of French Crepes
  - Bring a character to life
  - Create a French Tourist Attraction Game
  - Put on a play
  - Map it out
  - Bring in a guest speaker

Summary

Mimi, Papa, Christina and Grant fly on the Mystery Girl into Charles de Gaul airport in Paris, France. Christina and Grant are excited to meet their French pen pals and hosts, Jean-Luc and Marie. The group stops at a café for a bite to eat. While seated at the café, the group admires the beauty of the Seine River and the Pont Neuf. The conversation at the table turns to the recent theft of a small statue from the Louvre Museum. Christina is intrigued by a mysterious woman in a black trench-coat standing in an alcove near the bridge remove a package from inside her coat and quickly walks away. Christina wonders what could have been in the package. All 6 members of the group decide to head to the Louvre for a visit. The group descends into the famous pyramid entryway of the Louvre museum. After being introduced to the Venus de Milo and the Mona Lisa, Christina notices a slip of paper on the floor and picks it up. It is a note written in French. Jean-Luc translates the note which references the missing statue and it seems to be a clue that leads the group to another place to find it.

The children realize that in all the excitement of finding the note that they have lost the adults! But, a meeting place had been arranged earlier so the children knew that they would be able to meet up with them for lunch. They decide to follow the clue to the next location – the Obelisk at the Place de Concorde. While searching the base of the obelisk, Christina notices the woman in the black trench coat that she had seen at the Pont Neuf. Christina decides to wait to say anything to the others. Jean-Luc runs over after having found another note by the fountain. This note sends them to the Arc de Triomphe. On the way to the Arc de Triomphe, Christina notices lots of expensive items along the Avenue des Champs-Elys_es, especially the jewelry. The kids climb the stairs of the Arc, at the top, a pigeon lands right in front of Christina and has a clue in it's beak. The clue was a coin with a head on one side and a chest of jewels on the other. They head off to meet the adults for lunch.

At lunch, the kids sample some French cuisine and hear about the plans to go to a French department store in the afternoon and to a very fancy restaurant at the top of the Eiffel Tower. The weather and wind continues to get worse as they make their way to the store. While in the store, Christina studies the coin and discerns that the next clue is in the jewelry section of the department store. The children find a note in the jewelry section, but also capture the attention of the sales person, who tries to catch them, when she can't she calls someone on the phone. The next note sends them on the metro to the Musee de Orsay. While in the museum Christina once again sees the woman with the black coat and is more convinced than ever that she is following them. The group finds the next note in a roman statue and they are chased away from the Musee de Orsee by a guard who can't catch them, but he does pick up the phone to call someone about the children. Who does he call?

The clue sends them to the Cathedral of Notre Dame. The gargoyles look on as they sneak up the stairs of the bell tower and find another note in the mouth of a gargoyle. They see a pigeon that looks familiar and narrowly escape a guard who ends up calling someone on the phone, who does he call? The next note leads them to the Catacombs. On the way there, they see the lady in black again. As the kids run away, they sneak into the catacombs and find another note that leads them to the Eiffel Tower. Upon arrival at the Eiffel tower, the kids are greeted by Mimi and the police who grab the woman who had been following them all day! The thief of the statue, all the clues the kids had found were meant for her to tell her where to hide the statue. Christina had known that the woman was following them the whole time, they were getting her clues first. But, the kids got into so much trouble at each locale the police could follow them the whole way. By leading the mysterious woman all over town, the kids had solved the mystery!

AW #3 Roman Colosseum (Rome) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Mario and Isabella,, Cinque Terre, Italy Papa's Italian Friends
- Luigi, 14, , Cinque Terre, Italy, son of Mario and Isabella
- Maria Francesca, 12, Cinque Terra, Italy, daughter of Mario and Isabella,

Time

- Carnivale Holiday, winter break

Locations

- Cinque Terre, Italy
- Rome, Italy
- Pisa, Italy
- Vatican City
- Florence, Italy
- Venice, Italy
- Murano, Italy

Places (Integral)

- Sistine Chapel, Rome, Italy
- The Colosseum, Rome, Italy
- The Leaning Tower of Pisa, Pisa, Italy
- St. Peter's Square, Vatican City
- Piazza della Minerva, Rome, Italy
- The Pantheon, Rome, Italy
- Trevi Fountain, Rome, Italy
- Piazza Navona, Rome, Italy
- Piazza D. Mercato Centrale, Florence, Italy
- Piazza San Marco, Venice, Italy

Places (Mention)

- Pisa International Airport and Leonardo da Vinci Airport
- Milan
- Sicily
- Sardinia
- Salerno
- Pompeii
- Harry's Bar
- Many sights in Rome, including the Arch of Constantine, the Mamertine Prison, and Capitoline Hill
- Many sights in Florence, including the Cloister of the Dead, the Uffizi, and the Statue of David
- Many sights in Venice, including the Ca' d'Oro, the Grand Canal, and the Basilica di Santa Maria della Salute

Educational Items (Integral)

- Italian geography
- Typical Italian food including gelato, Italian Wedding Soup, gnocchi
- History of the Leaning Tower of Pisa
- Facts about Vatican City
- Facts about Rome
- Information on many Italian artists, including Michelangelo and Botticelli, their works, and their mediums
- History of the Colosseum
- Gladiators
- History of the Trevi Fountain
- The Renaissance
- Astrolabes and sundials
- Transportation in Venice (gondolas, gondoliers, the Grand Canal, vaporettos)
- Peggy Guggenheim
- Carnivale- including its history, traditions, costumes
- Mardi Gras
- Obelisks and hieroglyphics
- Screen Actors Guild

Educational Items (Brief Mention)

- Eurostar, Italy's fastest train
- La Befana, Italian version of Santa Claus
- History of the tarantella dance
- Rome water
- The Roman forum and Julius Caesar
- Romulus and Remus
- The Black Plague
- Lighting candles in prayer
- Italy's volcanoes
- The Italian Alps
- History of Pompeii and Mt. Vesuvius, the ruins and excavation
- Academy of Fine Arts
- Roman gods and goddesses
- Winter solstice
- Napoleon's conquering of Italy
- Galileo
- Tale of Pinocchio

Unique Features

- Italian words and their meanings are sprinkled throughout the story.

Visuals

- Map of Europe
- Map of globe with Italy highlighted
- Newspaper ads/clues

Features

- About the Series Creator

- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Make a mask
  - Draw a map, locate and label all the places in the book
  - Have an Italian feast
  - Bring in a guest speaker who has visited Italy to share their experiences
  - Find Italy on a globe
- Create a "monumental game" to play with your friends
- Glossary, include SAT words
- Apply to be a Character in a Carole Marsh Mystery

Online Activities

- Fact or Fiction Handout
- Fascinating Facts about Italy
- Track your reading with a map of The World. Color the countries that you have read about.
- Built-In Book Club Talk About It
- Built-In Book Club Bring it to Life

Synopsis

Mimi, Papa, Grant and Christina fly to Italy so Papa can see his old friend, Mario, and Mimi can do research for her next mystery. They will stay at Mario and his wife's villa in Cinque Terre. While gathering their stuff to get off the plane, Christina accidentally grabs a section of an Italian newspaper. In it, she sees a wanted ad in English, the only English writing in the paper. The ad reads, "WANTED: IMMEDIATELY—Must have traveling papers, able to work undercover, and able to carry a big sword. Meet by the Colosseum when the first shadow is cast upon the sundial. SAG." Christina has no time to figure out what the ad means before they land. Once in the airport, she and Grant see two suspicious-looking men wearing black trench coats.

Once in Cinque Terre, the family is greeted by Mario, his wife Isabella, and their children, Luigi and Maria Francesca. The four kids are fast friends. Christina tells Luigi and Francesca about the ad and the suspicious men, but they do not know what to make of the information. The next day, when everyone visits the Leaning Tower of Pisa, Christina sees more men in black trench coats. After a day of touring Pisa, they visit Rome. Luigi and Francesca educate Grant and Christina about the history of the city and the famous sights they visit. Christina sees a man in a trench coat who has something shiny sticking out of his coat.

After Rome, Mimi, Papa, Christina, and Grant travel to Florence where they explore the Piazza D. Mercato Centrale. While Christina looks at a necklace, she sets her camera on a table. She finishes looking at the necklace, reaches for the camera, and sees that it has been moved. How odd! After shopping, they sightsee. Papa uses Christina's camera to take a picture of her and Grant at the Uffizi, and she notices that it's not her camera! She thinks it belongs to the men in the trench coats. The family moves on to other sights. Little do they know the men in trench coats are following them!

The family's next stop is Venice where the ride in the vaporetto, or waterbus down the canal. After the waterbus ride, they head to a pizzeria and meet back up with Luigi, Francesca, and family. Also, Christina sees more men in trench coats. Christina asks if the kids can go get gelato instead of pizza, and they take this chance to follow the men. They go down a dark alley and end up at a chapel. By the door, they see a plastic sword, which they keep with them. Later, the kids ride on a gondola and end up at a church. Christina, who has been looking for sundials, sees that the steeple on the church is a very large sundial, but it doesn't give them a clue what the ad means. Then they overhear one man saying another man has no more chances. The second man says he will claim the treasures at sunset when the others are at the Colosseum. The kids don't know what this means, but they know they better get out of there. They hop on some nearby scooters and take off.

That night, they all dress up and attend the Carnivale celebration in Piazza San Marco. They have a lot of fun, but they don't know that the men in trench coats are still following them! The next day, the kids review the clues, but still cannot come up with answers. They decide to go to the Colosseum and take another look. On the way, they pick up the day's paper and see another ad! This one says much the same thing, plus that time is running out and to meet at midnight. That night, the kids make up an excuse that Christina and Luigi are supposed to have a gelato eating contest so they can get to the Colosseum. When they arrive, they hear two men saying the same thing they heard earlier about no more chances and claiming treasures. Then they see hundreds of men dressed as gladiators. Suddenly, a man approaches them. He produces a camera from his pocket and tells Christina that he accidentally picked her camera up at the market. The one she's carrying is his, and that's why the men have been following them. Then the kids hear a man saying he's lost his sword. Grant takes out the one they found near the chapel and asks the man if it's his. It is! Then they hear someone yell "Action!" They realize they are on a movie set. The ads are calling for actors. The men in trench coats are actors. Suddenly, Mimi and Papa show up with the police, having gotten worried the kids were taking so long to get gelato. Mimi explains that SAG stands for Screen Actors Guild, an actors' union. So there was never any danger at all! Mystery solved.

AW #4 Ancient Pyramid (Egypt) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Zahi Hawass, Secretary General of Egypt's Supreme Council of Antiquities
- Farouk, around Christina's age, son of the manager of the hotel the family stays at in Cairo
- Suzanne, around Grant's age, daughter of the manager of the hotel the family stays at in Cairo
- Wazee, Egyptian tour guide

Time

- Unspecified

Locations

- Cairo, Egypt
- Giza, Egypt
- Valley of the Kings, Egypt
- Luxor, Egypt (site of the ancient city, Thebes)
- Karnak, Egypt
- Aswan, Egypt

Places (Integral)

- Egyptian Museum, Cairo, Egypt
- Nile River
- Pyramids of Giza
- Plateau of Giza, Giza, Egypt
- Temple of Amun, Karnak, Egypt

Places (Mention)

- Mediterranean Sea, in between Europe, Asia, and Africa
- Red Sea, between Africa and Asia
- Mississippi River, United States
- Statue of Liberty, New York City, NY
- Sacred Lake, Karnak, Egypt
- Nubian Museum, Aswan, Egypt
- Sharia as-Souk, Aswan, Egypt
- Elephantine Island, Aswan, Egypt
- Aswan Dam, Aswan, Egypt
- Lake Nasser, Aswan, Egypt

Educational Items (Integral)

- History of King Tutankhamen
- Hieroglyphs and Arabic writing
- Camels including its uses, anatomy, and temperaments
- Egyptian geography and the importance of water to the country
- Mummies including the mummification process, why people were mummified, natural mummification, and

burial traditions
- Tomb raiders
- Curse of the Pharaohs
- Felucca (sailing boat)
- Archaeologists
- Scarabs
- Pyramids including what they hold, history, construction, The Great Pyramid
- History of the Temple of Luxor
- History of the Temple of Amun
- Belly dancers and whirling dervishes
- Necropolis

Educational Items (Brief Mention)

- Flight vocabulary
- Traditional Egyptian clothing
- Egyptian food
- Seven Wonders of the Ancient World
- Various Arabic words
- Egypt's period of prosperity
- Egyptian mythology
- Rosetta Stone
- History of Giza
- Dynasties
- The Sphinx
- Curse of the Pharaohs
- Discovery of Valley of the Kings
- Egyptian markets and wares
- Farming in Egypt
- Aswan High Dam
- Colossi and obelisks
- Foreign archaeologists absconding with artifacts
- Scorpions
- Agatha Christie novels, The Mystery on the Orient Express and Death on the Nile
- Nilometer

Unique Features

- Arabic words and their meanings are sprinkled throughout the story.

Visuals

- Map of Egypt
- Globe with Egypt highlighted
- Various Egyptian symbols, including an ankh, a scarab, hieroglyphs, and an eye of Osiris
- Notes from the thief
- Notebook entry with the words of archaeologist Howard Carter upon his discovery of King Tut's tomb
- A notebook entry from Christina with notes about the tombs she sees in the necropolis
- Sign above the laboratory where the mad archaeologist works

Lessons

Paying with own money
Christina browses in a gift shop while she waits for her grandparents to be ready to go to the hotel. Though she is not able to buy anything at this time because her money has not been changed from dollars into Egyptian currency, she always buys inexpensive souvenirs with money she has earned instead of asking her grandparents or parents for money.

Traveling
As the family rides through the desert to the hotel, Christina reflects on how interesting travel can be. She loves to learn new things, and she loves being surprised to find out she already knows things about places.

Respecting the dead
After Christina and Grant meet Farouk and Suzanne, Christina makes a joke that Grant is loud enough to wake the dead. Farouk becomes upset and tells Christina that she should not talk about the dead with disrespect. Also, when the kids enter the Royal Mummy Room in the Egyptian Museum, everyone is respectfully silent.

Being aware of cultural differences
After Farouk tells Christina not to speak of the dead with disrespect, Christina gets offended. Then she calms down because Mimi has told her "when you were a visitor in a country, you should look and listen, and not be a know-it-all or be offended by something when you might not even know what someone meant."

Defending Family
Someone threatens Christina for being too involved in the mystery. Christina tells Grant about the incident and he offers to defend her, which makes Christina proud.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Use geometry skills to make pyramids out of index cards or floor size out of cardboard!
  - Use the Hieroglyph Alphabet provided, and have each students write his or her name in hieroglyphs.
  - Make a pyramid cake by baking a sheet-style pound cake
  - Play Egyptian or Arabic-style music and have students get some aerobic activity by belly-dancing, whirling like a dervish, or walking like an Egyptian.
  - Draw a King Tut style headdress and make a mask.
  - Have students make up and tell their own King Tut or other Egyptian based riddles.
  - Host a 'Thousand and One Nights" storytelling session.
- Glossary (with 5 SAT words)
- Hieroglyph Alphabet
- Ancient Egyptian Fast Facts
- Write Your Own Mystery!
- Apply to be a Character in a Carole Marsh Mystery

Online Activities

- Fact or Fiction Handout
- Fascinating Facts about Egypt
- Track your reading with a map of The World. Color the countries that you have read about.
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Christina, Papa, and Grant are off on another adventure, this time to see the sights of Egypt. At the airport, they are met by Zahi Hawass, the Secretary General of Egypt's Supreme Council of Antiquities. While Papa gets The Mystery Girl squared away, Christina browses in the gift shop. She sees a suspicious man near the luggage cart. The man grabs a bag from the cart and runs away, bumping Grant in the process. Mr. Hawass runs out of the coffee shop where he was having a drink with Mimi, and yells that it is his suitcase and the man has stolen it. The suitcase contained plans for a pyramid renovation. The adults are worried now, because the thief has seen both Grant and Christina, and might hurt them to ensure they cannot identify him.

After a quick look at the pyramids and dinner, Mimi sits with the kids before bedtime. She reveals to them that the renovation plans the man stole at the airport might help tomb-raiders rob the tombs that are to be excavated. Christina resolves to solve the mystery herself. The next morning, Grant and Christina head to the elevator and meet Farouk and Suzanne, the manager's children. Farouk and Suzanne tell Grant and Christina information about Egypt and confess they are big fans of Mimi's mysteries. They hope they can be featured in the next one. Mimi pokes her head out the door to see what the kids are doing in the hallway. When she goes back inside the room, the door number falls off along with a note threatening Mimi! Christina and Grant tell their new friends about the events at the airport. Grant wonders why tomb-raiders would want skeletons, but Farouk tells him they want gold and explains about Egyptian burials.

After breakfast, the family travels by camel to Giza to see the pyramids. Their tour guide, Wazee, tells them the history of the tombs and lets them look inside. When they come out, Christina sees that someone has left another threatening note, this time in her camel's harness.

Later, at a café, Christina asks Wazee if there is a curse, and he mentions the Curse of the Pharaohs. Farouk tells the legend, that anyone who disturbs King Tut's tomb shall die, and Suzanne refutes it. Then Wazee shows them the journal entry that Howard Carter wrote upon discovering King Tut's tomb. Mimi says they should stop talking and go visit some mummies.

They all head to the Egyptian Museum. While Farouk and Suzanne explain about the mummification process, Christina sees a masked boy run off with a package in his arms, guards chasing after him. He tosses a note asking if she's brave enough to catch a thief into Christina's lap. This makes Christina angry, and she is even more determined to solve the mystery. The next day, the family plans to take a trip down the Nile, but first Mimi and Christina go shopping. Christina gets lost and topples a stall. In the confusion, she trips and falls right into the arms of the thief. She jerks away from him and finally finds Mimi. Now she can't wait to leave Cairo!

Later, the family boards the felucca, which will be taking them down the Nile. They travel through the night, and the next morning they reach Luxor. They visit the Temple of Luxor, and Christina gets separated from everyone else. She hears a man's voice say, "This way." She gets scared and runs to find her family. Later, they head to Karnak where, again, Christina hears a voice. This time, the voice tells her to stay out of Egypt's mysteries or Mimi might get hurt. Christina yells at the voice, but the person leaves when Grant, Mimi, and Papa come near.

That night, the family watches a belly dancing performance. After the belly dancers, a whirling dervish performs. He whirls near Christina and drops a note in her lap. The note has the Evil Eye on it and tells her to return the cat and the plans, but she doesn't have either of those! The next day, everyone heads to the necropolis at the site of the ancient city of Thebes. As they tour the tombs, Christina records her observations in a notebook, thinking she might like to become an archaeologist one day. As they leave the tombs, Christina realizes she has left the notebook inside. When she runs back to get it, someone is there waiting for her. He holds the notebook and tells her he will only return it to her if she gives him the golden pyramid, which she doesn't have. Christina thinks quickly. She says, "Look! A bat!" Scared, the man drops the notebook. Christina grabs it and runs.

After traveling all night again, the kids wake up in the city of Aswan. As they are getting ready, a crew member on the felucca approaches them and asks if the small golden pyramid he has is one of theirs. Christina says it's hers and takes it, thinking someone must have slipped it in her pocket. Later, after some sightseeing, Mimi goes shopping and Papa returns to the boat to take a nap. Grant and Christina sit around snacking and making up a board game, using a stone and the golden pyramid as playing pieces. Suddenly, a man snatches the golden pyramid away. Grant stuffs some cheese and crackers into his pocket, and he and Christina chase the man into a narrow alley where he disappears behind a door that has a sign saying, "Mummification Laboratory—DO NOT ENTER!"

Christina and Grant follow the man inside. They don't see the man, but they do see the pyramid. Christina reaches for it, but the man pops out of a closet and grabs her! Christina asks the man why he wants the pyramid so badly. He says that his son stole the plans from the airport, and that he needs the pyramid because it holds a secret that will help them rob the tomb. The man twists the cap off the pyramid and a tiny computer chip falls out. Meanwhile, Grant, who has been cowering unnoticed in a corner, takes some of the cheese and crackers from his pocket and tempts a mouse of its hole. The man sees the mouse and screams! He drops the pyramid and backs away from Christina. The kids grab the pyramid and make a run for it.

They fly down the alley with the man, now recovered, in hot pursuit. They run right into Papa and an Egyptian policeman! The policeman catches the man following them. It turns out, the man and his son were inept tomb robbers, who had no success until this time when they stole the access code for the tomb being excavated. The man at the airport had put the pyramid with the code inside in Christina's back pack. That's why she was being chased. While the kids were gone, Mimi received a call from Mr. Hawass telling her about the code. She figured out what was happening and made Papa go find the kids. Now that the kids are safe and sound, Mimi says it's time to go home.

AW #5 Great Wall (China) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Li Fu, Christina's pen pal
- Cong Fu, Grant's pen pal
- Mr. and Mrs. Fu, Li and Cong's parents

Secondary Characters

- Hai Ku, famous sumo wrestler

Locations

- Beijing, China
- Hong Kong

Places (Integral)

- The Forbidden City, Beijing, China
- Nine Dragon Screen, Beijing, China
- Hong Kong Express Restaurant, Beijing, China
- Hong Kong Airport, Hong Kong
- Victoria Peak, Hong Kong
- Kowloon, Hong Kong
- The Great Wall, China

Places (Mention)

- Tian'an Men Square
- Palace of Earthly Tranquility
- Hall of Imperial Peace
- Savannah, GA
- Victoria Harbor, Hong Kong
- Tibet
- Mt. Everest
- Moscow, Russia
- Macau
- New Territories, Hong Kong

Educational Items (Integral)

- Spring Festival (Chinese New Year)
- Chinese dragons
- History of the Forbidden City

- Chinese history
- History of the Terracotta Army
- Chinese food
- Funicular railway
- Victoria Peak history
- Governor's Walk
- Jade facts
- The Escalator
- Carriageway and Watch Tower on Great Wall of China
- Bob Scott's trip across the Great Wall

Educational Items (Brief Mention)

- Air China
- China as trade partner
- Confucius
- Chinese geography
- Pandas
- Fortune cookies
- Marco Polo
- Bactrian camels
- How Chinese is read
- Pinyin (simple form of Chinese writing)
- Dynasties
- Chinese inventions
- Chinese book printing
- Book shipping process
- Star ferry
- Limestone

Unique Features

- Chinese words and their meanings are sprinkled throughout the story
- All the clues come inside fortune cookies

Visuals

- Fortune cookie clues
- Treasure map
- Rickshaw
- Chinese dragon
- Abacus
- Gong
- Chinese take out box and chop sticks
- Fireworks
- Jade animal figurines
- "Beware" written in calligraphy
- Ship

Lessons

Cultural Preconceptions
After Li tells Christina that the noise the drummers make during the Spring Festival parade is supposed to keep evil spirits away, Christina reflects on all the other Chinese superstitions about luck and good and evil. She concludes that the Chinese are a very superstitious people. Then she remembers that she and Grant have their own superstitions, like never walking under a ladder.

People are different, but the same
After spending time with Li and Cong, Christina realizes that, despite background and cultural difference, they are all just "kids who liked to joke, tease, have fun, learn knew things, play, and see new sights."

Table manners
While at dinner with Mr. and Mrs. Fu, Grant says he doesn't want to try some of the foods, like 10,000 year old eggs. Mrs. Fu reminds him that it is polite to try a little bit of everything.

Showing appreciation
Mr. and Mrs. Fu give Christina and Grant jade figurines as welcoming presents. Christina says thank you, and Mimi has to remind Grant to do the same.

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Draw a map of China and add the capital, the Great Wall, and latitude lines.
  - Draw a colorful fireworks display.
  - Enjoy a Chinese feast.
  - Make your own "fortune cookies."
  - Create your own good luck charms
  - Build the Great Wall of China.
- Glossary (SAT words)
- Hieroglyph Alphabet
- Ancient Egyptian Fast Facts
- Write Your Own Mystery!
- Apply to be a Character in a Carole Marsh Mystery

Online Activities

- Fact or Fiction Quiz
- Fascinating Facts – China
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life

Synopsis

Mimi, Papa, Christina, and Grant fly into China for another adventure. When its time to land, Grant sits in his seat, and finds a treasure map centered on the Great Wall in the pocket of the seat in front of him. He pockets it to show his sister later. When they land, Christina and Grant hurry off the plane to meet their pen pals, Li and Cong, who will be staying with them. Then they travel to the hotel, but they do not realize they have been followed by the man who lost his map on the plane.

They all go to the restaurant at the hotel, and they get fortune cookies. Grant's fortune is a threat that reads, "Return my treasure map…OR ELSE." He finally shows the map to the rest of the kids. Grant decides to keep the map and find the treasure. After they eat, the family and their guests hire a rickshaw to take them around Beijing. They run right into a parade for the Spring Festival. One of the people in the parade tosses them all oranges, except for Grant, who gets another fortune cookie, which he doesn't open right away. One of the dragons in the parade comes up to Grant and Cong. The head of the dragon lifts to reveal a man with jade green eyes and yellow lining on his jacket. He threatens Grant, but the crowd pushes him away from the boy.

Later, Grant opens his fortune cookie. The fortune says the man will meet him in The Forbidden City, which is where they are going next. There, Grant and Cong tell the girls about the dragon man. Then they see that he's following them! They hide until he leaves, then catch up with Mimi and Papa. They go to the Hong Kong Express to eat. There, Grant is delivered another fortune cookie that tells him to return the map to the Air China desk at the Hong Kong Airport. The kids think they are safe because they think they aren't going to Hong Kong—until Papa announces that they are! On the flight there, Grant receives another ominous fortune cookie from the mystery man, who is on the flight with them. Cong urges Grant to return the map, but Grant is determined not to. When they get off the plane, they pass the Air China counter and see the man scanning the crowd. The kids stealthily hurry to Mimi and Papa, who had gotten ahead of them.

The family takes a tram ride up Victoria Peak to see the fireworks show. Once it's over, they try to walk down the mountain. The kids get ahead of the adults on the slippery path, and, as they are descending, somebody grabs Grant and searches him for the map. He tells the other kids the person only got a restaurant menu from him, but he left a fortune cookie saying they will now leave each other alone. Grant wishes this were true. Later, the family travels to the city of Kowloon where they meet Li and Cong's parents. They go to eat, and the parents tell Mimi and Papa about their work with jade. Also, Grant receives another fortune cookie, which he cannot read. But he tells his family that it says they should go to the Great Wall. The next morning, Papa says they are! Grant knows this is finally his chance to find the treasure. The next day, Mimi gets sick and can't go with them.

Later, the kids meet up again with Li and Cong, who explain that Grant's clue is written in calligraphy. Grant looks again at the paper and realizes it says, "Beware." On the train to the Great Wall, the kids fall asleep. When they wake up, Grant has been moved and his pockets turned inside out. Luckily, Grant put the map in Christina's pocket before he went to sleep in case something like this happened. Once they get to the Great Wall, the kids study the map, but have trouble making sense of it. Grant stands near the wall and tells Christina to direct him where to go according to the map. She has a hard time at first since there are three X's on the map and no X's on the Wall. Finally, she remembers Mimi's words to ignore red herrings. She draws a line from the X's to form a triangle that points right to where the treasure is. Then the threatening man comes running at him. The other kids try to hold him off, and Grant finds a package in a hole in the Wall. The man grabs it from him. Then Papa comes to rescue him. Then policemen come! The officers identify the man as a notorious jade thief. The treasure that Grant found was stones of pure jade.

The police take the man away. The next day, the kids are hailed as heroes. Mimi tells them she had a dream about their adventure and decided to write a mystery about it featuring Li and Cong. The kids are happy, but are glad not to be involved in a real life mystery anymore.

AW #6 Great Barrier Reef (Australia) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Dr. Jervis Rottnest, Sydney, Australia, Marine Biologist specializing in the Great Barrier Reef
- Darla Darpeg, Uluru, Australia, daughter of the Park Rangers
- Devin Darpeg, Uluru, Australia, son of the Park Rangers

Time

- Unspecified

Locations

- Sydney, Australia
- The Red Centre of the Australian Outback
- Cairns, Queensland, Australia

Places (Integral)

- Alice Springs, the Australian Outback
- Uluru-Kata Tjuta National Park, the Australian Outback
- Uluru, or Ayers Rock, the Australian Outback
- Kata Tjuta, or The Olgas, the Australian Outback
- The Great Barrier Reef, off the coast of Queensland, Australia
- Sydney Opera House, Sydney, Australia

Places (Mention)

- Woolloomooloo, Sydney, Australia
- Peachtree City, GA
- Sails in the Desert Hotel in the Yulara Resort, Alice Springs, Australia
- Sydney Harbor Bridge, Sydney, Australia

Educational Items (Integral)

- Australian vocabulary
- Legend of the Loch Ness Monster
- Australia's geography during the Jurassic Period
- History of the Australian Aboriginal people
- History of Uluru (Ayers Rock) and Kata Tjuta (the Olgas)
- The Great Barrier Reef
  - Definition of a reef
  - How the Great Barrier Reef formed
  - Sea life in the Reef\Geography of the Reef
- Equipment used in and description of experience of scuba diving

Educational Items (Brief Mention)

- Differences between America and Australia (e.g. seasons are opposite)
- Animals' use of camouflage
- Aboriginal music and instruments
- Use of camels in the Outback
- Quick facts about Australia including its size, native plant life, geography, etc.
- History of Sydney
- Australian animal life

Unique Features

- Clues come on the backs of cards with facts about Australian sea life on them.

Visuals

- Great Barrier Reef sea life
- Native Australian animals
- Didgeridoo
- Dr. Rottnest's fossil find
- Uluru (Ayers Rock)
- Kata Tjuta (the Olgas)
- Reefs, lagoons, and cays in the Great Barrier Reef
- Note from Dr. Rottnest
- Sydney Opera House
- Boomerang

Lessons

Greetings

When the family meets Dr. Rottnest, Papa greets him with a handshake, and Grant follows his example.

Traveling

Mimi believes that the correct way to travel is to start at the farthest point and work back to the beginning.

Manners

Mrs. Darpeg calls Grant and Christina "sweetie-pies," which they do not like. Instead of making a fuss about it, they smile politely at her. Later, at the restaurant in the Sydney Opera House, they eat in "well-behaved" silence. Once in the Concert Hall of the Opera House, Mimi makes sure that she and Papa take their seats early so they do not have to disturb anyone by climbing over them later.

Reputation

Christina knows that a man's reputation rests on the kids discovering the truth about Dr. Rottnest's fossils. She realizes how important the outcome of the mystery is because of this. She thinks, "A good-as-gold reputation is a treasure, and someone tarnishing that is a theft."

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Make a Marsupial masterpiece
  - Amble across Australia by creating a map that locates the places in the book

- Make a boomerang
- Time Travels, learn about the tome zones
- Color your world, create a mural of beautiful fish
- Learning the Language; look up Australian words

- Glossary (SAT words)
- Apply to be a Character in a Carole Marsh Mystery

Online Activities

- Fact or Fiction Handout
- Fascinating Facts about Australia
- Track your reading with a map of The World. Color the countries that you have read about.
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life

Synopsis

Mimi, Papa, Grant and Christina arrive in Sydney, Australia for what they hope will be a relaxing summer vacation. At the airport, though, a man tells them their paperwork is messed up and they can't stay in the country. This man turns out to be Dr. Jervis Rottnest, a world-famous marine biologist who specializes in the Great Barrier Reef. He has corresponded with Mimi to help her with her research, and he is playing a joke on them about their papers. Still, Mimi is suspicious as to why he has met them at the airport. He tells her that he needs her help solving a mystery. Mimi is reluctant to help him because she is on vacation, but agrees to hear him out.

Dr. Rottnest explains that he has discovered the fossils of an Australian Loch Ness Monster and is set to make an announcement of his findings in a week. Someone who wants to discredit him has been sending around cards of marine animals with the words, "DR. ROTTNEST IS TRYING TO KILL ALL THESE ANIMALS. DO NOT TRUST HIM!" printed on the back. Mimi says she will think about helping him. When Grant and Christina are alone, he tells her that he already knows who the bad guy is, but that's all he can say because they're off to the Outback!

Once they are in the Outback, Grant and Christina get a chance to talk. Grant says a man sitting behind Dr. Rottnest in the airport recited verbatim the words on the back of the cards while Dr. Rottnest was saying them. The only distinctive feature about the man, though, was a tattoo of the Loch Ness Monster on his right arm. Grant and Christina agree to keep an eye out for suspicious characters, but when Mimi says she would like to help solve the mystery, they suggest she enjoy her vacation.

The next day, the group travels by camel to Ayers Rock. Their guide, who has a Nessie tattoo, slips Grant a card warning the kids not to get involved with the mystery. Christina and Grant walk far ahead of the group touring Ayers rock, and they run into two Australian kids named Darla and Devin Darpeg who agree to show them around. Grant gets dehydrated, though, and the kids rest. Suddenly, a man that Darla and Devin identify as Outback Jack but who Grant and Christina know as their tattoo-sporting guide shows up. He hands them another card that says the answers are at the Great Barrier Reef, where they are traveling next. The kids also get Darla and Devin to join them. Once there, they get on a boat to go scuba diving, and a boat-worker with a Nessie tattoo gives them a note, supposedly from Dr. Rottnest, telling them to trust the people with the tattoos. Now the kids don't know who are the good guys and who are the bad!

Everyone heads back to Sydney for Dr. Rottnest's unveiling at the Sydney Opera House. When they get inside, a woman named Miss Darling agrees to give the kids a tour of the traveling zoo. She tells them that her boyfriend, a dinosaur expert, says Dr. Rottnest is a fraud, which just adds to their confusion about who is in the right. Later, they go back to the Opera House for the unveiling. The kids see Miss Darling crying and talking to her boyfriend. The man is saying that he was Dr. Rottnest's lab assistant, that he discovered the monster, and that Dr. Rottnest planted the cards that discredited him. The tattooed men are his friends who have been trying to prove Dr. Rottnest is a fraud. Miss Darling has a picture that will prove her boyfriend is telling the truth, but it might not be enough. Christina takes the photo to the microphone, and announces to the room that Dr. Rottnest is a fraud. Dr. Rottnest doesn't deny anything. The police come and take him away. Miss Darling's boyfriend gets the credit he deserves. Mystery solved!

AW #7 Mount Fuji (Japan) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Professor Kato, President of a local Japanese Mystery Writers Association
- Taro, Grandson of Professor Kato
- Mitsuki, Granddaughter of Professor Kato

Secondary Characters

- Grand Champion Sumo Wrestler

Time

- April, Spring Break

Locations

- Tokyo, Japan
- Hakone, Japan
- Atami, Japan

Places (Integral)

- Mitsokishi Department Store, Tokyo, Japan
- Akihabara, Tokyo, Japan (an electronics neighborhood)
- The Imperial Palace, Tokyo, Japan
- Senso-Ji Temple, Tokyo, Japan
- Ueno Park, Tokyo, Japan
- Lake Hakone, Hakone, Japan
- Mount Fuji, just west of Tokyo, Japan
- Lake Ashi, Hakone, Japan
- Tokyo Disneyland, Tokyo, Japan

Places (Mention)

- Narita International Airport

Educational Items (Integral)

- How to translate English names to Japanese, and how to write them
- Japanese manners and customs, and how they differentiate from American ones
- Tatami mats
- Kanji (Japanese characters)
- Samurai including weapons, hara-kiri

- Girls' Day and Boys' Day, including traditions of each
- Traditions of the kimono, and how to put one on
- Sumo wrestling including stables, warm-ups, hairstyles
- Cherry Blossom Festival
- Earthquakes in Japan
- Ring of Fire, volcanoes
- Puppet shows and kabuki plays
- Japanese gardens

Educational Items (Brief Mention)

- Difference between writing in English and writing in Japanese
- Japan as the Land of the Rising Sun
- The yen and the dollar
- Oshiburi: (wet cloth used to wipe hands before eating)
- Tokyo Rashu Owa: (Tokyo Rush Hour)
- History of the Nijubashi Bridge
- Purported health benefits of incense
- How monks collect offerings at Buddhist temples
- Thunder Gate
- How to use chopsticks
- Professional pushers
- Bullet train
- Hanafuda (Japanese playing cards)
- Futons
- Pachinko parlors

Unique Features

- Japanese words and their meanings are sprinkled throughout the story.

Visuals

- Map of Japan
- Globe with Japan highlighted
- Sumo wrestlers
- Notes from the thief
- Geta (Japanese clogs)
- Japanese woman in garden
- Origami frog
- Origami crane
- Pagoda
- Bento box
- Hanafuda (flower cards)
- Japanese characters
- Kokeshi doll

Lessons

Learning the traditions of others
Grant is impressed by the custom of bowing when meeting someone and tries to respect the traditions of another culture by emulating this custom.

Accepting misfortunes
Grant buys a samurai sword for Papa, but it gets stolen. Grant is very upset, but Papa tells him not to be, and that he could not have done anything about it. "Sometimes things like this just happen," Papa says.

Dealing with disappointment
Professor Kato tells the kids they cannot climb Mount Fuji, and the kids politely keep their disappointment to themselves.

Staying with a friend in trouble
When Christina, Grant, Taro, and Mitsuki try to get away from the sumo players chasing them, Grant's shoe comes untied. Instead of leaving him, the other three kids run back to help him.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Learn the Katakana Alphabet
  - Directions on how to make a Koinobori banner
  - Make your own Japanese clothes
  - Try using chopsticks
- Glossary (with SAT and Japanese words)
- Excerpt from The Mystery on the Great Wall of China
- Write Your Own Mystery!
- Apply to be a Character in a Carole Marsh Mystery

Activities

- Write your name with the katakana alphabet

Online Activities

- Fact or Fiction Handout
- Fascinating Facts about Japan
- Track your reading with a map of TheWorld. Color the countries that you have read about.
- Built-In Book Club:Talk About It
- Built-In Book Club: Bring It To Life

Synopsis

When Mimi and the family arrive in Tokyo, Japan, Professor Kato, president of the local mystery writers' association, greets them. He has invited Mimi to speak to his organization, and is playing host to her, Papa, Christina, and Grant. At the airport, Grant and Christina spot a samurai sword that was a gift to the sumo wrestler Grand Champion from the emperor of Japan. While they look at it, Christina hears a man behind them say he knows a man from Hong Kong who would pay a lot of money for the sword. As the man walks away, Christina notices the he is wearing a motorcycle jacket with "Japan" written in Japanese characters on the back of it.

At lunch, Professor Kato introduces Grant and Christina to his grandchildren, Taro and Mitsuki. The kids hit it off, and Taro and Mitsuki say they will show Grant and Christina around Japan. At the end of the meal, Christina sees the man from the airport stealing a tip from another table.

Taro and Mitsuki take Grant and Christina to a sword museum. At the gift shop in the museum, Grant buys Papa a samurai sword that is an exact replica of the one they saw in the airport. When they leave, somebody steals the sword, and leaves a threatening note that mentions swords in its place. The kids get lost, and ask a man on a bicycle for directions.

The next day, Mitsuki takes Christina to buy a kimono and to get her hair cut almost as short as a boy's. Taro and Grant go back to the sword museum to see if anyone has returned the stolen sword. No one has, but Grant buys Christina some origami paper and other presents for Mimi and Papa. Then the boys go to the electronics neighborhood Akihabara where Grant buys a digital camera. Later, when the kids meet back up, Grant gives Christina her paper and discovers that someone has used one of the sheets to write another threatening note! Next the kids travel to the Imperial Palace, then to a restaurant where Christina and Grant learn how to eat with chopsticks. Once they get on the train to ride home, Christina finds yet another ominous note.

The next day, the kids go watch sumo wrestlers train, and Grant gets to shake hands with the Grand Champion. The Grand Champion plans to present his sword, the same one that was in the airport, to the sumo stable for display. At the end of the visit, the kids hear police sirens. Later, the girls chain into their kimonos, and the kids all go to the cherry blossom festival. At the end of the festival, they see two sumo wrestlers following them, but they don't know why. After the festival, everyone, Professor Kato, Mimi, and Papa included, visits Mt. Fuji, where they learn that the Grand Champion's sword was stolen from the sumo stables!

At the hotel that night, there is an earthquake! After the danger passes and they go back inside, the kids discover another note that mentions swords. The next morning, after sightseeing, everyone returns to the hotel to discover that someone has left Christina a note telling the kids their fingerprints are on the sword. The note also has Japanese characters on it that Christina figures out are an address. The next day at a puppet show, two sumo players approach the kids and ask them if they know who took the sword. They say someone replaced the real sword with Grant's replica, and that, with her new haircut, Christina looked like the person on the security camera.

The kids go to the address that was on the note. It turns out to be a pachinko parlor. There they see the guy in the motorcycle jacket. He sees them, and they accuse him of taking the sword. Grant uses his new camera to take a picture of the thief, which scares him into a run, and the sword falls out of his jacket! Two policemen and the two sumo players run out and capture the man! The kids solve the mystery, and, to thank them for the return of his sword, the Grand Champion takes the group to Tokyo Disneyland!

AW #8 Amazon Rainforest (South America) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Samantha, 10, Peachtree City, GA Christina's friend and daughter of a Teacher's Retail Store
- Kim Wahoobi, , A few years older than Christina, Guarulhos, Brazil, son of the Manager of the Rainforest Hotel

Secondary Characters

- Tribal Shaman (Witch Doctor)

Time

- unspecified

Locations

- Rio de Janeiro, Brazil
- Machu Picchu, Peru

Places (Integral)

- Amazon River, Brazil
- Guarulhos International Airport, Brazil
- Amazon Rainforest
- Rainforest Hotel, Brazil
- Native Village, Rainforest, Brazil
- Ancient Machu Picchu, Peru (specifically the Jail)

Places (Mentioned)

- Inca Trail, Machu Picchu
- Amazon River Basin in Columbia, Ecuador, Peru, Bolivia, Venezuela, and Paraguay

Educational Items (Integral)

- Rainforests including size, bugs, history, habitat, conservation,
- Cabana Rooms in Rainforest Hotel
- Machu Piccu including its history, buildings, construction and architecture
- Howler Monkeys
- Witch Doctors
- Gemstones including their natural state

Educational Items (Mentioned)

- Amazon Rainforest Wildlife – including, caimans, poison dart frogs, Morpho butterflys, bugs, piranhas
- Carnival (including the Samba) in Rio de Janeiro
- The Jungle including safe traveling techniques
- Indigenous Foods of the Amazon including Crab, Rice, Fish, and Coconut
- Pygmies

Unique Features

- Portuguese words sprinkled throughout the entire story.

Visuals

- Globe with Amazon River, Brazil and Peru highlighted
- Map of Brazil and Peru
- Picture of the Treasure Map
- Tarantula Sketch
- Playful Howling monkeys
- Clue notes
- Piranhas
- Poison Dart Frog
- A Pygmy climbing up waterfall rocks leading to the next clue
- 'Lost City of the Incas'
- Stanley in the Jail
- Treasure Chest

Lessons

How to occupy yourself on a long plane trip
The plane trip to the Amazon was long, but the family occupies their time by reading about their destination, sleeping and chatting.

How to Wait Patiently
When the plane had landed, Grant was itching to get off the plane and to go and get the map that he had seen fall out onto the floor. However, when Papa tells him to wait patiently while everyone else got off the plane, Grant tries very hard to wait, quietly and calmly.

When you find something try and return it to its owner
When Grant finds the treasure map on the plane, Mimi and Papa think it may be of some value. They try and return the map to the front desk at the airport in order to maybe find the person who was missing the map. Although it didn't work out, they at least tried to return the item because that item might be extremely important to that person.

How to Deal with Fear and Remain Calm
Grant has a tarantula climb on his shirt. Kim and Papa both tell Grant to remain calm while Papa took care of the situation. Because of Grant's bravery and calmness in the situation, no one got hurt and the danger was averted.

Tasting Different Foods
In Rio de Janeiro, at the Carnival, Grant tastes crab, a new dish to him. He learns the techniques on how to eat it and eats a lot of it. Although the crab dish is different from his normal French fries, breakfast cereal, burgers, and ice cream, Grant enjoyed the new food and gamely tried it.

When Lost, Stay Where You Are And Let People Find You
When Christina gets lost when she is swept away by the river, she realizes that if she wanted to make sure that people would find her, she should stay in the same place. She acknowledges that by staying in one place it makes it easier to be found.

Taking Turns
When Grant, Kim, Sam, and Christina come across a waterfall, everyone wants to take a turn underneath the "natural shower." However, everyone patiently waited their turn and didn't hog all the time in the waterfall without complaint.

If Approached By a Stranger, Call for Help
When Grant and everyone split up inside the store, Grant is approached by the strange man with the scar on his face. Instead of just listening to what the man said and following his directions, Grant yells for help and gets the attention of other people in the store.

Features

- About the Author
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Pretend to be in the rainforest
  - Make up a story
  - Choose a rainforest animal, study it and present it to the others
  - Play samba music and learn the dance
  - Draw and color pictures of butterflies
  - Draw a map of the Amazon Basin
  - Identify medicine plants using the internet
  - Create colorful headdresses of Carnivale
- Amazon Rainforest Trivia
- Glossary including SAT words
- Would you like to be in a Carol Marsh Mystery?
- Write your own mystery!

Online Activities

- Fact or Fiction Quiz
- Amazon Trivia
- Fascinating Facts – Amazon
- Fascinating Facts – Brazil
- Fascinating Facts – Peru
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life

Synopsis

While waiting to leave the plane at Garulhos International Airport in Brazil in order to explore the Amazon Rainforest, Grant sees a man with a signature scar on his cheek hurriedly walk off the plane and unknowingly drop a piece of paper. Grant fishes the paper out from underneath a plane seat and realizes it's a treasure map. They try and return it, but Grant finally gets to keep the map.

The family checks into the hotel and invites Kim, the hotel manager's son, to come along with them on their trip. After going on a day trip to Rio de Janeiro, Kim and Grant are alone in the boys' cabana, trying to fall asleep. A huge brown tarantula climbs up Grant's chest but Papa knocks him off onto the floor. No one sleeps well that night.

The next day, Kim offers to take Grant, Christina, and Sam on a tour through the Amazon Rainforest. Christina asks Kim if he has ever heard of the 'Lost Treasure of the Rainforest.' Kim tells the story, explaining how the treasure was stolen and how one of the thieves and the treasure itself fell overboard into the river, never to be seen again.

Suddenly, the kids hear the screech of a howler monkey. The monkey swings dangerously close to them, dropping a note. They had received their first clue! Kim decides to go see the shaman, or witch doctor, of a nearby village that may be able to help them with their mystery. The shaman tells them that he has seen that someone will try to stand in their way of the treasure!

The four kids wind their way through straight jungle instead of sticking to the path in order to make sure they aren't being followed. Feeling tired and sweaty, they stop for a minute to rest. Grant finds a poison dart frog and Christina finds herself staring at a beautiful Morpho butterfly when another clue falls to the ground, as if from the butterfly. The note says, "The treasure lies where the water grows high." They quickly realize the note is referring to a waterfall. They find the nearest one and Grant immediately rushes into it, using it as a natural shower.

When Christina takes her turn under the waterfall, she slips and falls into the rushing current. She manages to get out of the water, but finds herself lost in the jungle. Suddenly, a young pygmy boy stands in front of her and leads her up to a rock ledge where she finds a connection between the ancient necklace and Grant's map. Christina is finally found, but someone has been watching every move the kids have made. At a feast held in honor of the visitors, Grant finds a note that threatens the group. Soon afterwards, the family goes to Machu Picchu for Mimi's research, bringing Kim along with them. After walking around the ancient city, they think that the treasure might be in Machu Picchu. They go to a store to check out a treasure display and the clerk at the store gives Grant an odd look. When Grant is alone, the man with the scar on his face comes up and tells Grant to give him the map. Grant yells for help and they get away.

Christina thinks that the thief may have been a woman and may have hidden the chest in Machu Picchu because of a pamphlet she had read. Kim and the kids go to the ancient jail. Grant notices a stone that doesn't quite fit in. Immediately, the man with the scar and the clerk from the store come out of the darkness of the jail. They are in the middle of threatening the children with being locked in the jail when Mimi and Papa show up with the police. The two thieves are immediately arrested. The family decides to return the treasure to the village and the shaman is very grateful. He tells them that he was the one who had been sending them clues throughout the rainforest, using the "magic of the rainforest." The mystery had been solved.

AW #9 Dracula's Castle(Transylvania) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 9, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Mr. Van Helsing, Dracula story teller
- Ms. Alucard, the real estate agent
- Hermann von Salza, houseman of Bran Castle
- John von Salza, Hermann's son
- Maria von Salza, Hermann's daughter
- Sir Arthur Bradenburg, president of the Brasov town council

Time

Locations

- LaGaurdia Airport, New York City
- Transylvania, Romania
- Brasov, Romania

Places (Integral)

- Bran Castle, Transylvania, Romania

Places (Mention)

- Hungary
- Bucharest, Romania

Educational Items (Integral)

- History of Vlad Dracula
- History and facts on Bran Castle
- Teutonic Knights

Educational Items (Mention)

- Bram Stoker, author of Dracula
- Renaissance and Gothic styles
- Explanation of different saloons
- Queen Maria
- Nicoleta Volescu
- Italian Baroque Period
- Entropy

Visuals

- Map displaying Romania

Lessons

Be Polite to Everyone
When Christina and Grant meet the real estate agent, it is very apparent she is not keen on children. Even though she is extremely rude to them, they realize they should not be rude back. They are a guest in the country, and they should show everyone respect, even if they come across Dracula!

Always be Prepared
Christina and Grant know that when you are on an adventure anything can happen, like the lights go out! They always have a flashlight or a penlight so they can find their way.

Respect your Siblings
Sure Grant likes to tease and scare Christina all the time, but when it comes down to it he really loves and trusts her. When trying to decide which direction to go in the castle, he sides with his sister against his friend because he knows she has such good intuition.

Think Outside of the Box
Four adults cannot solve a riddle that reveals where the treasure is hidden in Bran castle because they are talking it too literally. Christina was able to look at it with different angles and a unique perspective and solves it! Who says kids are not smart?

Read! Read! Read!
How are Mimi, Papa, Christina, and Grant able to solve mysteries and puzzles so easily? Because they read so much! It helps them solve clues, notice details, and be creative, all the necessary characteristics in being a great detective!

Features

- A Note from the Author
- SAT Words to Know
- About the Author
- Book Club Talk About It!
- Book Club Bring it to Life!
- Transylvania Trivia
- Glossary

Online Activities

- Fact or Fiction?
- Fascinating Facts
- Talk About It
- Book Club Discussion
- SAT Word

Synopsis

Christina and Grant are off on another adventure. This time Mimi and Papa are taking them to Bran Castle, better known as Dracula's Castle, in Transylvania, Romania. Since they are thinking about buying it, Grant decides to do some reading on Vampires and Dracula. By the time they get there, Christina and Grant are already scared!

Upon arrival Ms. Alucard, the grouchy real estate agent, takes them to the castle where they meet Hermann von Salza, the houseman of Bran Castle. They also meet his children, Maria and John, who are Christina and Grant's age. After all the traveling the four of them are exhausted and go straight to bed. First, Mimi finds a message in her sink: This house is a dangerous place for foreigners! Is someone trying to scare them?

Meanwhile, both Christina and Grant are too excited to sleep, they decide to explore. While exploring, Christina trips on something, and to catch her fall she grabs onto a dragonhead protruding from the wall. Suddenly a wall opens up. They found a secret room! Soon they find another one by pressing a brick that has the same cross sign on it as the dragonhead. There are all types of cool things in this castle!

They are having tons of fun, until they hear a voice. Could it be a real live vampire! They kids scream, running away, until they hear laughter. It was just Maria and John pretending, phew! The four decide to go to the tower where Dracula was kept prisoner. When they get there they see three coffin-like chests with crosses on them. The kids are looking around in awe when they hear a noise from a chest, and this time it is not a joke!

A bone-thin man emerges from the chest and growls, "you are not welcome here"! Grant tries to get rid of him with his cross, but it is no use. The kids all sprint away back to their beds. Grant and Christina hop into their beds so quickly they do not notice a message fall from their door: I say again, leave my dwelling and do not return.

The next day, the kids do not tell their grandparents what happened and still go on a tour of the town given by Sir Arthur Brandenburg. He tells them all about the Teutonic Knights who built the castle, but he informs them that there are no longer descendents in Romania. When they get back into the car to go back Grant finds another threatening message. Who wants them to leave so badly?

The next day the kids are playing tag in the courtyard when Grant suddenly falls into the ground. The others follow him and realize they have found a secret tunnel! It leads them into a room with chairs around a circular table and three banners with crosses. Clomp, Clomp. Footsteps! The kids quickly hide just in time to see someone enter. It is the man from the chest, the castle gardener! Soon more people enter in including Sir Brandenburg. It is a meeting of the Teutonic Order!

The kids try to stay quiet. They begin talking about how Brandenburg is the last descendent of the knights who built the castle, but he can not afford to maintain it. When the gardener starts talking about scaring the kids so they will not buy the house Christina blurts something out! They are in big trouble now!

Now they are never going to be able to leave after finding out the identity of the members. Luckily, the members are trying to figure out a riddle that tells them where a treasure is so Brandenburg can keep the castle, and Christina figures it out! The castle can stay within the descendants of the original Knights now that they have the funds. It is saved!

After Mimi, Papa, Christina, and Grant promise not to reveal the secrets, they set off to go back to their home. They may not have found a new house, but Mimi sure did find a good mystery to write about!

AW #10 Ancient Acropolis (Greece) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Dr. Nicholas Pothitos, Archaeologist, Athens, Greece
- Melina Pothitos, 8, Athens, Greece
- Alex Pothitos, 11, Athens, Greece

Time

- springtime

Locations

- Athens, Greece

Places (Integral)

- Acropolis, Athens, Greece
- Plaka, Athens, Greece
- Santorini, Greece
- Philopappou Hill, Athens, Greece
- Meteora Cliffs, Athens, Greece

Places (Mention)

- Aegean Sea
- Thesoliniki, Greece
- Parthenon, Athens, Greece
- British Museum, London, England

Educational Items (Integral)

- The Greek gods – history and facts about each one
- Mythology definition
- Mediterranean Area geography
- Greek customs
- Greek food (baklava)
- Greek god Apollo history and facts
- Oracle history
- Greek language scattered throughout
- Parthenon history and facts
- Acropolis history and facts
- Apokreas celebration history

Educational Items (Mention)

- "High Flight" poem
- Passports and Customs coming into a new country
- Traditional Greek dress – fez, tunic, etc.
- Olympic history
- Socrates' life and history
- Religious Retreats and Monasteries
- Archeology facts

Lessons

Staying Calm in Strenuous Situations
When Papa begins to lose control of the Mystery Girl, his private airplane, he remains calm and steers her through the trouble. Because he did not panic and had a clear head, he was able to slowly bring the Mystery Girl into a smoother ride.

Being Concerned for Others
When Papa and Dr. Pothitos get into a motorcycle accident, Papa is less concerned about his own safety and more concerned about Dr. Pothitos. Dr. Pothitos is less concerned about his safety and more concerned about Papa's. They both respect each other.

Trying New Foods
In Greece, Christina and Grant notice all the different food options. Grant is a little skeptical, but he tries them anyway. He ends up really enjoying all the food and is glad he tried something new.

Overcoming Fear and Trying New Things
At the Medeora Cliffs, Melina is a little bit nervous about climbing up so high. However, she is reassured by her brother and climbs up anyway because who would want to miss such a great view!

Features

- About the Author
- Built in Book Club: Talk About It!
- Built-In Book Club: Bring it to Life!
- Greece Trivia
- Glossary
- Scavenger Hunt
- Pop Quiz about the book
- Visit the www.carolemarshmysteries.com website

Synopsis

After a little bit of a scary ride on Papa's Mystery Girl airplane, Christina, Grant, Mimi and Papa arrive in Ancient Greece. After a bumpy landing, the family is concerned about Papa because he looks as white as a sheet. As they get off the plane, four motorcycles ride straight towards the Mystery Girl. Turns out that these men in black are Mimi's old friend, Dr. Pothitos, and his fellow archaeologists. They offer to drive the four family members through the city on their motorcycles. Christina wants to tell Grant a nightmare she had about Papa before it's too late.

Christina had a nightmare that involved an oracle, Dr. Pothitos, and Papa. Grant is scared and he starts to explain about the "good luck" amulet that a man had given him at the last stop. Grant is interrupted because they need to get on the motorcycles. On the way home, Papa and Dr. Pothitos get into a motorcycle accident. Fortunately, everyone is safe, but it seems to help confirm Grant and Christina's suspicions – maybe there is a curse!

As they check into the hotel, Papa is just not himself. Christina and Grant meet Melina and Alex Pothitos, the children of Dr. Pothitos. When Christina and Grant tell them about Christina's dream and Grant's strange acquisition of the amulet, Alex and Marina are concerned. The amulet talks about the curse of Apollo and Grant remembers that the guy who gave it to him had a strange skull ring on his pinky finger.

Dr. Pothitos joins them at dinner, telling everyone about the crime ring for stolen artifacts he just found out about. After they ate a typical Greek meal for dinner, Grant finds a note in his pocket that the waiter, with a skull ring on his finger, had slipped to him. The note said to beware because "they will stop at nothing." The kids don't really know what it means. Papa keeps falling down and truly seems to be cursed, but Grant has a plan to help Papa. When they go to the new museum with Dr. Pothikos, Grant slips the amulet into the hand of a statue of Apollo and asks him to take away the curse. As Grant turns away, a man takes the amulet. The kids have no idea they are being followed!

Their next stop is Plaka, the oldest quarters of Athens. While walking through the streets, Grant gets cornered in an alley by a man dressed in a black robe. Someone in a waiter's outfit rescues him. He runs back to Mimi and tells her they need to go to Santorini because the man in black had said that Apollo's oracle needed to talk to him in Santorini.

In Santorini, near the cliffs of the volcano, the four kids were racing towards a tree when a figure comes out and warns them. The kids are very scared and run away as they try to figure out what all the clues have in common. They get on the ferry and the same waiter that had given them the first note earlier gives them another note. This one says to meet him at the Socrates' prison.

At Socrates' prison, on top of Philopappou Hill, Grant is slipped another note telling him to beware of "the Phantom." On their next stop, a bus tour that paused at the Meteora, Grant once again encountered the same figure they saw at the tree in Santorini. Grant is extremely shaken.

As everyone gathers to begin digging at the Acropolis, Dr. Mendilos charges up with a police officer, accusing Dr. Pothitos of stealing artifacts. But, thanks to all the clues Christina and Grant had, they were able to accuse Dr. Mendilos instead. It turns out that Dr. Mendilos was "the Phantom" and the head of the crime ring!

AW #11 Crystal Castle (Germany) Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Frederick Haag, administrator of Neuschwanstein Castle
- Dirk Haag, Frederick Haag's son and Petra's twin brother
- Petra Haag, Frederick Haag's daughter and Dirk's twin sister
- Gerta, manager of housekeeping staff at Neuschwanstein Castle, housekeeper and cook at Little Bavaria Inn
- Edward, employee at Little Bavaria Inn
- Mrs. Famersham, employee at Neuschwanstein Castle
- A falconer
- Adeline, a falcon
- Dagmar, tour guide at the Bavarian National Museum
- Konrad, Mrs. Famersham's uncle, a former employee at Neuschwanstein Castle

Locations

- Munich, Germany
- Bavaria, Germany
- Trandelburg, Germany
- Kassel, Germany

Places (Integral)

- Little Bavaria Inn, Bavaria, Germany
- Neuschwanstein Castle, Bavaria, Germany
- Fairy Tale Road, Germany
- Rapunzel's Tower, Trandelburg, Germany
- Brothers Grimm Museum, Kassel, Germany
- Bavarian National Museum, Munich, Germany

Places (Mention)

- Bavarian Alps, Germany
- Munich Airport, Munich, Germany
- Georgia
- Bremen, Germany
- Hanau, Germany

Educational Items (Integral)

- Oktoberfest traditions
- Traditional German dress
- German food
- History and layout of Neuschwanstein Castle
- King Ludwig II, who built the castle
- Caves in Neuschwanstein Castle
- History of Fairy Tale Road
- Falconry

- Grimm Brothers
- History of the Bavarian National Museum
- History of bicycles

Educational Items (Brief Mention)

- Famous Germans
- Facts about Germany
- Facts about Bavaria
- Seatbelt safety
- Traditional German tankards
- The Black Death
- The autobahn
- Brahms and Beethoven
- Alpine horns
- Traditional folk dancing

Unique Features

- German words and their pronunciations are sprinkled throughout the story

Visuals

- A Beer stein, or tankard
- Mysterious map
- Autobahn highway sign
- Cuckoo clock
- Mysterious note
- Wild boar
- Falcon
- Threatening note
- Scene from Oktoberfest
- Turrets

Lessons

Helping people
Grant collides with a man in the airport, making the man drop everything in his hands. Grant scrambles to help the man pick everything up.

Protecting siblings
During the scarier moments of solving the mystery, Dirk and Christina make sure to reassure their nervous siblings and to take on the trickier tasks.

Taking responsibility
Grant thinks he is being chased and grabs one of the bikes on display at the Bavarian National Museum. He apologizes to the museum guards and accepts a lecture from Papa without complaint.

Features

- About the Author
- Built-In Book Club: Talk About It

- Built-In Book Club: Bring It To Life
  - Make a colorful poster about a fairy tale by the Brothers Grimm
  - Draw a map of Europe and color it in
  - Research the weather in Germany and compare it to the weather in your town
- Fascinating Facts About Neuschwanstein Castle
- Glossary with 5 SAT words
- Information on carolemarshmysteries.com

Online Activities

- Fact or Fiction
- Fascinating Facts
- Book Club Questions
- Book Club Activities
- SAT Words

Synopsis

Mimi, Papa, Grant, and Christina travel to Bavaria, Germany to meet with Frederick Haag, an administrator of Neuschwanstein Castle and Mimi's friend. Mimi needs to do research at the "Crystal Castle" for a new book. At the Munich Airport, Grant collides with a man, who spills everything in his arms. The man gathers everything up quickly and departs before Grant can apologize. After the man leaves, Grant finds a map the man dropped. The map has numbers and a drawing of a tower and treasure chest on it. Looks like the kids have tripped over a mystery!

The family settles in at Little Bavaria Inn and meets Gerta, who works at the inn and manages the housekeeping staff at the castle. Christina and Grant view the castle from the inn, and Christina sees a mysterious light there. The next morning, they arrive at the castle and they meet Mrs. Famersham, an unfriendly employee of the castle. They also meet Mr. Haag and his twin children, Petra and Dirk. The four kids take to each other instantly and decide to explore the castle.

While looking at portraits, Dirk and Petra tell Christina and Grant the story of the pearls King Ludwig II, the builder of the castle, once gave to his mother. The pearls were stolen, and one of the maids was accused of the theft, but the necklace was never found. Christina suggests that the pearls may still be in the castle. Maybe the map Grant found has something to do with the pearls and Crystal Castle! As the kids discuss the possibilities, Grant sees a slip of paper wedged into a suit of armor. It reads, "Find the key!" That's what the kids plan to do, but they don't see the man from the airport lurking behind them.

The kids continue to explore and end up in a hall of mirrors. Grant gets lost, and no one can find him because the mirrors confuse their senses of direction. Finally, Christina and Grant find each other. Grant says he tripped and fell into another room. There, he found a very old gold key. Christina thinks it's the key from the note and might open a box where the lost pearls are kept. After lunch, the kids go to Dirk's secret hiding place, a series of caves in the castle. They've only walked a short distance in when they hear someone slam the door to the caves. They're trapped! After searching, they finally find an exit on the other side of the caves, and make their way home.

The next day, the family plus Petra and Dirk go sightseeing through Germany. The mysterious man follows them. The kids meet a falconer. His falcon has a note in his mouth that he gives to Grant. It says, "Give the map back!" The next morning, back at the inn, the kids eat breakfast with Gerta. She sees they are worried about something, and when they leave, she finds the threatening note, which Grant accidentally left in the kitchen. She recognizes the handwriting! She decides to write a note of her own. Later, the family and Petra and Dirk attend Oktoberfest. There, the mysterious man who has been following them reveals himself to Grant and gives chase! Luckily, Grant escapes by borrowing a bicycle from the museum they are visiting before the festival.

The next morning, Grant finds a note tucked under his napkin. It reads, "People from the past are stirring up the present. Beware!" The kids decide to search for the necklace in a certain tower, but first, Dirk needs to see his father and Mrs. Famersham asks Petra to watch the desk. A few minutes later, Grant hears the voices of Mrs. Famersham's and an unknown man's. They're talking about the map and the necklace! Grant runs to tell the others.

When Dirk returns, they all go into the study. He reveals to the kids that the numbers on the map are longitude and latitude coordinates for the castle. In the study, the drapes are down for cleaning, and the kids see a sparkling ruby embedded into the painting of King Ludwig. The beam from the shine points out the window to a tower! The kids rush to the tower, where they discover Mrs. Famersham and a man, who Mrs. Famersham calls Uncle Konrad, taking a pick axe to a wall. The older man and woman advance on the children. Grant uses the mirror from his ever-present spy kit to catch the light from the window and hopefully send a distress signal to someone else in the castle. It works! Gerta, Mr. Haag, and the police burst through the door! Gerta had seen the signal. She explained that Kondrad had been fired from the castle and was seeking revenge. She had recognized his handwriting on the note. Christina uses Grant's laser pointer to examine a drawing of the family coat of arms on a bell. There's a jewelry box inside the bell! Grant gives Gerta the key to open her, because it was her ancestor who was accused of stealing the jewelry. The pearls are inside! Mystery solved!

AW #12 Antarctica Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson, Christina's brother
- Brett Brackets, truck driver
- Al Pearson, airport attendant
- Dr. Magnus Orlav, a friend of Papa's and a scientist at McMurdo Station
- Dr. Frieda Ortiz, a scientist from Argentina
- Dr. Grouchenpanz, a scientist from Austria
- Bill Merrick, U.S. marshal
- Fred Freckles, a ranch worker

Locations

- McMurdo Station, Antarctica (a.k.a. Mac Town)

Places (Integral)

- Building 155, McMurdo Station, Antarctica
- Hotel California, McMurdo Station, Antarctica
- The Chalet, McMurdo Station, Antarctica
- Crary Science and Engineering Center, McMurdo Station, Antarctica
- Pegasus Ice Runway, McMurdo Station, Antarctica
- Scott's Discovery Hut, McMurdo Station, Antarctica
- William's Field, McMurdo Station, Antarctica
- Southern Exposure Club, McMurdo Station, Antarctica

Places (Mention)

- Sweden
- Argentina
- Austria
- New Zealand

Educational Items (Integral)

- Geography of Antarctica
- Everyday life in Antarctica
- Safety practices in Antarctica
- Lack of germ resistance of scientists in Antarctica
- Legal protection of penguins, other wildlife, and natural resources in Antarctica
- Cold weather gear
- Characteristics of emperor penguins
- Transportation in Antarctica
- Layout of McMurdo Station
- Characteristics of penguin rookeries
- Rules and regulations regarding penguin rookeries
- History of Scott's Discovery Hut
- Meteorites in Antarctica

Educational Items (Brief Mention)

- Antarctica slang
- Germ safety
- Austral summer
- Penguins in pop culture
- Old Antarctic explorers
- Ozone in Antarctica
- Laws in Antarctica
- Scientific study in Antarctica
- Weddell seals
- Marine animals in Antarctica
- Seasons in Antarctica
- Volcanoes in Antarctica
- How supplies get to Antarctica
- Pegasus plane crash
- Latitude and longitude
- History of the race to the South Pole

Visuals

- Globe
- Map of Antarctica
- Snowflakes
- Penguins
- Workers chasing penguins off landing strip
- Piece of paper with threatening message
- Penguins on ice floe
- Penguin with note
- Bus with message
- Fred slipping and spilling oil
- Baby penguins in sweaters
- Mysterious note
- Hagglund crash
- Newspaper

Lessons

Resourcefulness

A penguin latches onto Grant. To save her brother, Christina cleverly grabs a fish from a barrel nearby and dangles it in front of the penguin. The penguin releases Grant and eats the other fish.

Kindness to animals

Fred Freckles trips over some penguin chicks and accidentally spill oil on them. He and Christina work frantically to get the oil off of them. As they get cleaned, the chicks lose their feathers. Christina decides to knit sweaters for the chicks so they won't be cold.

Group work

Mimi offers to help Christina knit the sweaters for the chicks because two people working toward one goal means the goal gets accomplished faster.

Respect for adults
Christina and Grant always make sure to address adults as "sir" and "ma'am" when appropriate.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Make a map of Antarctica
  - Make a list of what you would need to wear to keep warm in Antarctica
  - Create a penguin bookmark
  - Research the Antarctic Treaty and draw the flags of the countries who signed it
- Antarctica Trivia
- Glossary
- Scavenger Hunt
- Information on carolemarshmysteries.com

Synopsis

Mimi, Papa, Grant, and Christina fly into Antarctica to visit a scientist friend of Papa's, Dr. Orlav. On the flight in, Grant counts the penguins he can see from the plane, but curiously, one disappears before they land. Could this be the start of a mystery?

Dr. Orlav picks the gang up at the airport. He offers to let Christina and Grant help him with his penguin research. As they drive out of the airport, Christina notices a bag in the back of a truck—and something is moving inside of the bag! When they arrive at the dormitory, Hotel California, Grant finds a threatening note inside of his bag: "Stay away from the penguins! They are off limits!" Someone is upset that Grant noticed the missing penguin!

Dr. Orlav helps the family settle in, and he gives them walkie-talkies for communication. At dinner that night, the kids meet the men who had met them at the airport, attendants Brett Brackets and Al Pearson, and scientists Dr. Frieda Ortiz and Dr. Grouchenpanz. After dinner, the kids return to their room to find that someone else has left them a threatening message!

The next morning, the family meets Bill Merrick, the U.S. marshal stationed in Antarctica, a convenient person to have around with a mystery afoot. While touring, the kids see a bus with yet another message about staying away from the penguins written on the side of the vehicle.

The gang stops by Dr. Ortiz's talk on meteorites. They see Brett Brackets there, and learn that meteorites containing precious metals are found in abundance in Antarctica. Dr. Ortiz says that these metals, animals and plants cannot be taken from the continent. Later while they are exploring, the kids see Brett again. He is carrying a bag of krill and speaks coldly to them. When the kids meet back up with Mimi, Papa, and Dr. Orlav, they overhear a lab worker reporting to Dr. Orlav that some krill is missing. The doctor says this is the second time a bag of krill has gone missing.

The next day, Dr. Orlav puts Grant to work counting penguins and Christina to counting the penguin chicks. Grant has trouble with a penguin called The General, and Christina helps to save two baby chicks, Shiny and Baldy, after they accidentally get oil spilled on them. She even knits them sweaters. In the coming days, Grant notices that some of the penguins have gone missing.

Christina, Grant, and Orlav tour the station when Grant spots a penguin rookery, a place off limits to humans. While Grant takes pictures, Christina finds a bag like she saw in the back of the truck her first day in Antarctica. She finds a note in the bag with numbers on it. After heading back to the ranch, Grant finds that more penguins are missing and suggests that they might have made their way to the rookery. That night, everyone suits up for a party, and, in the middle of it, Fred, a ranch worker, busts in and says two more penguins have gotten loose. They headed for the party, so Dr. Orlav is able to take them back to their pen, but how did they get out in the first place?

The next day, Dr. Orlav takes the family out on his Hagglund vehicle. They end up crashing in a crevasse, and a huge snowstorm comes upon them! Dr. Orlav radios back to the station with their GPS coordinates. Brett and Al come to rescue them. When they get back to the station, Grant and Christina remove their jackets, and out falls a news article about the gemstones found in meteorites.

Christina tells Dr. Orlav that perhaps someone was taking the penguins to the rookery and they escaped. Grant figures out that the numbers written on the mysterious piece of paper are the same GPS units that Dr. Orlav used to report their whereabouts after the crash. The kids notice that the bag Christina found at the crash site contains pieces of meteorites. When Christina magnifies the pictures she took at the rookery, she sees meteorites near the penguins. Using deductive reasoning, Christina figures out that the new rookery is a ruse used by someone to cover up valuable meteorites. Dr. Orlav calls the U.S. marshal, who sets a trap at the rookery for the crook. He tells everyone at the station that the rookery is being moved. Dr. Orlav, the marshal, and the kids stake out the rookery. Brett Brackets comes for the meteorites! He confesses to "borrowing" the penguins to hide the meteorites and sending the kids threatening messages. The marshal arrests him. Mystery solved!

AW #13 African Safari Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Bindley Sangster, 10, South Africa. Son of the tourguide
- Mandisa, South Africa, 7, daughter of an administrator at the park

Secondary Characters

- Dr. Herman Applegate, Game Warden at Kruger National Park, Papa's college roommate.
- Mr. Sangster, Bino's father, a tourguide, driver and photographer doing work for the Smithsonian Museum of Natural History
- Burati, a tourguide

Time – Fall

Locations

- Johannesburg, South Africa

Places (Integral)

- Kruger National Park
- Hoyo Hoyo Tsonga Lodge
- Sable Sleepover Hide
- Sable Dam

Places or tours (Mentioned)

- Smithsonian Museum of Natural History
- Spirit of Adventure Safari
- Tunisia, North Africa

Educational Items (Integral)

- Kruger National Park Facts
- Poachers

Educational Items (Mentioned)

- Mining
- Predators and prey
- Savannah
- Watering holes
- Snake Charming
- Stampedes
- Foods in South Africa; Chicken Schnitzel, Ostrich burger, mopani worms,…
- South Africa Facts
- 11 official languages
- Gold Exports in Africa

Visuals

- The world globe with South Africa marked, and a map of Africa
- Sketches

Lessons learned

It's always fun to join in
Grant has a good time joining in on the African dance at the hotel on the first morning. Even though he doesn't know how to do it, he tries to learn and understand the culture.

Be adventurous and try new foods
Grant is skeptical of the Mopani worms when Manisa brings them as a snack. But, when he tries them he is pleasantly surprised and glad that he did.

Always listen to the people in charge
Grant is excited to see more, and runs off without asking to look into the grasses. He comes face to face with a lion and has to stare him down. He could have been hurt. Everyone reminds him that he must not do things like that without permission.

Respect nature
When the kids come face to face with a poisonous snake in their tent, Grant's first reaction is to kill it, but Bino says "no", the snake has its purpose.

Remain calm in scary situations
Grant remains calm in all the scary animal situations and is able to figure out a way to get out of it. If he had panicked, many times the animals would have panicked.

Understand your enemy
Bino and the other safari guides know a lot about the habits of the animals and it helps them stay safe as they travel on the safari.

Features

- About the Author
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life
- Glossary including 5 SAT words
- Africa, African Animals and Kruger National Park Fascinating Facts
- Visit the Carole Marsh Mysteries Website

Online Activities

- Fact or Fiction
- Fascinating Facts
- SAT Words
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Grant and Christina arrive in Johannesburg, South Africa. After a delay in leaving Atlanta, their planned excursion with Papa's old college roommate, Dr. Applegate, to the Kruger National Park must wait til morning, but the mystery doesn't.

While scouting for snacks at the airport, Grant notices a man hiding behind a pillar watching them. The man tries to hide from him, but drops something out of his pocket. Grant picks up the slip of paper and puts it in his pocket without reading it, the snacks were too appealing.

While eating at a restaurant, Christina notices a man watching them carefully. She becomes concerned when the man follows Dr. Applegate out of the restaurant and tells Grant about it. Grant relays that he also saw someone at the airport watching them and that he dropped a note. Grant digs the note from his pocket and gives it to Christina. Later, in the hotel room they are able to read the note. But, it is more like a threat! The note says if they try to stop them, they will never see HER again. But who is her? And who is threatening who? Another mystery is afoot.

The next morning, Dr. Applegate gets them private tour guides to drive them through the park. They are off on their safari. While getting into the jeep, Christina notices the same mysterious man in another car. He notices her too and gives her a huge, gold toothed smile. Christina is spooked, why had he smiled that way at her and why has he shown up again?

One of their guides is a boy their age, Bindley Sangster (Bino for short). Bino is the son of the driver who he says is the best guide in S. Africa and also a photographer.

When Grant thinks he sees someone behind them, they share their information about the mysterious man with Bino. Bino explains that the man may not be after them, but that there are many people who are poachers and take some of the animals. One that is missing right now is a white lioness named Bukekayo.

On arrival at the Hoya Hoys hotel, they meet Bino's Tsongan friend, Mandisa and the other guide, Baruti. The 4 friends go out exploring and discuss the note. They decide to go to the Dr. Applegate's office in the administration building to find more clues. In the Dr.'s desk they find another note, receipts for sold rare animals and they begin to suspect the Dr. is the one who has sold the animals. The children are interrupted by the clomping of boots, they all hide. As Grant slips under the desk he grabs another card spotted in the last second. An inspector and his men have come to search the Dr.'s offices for evidence. Of course, they don't find any because the kids have hidden with the envelope they were looking for. Mandisa's father was trying to tell them that the Dr. was innocent, and afterward made a phone call to the Dr. Mandisa is concerned that her father is involved in poaching, but Christina thinks it might be a set-up. The signature on the receipts don't match the Dr.'s signature. They must flee as someone else approaches.

The next morning on the safari the kids look more closely at the last clue. It says that money should be dropped at a watering hole to keep the lion safe. After many adventures, the kids are heading to that very waterhole. Mimi, Papa and Mandisa's father are in the first jeep. The children are with Baruti in a second jeep. The jeep is sabatoged by men pushing a rock in front of the car and Baruti is knocked out. Grant leads the others away and the kids enter a cave where lots of white cubs were. They escape through the other side only to be captured by that same mysterious man from the airport. It turns out he is a police officer and has captured Baruti and his men because of the detective work of the brave kids. Baruti and his men were the poachers, not Dr. Applegate. Another mystery solved.

AW #14 Mt Everest Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA, Mimi and Papa's granddaughter
- Grant Yother, 7, Peachtree City, GA, Mimi and Papa's grandson
- Clue, Mimi and Papa's pet bloodhound
- Uncle Mike, Mimi's son
- Dave, Uncle Mikes friend

Secondary Characters

- Pemba: The Sherpa Guide
- Dawa Sherpa – Pemba's Daughter
- Lhakpa Sherpa – Pemba's Son
- Mingmar

Time – Winter

Locations –

- Peachtree City, GA, USA
- Katmandu, Nepal
- Lukla, Nepal
- Namche Bazaar, Nepal

Places (Integral)

- Peachtree City, GA
- Tribhuvan International Airport, Nepal
- Mt. Everest/Sagarmatha/Chomolungma
- Everest View Hotel
- Tengboche Monastery
- Base Camp on the moraine
- Khumbu Glacier
- Khumbu Icefall
- Himalayan Mountains

Places or tours (Mentioned)

- Tibet
- China
- India

Educational Items (Integral)

- Sherpas
- History
- Traditions and Foods
- Sherpa Tea with Salt and Yak Butter
- Tsampa – Breakfast food
- Shakpa – Thick Potato Soup

- Heating with Yak Dung
- Prayer Flags
- Angees and chubas – Traditional dress
- Legend: Abode of the Gods, Yeti (or The Abominable Snowman)
- Modern Technology incorporated into the Sherpa lifestyle
- Yaks
- Mani Stones
- Climbing Gear: Crampons, Compass, Oxygen Tanks, Climbing Harness, GPS, Satellite Phones, Snow glasses, Ice Axes
- Nepal: Size, Geography, History
- Economy: Rupees
- Religions: Hindu, Buddhism
- Architecture: Swayambhunath or "The Monkey Temple"
- Music and Art
- Sarangi – musical instrument played frequently in Nepal.
- Kalbhairav – A statue to whom people make promises.

Educational Items (Mentioned)

- Sir Edmund Hillary
- Tenzing Norgay
- Climbing Lingo
- Glacier
- Moraine
- Rickshaw
- Altitude Sickness
- George Mallory
- Reinhold Messner
- Peter Habeler
- Nepali Language
- Namaste

Visuals

- The world globe with Mount Everest marked, and a map of India, China, Pakistan, and the Bay of Bengal. Also shown are the Himalayas and Nepal.
- Sketches
- Igloo and prayer flags
- A monkey grabbing something from the backpack
- Hiking boots
- Socks the Yak
- Falling Boulder
- Dragon Statues
- Prayer Flags
- Charging Yak!
- Yak Footprints
- Clue written on a Prayer Flag
- Another Clue
- Uncle Mike and others climbing Mt. Everest
- A Yeti attacking the base camp!
- Mt. Everest

Lessons learned

Always be respectful, of nature
Always remember to clean up after yourself when you go camping or hiking.

Even when you don't know the language, you must be respectful.
Christina didn't know the Nepali language, but smiled back anyway at the rickshaw driver when he spoke to her in his native language.

Sometimes while flying, you will be scared, but just remain calm.
On the descent into Lukla, Christina was scared of the runway. But, she remained calm.

There are many different religions and beliefs that we must learn about.
Mimi reminds Grant to be respectful of the fact that many people in Nepal do not eat beef. The cow is a sacred animal in the Hindu religion.

Always try a taste of new food.
Christina and Grant tried all the new food that was presented to them, and although they didn't love the tea, they still were respectful with their response.

When you go to a new place, learn from the people around you and listen to their concerns.
Christina isn't familiar with the culture of the Sherpa, but through listening to her guide and his children she is able to better understand the culture she is visiting. At the end of the story this helps her solve the mystery.

Help people that don't know how to do something.
Grant doesn't know the differences in money from different countries, so his hosts help him when he wants to buy some snacks.

Be good natured when someone plays a trick on you
Dave puts rocks in Grant's backpack as a joke, and Grant laughs about it with him. He knows that Dave was just having a good time.

Features

- About the Author
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring it to Life!
- Mount Everest Trivia
- Glossary with 5 SAT words
- Scavenger Hunt

Online Activities

- Fact or Fiction
- Fascinating Facts
- SAT Words
- Built-In Book Club Talk About It
- Built-In Book Club Bring It To Life

Synopsis

Mimi, Papa, Grant, Christina, Uncle Mike and even his friend Dave are ready to embark on another exciting adventure. This time to Mt. Everest. Christina is awakened to Clue, their bloodhound, uncovering a mystery at Mimi's house in Peachtree City, GA. Even before the group gets on a plane, a mysterious note appears in Mimi's yard accompanied by strange markings in the grass. Who could have left this mysterious note with icicles and squiggly writing?

Upon arriving at the Tribhuvan International Airport in Nepal, the family takes a rickshaw to their hotel. Mimi stops to take a picture at the Kalbhairav where people make promises they plan to keep. Grant makes the promise that Uncle Mike and Dave will climb to the top of Mt. Everest! While they were looking at the Swayambhunath Shrine Christina notices that the eyes on the shrine are just like the eyes on the letter she found in Peachtree City! There are a lot of wild monkeys at this temple and one of them reaches into Grant's backpack and grabs the compass. The compass is replaced with melting ice and a small stone with more strange writing. Christina doesn't know the meaning of what was written on the stone or in the letter, but she begins to think it can't be good.

The family takes a plane to Lukla, Nepal. They hire a Yak to haul the load of gear needed for their ascent and head to Namche Bazaar where they will meet their guide. During their trek Christina is almost hit by a big boulder that comes crashing down from the mountainside. Did someone push it. As they get closer to Namche, they meet their Sherpa guide, Pemba. Pemba brings them to his home where Christina is introduced to many Sherpan customs and also Pemba's children. A girl, Dawa and a boy, Lhakpa. Christina asks Dawa if she understands the strange writing. Dawa does understand the letter. It is a warning to stay away from Mt. Everest. She and her brother are not able to understand the stones, but they think the monks at the Monastery will be able to read what it says.

After a good nights rest, the group gets ready to hike to the Monastery. While the children are buying supplies Christina hears a woman talking to a man in a strange green cap. The woman is insisting that they make it to the top first. But to where and why? As the man passes – he warns the children that they have no business in the "abode of the Gods."

The Lama is able to read the stones at the Tengboche Monastery. He is very concerned for their safety because the stones warn that the Yeti (an ancient, dangerous creature) will be guarding the mountain. The children decide they must continue the trek because Mimi has to write her book.

The group continues their hike toward the Base Camp. While they are crossing a bridge, Christina notices a strange prayer flag. As she grabs it from its place she sees the Yak barreling toward her. Christina faints, but is safe. Dawa reads the flag. It is a last warning!

They forge on into the Khumu Galcier and the moraine. While they are crossing the glacier they see the remains of some of the hikers that didn't make it. Mimi turns her ankle in a crevasse and has to go back to the city with Papa. The four children are left alone with Uncle Mike, Dave and Pemba.

The hikers unload their supplies from the Yak and turn in for the night. In the morning, Christina awakes to a commotion outside. Someone has stolen the oxygen tanks! U. Mike and Dave decide to start their ascent to Mt. Everest anyway and put in a call for more oxygen. Pemba said a Sherpa named Mingmar would be around to help the kids at the base camp.

Christina sees the man in the green cap in a tent and thinks he is up to no good. She also sees him and some others beginning the climb after U. Mike and Dave. So, after the others left Christina decided to dig around for clues. They found another note under the place the tanks had been. The kids turn on their radio and heard two people talking about the stolen oxygen tanks. It seems they might be hidden near the dead body they had seen on the glacier.

Grant and Lhakpa and Socks set out to find the oxygen tanks with an extra phone. While they were gone, Christina notices a giant footprint!

Christina stops to think who would have a problem with Mimi writing a book about the expedition. And she realized that someone didn't want Mimi to write this book first!

Grant and Lhadpa find the Oxygen after a near accident in an avalanche. Socks pulled the two boys to safety. They get the Oxygen to Uncle Mike so he can continue his trek! The two girls are attacked by a giant yeti and the man with the green cap! They run into a tent where they find the helper Mingmar tied up! They cut him loose and run from the Yeti and the man with the green hat. Mingmar goes to get more help while the girls hide, but then they are found. Luckily, Grant came and tackled the Yeti and Mingmar tackled the man in the green hat! They were safe.

They realized that it was no real Yeti, it was a woman who wanted to write a book about Mt. Everest before Mimi. She was trying to sabotage their expedition! No such chance with Christina and Grant around!

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Awesome Aquarium Mystery Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother

Location

- Atlanta Aquarium, Atlanta, GA

Places (Integral)

- The Ocean Voyager, Aquarium

Places (Mention)

Educational Items (Integral)

- Aquarium Lingo
- Aquarium building facts
- Whale Shark facts
- Hermit Crab facts
- Beluga Whale facts
- Jellyfish facts
- Coral Reef facts

Educational Items (Mentioned)

- Krill facts
- Penguin facts
- Otter facts
- Mandarin fish
- Clown triggerfish

Lessons

Marking a Place to Meet

At the food court, the whole family wants different things to eat. In order to be able to find each other after they separate, Papa puts his hat on a table and says to meet there after they had all gotten their food. This way, they don't lose each other.

Being Polite

When Christina is formally introduced to Mr. Bernie Marcus, she can't believe he didn't tell her that he owned the aquarium when she had spoken to him earlier. She says this but doesn't forget to add the "sir" at the end of her sentence to make sure she is being polite. Grant also remembers to be polite by saying "thank you sir" for making the aquarium.

Don't Run Off By Yourself

Papa falls asleep to take a quick 'siesta' after lunch. Christina and Grant run off to try and help solve the mystery. When Mimi finds them, she is pretty upset. She didn't know where they were and she was nervous.

Features

- About the Series Creator: Carole Marsh
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring It To Life!
  - Make a Jell-O and Gummi Fish Aquarium.
  - Create your own "Go Fish" Card Deck
  - Fish Finder
- Scavenger Hunt
- Pop Quiz
- Tech Connects: www.carolemarshmysteries.com

Online Activities

- History of Aquariums
- Preview Real-Life Georgia Aquarium Exhibits
- Dot-To-Dot
- Coloring Page
- Matching Activity
- Pop Quiz
- Scavenger Hunt Page

Synopsis

Christina, Grant, Mimi, and Papa arrive at the brand new aquarium itching to get inside. The amazing atrium quickly takes their breath away and before they know it, they all separate, going off in separate directions. Christina stays in the atrium for a second, pretty overwhelmed by all of the options laid out in front of her. A seemingly important man in the making of the aquarium comes up to Christina and chats with her for a little awhile, giving her a couple of hints as to the best parts of the aquarium. While they are talking, one of the employees of the aquarium comes up to the man and tells him there is a situation. He leaves quickly and leaves Christina deciding where to go.

Christina decides to go into a dark tunnel, which turns out to be a huge tunnel of water with fish surrounding her. Mimi, Papa, and Grant all happen to be there as well. This tunnel leads them to more aquarium tanks where they are introduced to Ralph and Norton, the two whale sharks at the aquarium. Very hungry, the group goes to the Food Court, where they once again run into the man Christina met earlier. Except this time, because Mimi knows him, she learns his name is Mr. Bernie Marcus, and he is responsible for the making of this aquarium! He and his wife had donated money to build this aquarium for kids all over Atlanta to enjoy. Mr. Marcus needs Mimi to come with him but he won't tell the kids why. Christina and Grant are too curious to wait so they make a "management decision" and sneak off to see what the deal is.

First they explore the River Scout: Freshwater Mysteries area. There, Christina bumps into a suspicious boy with a backpack. But before she can think too hard about him, Grant finds a hermit crab wrapped in a towel. They are accused of taking the little creature and are offended by it. Next, they walk into the Cold Water Quest area, where Grant decides to serenade the crowd with an "Otter song." Christina is very embarrassed, and pulls Grant away; but before she can, she sees the boy in the lab coat again who hisses something about being careful of the poor animals.

At their next stop, near the penguins, Mimi catches up with them. As Grant is looking at the octopus, Mr. Marcus comes over to Mimi and seems to want to get back to the situation. Christina hears a voice behind her say that an aquarium is a prison for fish. The voice sounds familiar and she turns around expecting to see the boy in the lab coat… but he is not behind her. They move on to see the Beluga whales. But as they watch the cuddly looking whales swim around, their water starts to turn pink! They are all ushered out of the room. Papa tells the kids to just enjoy themselves, so they go off to explore the Tropical Diver Gallery. They watch as plastic toys find their way into the Coral Kingdom. Another attempt at sabotage!

Papa arranges for a private tour of where the fish food is made. There, Christina and Grant overhear a conversation about tainted fish food. They get to watch the staffers feed Ralph and Norton. Suddenly, the feeder sprints off the catwalk and Christina and Papa can't find Grant! Christina runs downstairs, finds Mimi, and they turn around and there is Grant, INSIDE the tank! Fortunately, Papa rescues him. After all this, Christina tells her suspicions about the kid in the lab coat and a PLAN is formed.

Christina, Grant, Papa, and Mimi all have to split up. They find the fish perpetrator and his punishment is to help around the aquarium. Now the fish are happy and the aquarium is safe!

Zany Zoo Mystery Features

Characters

- Mimi, Peachtree City, GA, mystery writer, world traveler
- Papa, Peachtree City, GA, modern day cowboy, pilot
- Christina Yother, 10, Peachtree City, GA
- Grant Yother, 7, Peachtree City, GA, Christina's brother
- Mr. Lamb, Paradise Zoo manager
- Avery Lamb, 10, daughter of Mr. Lamb
- Aiden Lamb, 7, son of Mr. Lamb

Educational Items (Integral)

- Orangutan facts
- Job of the Registrar
- Menagerie history
- Lion facts
- Veterinarian as a career
- Tiger facts
- Job of a Zoo Researcher
- Polar Bear facts
- Elephant facts
- Giraffe facts
- Flamingo facts
- Manatee facts
- Job of a Keeper Aquarist
- Giant Panda facts
- Endangered Animals and how to help
- Job of a Director of Exhibits
- Emperor Penguin facts

Educational Items (Mention)

- Definition of indigenous
- Jobs at the Zoo
- Arctic and Antarctica
- Herbivores and Carnivores
- Geese facts
- Pig facts

Lessons

Be Kind to Animals

Avery thinks that Grant is making fun of some of the animals and she tells him to be respectful. Grant knows it's very important to treat all life with respect.

Make Sure to Excuse Yourself

When Grant runs into the registrar at the zoo, he realizes he was being clumsy. He apologizes for running into him and promises to walk at a slower speed.

Arriving on Time
Grant and Christina promise to arrive on time for dinner and, the next day, for the Penguin Parade. They keep track of time and when its time to go they go to the appointed meeting place so that Papa and Mimi wouldn't worry.

The Importance of Protecting Endangered Animals
In the Giant Panda exhibit, Carol Foley, the director of exhibits, explains why it is so important to be careful of wild life. Humans have an important role in the protection of animals. They go on to mention what we can do to help.

Features

- About the Series Creator, Carole Marsh
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring It to Life!
  - Research the "O-Line" at the Washington, DC National Zoo
  - Draw the exhibits discussed in the mystery
  - Research endangered species
  - Draw your favorite animal from the mystery
- Glossary
- Scavenger Hunt!
- Pop Quiz
- Tech Connects

Online Activities

- Make Your Own Penguin Puppet
- Animal Trivia
- Word Finder
- Code Buster
- Draw Your Own Zoo

Synopsis

Mimi, Papa, Grant and Christina are on their way to Paradise Zoo, the largest Zoo in the world! As they walk into the Zoo's main office and begin to learn about the Penguin Parade occurring the next day from Avery Lamb, Mr. Lamb, the man in charge of the zoo, comes running in, looking extremely upset about something and eager to talk to Mimi. The kids, Christina, Grant, and Mr. Lamb's children, are excused to explore the zoo by themselves.

Their first stop is Planet Primate, where the Orangutans playing make the kids laugh. Avery, however, can't find her favorite Orangutan, Kiko. Kiko has gone missing, like many other things in the Zoo, and Grant and Christina just became involved in a new mystery. They decide to follow the "clues" that Grant finds in the info stations telling them a different fact about the animals. As they run towards the Walrus World, in search of Kiko, Grant collides with Mr. Peabody, the registrar at the zoo. Christina thinks he is slightly suspicious. While looking at Lion Land, the kids meet Dr. Patel, the veterinarian. As they continue to enjoy the lions, Christina overhears two men talk about Kiko and then walk away in a rush. The kids hurriedly rush to the info station for the next clue – which leads them to the tigers!

In Tiger Territory, they meet the zoo's leading researcher, Ms. da Silva, who gives them special access to the tigers. While they are walking the tigers around, a lady talks about how someone had stolen her diamond ring! Another thing gone missing and the kids are ready to find out why. Christina runs back to get her hat from Ms. da Silva and overhears a strange conversation on the phone. Is Ms. da Silva involved in the missing things?

At Polar Playground, Christina finds three short red hairs caught in a door. She goes to investigate but the other kids pull her away towards Giraffe Gardens and Elegant Elephants. There, underneath a tree that Avery thought they might find Kiko under, Christina finds more red hairs. After Grant's exciting ride on an elephant, the kids are off to see the snakes. Christina swears Dr. Patel is watching them. At the Reptile Round-Up, the kids think they see the two men from earlier. As they grab the last Info card of the day before dinner, the back of the card is a grim message – telling the kids to mind their own business!

At dinner, as they are about to settle into their cabins for the night, Max, the dog from the research center, jumps at Christina. Christina thinks it's a wolf at first, but, when she realizes its Max, she thinks Ms. da Silva may have sent Max to scare her.

The next day, their first stop is at Funny Flamingoes, where the pink birds keep them entertained. The next info card shuttles them to Manatee Mooring, where they meet Wayne Rives, the keeper aquarist. They watch the Manatees happily, only to see the two suspicious men again! They follow the men and arrive at the Petting Park but lose them after a mishap with a goose.

They move on to the Panda Pagoda where they meet the director of exhibits. But, still, the kids had not found any answers to their mystery. They must solve the puzzle at the Penguin Parade! Sure enough they see the two men, but as they try to tell the adults about what has happened, Mr. Lamb gives them the answer. It was Kiko herself who has been stealing all of the things. Now, she's in a special part of the Behavior Lab under research. Christina and Grant fess up to all their crazy adventures at the zoo! Finally, the mystery is solved.

FFT #1 Eight Wonders of the World

Characters

- Ms. Bogus, Fourth Grade teacher at Alpine McAlpine School,
- Sarah, Ms. Bogus' student, shy blonde who loves to read
- Skylar, Ms. Bogus' student, Drew's twin
- Drew, Ms. Bogus' student, Skylar's twin
- Colette, Ms. Bogus' student, the girl who sits in a wheelchair but stands tall in every adventure
- Lucia, Ms. Bogus' student, the girl who loves to travel
- Willy, Ms. Bogus' student, the class clown with lots of big ideas

Location

Places (Integral)

- Grand Canyon, Arizona
  - Colorado River
  - Skywalk
- Giant's Causeway, Ireland
  - The Wishing Chair
  - Giant's Gate
- Great Wall of China, China
  - Mutianyu
- Leaning Tower of Pisa, Pisa, Italy
- Mt. Everest
- Taj Mahal, India
- Pyramid Complex, Egypt
  - Ancient Pyramids of Giza
- Machu Picchu, Peru

Places (Mention)

- Scotland
- Beijing, China

Educational Items (Integral)

- Eight Wonders of the World facts
- Grand Canyon and Skywalk facts
- Hualapai Indians
- Finn MacCool history
- Giant's Causeway history and facts
- Great Wall of China history and facts
- Taj Mahal history and facts
- Mt. Everest facts
- Ancient Pyramids at Giza history and facts
- Leaning Tower of Pisa history and facts
- Machu Picchu history and facts
- The Incas

Educational Items (Mention)

- Whitewater Rafting Terms
- China facts
- Rappelling terms
- Confucius

Visuals

- Quick Facts in a Box about the current Wonder of the World
- Sketch of the Grand Canyon
- Sketch of the Giant's Causeway
- Sketch of the Great Wall of China
- Sketch of the Taj Mahal
- Sketch of Mt. Everest
- Sketch of Ancient Pyramid at Giza
- Sketch of the Leaning Tower of Pisa

Lessons

Don't Let Fear Cripple You

Drew is afraid to walk out on the ledge of the Grand Canyon's skywalk. Colette explains that when she first got hurt and was placed into a wheelchair, she was afraid to do things too, but her mom told her that nothing can stop you but fear. She tells Drew not to let fear ruin his experience.

Teamwork

In order to get to the next Wonder of the World, each group needs to solve a riddle. Ms. Bogus reminds them that it is imperative that they work together in order to accomplish anything. Teamwork is important.

Recognize Someone's Accomplishments

When Drew makes it out onto the Skywalk at the Grand Canyon after conquering his fear, his group mates give him the applause and congratulations that he deserves.

Listening to Instructions in Dangerous Situations

Whitewater rafting on the Colorado River can be very dangerous and Thomas, the kids' guide, explains that it is very important to listen to his instructions in the case of a dangerous situation. It's important to listen to the person in charge for all safety issues.

Never Desire Something So Much That You Think Before You Act

Johnny and Lee, two classmates, get into a dangerous situation when they fail to think the situation through.

Features

- About the Author
- Built-In Book Club: Talk About It!
- Built-In Book Club: Bring It to Life!
  - Ninth wonder of the World ideas
  - Research one of the Eight Wonders mentioned in this book
  - List all the Characters: What's their personality?
- Glossary

- Tech Connects: www.carolemarshmysteries.com
  - Join the Fan Club
  - SAT Word Practice
  - Eight Wonders Word Search
  - Take a Pop Quiz
  - Scavenger Hunt
  - Fascinating Fact about the Eight Wonders

Synopsis

The students in Ms. Bogus' Fourth Grade class begin preparing for their oral reports about the Eight Wonders of the World. Some of them prepare more than others. Ms. Bogus settles everyone down and the students begin their presentation. Everyone expresses interest in visiting all of these amazing places. Ms. Bogus seems to think this is a great idea and she tells everyone to close his or her eyes and imagine.

Suddenly, the whole class opens their eyes to find themselves in the Jolly Jet, a multifunctional transportation system. Ms. Bogus explains that they will be taking a field trip to each of the eight wonders of the world. Along the way, they will have clues and riddles to solve with their groups of six. Skylar, Drew, Willy, Sarah, Colette, and Lucia are all part of one group. Then Ms. B revealed the first riddle and, after some deliberation, their group almost immediately guesses that their first stop is the Grand Canyon!

After walking on the Skywalk, built by the Hualapai Indians in the Arizona area, the kids get ready to go whitewater rafting on the Colorado River. Skylar's group is the only one to complete the entire whitewater-rafting course down the River after carefully listening to their guide's instructions. At the very end, they find a message in a bottle with the next riddle, leading them to a new Wonder.

Back in the Jolly Jet, the kids figure out the next riddle – they are on their way to the Giant's Causeway. Amid the huge rocks, the kids searched for the next clue. After a quick stop at the Wishing Chair rock formation and the Giant's Gate, the kids secure the next clue and climb back on the bus.

They quickly find the answer and head towards the East to the Great Wall of China, specifically to Mutianyu, where the riddle says to go. While touring the Wall, they find a group of men rappelling down the walls and they all decide to try it out when they get invited to join. After trying a couple of times, the kids know they have to get back to trying to find the next riddle. After walking in the smaller of the two watchtowers, they find a clue behind a painting. Where will they go next?

The next riddle leads them towards the Taj Mahal, the beautiful white marble monument. Another of the group's members get into a dangerous situation while searching for the next clue. They learn a valuable lesson about thinking before acting in the process of finding the next riddle, which ends up leading them to Mt. Everest.

Six of the students get to go to the top of the mountain but after finding the clue in the freezing cold, one of the kids starts to slip down the mountain. Thanks to Willy and Drew's quick thinking, nothing bad happens and everyone remains safe. They return to the Jolly Jet and wait for the next clue.

On the hot sands of Egypt at the Ancient Pyramids of Giza, they spend hours trying to find the next clue. Finally, in the midst of a thunderstorm and after Colette repels a snake attack, they find the next riddle at the ticket office. Back in the plane, the kids dry off while they listen to the next riddle.

Next stop – the leaning tower of Pisa, where the kids explore the wonderful building while chomping down on some famous Italian pizza. The clue is found inside the pizza box and everyone quickly gets back inside the plane, ready for their last stop.

Their last stop is Machu Picchu. Everyone is amazed at the beauty of the place. At the very top, the kids find mummies as well as an ancient treasure. But they can't stay too long because they have to get back to their own classroom. Everyone is happy to be back, but they all can't seem to forget the amazing places they had seen!

FFT #2 Adventure to the Planet Mars

Characters

- Ms. Bogus, Fourth Grade teacher at Alpine McAlpine School,
- Sarah, Ms. Bogus' student, shy blonde who loves to read
- Skylar, Ms. Bogus' student, Drew's twin
- Drew, Ms. Bogus' student, Skylar's twin
- Colette, Ms. Bogus' student, the girl who sits in a wheelchair but stands tall in every adventure
- Lucia, Ms. Bogus' student, the girl who loves to travel
- Willy, Ms. Bogus' student, the class clown with lots of big ideas

Places (Integral)

- Planet Earth
- Planet Mars
  - Olympus Mons
  - Polar Ice Cap
  - Face on Mars mountain/rock formation
  - Valles Marineris
- The Light Bridge
- The Solar System

Places (Mention)

- Planet Jupiter
- The Sun

Educational Items (Integral)

- How to play "tag"
- Mars facts
- Solar System facts
- Centrifugal force
- The Light Bridge
- SETI (Search for Extraterrestrial Intelligence)
- Atmosphere facts
- Murphy's Law
- Olympus Mons facts
- Valles Marineris facts

Educational Items (Mention)

- Albert Einstein and the Theory of Relativity
- Gravity
- Particles
- Asteroids
- Michelangelo

Visuals

- Sketch of the face/rock formation
- Sketch of asteroids

Lessons

Do Everything You Can To Help

Ms. B realizes that Colette does not have a seatbelt. If she doesn't have a seatbelt, she may get very injured when the rockets propel them into space. Skylar quickly fixes the situation by volunteering his pants belt as her seatbelt.

Measure Twice, Cut Once

Drew has to count the number of switches to know which one he needed to switch. Just to make sure he doesn't get the wrong one, he counts twice.

There is Always a Way to Resolve Any Situation

When the Jolly Rocket has some mechanical failures, it looks like everyone is doomed to the class. But Ms. Bogus reminds everyone that there is always a way to fix the problem if you take the time to think it through.

Features

- About the Author
- Book Club: Talk About It!
- Book Club: Bring It To Life!
  - Mars spacecraft
  - Be a Martian!
  - Explore Mars in your imagination
  - Martian artwork
- Glossary
- Mars Trivia
- Scavenger Hunt
- Pop Quiz
- Tech Connects: www.carolemarshmysteries.com
  - Join the Fan Club
  - SAT word games
  - Martian Word Search
  - Pop Quiz
  - Scavenger Hunt
  - Marvelous Mars Trivia

Synopsis

On the bus ride to the Lowell Observatory, the kids of Ms. Bogus' fourth grade class begin to talk about some of the mysteries that surround the Planet Mars, sparking some interest in the possibility of Martians. At the Observatory, after a quick game of tag, the kids filed into the Vickers McAllister Space Theatre for a presentation on Mars. Once again, interest in the mysterious face/rock formation on Mars interests the kids. After some debate, they still have no answer – is this face just a bunch of rocks or could this be the mark of another civilization?

All the kids expressed a wish to go to Mars and actually experience the surface of a different planet. This seems to be part of Ms. B's plan, because, using a little bit of imagination, the class finds themselves on a very real trip to Mars on the Jolly Rocket. After some weightless fun, it's time to get down to business. While currently in orbit around the Earth, Ms. Bogus and her class need to find a way to ride the light bridge to Mars.

As Ms. Bogus is explaining to the class what they will use to get to Mars, the fasten seatbelt sign goes off, but no one sees it. It's a mad rush to put everyone's seatbelts on when they realize they will be entering the light bridge in a matter of seconds. Ms. Bogus warns them that they must keep their eyes closed – no peeking – until she can darken the windows.

After avoiding that danger, they find themselves in another one! An asteroid belt threatens to end their trip too quickly. Fortunately, the Jolly Rocket comes through with amazing flying skills and brings the class safely through. However, before they can get too far into the atmosphere of Mars, the Jolly Rocket seems to encounter a mechanical problem. With a little bit of teamwork and thought, the class finds the problem and fixes it, avoiding being stranded between outer space and Mars.

The class finally lands on the surface of Mars, equipped with gadgets to help them survive. Ms. Bogus reminds them that they only have two hours to explore Mars before they need to be back on the rocket. The class all grabs trays so that they can sled down the polar ice cap. Little do they know that the hill they are about to sled down ends with a hundred foot cliff. Despite a close call where Willy has to save Colette, luckily, everyone remains safe.

They begin their exploration of Mars with a stop at Olympus Mons, a volcano. It's just their luck that the volcano begins to erupt while they are flying over it! The Jolly Rocket is too fast to get caught in a volcano and gets away safely in time.

Next stop on the surface of Mars is the Valles Marineris, a valley six times deeper than the Grand Canyon. After an uneventful stop, the class moves on to the Rock Face formation that had captivated their interest earlier. While there, the whole class they see something move. They chase after it, only to find a robot – and not any old robot – it's one of the Mars Rovers built by NASA, the Sojourner. But the Sojourner was dead. It couldn't be what they saw crawl into the cave. But before they can figure it out, the entire class disappears into a hole in the floor.

The kids end up in a cave, with three perfectly round tunnels, seemingly not natural. The Sojourner suddenly starts to work a little bit and, with a little bit of teamwork, the whole class gets out of there in time. They get back on the Jolly Rocket and close their eyes, opening them to find themselves back in the Observatory theatre. What a trip!

FFT #3 Pioneer Prairie Features

Characters

- Ms. Bogus, Fourth Grade teacher at Alpine McAlpine School,
- Sarah, Ms. Bogus' student, shy blonde who loves to read
- Skylar, Ms. Bogus' student, Drew's twin
- Drew, Ms. Bogus' student, Skylar's twin
- Colette, Ms. Bogus' student, the girl who sits in a wheelchair but stands tall in every adventure
- Lucia, Ms. Bogus' student, the girl who loves to travel
- Willy, Ms. Bogus' student, the class clown with lots of big ideas

Places (Integral)

- Living History Farm, Urbandale, Modern Day Iowa
  - Walnut Hill
- 1800s Iowa
  - Grover Creek town

Educational Items (Integral)

- Living in an 1800's American town
- 1800s Transportation
  - Prairie Schooner
  - Wagon trains
- 1800s Prairie Fashion
- Living while traveling the prairie frontier
- "Buffalo Bill" Cody history
- How to make butter
- How to take care of a prairie farm
- Cattle-rustlers and cowboys
- Frontier history

Educational Items (Mention)

- Shakespeare
- Indian life
- Knock-Knock jokes
- Bank robbers and Sheriffs

Lessons

Playing Fair

During the water balloon fight, Willy pulls a trick on Lucia that she thinks is unfair. But Willy explains why it wasn't unfair and Lucia admits that she lost that battle.

Don't Give Up

When Lucia loses the water balloon battle to Willy, she does not admit total defeat. She claims that although she lost this battle, she hasn't yet lost the war! She's not going to give up until she can't battle anymore.

Have Faith

Ms. Bogus reminds the kids that anything is possible when it comes to believing in it. She teaches them what having faith means and how if you have faith, it will bring you very far in life.

Don't Steal

When the kids find some cattle-rustlers, they know what they are doing is wrong. They are stealing other cowboys' cattle! They foil their plans and help the good cowboys keep their cattle.

Features

- About the Author
- Book Club: Talk About It!
- Book Club: Bring it to Life!
  - Write a journal entry about a day on the wagon trail
  - Make your own flaming Indian arrows
  - Write a poem about the prairie
  - Pretend to be prairie animals
- Prairie trivia
- Glossary
- Pop Quiz
- Scavenger Hunt
- Tech Connects: Visit www.carolemarshmysteries.com
  - Join the Fan Club!
  - SAT word practice
  - Download a Prairie Word Search
  - Pop Quiz
  - Scavenger hunt
  - Pioneer Trivia

Online Activities

- Pop Quiz
- Fascinating Facts about The Prairie
- Book Club Discussion
- Book Club Activities
- Know your SAT words
- Scavenger Hunt
- Word Search

Synopsis

On this field trip, Ms. Bogus' class is on their way to find out what it was like to live on the prairie in an 1800's American town when they visit the Living History Farm in Urbandale, Iowa. After a water balloon fight disguised as a Western style showdown, the class explores the replica town ending with a one-room schoolhouse. When the class can't seem to come upon an agreement about whether they would like to live in the 1800's or not, Ms. Bogus plans a super charged field trip to the Prairie.

Sure enough, when the kids open their eyes, they are on the now familiar Jolly Jet. They use the light bridge to travel through time and suddenly they find themselves as a covered wagon with the sun beating down on them. Fortunately, Ms. Bogus finds a wagon train to join and it just happens to be Buffalo Bill Cody's wagon train! On their first day of traveling, the train encounters a group of Indians. After a little bit of exchanged fire, the Indians leave and everyone is safe.

That night, as they bed down the horses and make everything prepared, the boys meet Robert Williams, another child about their age, and his little sister Sally. Meanwhile, the girls help Charlie, the cook, fry up dinner for the whole wagon train. The food they make is strange to them but very delicious – especially the rattlesnake stew!

The next morning, after waking up bright and early to help with chores, the group continues traveling. As they are about to cross a river, Ms. Bogus gets knocked out in a wagon accident. The kids have to move quickly because the Jolly Schooner is now headed straight for some white rapids downstream! But Skylar saves the day when he keeps his cool and with the push of a button gets them out of trouble.

However, right after they get out of the river situation, they run into a couple of cattle rustlers! They scare them away by using the Jolly Schooner as a UFO, just in time to get to Grover Creek for both a shindig and to help with chores on the Williams' farm! While the boys learn how to use a sodbuster, the girls helped Mrs. Williams with the cooking. Willy is very proud of how he handles the sodbuster, despite the slight accident when Betsy the cow runs away from the rattlesnake.

The next day, everyone started helping the town get ready for their shindig. Willy finds out that the Williams, the family they are staying with, happen to be his ancestors. Robert Williams is his great-great-grandfather! Willy keeps the discovery a secret but is happy to have met his grandfather after reading so much about him in his old journal.

While they are still in town helping out, two bank robbers come running out of the bank in the midst of the kids water balloon fight. Willy jumps up and saves the day using a water balloon and a rattlesnake. The sheriff gets the robbers under control and the shindig begins!

Everyone hates to leave, but nobody more than Willy. After they are back at the Living History Farm in modern day Iowa, the kids take another poll. Did it really happen? Had they really traveled back in time to the 1800s? Willy has his doubts, but after checking his great-great-grandfather's journal, he knows they actually did. He finds his own name in one of the entries. What a trip!

DM #1 Earthquake Mystery Features

Characters

- Artemis Masters is an absentminded genius. He's a scientist at the top of his field in the early detection of natural disasters. Everyone looks to him to solve the mysteries of nature…he just needs someone to find his car keys, shoes and glasses!
- Curie Masters, though only 12, has inherited her father's intelligence and ability to see things others don't. She has a natural penchant to solve mysteries…even if it means tangling with those older and supposedly smarter than her.
- Nick Masters, an 8-year-old boy who's tall enough to pass as 12, likes to match wits with his sister and has her desire to solve mysteries others overlook. While he's the younger sibling, he tends to want to protect his sister, and, of course, be the first to solve the mystery.

Time

- Summer vacation

Locations

- San Francisco, CA
- Northridge, CA
- Los Angeles, CA
- Pleasant Valley, NV
- Hansel Valley, UT
- Wyoming
- Lincoln, NE
- New Madrid, MO

Places (Integral)

- Hollywood, CA
- Universal Studios Theme Park in Hollywood, CA
- Yellowstone National Park in Wyoming

Places (Mention)

- Palm Springs, CA
- Kosmo, UT
- Stauffer's Café and Pie Shoppe in Lincoln, NE

Educational Items (Integral)

- Earthquake safety
- Earthquake vocabulary (e.g. scarps, fissures, magnitude, tectonic plates, etc.)
- How earthquakes form
- Fault lines (San Andreas Fault, New Madrid Fault)
- Retrofitting
- How to prepare for an earthquake
- Facts about various earthquakes
  - San Francisco earthquake of 1906
  - Pleasant Valley earthquake of 1915
  - Hansel Valley earthquake of 1934
  - New Madrid earthquake of 1812

- Facts about the Old Faithful geyser in Yellowstone National Park
- Facts about Yellowstone National Park
- Reverse engineering

Educational Items (Brief Mention)

- Einstein's Theory of Relativity
- Nicholas Copernicus
- Marie Curie
- Definition of trams
- The CIA
- What it means to "walk a beat"
- Sun spots or solar showers

Visuals

- Cartoons of Artemis, Nick and Curie pop up throughout the book
- Candy wrappers dropped by the suspects
- Nick replacing the flag after switching the Masters' Motion Sensor with a decoy
- The Masters family on the earthquake ride at Universal Studios Theme Park
- Road signs indicating the number of miles to the next destination
- The Masters of Disasters van
- Nick's rendering of the suspicious men following them

Lessons

Taking Turns

Nick and Curie both want to be their father's co-pilot and ride in the seat next to him. At first, they argue, and then they decide to play Rock, Paper, Scissors to decide who should sit in front. Finally, Curie suggests that they switch seats after every stop.

Gloating

Curie gets to ride next to Artemis first. Instead of gloating, she offers to let Nick pick the music. When the first stop turns out to be only a block away from the Masters' house, Curie tells Nick not to gloat that he gets to ride up front so quickly.

Dealing with disappointment

Artemis is terribly allergic to dogs, and the kids really want one. They don't mind that they can't have one though, because they have adventures instead.

Seeing the benefit of disasters

After Artemis describes the effects of an earthquake to him, Nick becomes scared of them. Artemis says he knows that earthquakes are scary, but each time they study one, they can learn more and more information about them. They can then take this information and make improvements like retrofitting that lessen the damage of these disasters. Also, everything they learn helps "everyone handle a natural disaster."

Bravery and looking out for each other

Nick and Curie are scared of the suspicious men who have been following them. Nick vows that he will stay up all night to protect Curie. In the end, though, he crawls in bed with her and they protect each other.

Sibling responsibilities
When Nick and Curie wake up in their hotel room to find Artemis gone, Nick panics. Curie knows that it is her duty as the oldest sibling to remain calm and be in charge in her dad's absence.

Asking for help
When unloading the van at an earthquake site, Nick brings more equipment than he can handle, and he struggles with it. Curie reminds him that all he needs to do is ask her to help.

Working together
Nick is running out of Motion Sensor decoys, and he starts to get scared. Curie reminds him that they can solve the mystery together. She gives him her bracelet that was a gift from her best friend to use as a decoy.

Importance of family
After Curie gives Nick her bracelet, she tells him, "I might have more best friends, but I only have one brother and dad."

Failure
Artemis is disheartened that his Masters' Motion Sensors don't seem to work. Nick reminds him what Thomas Edison said about his failures. He said that he didn't fail; he just discovered a thousand ways not to make a light bulb. Artemis hasn't failed; he has just found one way not to measure earthquakes.

Features

- About the Author
- Book Club: Talk About It
- Book Club: Bring It To Life
- Make an earthquake survivor kit
- Put yourself in the earthquake ride at Universal Studios
- Activity that illustrates the shifting of the tectonic plates
- Glossary with SAT words
- Tech Connects: Information on carolemarshmysteries.com

Activities

- Earthshaking Earthquake Trivia

Synopsis

Curie and Nick are planning on a relaxing summer vacation when their dad announces that he has figured out how to track earthquakes. The kids don't quite believe him, but Artemis insists that his equipment works and loads them and the equipment in the Masters of Disasters van for an adventure. So much for that relaxing vacation!

After some sibling squabbling, the Masters arrive at their destination: one block away from the house, which is also the site of the 1906 San Francisco Earthquake. Artemis tells the kids that they are going to check the line of Masters' Motion Sensors he set up along the San Andreas Fault at the start of his project. Artemis notices that something has been digging where he planted the Motion Sensor. When he starts sneezing from his allergies, he assumes a dog has been there. The kids, though, notice fresh candy wrappers around the site and realize that a human did the digging, probably looking for the Motion Sensor. The laptop warns them that there is movement along the fault, and so they're off!

The Masters' next stop is Northridge, CA, site of a 1994 earthquake. Once they stop, Nick notices a mysterious black sedan parked near them. He also finds another candy wrapper. While Curie and Artemis prepare a spot to plant another Motion Sensor, Nick secretly readies a decoy. After Curie and Artemis finish, he digs another spot for the decoy. He then places the flag his dad has used to mark the Motion Sensor over the decoy, something he will do at each stop. Once in the car, Nick and Curie use current satellite pictures to track the black sedan and zoom in until they can see candy bars on the dashboard of the sedan, confirming their suspicions that they are being followed.

Artemis, Nick and Curie arrive in Hollywood, CA, and head to Universal Studios Theme Park where they can experience an 8.5 magnitude earthquake. Once they get back to the van, they find candy wrappers and a piece of paper with an inaccurate, partial version of their dad's Motion Sensor formula. Somebody is definitely trying to steal their dad's research! They arrive in Pleasant Valley, NV, and learn about the 1915 earthquake there. They travel to Hansel Valley, site of a 1934 earthquake. There they find another candy wrapper, and the Motion Sensor picks up movement along the New Madrid Fault.

The family's next stop is Yellowstone. After producing a drawing of the suspicious men, Nick and Curie find out from a concession stand cashier that he has seen six of these men in Yellowstone. After finding footprints that match the ones found on the piece of paper they found earlier and that seem to be "walking a beat," the kids deduce that the suspicious men are really guards for their dad's work. This explains why the Masters are being followed, but not the paper with the formula on it. Once back on the road, the kids use the GPS on their computer to track the cars, and all are where they were supposed to be except one!

Using satellite photos, Curie takes a trip back in time to track the thief up until he steals the Motion Sensor in San Francisco. Then Nick zooms in on the suspicious black sedan and captures a picture of the thief's face. Instead of protecting Artemis and his invention, the man is trying to steal it! Artemis is very disappointed, especially sense this means his results are tainted and the Sensors didn't really work. His kids are still proud of him, though. And, as they head away from their van, the Motion Sensor starts to detect movement!

DM #2 Treacherous Tornado Features

Characters

- Artemis Masters, absentminded weather genius
- Curie Masters, 12, Artemis' daughter
- Nick Masters, 8, Artemis' son
- Radnor Brindle, expert on tornados

Time

- Summer Vacation

Locations

- Tornado, Ally, Oklahoma, USA
- Tornado Ally, Kansas, USA

Places (Integral)

- Storm Chasing Van
- Tornado Ally: Oklahoma, Texas, Kansas, Nebraska, USA

Places (Mention)

- Manchester, Massachusetts
- Grand Central Station, New York City

Educational Items (Integral)

- Origin of Tornados and other Facts
- Famous Tornados
- Tornado Watch and Tornado Warning
- Tornado Preparedness
- Lightning Danger

Educational Items (Mention)

- F-scale
- Tornado Vortex
- Rotation of Hurricanes
- Marie Curie
- Nicolas Copernicus

Visuals

- Cartoons sprinkled throughout the book.

Lessons

For Safety, Make a Family Disaster Plan

In case there is a severe environmental hazard, the Curie family developed a Family Disaster Plan. Upon the beeping of their Dad's Tornado Early Warning Device, they know to bring a cell phone, go to a room without windows and with sturdy reinforced walls, and hug the ground against a wall with their arms around the knees. They also have an emergency checklist to make sure they have all the necessary amenities.

Know When a Tornado is Coming
In order to be prepared for a tornado, the kids know that they must know when one is coming. First, they listen to the weather reports. Then they look for dark, almost greenish skies and low-hanging dark clouds. Other signs they look for are large pieces of hail and a loud roar almost like a train.

Pick up all your Trash
During a lunch break while waiting for a tornado, the kids realize that the other vans left all their food and wrappers on the ground. They discuss how they cannot stand littering and make sure they have cleaned up all their trash.

Do Not Play Outside in Lightning
The kids watch two men who are playing Frisbee run inside when it starts lightning. They agree that is a good idea because it can be very dangerous and many people are harmed by it.

Use Teamwork when Trying to Solve a Problem
Curie and Nick combined their brainpowers and because of this they were able to find and save their friend Radnor Brindle.

Features

- A Note from the Author
- SAT Words to Know
- About the Author
- Book Club Talk About It!
- Book Club Bring it to Life!
- Tornado Scavenger Hunt
- Tornado Pop Quiz
- Glossary
- Tornado Trivia
- Tech Connects

Online Activities

- Fact or Fiction
- Fascinating Facts
- Book Club Discussion
- Book Club Activities
- Know your SAT Words
- Tornado Safety Tips
- Scavenger Hunt
- Word Search

Synopsis

Nick and Curie are excitedly waiting to leave on a trip with their father, Artemis. Artemis promises that this trip will not be like their last vacation full of boring paperwork. Instead, they will be testing out his new Tornado Early Warning Device with their good friend Radnor Brindle. They will be chasing real live tornados!

With no word from Radnor, they decide to leave for their adventure. The kids continually look for emails or texts from Radnor, but they receive nothing except spam mail. This worries Artemis because this is out of character for Radnor and he also needs the code in order to interpret the data that the new Warning Device will collect. Where could he be?

The Masters reach their first motel, and upon arrival they see that they have company. Three vans are already parked there: the Tornado Chaser, the Tornado Thrills, Inc., and the Twister Teaser. The kids watch the peculiar people until they finally receive word from MisterTwister, Radnor's email address. It says he has decided to do his own storm chasing, and not to worry about him. The kids think this is odd. Radnor usually puts some goofy text or smiley face in his emails. Is he trying to tell them something?

They move onto southern Kansas where reports say some storms are brewing. After arriving at their destination, the kids bury the Warning Devices in a corn field. Sure enough, they start seeing the warning signs of a tornado, and it starts collecting data! Unfortunately, the storm clears, but when the skies and hail clear up it reveals three pairs of headlights: the three vans! Is it is possible someone trying to steal their data?

The kids are losing hope on hearing from Radnor and begin packing up to go to the next site. Before they do, they decide to pick the trash the other vans left behind. While doing this they find this message: ttyl-mstrtwster (Talk to you later Mister Twister). This message has to be from Radnor, even though thought he was somewhere else. What if someone has him!

As Nick and Curie begin to collect the warning devices they had previously put out they see headlights in the trees. They had purposely waited until everyone else was gone so no one would see the new devices. Is someone trying to spy on them? They quickly tell their father, and drive the van towards it, but the other van quickly speeds off. As they graze the area for any clues, they find a listening device just like theirs! Could Radnor be running his own show or is he in danger? By now everyone is worried.

The kids begin to brainstorm. They do remember weird spam mail they received earlier: L- cuz taken, from 030368brain@yahoo.com. Nick remembers this the date of Radnor's birthday. Maybe Radnor was sad because he was kidnapped! They go to check if they have any other peculiar messages, and find one with a series of numbers: the code! It is time to find another tornado, and maybe it will be the key to finding Radnor!

The next morning, they reach their next spot and not so surprisingly find the other vans there. As the storm begins to pick up, the kids wait in the van and text Radnor hoping to hear from him again. They receive a text saying he is in the twister teaser! All of the sudden, the warning device in the van begins beeping loudly! It is working! There is a tornado near by, and the Masters know they need to book it to safety.

They immediately call the police, but the Twister Teaser seems to have disappeared into the storm. They worriedly wait for any sign of Radnor, when they get a call. The police found him! Two jealous coworkers had kidnapped Radnor, but thanks to Nick and Curie's superior teamwork and brainstorming they saved him!

DM #3 Horrendous Hurricane Features

Characters

- Artemis Masters is an absentminded genius. He's a scientist at the top of his field in the early detection of natural disasters. Everyone looks to him to solve the mysteries of nature…he just needs someone to find his car keys, shoes and glasses!
- Curie Masters, though only 12, has inherited her father's intelligence and ability to see things others don't. She has a natural penchant to solve mysteries…even if it means tangling with those older and supposedly smarter than her.
- Nick Masters, an 8-year-old boy who's tall enough to pass as 12, likes to match wits with his sister and has her desire to solve mysteries others overlook. While he's the younger sibling, he tends to want to protect his sister, and, of course, be the first to solve the mystery.

Time

- Summer

Places (Integral)

- Metairie, LA
- Waveland, Mississippi
- Bay St. Louis, Mississippi
- Biloxi, Mississippi

Places (Mention)

- Slidell, LA
- Lake Pontchartrain, LA
- New Orleans, LA
- Mobile, Alabama
- Florida

Educational Items (Integral)

- Hurricane categories (1-5)
- Hurricane facts
- Hurricane terminology
- "Blogging"
- Hurricane history
  - Hurricane Katrina in 2005 facts
  - Hurricane Camille in 1969 facts
- FEMA (Federal Emergency Management Agency)
- Southern social graces
- How to survive a hurricane
- Dangers of flooding

Educational Items (Mention)

- Nicolaus Copernicus
- Marie Curie
- How to dress for a job
- Typhoons vs. Hurricanes

Lessons

Not Teasing Your Siblings Too Much

Nick likes to tease Curie like any little brother, but every once in a while, he teases too much. Artemis says, "That's enough" when he thinks that Nick is going over the top.

The Importance of Help

Nick, Curie, and Artemis drive through the wake of Hurricane Katrina and see the destruction that it had caused. But they also see the help that had been sent to the people that were in trouble. The kids recognize the importance of helping others.

Looting is Wrong

After the hurricane hit, some of the people in the area took advantage of the lack of organization and started looting some of the more expensive things, such as TVs and electronics. Nick and Curie are appalled.

In an Emergency Situation, Call 911

The Masters see their team members stealing from Mrs. Beckwith's house. They quickly call 911 rather than try and stop them all by themselves. They know that they need help from professional policemen.

Features

- About the Author
- Book Club: Talk About It!
- Book Club: Bring It To Life!
  - Let's blog! (without the Internet)
  - Make a Hurricane survival kit
  - Map an evacuation route
  - Name your hurricanes
- The Horrendous Hurricane Glossary
- Hurricane Trivia
- Tech Connects: visit www.carolemarshmysteries.com
  - Join the Fan Club
  - SAT word games
  - Hurricane word search
  - Take a Pop Quiz
  - Scavenger Hunt
  - More Horrendous Hurricane Trivia
  - Hurricane Safety Tips

Synopsis

Nick and Curie are learning all about hurricanes while helping Artemis test his latest invention, a tie-down reinforcement for houses being pressured by hurricane winds, in the wind tunnel. Artemis invites his kids to come with him to Florida and the Gulf Coast to test out the bindings and ties Artemis had invented. The kids get access to the website of the company that their dad is collaborating with, Build 'Em Strong, Inc., and while they are using the website to learn about the company's activities and plans, the kids come across a strange conversation on the blogging website. They ignore it for now, but they don't know what they are getting into!

Artemis, Nick and Curie have all the 10 team members over for lunch to set up some plans. They seem pretty normal and professional. Departure day rolls around and Artemis and the kids are on their way to Louisiana. On the way, Nick and Curie read the company's blogs again and discover a message from the RedRooster blogger warning the other team members to watch what they say because of "those nosy Masters kids!"

The Masters stopped in Metairie in Louisiana after driving by all of the devastation that Hurricane Katrina had left behind her. They stopped and ate lunch with David Logan, a local policeman that had experienced the brunt of the hurricane, trying to learn more about the situation in the area. The policeman mentioned that there had been looting in the area, but the evacuated homes had mostly remained ok. This triggered a thought in Curie's head – is there a connection between what the RedRooster said on his blog and looting?

Their next stop is in Waveland, Mississippi where they meet Artemis' friend Ida Mae Jennings, who had lost her home in the hurricane. After talking for a little while, Ida offers them the use of her home to the North if another hurricane happens to hit while they are down here, rather than trying to use the hotels. Curie is glad she offered because she has a strange feeling that they are going to need it.

At their next stop in Bay St. Louis, the family and the team members check out a newly reinforced house. Curie notices that the team members seem very interested in the valuables that are inside the house, asking about one man's coin collection and the beautiful landscape painting in another. Something was fishy – why were they so interested in these valuables? As Nick goes to input the information they had collected about the reinforced house, he finds his computer gone, replaced by a note that told the kids to stay off the computer! At Mrs. Beckwith's house in Biloxi, Nick and Curie find a note that seems to look like a very strange shopping list. Curie suspects more foul play.

Nick checks the National Weather Service and finds out that a hurricane, named Hurricane Marie, was heading towards Florida. Soon after, the Hurricane is suddenly on its way to where the Masters are! They get in touch with Ida Mae so they can evacuate the area, but Artemis wants to check in with his team first. All of the owners of the houses that they had checked out for strength were evacuating but Curie doesn't think it's a good idea to tell the rest of the team members.

As they begin to evacuate, the storm grows stronger. The Masters find refuge in Ida Mae's house to wait out the storm. When the calmness of the eye of the storm hits, Nick and Curie venture outside real quick. Across the street they see two guys lifting things out of a house into a Build 'Em Strong truck! Curie was right – the team members were planning on looting! But now, before they can do anything, another problem is on their hands – there is now a danger of flooding!

Fortunately, the Masters all survive the flooding and the worst of the hurricane. They make their way over to Mrs. Beckwith's to make sure she and her reinforced house were ok. Hopefully Artemis' invention worked!

As they pull up to her house, they seem the same van as before. Quickly, Curie takes a picture with her cell phone camera and Artemis calls the cops. Sure enough, some of the team members were looting the house. But all ends well – Mrs. Beckwith is safe, her house is in very good condition for going through a hurricane, and the crooks are caught. Category five success!

DM #4 Voracious Volcano Features

Characters

- Artemis Masters is an absentminded genius. He's a scientist at the top of his field in the early detection of natural disasters. Everyone looks to him to solve the mysteries of nature…he just needs someone to find his car keys, shoes and glasses!
- Curie Masters, though only 12, has inherited her father's intelligence and ability to see things others don't. She has a natural penchant to solve mysteries…even if it means tangling with those older and supposedly smarter than her.
- Nick Masters, an 8-year-old boy who's tall enough to pass as 12, likes to match wits with his sister and has her desire to solve mysteries others overlook. While he's the younger sibling, he tends to want to protect his sister, and, of course, be the first to solve the mystery.

Time

- Summer vacation

Locations

- Yellowstone National Park, Wyoming, U.S.A.
- Mauna Loa volcano, Hawaii, U.S.A.
- Mount St. Helens, Washington, U.S.A.

Places (Integral)

- Old Faithful geyser, Yellowstone National Park, U.S.A.
- Mount St. Helens, Washington, U.S.A
- Little Grand Canyon, Mount. St. Helens, Washington, U.S.A

Educational Items (Integral)

- Old Faithful geyser facts
- Yellowstone National Park Volcano facts
- Volcano terminology
- Hot Springs facts
- Bear facts
- The Ring of Fire history
- Famous Volcanic Explosions facts
  - Mount St. Helens in 1980
- Bionic Technology

Educational Items (Mention)

- Nicolaus Copernicus
- Marie Curie
- NATO Phonetic Alphabet (Alpha for A, Charlie for C, etc)
- SAT words
- Oxymoron
- Electronic tracking devices

Visuals

- Cartoons of Artemis, Curie and Nick throughout the book

Lessons

Take Your Time So You Avoid Making Mistakes

Nick works with HR, an extremely advanced robot. Curie is impatient with Nick because he is taking so long, but Nick does not want to make a mistake. So he takes his time and does the job correctly.

Friendly Competition

Nick and Curie are extremely competitive with each other, but their competition is all in good fun. They enjoy trying to beat each other up the mountain, but never get too upset about it.

Finding Evidence Before You Accuse Someone

Before Nick and Curie can accuse anyone of following them or trying to steal something, they need to wait for evidence. It is a demonstration of the idea that a person is innocent until proven guilty.

Features

- About the Author
- Book Club: Talk About It!
- Book Club: Bring It to Life!
  - Oxymoron game
  - Make your own robot!
  - Create your own bumper stickers
  - Use the Internet to be a detective about Volcanoes
- Glossary
- Scavenger Hunt
- Pop Quiz
- Trivia
- Yellowstone National Park Trivia
- Tech Connects: Visit www.carolemarshmysteries.com

Online Activities

- Safety Tips
- Fascinating Facts (Volcanoes)
- Fascinating Facts (Yellowstone)
- Book Club Discussion
- Talk About It
- Know Your SAT Words
- Quiz
- Scavenger Hunt
- Word Search

Synopsis

Artemis, Nick and Curie prepare HR, the Humanlike Robot, for his first field testing to show off his abilities in front of Dr. Suni Ki, Artemis' main contact at the International Association of Volcanology. The testing went really well and Dr. Suni Ki confirmed that HR was ready to go into a real, live volcano. As they start to clean up HR, Nick looks out the window and sees two suspicious men with beards in a car. When he locks eyes with the man in the driver's seat, the man yanks something out of his ear and drives off quickly. Now, that was weird.

Because they have a couple days before they have to get HR to Hawaii, Artemis and the kids stop and take a quick vacation at Yellowstone National Park to see the huge volcano there. While Artemis is explaining many of the features of Yellowstone, a man named Bob Connors, someone Artemis knew from college, interrupts him. Nick and Curie are antsy, so they run off on a hike to explore the hot springs. As they gaze at the beauty of the hot springs (and enjoy the rotten egg smell of the sulfur), the two men Nick had seen in the car suddenly had them trapped. Nick and Curie manage to escape just in time, but they can't figure out why they were being chased.

They stop running away when they get far enough, but as they turn around they see a bear cub. Curie is scared at first, but Nick pets the baby cub. Suddenly, they hear the men behind them; they begin to run away only to find themselves facing the baby cub's extremely large mother bear! They jump out of the way and the men chasing them capture the bear's attention instead. As the men run away and the kids make their way back to Artemis, Nick realizes that those men weren't after both of them; they were only after Curie!

When they get back to Artemis, he says that Bob coincidentally has almost an identical trip to theirs. Nick thinks that is really strange but he also has figured out why those strange men want Curie. The key to HR's motion computer chip was secured around her neck on her necklace! After a quick Internet search on Bob Connors, they find out that he is a crook, with a suspected affiliation with enemy spies. Maybe he wants the motion computer chip to sell to the USA's enemies!

They leave Yellowstone to visit Mount St. Helens in Washington. As the family is about to go on a hike of the Little Grand Canyon, Dr. Suni Ki comes up and urgently needs to talk to Artemis. Apparently the Mauna Loa volcano may erupt sooner than they thought which means Artemis and the kids will have to get to Hawaii the next morning! While Artemis and Dr. Suni Ki discuss some of the more urgent matter concerning the volcano, Nick and Curie take the hike.

On their hike, the kids think they are being followed so they hide in a small cave on the hike. They overhear the two men talk about selling the motion computer chip to the highest bidder. They also find out that the person behind all this is a woman! They need to get some proof of all this and, fortunately, Nick has a plan.

Nick and Curie set up Sheppard and McGee to get caught for stealing coins. Nick realizes that its not Bob Connors who is their boss, it's Dr. Suni Ki! After a little bit of Internet research, they have some evidence against Dr. Suni. They go to Artemis and explain everything; but, surprise, Artemis already knew all of this stuff. He's been working as an undercover agent for the FBI! Nick thinks that now its time to find the evidence that will put Dr. Suni in jail!

Sitting at the top of Mauna Loa, watching the volcano about to erupt, Nick, Curie, and Artemis are confronted by Dr. Suni. She demands the key and reveals her plan to sell the technology that Artemis had created to a technology company. Instead, FBI agents that had been waiting for Dr. Suni to incriminate herself arrest her and Artemis declares that he has already donated the technology to the Amputee Coalition of America. Meanwhile, HR is climbing into the depths of the volcano. Mystery solved!

DM #5 Behemoth Blizzard Features

Characters

- Artemis Masters is an absentminded genius. He's a scientist at the top of his field in the early detection of natural disasters. Everyone looks to him to solve the mysteries of nature…he just needs someone to find his car keys, shoes and glasses!
- Curie Masters, though only 12, has inherited her father's intelligence and ability to see things others don't. She has a natural penchant to solve mysteries…even if it means tangling with those older and supposedly smarter than her.
- Nick Masters, an 8-year-old boy who's tall enough to pass as 12, likes to match wits with his sister and has her desire to solve mysteries others overlook. While he's the younger sibling, he tends to want to protect his sister, and, of course, be the first to solve the mystery.

Time

- winter/spring

Locations

- Adirondack Mountains, New York, USA

Places (Integral)

- Adirondack Mountain, New York, USA

Places (Mention)

- Yellowstone National Park, Wyoming, USA

Educational Items (Integral)

- Historical Blizzards
  - Great Blizzard in the spring of 1888 in the Northeast USA ("The Great White Hurricane")
- The effect of blizzards
- Blizzard vocabulary (ie barometric pressure, snowpack, equitemperature etc)
- Avalanche facts
- Winter facts

Educational Items (Mention)

- Nicolaus Copernicus
- Marie Curie
- Special SAT Vocabulary words
- Scottish food (ie. Haggis)
- How to survive an avalanche
- How Cable is used for TV and the Internet
- Average snowfall for Yellowstone National Park

Visuals

- Cartoons of Artemis, Nick and Curie pop up throughout the book

Lessons

Taking Care of Yourself When You're Sick
Artemis was really looking forward to going out on snowmobiles, but he knows that if he wants to get better from his cold, he needs to stay in bed and recuperate. He can't push himself to hard. He needs to recognize when to rest.

Don't Judge People On First Impressions
Nick thinks the O'Malleys are creepy and keeps picking on them when talking to Curie. Curie gently reminds him that he doesn't really know the O'Malleys and that he is being too judgmental too soon.

Saying Thank You
After Mrs. O'Malley makes Curie and Nick dinner, Curie makes sure to say thank you to show her appreciation for the meal.

Offering to Help Clean Up
Curie offers to help clean up after dinner. Because Mrs. O'Malley did all the work of making dinner, Curie thinks its only fair to offer to help after eating the food.

Taking Care of Siblings
Nick gets caught in an avalanche. Instead of letting him fend for himself, Curie races back after the avalanche ends, ready to help and rescue him in any way. It's her brother after all!

Stick Together and Figure It Out
When Curie and Nick find themselves in unexpected blizzard conditions, Curie starts to panic. Nick turns to her and calms her down, telling her not to worry. They will figure it out together.

Features

- About the Author: Carole Marsh
- Book Club: Talk About It!
- Book Club: Bring It To Life!
  - Make paper snowflakes
  - Play trivia
  - Play "A Strong Wind Blows"
  - Make your own snowmen
- Scavenger Hunt
- Pop Quiz
- Glossary
- Blizzard Trivia
- Winter Wonders
- Tech Connects: Visit carolemarshmysteries.com for more information

Online Activities

- Quiz
- Fascinating Facts
- Book Club Discussion
- Scavenger Hunt
- Know Your SAT
- Blizzard Safety
- Talk About It
- Word Search

Synopsis

Artemis has invented the SABER – the Snow And Blizzard Early Response Sensor. After taking some of their first base readings using the temperature probe on the Adirondack Mountain, Artemis, Curie and Nick go back to the bed and breakfast hotel they are staying at. At the hotel, they meet Mr. and Mrs. O'Malley, the owners of the cable-less bed and breakfast. Nick thought the O'Malleys were a little creepy, but he thought the portraits on the wall were even creepier. He could have sworn that their eyes were real and following him!

Before Nick and Curie join the O'Malleys downstairs for dinner, Curie goes and checks on Artemis who has a slight cold and temperature. He hopes he can make it for doing more temperature probes the next day. At dinner, Nick and Curie explain the importance of anticipating blizzards for the safety of resorts and such. The O'Malleys seem to disagree, more in favor of making more money for the resorts than anything else. As they get up from the table, Mr. O'Malley warns them of the dangers of the winter in the area, telling them to be careful the next day.

Nick and Curie go out the next day on their snowmobiles. Just as they are about to take one of their last temperature readings, they hear a loud crack and a rumble. Uh-oh, an AVALANCHE! Curie barely escapes the rolling snow, but Nick finds himself stuck in the midst of it. Curie turns back and Nick surfaces above the snow. All right, but very cold, Curie and Nick head back to the bed and breakfast.

On their way home, they found cables used for TV and the Internet running right to the O'Malley's house. That's weird – Mr. O'Malley had lied about not having any cable service. Nick was extremely suspicious. When they get back to the house, Nick decides to do a little spying of his own. He enters the O'Malleys' home office and find an extremely high tech room. Just as Mr. O'Malley is about to walk in, Nick finds a secret room in the nick of time. The secret room had a ton of security cameras that monitored all around the bed and breakfast and on top of that, Nick finds out that Mr. and Mrs. O'Malley's Irish brogues were fake!

As the kids start checking the kind of readings that had gotten from their probes, they find that two of them aren't working. They rush out to find them. Meanwhile, Artemis wakes up feeling extremely sick. He sees the information from the sensors and sees that they are predicting the biggest storm that has been seen in a 100 years! As he walks downstairs to find the kids, he hears the O'Malleys talking. They had been trying to sabotage the sensors! Just then, the weather channel starts to predict the blizzard coming. But Curie and Nick were outside! Mr. O'Malley runs to rescue them, despite the previous plans.

When Curie and Nick see Mr. O'Malley running after them, they begin to run away, thinking that he is chasing them for all the wrong reasons. After a long chase, Mr. O'Malley runs his snowmobile into a tree. He looks hurt and the kids turn back. But as they start to try and get back, they are suddenly in extremely dangerous blizzard conditions. As they start trying to trudge back, they bump into the Utility pole. They follow the cable all the way back to the house. They figure out that the O'Malleys weren't really doing anything against the law, but they wanted the success that comes with the people having to stay in the area because of a blizzard. On the good side, the SABER sensors were proved to work and help predict blizzards. Mystery solved!

DM #6 Forest Fire Mystery Features

Characters

- Artemis Masters is an absentminded genius. He's a scientist at the top of his field in the early detection of natural disasters. Everyone looks to him to solve the mysteries of nature…he just needs someone to find his car keys, shoes and glasses!
- Curie Masters, though only 12, has inherited her father's intelligence and ability to see things others don't. She has a natural penchant to solve mysteries…even if it means tangling with those older and supposedly smarter than her.
- Nick Masters, an 8-year-old boy who's tall enough to pass as 12, likes to match wits with his sister and has her desire to solve mysteries others overlook. While he's the younger sibling, he tends to want to protect his sister, and, of course, be the first to solve the mystery.

Time

- Summer

Locations

- Yellowstone National Park, Wyoming, USA

Places (Integral)

- Yellowstone National Park, WY
- Canyon Visitor Center, WY

Places (Mention)

- Mammoth Hot Springs
- Tokyo, Japan

Educational Items (Integral)

- Grassland facts
- Historical Fires
  - Yellowstone's Forest Fires in 1988
  - Tokyo, Japan in 1923
- How Forest Fires start
- Smokey The Bear
- How to Prevent Forest Fires
- Lightning facts
- Controlled burns
- Effects of Forest Fires on the Ecosystem
- How to read geographical coordinates
- Firefighter facts
- How to fight a Forest Fire
- Fire Tornados

Educational Items (Mention)

- Marie Curie
- Nicolaus Copernicus
- Smokejumpers
- NASA and satellites

Visuals

- Cartoons of Artemis, Nick and Curie appear throughout the book

Lessons

Recognizing Your Blessings
When Curie and Nick answer some of Artemis' hardest trivia questions, Artemis is impressed by their ability to answer. He knows he has been blessed with two extremely intelligent children.

Courage
Chief Thomas and his men, including the smokejumpers, are extremely brave. They risk their lives in order to rescue the lives of many others.

Going Off By Yourself In a Forest Fire
Artemis goes off by himself to save the horses in the forest fire. Although this is a brave and noble cause, Artemis knows that it was maybe a little too dangerous to be alone with no one to back you up.

Putting Out Fires When Camping
When leaving the campsite, Artemis, Curie, and Nick put out the fire in the correct way. Ralph and Tom do not put out their campfire correctly and a huge forest fire starts as a result.

Saying "Thank You" and "Your Welcome"
Christina compliments Nick by saying he is a lot like Artemis. Nick says "thank you" and Christina follows his "thank you" with a "your welcome."

Seeing the benefit of Forest Fires
Forest Fires, although dangerous, also help the forest to maintain a healthy ecosystem. It's important for the forest to rejuvenate itself every once in a while.

Features

- About the Author
- Book Club: Talk About It!
- Book Club: Bring It to Life!
  - Write a poem about fire safety
  - Write a story about Smokey Bear
  - Use Sugar Cubes as construction tools
  - Make your own puzzles, like the Yin and the Yang
- Glossary
- Forest Fire Trivia
- Get to Know Smokey Bear
- Forest Fire Scavenger Hunt
- Forest Fire Pop Quiz
- Tech Connects: Information on carolemarshmysteries.com

Online Activities

- Book Club Discussion
- Fascinating Facts
- Quiz
- Fire Safety Tips
- Know your SAT words
- Talk About It
- Word Searches

Synopsis

Nick and Curie begin their day by watching the controlled burns of the forest that are being conducted. At breakfast, they meet Smokey The Bear, the famous mascot for forest fire prevention. Meanwhile, two boys, Ralph and Tom leave their campsite in an attempt to travel quickly. Little did they know that their little campfire that they thought was out had just gotten bigger again! While listening to the radio in their van, Artemis, Curie, and Nick heard the firefighters talk about a new forest fire that had started up in the driest part of the park. Chief Thomas asks Artemis to help so that if anything goes wrong with their new Lightweight Personal Firefighting Breathing System (LIPERFIRE), Artemis can fix it.

Artemis and family arrive at the scene of the fire. Almost immediately, they hear a man talking about how his horses are loose and trapped by the fire! Nick and Curie go with the Chief to see an area of the fire that they have under control, but Artemis uses a NASA Satellite to find the horses the man had been talking about. He goes to try and save them.

While Nick and Curie are out looking at the fire still, Artemis finds himself in a sticky situation. He gets on a log to cross a river and finds a rattlesnake on the other end of the log! He loses his footing and drops his cell phone in the water. He gets away, but before he can save his cell phone, it dies. The kids get back to the van and find their dad missing. They try calling his cell phone, but it goes straight to his answering machine.

The kids look at a bag that Nick had picked up at the campsite that had started the forest fire. Through deductive reasoning and the things that are in the bag, they think they have figured out where to find the perpetrators of the fire. They leave a note for Artemis telling him where they are, but they miss the note Artemis had left for them!

Meanwhile, Artemis is trying to use his compass to help him find the horses and get them back to their owner. He finds the horses, but just as he is turning them in the right direction, he feels the wind change direction. Nick and Curie are at the Canyon Visitor Center looking for the two guys they suspected of starting the fire by leaving their camp. Artemis continued to lead the horses with a crackling forest fire right behind him. Suddenly, Artemis stops dead in his tracks. In front of him is a twenty feet cliff and behind is a burning forest. Meanwhile, Chief Thomas comes looking for Artemis at the MOD van. Instead, he finds two notes, one from Artemis and one from Nick and Curie. Now he knows he needs to find them and help where he can! While Artemis makes the plunge into the lake over the cliff, Nick and Curie are looking for the two guys. Suddenly, they see two guys that match the profile they had compiled. They walk over to them and just in time, Chief Thomas shows up. The two men who had started the fire get a little talking to.

They find Artemis cold and shivering from the lake water, but perfectly alright, along with the horses. The forest fire is sixty percent contained and, with the help of the LIPERFIRE system, the firefighters were all more than healthy. Chief Thomas is optimistic about being able to contain the fire and is extremely thankful to both Artemis and the kids for their work in fire prevention!

PC #1 Little Green Men Features

Characters

- Paul Post is the postmaster of the post office in Postcard, Pennsylvania. He's quiet, soft-spoken, and a bit of a worrywart. He's not a whiz at electronics, but can hold his own. He hates to drive and doesn't always like to be the one in charge.
- Penelope Post is a street-smart, independent mother with her own postcard company. She doesn't know much about technology, and likes to run around in curlers and sweat clothes. She loves homeschooling her children and taking trips, because every trip is an education you can't get in books.
- Peter Post inherited his mother's love of traveling. He's an 11-year-old who loves to figure out puzzles, riddles, and a good mystery, of course. Peter never goes anywhere without his backpack, which contains his laptop and spy paraphernalia.
- Piper Post inherited her mother's sassiness. She's a very smart 10-year-old, but doesn't like school very much. Piper loves her adventures with her brother and usually uncovers the last bit of information to help Peter solve the mystery. She also loves to tell knock-knock jokes, just to annoy Peter.
- Jamie Haldeman, postman
- Baldy/John, retired postal policeman and friend of Paul Post
- Dr. Huxley, scientist who runs an observatory to conduct searches for extraterrestrial intelligence
- Maria Sanchez, girl from Venezuela who moved to New Mexico, and who sent the mysterious postcard

Time

- July

Locations

- Postcard, PA
- Dayton, OH
- Colorado Springs, CO
- Nevada
- Roswell, NM

Places (Integral)

- Wright-Patterson Air Force Base, Dayton, OH
- Garden of the Gods, Colorado Springs, CO
- Area 51 (a.k.a. Dreamland) in Nevada
- Groom Lake Road in Nevada
- Papoose Lake in Nevada

Places (Mention)

- Kentucky
- Arizona
- Alamo, NV
- The Continental Divide
- Venezuela
- New York

Educational Items (Integral)

- James Bond
- Dead letters
- SETI (Search for Extraterrestrial Intelligence) and OSETI (Optical Search for Extraterrestrial Intelligence)
- UFOs
- Using laser pulses, electromagnetic spectrum, and radio signals to search for alien life
- Formaldehyde
- Morgues
- Hangar 18, the movie and the history of the actual hangar
- Observatories
- Military aircraft, especially spy planes

Educational Items (Brief Mention)

- Workings of post offices
- Gunslingers
- Racehorses
- Sherlock Holmes
- Polaroid cameras
- Post-hoc arguing
- Airplane hangars
- Military police
- Liquid nitrogen and liquid oxygen
- Post traumatic stress syndrome
- Benefits of sleep for brain development
- Types of galaxies, and other space information
- Serendip, a SETI project
- Lion tamers
- Satellite maps
- Geography of the Southwest
- Pony Express
- Cumulus clouds

Visuals

- Map of Post family travels
- Dead letter box
- Mysterious postcard with words obscured
- Snapshot of Peter being surprised by Piper's alien costume
- Piper and Peter in Hangar 18 with barrels of formaldehyde
- Sign to the morgue
- Coffins
- Top secret letter
- Sign to museum
- Alien in a spaceship
- Optical illusion that looks like a girl sitting at a vanity or a skull
- Note from Carole Marsh reminding readers to send her a postcard
- Wanted poster
- Mysterious postcard with words revealed
- Postcard from alien

Lessons

Helping
Peter helps his mom carry heavy boxes of postcards into the post office.

How to solve a mystery
Peter tells Piper, "A mystery is like a puzzle. First, you locate the pieces that make sense, then you put those together, and they will lead you to the next piece. The hardest thing to remember is to focus on the whole puzzle and not one piece."

Appreciation
The kids thank Dr. Huxley for taking the time to give them a tour of his observatory and answer their questions.

Keeping it simple
Dr. Huxley tells the kids not to make things more complicated than they really are.

Looking past differences
Maria has trouble making friends because she has scars that make her look different from the other kids. Peter and Piper immediately tell her they will be her friends.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Draw what you think an alien looks like.
  - Write an encoded message to a friend.
  - Make up your own alien language.
  - Pretend your vacationing on another planet. Send a postcard to a friend on Earth.
  - Have your own alien parade.
  - Make green Jell-O and green juice to have an alien snack.
- Writing Tree Activity-write 3 postcards to an alien, then answer them.
- Amazing Alien Trivia
- Glossary with 5 SAT words
- Pen Pal Fun
- Pop Quiz
- Carole Marsh Mysteries Web site information

Online Activities

- What is Area 51?
- Bring It To Life!
- Make Your Own Alien!
- Pop Quiz
- Scavenger Hunt
- Book Club Discussion
- Fascinating Facts
- Word Search
- Post It!

Synopsis

At the post office where their dad is postmaster, Peter and Piper Post search through the "dead letter box," a box filled with letters that have illegible addresses, for interesting mail. They find a postcard addressed to an alien, from an alien! Water stains obscure many of the words, making the message ominous, but Peter thinks he can make out some letters referring to OSETI, or Optical Search for Extraterrestrial Intelligence. Penelope Post decides to take the kids on a road trip to find out more about OSETI. Paul Post must work, so he stays home.

The first stop for the three Posts is Colorado Springs, Colorado, to speak with Dr. Huxley, an expert on OSETI. On the way, though, the Posts' trailer blows a tire. Penelope stays to wait for road service while Peter and Piper go in search of food. They end up at Wright-Patterson Air Force Base, a seemingly empty place. In the maze of buildings, they search for vending machines, but are chased by a bald man! They run into Hangar 18, a dark, scary place where they find barrels of formaldehyde. They make their way through the hangar, eventually coming to the morgue. Peter uses his trusty flashlight to illuminate the room and sees a bunch of empty coffins. Next to the coffins is a note telling someone to ship "all cylinder contents to Dreamland." The kids do not know what this means, so they continue through the hangar until they find vending machines. As they leave, they see the bald man getting detained by Military Police.

Finally the family arrives in Colorado Springs. They stop at an RV park first, and Peter fills Piper in on the research he has been doing on his laptop while she slept. He deciphered some numbers of the Zip code on the postcard from the alien, and determined that it came from Arizona, New Mexico, or Nevada. This means that it could have come from Roswell, NM, or from Dreamland, also known as Area 51, a top-secret aircraft and weapons testing range. Little do they know that, while they are talking about this, the bald man from before is watching them and making a call on his cell phone.

At Dr. Huxley's observatory, the doctor teaches the kids about different ways to detect alien life. He also teaches them the principle of KISS, or Keep It Simple, Stupid. He admonishes them not to make things more complicated than they really are. As the family is leaving the observatory, Peter sees the bald man again and lures him away from the family. The man chases him, and Peter slides down a rocky hill trying to get away. He successfully shakes Baldy off, and returns to his family.

Stopped near Area 51, Peter is frustrated that he cannot solve the mystery of the alien postcard. Piper reminds Peter to Keep It Simple. Peter remembers an optical illusion he saw once of a picture that looked like a skull, but when he squinted it turned into a picture of a woman at a vanity. Peter realizes that the missing letters and words on the postcard could make the message completely harmless. He also realizes that some of the letters on the card are an acronym for UFO Museum and Research Center, which is in Roswell. They shouldn't be at Area 51. They should be in Roswell.

They arrive in Roswell in the middle of the city's annual UFO festival. Hundreds of people are milling around in alien costumes. Penelope stops at a beauty salon to get her face made up like an alien. The kids go in search of their alien, but instead see the bald man! Peter and Piper hide near a garbage can, and Peter here's someone say "Meet me at the outside entrance to the museum..." and he realizes that's what part of the postcard was saying—OSETT, not OSETI. Peter decides to confront Baldy. He grabs a can of vegetable oil near the garbage. He spills the oil on one side of a pool, then runs to the far side. He whistles for Baldy, who comes running and slips on the oil! The kids find Penelope. She is with Paul who flew out to be with them for the weekend. The bald man approaches the family, and Paul introduces him as a retired postal policeman doing him a favor by keeping an eye on the family. Peter apologizes for putting him through such an ordeal.

Peter and Piper continue looking for the alien. A girl approaches them asking if they have seen another girl who looks like her. The girls were supposed to meet at the outside entrance to the museum. She is the postcard writer! The kids ask for her story. She is Maria Sanchez. She and her cousin emigrated from Venezuela, and sometimes they feel like aliens in a strange country. Mystery solved!

PC #2 Creepy Cave Features

Characters

- Paul Post is the postmaster of the post office in Postcard, Pennsylvania. He's quiet, soft-spoken, and a bit of a worrywart. He's not a whiz at electronics, but can hold his own. He hates to drive and doesn't always like to be the one in charge.
- Penelope Post is a street-smart, independent mother with her own postcard company. She doesn't know much about technology, and likes to run around in curlers and sweat clothes. She loves homeschooling her children and taking trips, because every trip is an education you can't get in books.
- Peter Post inherited his mother's love of traveling. He's an 11-year-old who loves to figure out puzzles, riddles, and a good mystery, of course. Peter never goes anywhere without his backpack, which contains his laptop and spy paraphernalia.
- Piper Post inherited her mother's sassiness. She's a very smart 10-year-old, but doesn't like school very much. Piper loves her adventures with her brother and usually uncovers the last bit of information to help Peter solve the mystery. She also loves to tell knock-knock jokes, just to annoy Peter.
- Segura Broadfoot, girl who lives at the campground
- William Broadfoot, groundskeeper, Segura's grandfather
- Morningstar Broadfoot, Segura's grandmother
- Tom Bradley, head park ranger

Time

- Summer

Locations

- Postcard, PA (*a made up locale)
- Fort Knox, KY
- Mammoth Cave region of Kentucky

Places (Integral)

- United States Bullion Depository, Fort Knox, KY
- Mammoth Cave National Park, Mammoth Cave, KY

Places (Mention)

- South America
- Minnesota

Educational Items (Integral)

- Cave vocabulary
- Fort Knox history
- Myths and legends about attempted Fort Knox thefts
- Parabolic listening device
- Bat habitats, species, foods, and sight
- Murphy's Law
- History of Mammoth Cave National Park and Mammoth Cave
- Geography of caves
- Effect of tourism on caves
- Dr. John Croghan, the man who purchased Mammoth Cave
- Cave tremors

Educational Items (Brief Mention)

- Huckleberry Finn
- Declaration of Independence
- U.S. Constitution
- Magna Carta
- Prime Meridian
- 1933 double eagle coin

Visuals

- Map of Post family travels
- Mammoth Cave postcard
- Postcard from Bat requesting readers to send Carole Marsh a postcard
- Gold coins
- Peter with his parabolic listening device
- Bat using echolocation
- Cave symbols
- Bat in a cave
- Bats flying across the moon
- Peter finding the exit symbols in the cave

Lessons

Being calm
Paul has had a long day, so he asks Peter and Piper to tone down their normal antics. They quickly agree to make him feel better.

Reciprocation
Piper complains that Fort Knox is boring, but Peter reminds her that their dad has gone places that he did not want to go for them. Piper tries to quit complaining.

Working together
The Post family works together, all doing different jobs, to set up the campsite quickly.

Using your knowledge
Penelope tells Peter not to use his parabolic listening device illegally. Instead, if he wants to figure something out, he should use his brains.

Old Knowledge
Peter says he read that it is better to have knowledge and never use it than to need knowledge and not have it. William Broadfoot agrees, and relates a story of when he used his grandfather's seemingly useless knowledge to escape from a cave in which he was trapped.

Compromise
Paul would rather go on a guided tour of Mammoth Cave than a private one with Tom Bradley, but Penelope promises him that if he does, they will do things that he wants to do later in the week.

Being prepared
Tom Bradley packs everything the group will need in case something goes wrong in the caves, even though he has never had anything bad happen before.

Features

- About the Author
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Hide treasures and draw maps using ancient Indian symbols to find the treasures.
  - Have each group member present information on different types of bats.
  - Create a spelunking kit.
  - Create your own parabolic listening device.
- Writing Tree Activity—Write three postcards to a bat, and then answer them.
- Bat Trivia
- Mammoth Cave Trivia
- Fort Knox Trivia
- Glossary with 5 SAT words
- Pen Pal Fun
- Pop Quiz
- Carole Marsh Mysteries Web site information

Online Activities

- Bring It To Life!
- Pop Quiz
- Fascinating Bat Facts
- Fascinating Fort Knox Facts
- Fascinating Mammoth Cave Facts
- SAT Words
- Scavenger Hunt
- Book Club Discussion
- Word Search
- Post It!

Synopsis

Peter has a dream that he is racing through a cave when he is suddenly dropped into rushing water. He and Piper are unable to escape from the current. Just as he fears all hope is lost, he wakes up. Not knowing what the dream means, he falls back asleep. The next morning, the Post family prepares to leave for a vacation in Kentucky. As they load up their RV, two boxes arrive from Kentucky. Peter and Piper store the boxes away, but a postcard falls from one. The card has a picture of Mammoth Cave on the front and is written from someone named Tom to his daughter, Bats. Tom has written a riddle to Bats. The kids can't decipher the riddle, so they put it away.

The family's first stop is Fort Knox. While touring the Bullion Depository, the kids meet an old man who tells them the legend of men who stole gold on its way to Fort Knox and hid it somewhere, probably nearby. The kids deduce that the thieves hid the gold in Mammoth Cave, and the riddle on the postcard is about locating the treasure.

Next, the family travels to an RV park near Mammoth Cave. There, Peter tries out his parabolic listening device, and the kids meet Segura Broadfoot, granddaughter to WB Broadfoot, the park's groundskeeper. Segura takes the Post kids to visit her grandparents. WB tells the kids about a time he got trapped in a cave and escaped by using information his grandfather gave him about cave symbols. WB shows the kids the symbols for secret passageways in the cave, and for exits. He also offers to have his friend, the head park ranger Tom Bradley, take the kids on a private tour of Mammoth Cave. Noting the ranger's name, Peter asks if Tom has any kids. WB says he has a daughter, Battina, but he calls her Bats, just like the addressee on the postcard!

The Posts and Segura go on the private tour of the cave with Tom. They see many cave formations, and even more bats. One of the bats flies into Penelope's curlers, and she panics. She decides not to go any farther, and she and Paul turn back. The kids and Tom keep exploring. They tell Tom about his postcard they found, and he tells them he has been trying to solve the riddle and find the gold for years, but has never been able to do so. While he tells the story of the robbery, there is a tremor in the cave, which makes the bats frenzied. The group must wait for the bats to calm down before moving on. From Tom's story and a line of the riddle, Peter figures out that the robbers are probably the ones who originally wrote the riddle, and that they were probably separated from their gold by a tremor that caused a cave-in. He also deduces that they must use the secret passageway cave symbol to find the treasure.

Once the bats calm down, the group looks for an exit. Instead, Peter finds a hole that leads to another tunnel. He and the girls squeeze through it, but when Tom tries, he gets stuck because of another tremor. The kids continue on, trying to find their way out so they can get help for Tom. Piper finds a hole shaped like a tube, with water rushing down it. While Peter and Segura check out the tube, another tremor starts, and the kids must slide down the hole before the cave they are in collapses, just like in Peter's dream. This time, though, they make it into another cave safely.

The kids still cannot find an exit. Piper wishes that the bats could lead them out, which gives Peter the idea to use his parabolic listening device to mimic the bats' echolocation ability. According to the riddle, the kids are very close to the gold. Peter, "using the eyes of a bat," like the riddle tells him to, listens on his device. Before he hears too much, Tom, shaken loose by the last tremor, finds the kids. Peter goes back to listening, but hears nothing. Then he makes the other three clap slowly so he can hear the echo the sound makes. He moves the parabolic listening device around the cavern until he hears a ripple in the echo. He gets closer and closer to the ripple until he sees a space between two walls. One wall is in front of the other wall, creating an optical illusion that makes it seem from a distance like there is only one wall. The group enters the space where they see a skeleton and the gold coins! They have solved the riddle and found the treasure! Now all they have to do is figure out how to get out of the cave, which Peter does by finding exit cave symbols. Another mystery solved.

PC #3 Buried Treasure Features

Characters

- Paul Post is the postmaster of the post office in Postcard, Pennsylvania. He's quiet, soft-spoken, and a bit of a worrywart. He's not a whiz at electronics, but can hold his own. He hates to drive and doesn't always like to be the one in charge.
- Penelope Post is a street-smart, independent mother with her own postcard company. She doesn't know much about technology, and likes to run around in curlers and sweat clothes. She loves homeschooling her children and taking trips, because every trip is an education you can't get in books.
- Peter Post inherited his mother's love of traveling. He's an 11-year-old who loves to figure out puzzles, riddles, and a good mystery, of course. Peter never goes anywhere without his backpack, which contains his laptop and spy paraphernalia.
- Piper Post inherited her mother's sassiness. She's a very smart 10-year-old, but doesn't like school very much. Piper loves her adventures with her brother and usually uncovers the last bit of information to help Peter solve the mystery. She also loves to tell knock-knock jokes, just to annoy Peter.
- Jordan, Peter's new pen pal and the mysterious pirate
- Cap'n Slappy, pirate performer, Jordan's dad
- Captain Seaweed, hotel employee
- Mr. Downey, pirate performer
- The Sparrow, fortuneteller
- Mr. Joe, hotel employee
- Samantha, Piper's new pen pal

Time

- Unspecified

Locations

- Postcard, PA(*not a real place)
- Key West, FL

Places (Integral)

- Parrot Head Hotel, Key West, FL*
- Mallory Square, Key West, FL
- Southernmost Point, Key West, FL
- Southernmost House Hotel, Key West, FL
- Old Town, Key West, FL
- Duval Street, Key West, FL
- Mel Fisher Maritime Heritage Society Museum, Key West, FL

Places (Mention)

- Caribbean Islands
- Gulf of Mexico
- Cuba

Educational Items (Integral)

- Pirate and sailing vocabulary
- Gold doubloons and pieces of eight
- Southernmost Point

Educational Items (Brief Mention)

- Sailor knots
- Hurricane season in Florida
- Florida keys
- Weather in Key West
- Atocha, 16th century Spanish galleon

Visuals

- Map of Post family travels
- Cookies and a pirate ghost
- Pirate swords
- Pile of pen pal letters
- Postcards, front and back, from the pirate
- Postcards, front and back, to the pirate
- Skull with pirate hat
- Pirate
- Sign for fortune teller
- Skull-shaped crystal ball
- Mysterious eyes
- Postcard telling kids to send Carole Marsh a postcard
- Screeching tires
- Southernmost Point monument
- Sandcastles
- Footprints
- Postcard with decoded message revealed
- Sign post
- Jordan
- Treasure chest
- Pieces of eight
- Parrot
- Treasure map
- Gold and jewels
- Scabbard and pirate hat
- Scroll

Lessons

Apologizing
Paul and Penelope make Peter apologize to his sister for calling her a name.

Appreciation
Even though they are scared of the fortuneteller, Peter and Piper remember to thank The Sparrow for giving them valuable information.

Cheering up
Peter is sad because he cannot figure out the mystery of the pirate. Piper decides to cheer him up by making him get back to work solving the puzzle.

Imagination
Jordan's parents help Jordan pretend to be a pirate after he loses his leg to cancer. Penelope tells them that they have given Jordan the gift of imagination to see him through his loss.

Features

- About the Author
- A Pirate's Life for Me!
- Talk Like a Pirate!
- Frequently Asked Questions About Pirates
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Write a pen pal letter to a seldom-seen relative.
  - Have a pirate costume contest.
  - Write down all the pirate words you can think of and see how long you can hold a conversation talking only like a pirate.
  - Get a map and have everyone in the group mark an X on a city they would like to visit. Discuss why they would like to visit that place.
- Pirate Trivia
- Key West Trivia
- Glossary with 5 SAT words
- Scavenger Hunt
- Pop Quiz
- Carole Marsh Mysteries Web site information

Online Activities

- Bring It To Life!
- Pop Quiz
- Scavenger Hunt
- Book Club Discussion
- Fascinating Facts
- Word Search

Synopsis

After having a scary dream about being tied up with his sister by pirates, Peter awakens to find out that the pen pal letters from the pen pal post club Penelope started have arrived. When they get to the post office, Peter searches through the pile of cards, rejecting each one until he finds one seemingly written by a pirate! Though skeptical about the writer being an actual pirate, Peter writes back to "Captain Kid," and receives another card from him inviting Peter to Key West to see him. Paul's friend wants the family to come deep-sea fishing, and Penelope decides the trip could be educational, so the family heads to Key West, Florida.

The family arrives at the Parrot Head Hotel in Key West, and an employee has another pirate postcard for Peter. The kids go to watch a pirate play, and Peter recognizes one of the actors as the man from his dream. Peter and Piper are invited to participate in the performance, and the performers, Cap'n Slappy and Mr. Downey, tie them together, just like in Peter's dream! This makes Peter nervous, so he and Piper try to leave quickly, but the performer stops them and hands them yet another postcard. This one has a pirate poem on it, and the words "Mel," "Society" and "Maritime" are bolded.

While the kids try to decipher the message, they see a fortuneteller, The Sparrow, and decide to get their fortunes told. The Sparrow has a postcard for them. This one has the word "heritage" bolded, and says that a white-haired man will tell the kids of the pirate's plan. The next day, the kids and Penelope travel to the Southernmost Point where they encounter the white-haired man. He hands Peter a postcard. This time, the words "museum" and "fisher" are in bold. Not knowing what to make of it, Peter puts the postcard away. He and Piper pose for a picture by the Southernmost Point monument, where Peter finds another postcard. This one tells the kids to head to the beach and dig for treasure. This turns out to be a wild goose chase, though. They find nothing.

Back at the hotel, the kids receive another postcard telling them to look to "Duval." Peter is frustrated because he does not know what this means. He decides to retrace his steps and look through all the pirate postcards at once. Piper helps him, and points out to him the bolded words. Peter puts all the postcards with bolded words together, rearranging them until they say "Mel Fisher Maritime Heritage Society Museum." This must be where the pirate is! Too bad the kids have no idea where the museum is located. But when Penelope takes them to Old Town, they see a Duval street, and Peter remembers that their last postcard said to look to Duval.

In the middle of a bad storm, they rush down the street to find cover and stumble into a dark building. They hear two men following them, and they look for a place to hide. Peter spots a sign on the wall—they're in the museum! They see a light under a door. They investigate. To their surprise, they find a young boy with a peg leg, a pirate hat, and an eye patch writing a postcard with a quill pen. It's their mysterious pen pal! The boy, whose name is Jordan, greets them joyfully, and explains that he has been a pirate since he got a peg leg after he lost his leg to cancer. Suddenly, Cap'n Slappy and Mr. Downey appear. Jordan introduces Cap'n Slappy as his dad. Then Penelope appears, looking for Peter and Piper. She and Jordan's dad talk while the kids get to know each other. Jordan's dad explains that he helped Jordan cope with his loss by playing along with his pirate game.

When the Post family leaves, Peter sees a huge yacht in the ocean. On board the yacht, Mr. Downey takes orders from "his Highness" to set up a college fund for Peter and Piper as a reward for befriending "Prince Jordan." The king and Mr. Downey laughingly lament the discomfort of their pirate costumes, while The Sparrow promises to make Prince Jordan his favorite cake.

PD #1 Pickpocket Plantation Features

Characters

- Telesphore "Terry"
- Penelope "Penny" Purser, Terry's aunt, a lawyer and new owner of Pickpocket Plantation
- Nus Marster, an old man who delivers walnuts to Pickpocket Plantation
- Justinian Habersham Abercorn, Penny's boss
- Missy, a house girl
- Mrs. Grace, receptionist at the law firm where Penny works
- Mason, a confederate soldier lost from his unit

Time

- Summer

Locations

- Pickpocket Plantation, a fictional plantation located on the Savannah River near the Georgia-South Carolina border
- Savannah, GA

Places (Integral)

- Historic downtown Savannah, GA
- Savannah River
- Tybee Island, GA
- Fort Pulaski, GA

Places (Mention)

- Atlanta, GA
- South Carolina
- Virginia
- Florida
- Ashepoo River
- Combahee River
- Edisto River
- Mississippi River
- Savannah-Hilton Head International Airport
- Decatur Public Library, Decatur, GA
- Methodist Children's Home, Decatur, GA
- England
- Buckhead, Atlanta, GA
- Talmadge Bridge, Savannah, GA
- Cotton Exchange, Savannah, GA
- Hong Kong
- Kentucky
- Juliette Gordon Low House, Savannah, GA
- Telfair Arts Center, Savannah, GA
- Forsyth Park, Savannah, GA
- Charleston, SC

Educational Items (Integral)

- Geography of coastal area
- History of plantations
- Flora and fauna of a peat bog swamp
- Civil War facts
- History of slavery and plantation life
- Set up of a plantation
- Kudzu and Spanish moss
- Facts about wills
- Indian remedies/poisons
- Indians and disease
- General Oglethorpe
- History of Savannah
- Mary Musgrove
- Widow's walks
- History of the largest slave sale in Savannah

Educational Items (Brief Mention)

- Huck Finn and Tom Sawyer
- Yamacraw Indians
- HOPE Scholarship
- Educations of Bill Gates and Steve Jobs
- The Secret Garden
- Paula Deen
- Indian middens
- Indian names for moons
- Farmer's Almanac
- Creek Indians
- General Tecumseh's march through Georgia
- Yellow fever epidemic in Savannah
- Underground Railroad

Visuals

- Pickpocket Plantation
- Terry watches Nus Marster crack walnuts
- Mr. Abercorn's letter to Penny about her relatives death and will
- Missy sews a quilt
- Mason tries to make his way home

Lessons

Helping

Terry helps Penny with the heavy groceries she brings.

Choosing your own future

Terry is upset when he learns his ancestor was a slave owner. He wonders what this means about his own personality. He knows he does not want to be like his ancestor. Then Penny tells him his ancestor became an abolitionist. She wants Terry to understand that it doesn't matter what his ancestor was, he, Terry, can be however he chooses to be.

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Write a last will and testament on parchment paper with a real pen and bottled ink.
  - Create a journal from a fictional plantation and write entries as if you were the owner.
  - Draw a plat of an imaginary plantation.
  - Create a classroom recipe box.
  - Find old colonial recipes and make them yourself.
  - Host a class quilting bee.
- Glossary
- Scavenger Hunt
- Useful Websites to Visit
- Excerpt from The Secret of Skullcracker Swamp
- Write Your Own Mystery
- Six Secret Writing Tips from Carole Marsh
- Apply to be a Character in a Carole Marsh Mystery
- Information on carolemarshmysteries.com

Online Activities

- Teacher's Guide
- Archaeology Activity
- Gator Activity
- Nature Activity
- Parakeet Activity
- Rice Activity

Synopsis

Telesphore, or Terry as he's known to his friends, has not had an easy life growing up in an Atlanta orphanage. This summer, though, he has come to stay with his Aunt Penny at her home, Pickpocket Plantation, near Savannah, Ga. Penny, a lawyer, is working on a big case and has to leave Terry home alone, much to his chagrin. One day, fighting off boredom after Penny leaves to fly somewhere for work, Terry finds himself looking out his bedroom window to see a strange man entering the door to the kitchen! Apprehensive, Terry decides to investigate.

In the kitchen, Terry finds the man, a grizzled, old black man, cracking walnuts. The man says he is Nus Marster, and that he brings over walnuts each week. Nus Marster claims to know Terry, even though Terry has never seen him before. Nus says he is going to take the walnuts to the kitchen, but when Terry tells him he is already in the kitchen, Nus says the kitchen is out back. Terry tries to follow him, but by the time he gets his shoes on, Nus is gone.

Terry remembers reading the letter Penny received informing her that she had inherited Pickpocket Plantation, which included outbuildings, from a distant relative. Terry thinks one of these outbuildings could be the kitchen of which Nus spoke. Terry plunges into the woods in search of the building and Nus. He finds the building, but no sign of Nus. He returns home to find Penny there because her flight was canceled. Terry tells Penny she had a visitor, and Penny assumes it was a developer lawyer trying to strong-arm her into selling her plantation to make way for housing developments. Terry then tells her the visitor was only Nus, but Penny has never heard of the man.

Two weeks later, Terry is sick in bed while Penny is at work. Terry finds an old journal with entries about a fever that swept through the plantation before the Civil War. While reading, a young black girl appears. She says her name is Missy, the house girl. She brings him tea and shows him the quilt she is sewing. Terry falls asleep, and when he wakes, Missy is gone.

That night, Penny returns home and Terry tells her about his strange visitor. He says Missy was dressed like a slave girl. Penny takes the opportunity to educate him about the history of slavery in the area, but she says the plantation is not haunted. Even so, when they go to the kitchen for dessert, the banana pudding is on the table, not in the refrigerator where Penny left it!

The next morning, Terry and Penny drive to Savannah. They visit the law firm where Penny works, and the other lawyers all seem to like Terry because of his real name, Telesphore. Terry doesn't understand it, but doesn't think much about it when he sees what the men are doing—examining the body of a murdered young man! Penny takes Terry out of the room and explains that the man was probably shot at the request of developers trying to scare people into selling their land. Terry speculates that the strange visitors they have been receiving at Pickpocket were just actors hired by the developers to scare Penny and Terry away, but Penny does not think so.

Penny takes Terry on a tour of Savannah and tells him of his ancestor, the original Telesphore, who was a slave trader. Terry is ashamed of his ancestor, and questions why the lawyers liked him so much when they found out he was descended from a slave trader. That night, Penny leaves for the airport to travel for her original case. In the morning, Terry explores the woods around the house and comes across a man dressed like a confederate soldier. He says his name is Mason and that he is lost from his unit. Terry feeds the hungry soldier, but, as the soldier is finishing the meal, Terry sees an alligator! The soldier commands Terry to run, and Terry does so. When he looks behind him, both the soldier and the alligator have disappeared.

When Penny returns from her case, she tells Terry she has quit the law firm. She wants to concentrate on having a family, particularly a little boy and girl. She is going to adopt a girl from Terry's old orphanage, and she is going to adopt Terry! Then she tells him that his ancestor, Telesphore, freed his slaves and helped with the Underground Railroad. She wanted Terry to see that the past need not define who he is today. Now, Terry has a family and a future. He is happy. He never does solve the mystery of Nus Marster, Missy, and Mason, though.

PD #2 Skullcracker Swamp Features

Characters

- Tabitha "Tabby" Flynn, a city girl from Atlanta learning to survive and love the wilderness of Skullcracker Swamp
- Professor Allistair Flynn, Tabby's dad, a naturalist dedicated to saving swamps from destruction
- Aunt Mable Harper, a "swamper" who has lived in Skullcracker all her life
- Grammy Martha, Tabby's grandmother who raised her in Atlanta
- Ranger Nelson, a swamp ranger
- Gabby Nelson, Ranger Nelson's son
- Suspicious swamper

Time

- Summer

Locations

- The Okefenokee Swamp, GA

Places (Integral)

- Bugaboo Island, GA
- Skullcracker Swamp, Mable's land in the Okefenokee Swamp

Places (Mention)

- Atlanta, GA
- Peachtree Street, Atlanta, GA
- Ponce de Leon, Atlanta, GA
- Fox Theatre, Atlanta, GA
- Fargo, GA
- Harpers Hammock, GA
- California
- Waycross, GA
- Florida
- Virginia
- Hilton Head, SC
- Folkston, GA

Educational Items (Integral)

- Alligator facts
- Flora and fauna of a swamp
- Swamp vernacular
- Early swamp inhabitants
- Natural resources in swamps
- Benefit of fire to swamps
- Peat bog facts

Educational Items (Brief Mention)

- 1800s home remedies
- Nicknames for Atlanta
- Characteristics of rodents
- Carnivorous plants
- Swamp music
- Franklin Roosevelt and the Okefenokee Swamp

Visuals

- Aunt Mable's house in the heart of Skullcracker Swamp
- Tabby and Professor Flynn canoe down the swamp
- Professor Flynn, Tabby, and a suspicious swamper fight off an alligator
- A threatening bear
- A hurricane swirls around Aunt Mable's house
- Ranger Nelson and Gabby rescue Aunt Mable, Professor Flynn, and Tabby from the hurricane

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Draw a mural of a swamp. Do research to make the depiction accurate.
  - Write a play in swamper vernacular.
  - Research alligators and make one out of papier-mâché.
  - Have a swamp frolic with swamp decorations, music, and food.
  - Be a naturalist and place swamp specimens you collect into a book.
- Glossary
- Scavenger Hunt
- Useful Websites to Visit
- Excerpt from The Ghosts of Pickpocket Plantation
- Write Your Own Mystery
- Six Secret Writing Tips from Carole Marsh
- Apply to be a Character in a Carole Marsh Mystery
- Information on carolemarshmysteries.com

Online Activities

- Teacher's Guide
- Animals Activity
- Crossword Activity
- Gators Activity
- Scrapbook Activity
- Swamp Slang Activity
- Swamp Stew Activity
- Swanee Activity

Synopsis

After living with her grandmother for most of her life, Tabby Flynn travels to the Okefenokee Swamp to spend the summer with her father, a professor and a naturalist dedicated to studying and preserving the swamp. Tabby doesn't like the bugs or the heat or the threat of alligators in the swamp, but her dad takes her on a boat ride one day that leads them on a scary adventure and changes Tabby's mind about the swamp.

Tabby and her father travel down the river to Mable Harper's place. "Aunt Mable," as she insists on being called, is a lifetime swamper, who lives in an area she calls "Skullcracker Swamp". Professor Flynn leaves Tabby with Mable while he collects specimens. They boat through the swamp, and Mable educates Tabby on the flora and fauna of the environment. At the end of the day, they return to Mable's cabin, and while they wait for the professor, Mable tells Tabby that someone is out to get her because they want to take resources from the swamp. This revelation worries Tabby, but that doesn't stop her from having fun while her dad and Mable tell stories about the swamp over dinner.

The next day, she and her dad travel to Bugaboo Island to see if they can validate Mable's claim. On the boat ride to the island, Tabby and her dad spot a swamper caught in between a mother alligator and her babies. Tabby and her dad quickly rescue the man, and when he's out of danger, ask him if he's heard any rumors about someone trying to scare Mable out of the swamp. The man says he heard on Bugaboo Island that the swamp contains titanium deposits, and maybe Mable is in the way. Tabby notes that the man doesn't speak in swamp vernacular and sounds more threatening toward than concerned about Mable. When the man leaves, Tabby's dad agrees that the man wasn't who he seemed to be. They cut short their trip to Bugaboo Island to check on Mable.

On their way back to Skullcracker Swamp, Professor Flynn and Tabby see and smell smoke. A ranger flags them down to say a brushfire was started, probably by a careless camper, and that, if the wind blows in a certain direction, the fire might be headed right to Mable's. The two double-time it to the cabin. The professor rushes in while Tabby mans the boat. Tabby is scared of the fire, but she's even more scared when a bear appears before her, ready to attack. Tabby stays very still, but Mable comes to the rescue, shooing the bear off. After the scare, a ranger comes by the cabin to inform them that the fire is heading their way, as well as a tropical storm from the Atlantic Ocean, and they must evacuate.

Mable refuses to leave with Tabby and Professor Flynn, certain that the storm will extinguish the fire. She does not want to be scared out of her home, and is resigned to dying in the swamp. Tabby and Professor Flynn must still leave, but their boat disappears. Just as they begin to lose hope of ever getting out of harm's way, they see a ranger, Ranger Nelson, and his son, Gabby, arriving in a boat to rescue them. After Ranger Nelson talks Mable into the boat, they sail into the storm. Tabby is too scared to register what happens on the boat ride, and suddenly, she finds herself in a nice, warm cabin. They're safe! Ranger Nelson talks to some people over his radio and finds out that not only has the fire been put out by the storm, but Skullcracker Swamp is safe, too. Everyone rejoices with an old-fashioned swamp frolic.

Years later, Tabby returns to the swamp and meets up with her old friend Gabby. Gabby is now a ranger like his dad, and Tabby is now a naturalist and a professor like hers. She finally learned to love the swamp.

PD #3 Fort Thunderbolt Features

Characters

- Telitha "Telly" McKinnon, a young girl from Thunderbolt, GA. Telly concentrates on her studies and art while her parents travel for the CDC. Neither she nor Tim socialize much.
- Timbuktu "Tim" McKinnon, Telly's younger brother. Tim concentrates on his homework and playing around on the Internet while his parents are away.
- George "Georgie" McKinnon, Telly and Tim's younger brother who died five years before. Telly and Tim miss him a lot, but have always felt he was there parents' favorite.
- Telitha, an orphaned Cherokee Indian who died of Hantavirus. She and Georgie haunt Thunderbolt, keeping an eye on Telly and Tim.
- Mr. Goldman, a rude boater
- Uncle Benny, Telly and Tim's uncle who owns the Thunderbolt Marina
- Detective Norris, a policewoman who wants to help the kids find their parents
- Joe Bibbs, a fisherman
- Mr. and Mrs. McKinnon, Telly and Tim's parents, CDC doctors who travel a lot to help them with their grief over Georgie's death

Time

- Summer

Locations

- Thunderbolt, GA
- Savannah, GA

Places (Integral)

- Thunderbolt Marina, Thunderbolt, GA
- Centers for Disease Control, Atlanta, GA
- Fort Pulaski, between Savannah and Tybee Island, GA
- Cockspur Island Lighthouse on Cockspur Island in the Savannah River
- Police Barracks on East Oglethorpe, Savannah, GA

Places (Mention)

- Timbuktu
- Florida
- The Bahamas
- Coast Guard Station Tybee, Tybee Island, GA
- Emory University, Atlanta, GA
- Rocky Mountains
- Hilton Head, SC
- Tybee Island
- Tybee Lighthouse, Tybee Island, GA
- The Intracoastal Waterway in the Atlantic Ocean
- McQueen's Island, Savannah, GA
- Tubby's Tankhouse, Savannah, GA
- Victory Drive, Savannah, GA
- MLK Bouelvard, Savannah, GA
- Wildlife Preserve, Savannah, GA

- Savannah-Hilton Head International Airport
- Charleston, SC

Educational Items (Integral)

- Working at the CDC
- Boating vocabulary and types of boats
- Pedro, the Coast Guard helicopter
- History of Fort Pulaski
- Set up of a fort and other fort vocabulary
- Fort Pulaski in the Civil War
- Effects of and treatment for Ebola virus

Educational Items (Brief Mention)

- Daylight Savings Time
- Indian names for moons
- Mountain climbing gear
- Georgia Ports Authority
- Flight vocabulary and procedure

Visuals

- Telly letters a boat
- Mr. and Mrs. McKinnon wear biohazard suits
- Tim scales Fort Pulaski
- Tim and Telly prepare to board the Iksalup
- The Coast Guard helicopter comes for Tim and Telly

Lessons

Recycling
Tim and Telly recycle their drink bottles every day. They make a game of it by acting like the recycling bin is a basketball hoop.

Assuming invincibility
Tim and Telly learn from their knowledge of prisoners at Fort Pulaski, and from their parents current situation, that no one is immune to harm.

Hope
While despairing over the fate of their parents, Telly reminds Tim that their Mom says, “It’s always darkest before the dawn.”

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Build a sailboat.
  - Draw the scene where Tim and Telly rappel down the wall and land in the moat at Fort Pulaski.
  - Research Fort Pulaski.
  - Make a map of Georgia and include sights from the book.
  - Have a seafood fest.

- Glossary, with 5 SAT words
- Useful Websites to Visit
- Excerpt from The Ghosts of Pickpocket Plantation
- Excerpt from The Secret of Eyesocket Island
- Write Your Own Mystery
- Six Secret Writing Tips from Carole Marsh
- Apply to be a Character in a Carole Marsh Mystery
- Information on carolemarshmysteries.com

Online Activities

- Teacher's Guide
- Alligators Abound Activity
- Fort Pulaski Word Search Activity
- Haz Matt activity
- Tybee Lighthouse Coloring Activity
- Virulent Viruses Activity

Synopsis

Siblings Telly and Tim McKinnon's parents are CDC doctors who are frequently called away from their home near Fort Pulaski to investigate diseases in far off lands. Tim and Telly try not to resent their parents' absence, especially since they know throwing themselves into work is the only way Mr. and Mrs. McKinnon can cope with the drowning death of their youngest son, Georgie. Recently, their parents were called to Zaire to work, and Tim and Telly spend most of their time after school helping their uncle at his marina. One day, they get a rude customer, a Yankee who can't drive his boat to save his life. They help the man out, and head to the dock to rest.

While relaxing, the kids receive a call on their cell phone from a number they don't recognize. On the other end of the line is an official from the CDC informing them that their parents are quarantined in Zaire after being exposed to Ebola, an incurable, potentially fatal virus, and that a civil war is raging, preventing any outside communication. The kids race to Fort Thunderbolt, their name for Fort Pulaski, a place where they always go to think. The kids' uncle and a policeman come to the fort. The cop takes the kids into custody because someone has accused them of stealing a boat! They travel to the station where they meet Detective Norris. The man accusing them turns out to be the Yankee who was rude to them earlier in the day. Detective Norris they had to bring them in as a formality, but the Yankee is being arrested for insurance fraud for destroying his own boat.

The kids go home, and Tim tells Telly to pack two duffel bags while he makes plans. Tim calls a cab to drive them to Fort Pulaski, where Tim scales the wall and lets Telly in through the drawbridge. They meet up with Joe Bibbs, a fisherman friend. He takes them in his boat to the Iksalup, a freighter bound for Zaire. Joe has bribed an Iksalup crewmember to take them aboard. However, as they try to climb up the side of the boat, the coast guard helicopter, Pedro, comes upon them and the guard takes them into custody for illegally boarding a ship.

At the police station, the kids see Detective Norris again. They explain to her their situation, and she says she might have an idea how they can get to Zaire a little faster. While Detective Norris sets up her plan, the kids ride to Fort Thunderbolt for something to do while they wait. They talk of how much they miss their brother and how they feel that their parents always loved him best. Then they bike home, where they rendezvous with Detective Norris.

The detective drives the kids to the Savannah-Hilton Head International Airport. Detective Norris has pulled strings for the kids to be able to ride on a military cargo aircraft bound for Zaire. The kids board the plane, and the plane takes off. However, it is almost immediately called back to the ground because of inclement weather. The kids exit the plane just in time to see Detective Norris speed off in her patrol car.

Unsure what to do, the kids hang around the airport worrying about their parents. After a while, though, they see a car approaching them. A man in military garb and Detective Norris exit the car. The kids fear the worst until they see two more figures behind the first two. It's their mom and dad!

The family reunites joyfully. Mr. and Mrs. McKinnon have been dreadfully ill, possibly with Ebola, possibly with something else. While they are still weak and tired, they have recovered from whatever it was they had. They tell Tim and Telly that they recovered because they thought of their two children and knew they must survive. Tim and Telly realize their parents love them as much as they love Georgie. The parents have even more good news for the kids: they are quitting the CDC and buying the marina from Uncle Benny so they can spend more time at home with their children.

PD #4 Eyesocket Island Features

Characters

- Daniel Brickhill, a long-time fisherman content with his life on the water, but who wants a better life for his children
- Frederica Brickhill, Daniel's daughter
- Simon Brickhill, Daniel's son and Frederica's twin
- Old Man Thrush, an ancient mariner
- Miss Emmeline, a kind old woman and long-time inhabitant of the region who lives on a tugboat
- Mr. Nebble, a businessman who has shady dealings on Eyesocket Island
- Mathilda, Mr. Nebble's housekeeper
- Ben, Miss Emmeline's sweetheart and friend who works under duress for Mr. Nebble
- Three teenagers
- A boater

Time

- Summer

Locations

- Altamaha Sound, GA

Places (Integral)

- Grove Cemetery, Altamaha Sound, GA
- Kilkenny, GA
- Sapelo Island, GA
- Oatfields, a fictional plantation in the Altamaha Sound

Places (Mention)

- London, England
- Buttermilk Sound School
- Brunswick, GA
- St. Simons Island, GA
- Raleigh, NC
- New York City, NY
- Paris, France
- Columbia, SC
- Atlanta, GA
- Florida
- Virginia
- Savannah-Hilton Head International Airport
- The Holiday Inn, Brunswick, GA
- Savannah, GA

Educational Items (Integral)

- Origins of wild horses in Georgia
- Nature of vision quests
- Geography of the Altamaha Sound
- Importance of the wetlands
- The effects of alligators coming off the endangered species list
- History of alligators and alligator behavior
- Pirate facts
- History of settlers of the region
- History of slavery
- Radiation and plutonium

Educational Items (Brief Mention)

- Gullah culture
- Spanish moss
- Early Elizabethan inhabitants of the region
- Alzheimer's
- Yogi Berra
- Beaufort Scale
- Stock Exchange and Wall Street
- Gulfstream Airplanes
- Flight vocabulary and procedure
- Atlantic Right Whales
- Tom Sawyer and Huck Finn
- Robinson Crusoe and The Swiss Family Robinson

Visuals

- Wild horses
- Old Man Thrush tells the kids about the islands
- The twins spot a pirate
- The twins dig through a treasure chest

Lessons

Losing a loved one

The kids never want to leave their home because their mother is buried nearby. They come to realize, though, that their mother is with them wherever they go because they carry her in their hearts.

Respecting elders

Even though the twins have some trouble talking to Old Man Thrush because he cannot hear very well, they treat him respectfully and thank him for his time.

Seeking advice

Daniel's first clue to his kids is also a life lesson. He says, "Before you head out on a journey, always seek sound advice and guidance."

Self-sufficiency
Daniel's second clue offers this piece of advice, "Be prepared to pay your way; no one else will."

Features

- About the Series Creator
- Built-In Book Club: Talk About It
- Built-In Book Club: Bring It To Life
  - Write your own postlogue.
  - Draw a picture of Simon and Frederica in their boat.
  - Make some chocolate chip cookies like Miss Emmeline did and share them at your next book club meeting.
  - Create your own Eyesocket Island out of modeling clay.
  - Write a journal page for Dan Brickhill.
  - Do some research on Spanish moss.
- Glossary, with 5 SAT words
- Useful Websites to Visit
- Excerpt from The Ghosts of Pickpocket Plantation
- Excerpt from The Mystery at Fort Thunderbolt
- Write Your Own Mystery
- Six Secret Writing Tips from Carole Marsh
- Apply to be a Character in a Carole Marsh Mystery
- Information on carolemarshmysteries.com

Online Activities

- Teacher's Guide
- Blackbeard the Pirate Coloring Activity
- Crossword Puzzle Activity
- Web Page Activity
- A WHALE of a Mobile Activity
- Story Writing Activity

Synopsis

Frederica and Simon Brickhill love living with their fisherman father Daniel, isolated in the Altamaha Sound. But Daniel wants a better, more globally-oriented life for his children. So one day, he tells them he is leaving for the summer to fish, and while he is gone, they must go on a vision quest. They are to find the mysterious Eyesocket Island, an island not found on any map. He gives them a book of clues to help them in their search, and leaves.

Bewildered by their dad's behavior, the kids figure there is nothing for them to do but start searching. They gather up a few supplies, including $200 from their dad. Their first clue tells them they must seek "sound advice and guidance." Simon reasons that this means they must learn about the Sound, and what better way to do that than by talking to its oldest inhabitant, Old Man Thrush. Old Man Thrush has never heard of Eyesocket Island, but he does tell the children that the land shifts so much in the barrier islands that new islands form and disappear all the time.

No closer to finding the island than before, the kids decide to look at the next clue, but before they can, a man comes upon them in a dilapidated boat that he's looking to sell. Tim negotiates him down to $100 for the boat. The kids read another clue, which leads them to Miss Emmeline, another old inhabitant of the region. After a run-in with an alligator, they sail uneventfully to Miss Emmeline's.

Miss Emmeline invites the children in for food. She cautions them about the dangers of the marsh, and tells them there might even be pirates out there. The kids ask her about Eyesocket Island, but Miss Emmeline warns them away from the place, saying if they go, they may never return. Miss Emmeline won't speak anymore about it and sends the children off to bed for the night. The next morning, she tells them to go home and not think about the island. Too bad their boat has sunk! Miss Emmeline gives them an even more dilapidated boat to use, though.

The kids sail into the marsh peacefully until Frederica thinks she sees a pirate! The kids sail away fast until dusk when the boat slams into a mud bank. A storm comes upon them, and they spend a miserable night in the boat. The next morning, a man accuses them of trespassing. Mr. Nebble, delivers the children to his housekeeper, Mathilda, who gives them clean robes to wear. The kids escape to Mr. Nebble's private airplane. Their dad's last clue mentioned getting to Eyesocket by air.

Mr. Nebble climbs into the pilot seat and gets cleared for take off. Before he gets far, though, he discovers the kids in the plane. He turns the plane around to take them back, but not before they see an island shaped like a skull with two pools of water in the place where eyes should be. They've found Eyesocket Island! Mr. Nebble tells them they weren't supposed to see the island. Not willing to give up their chance to find the island, Simon straps Mr. Nebble to his pilot's chair when they land, and he and Frederica make a break for the house. After realizing their second boat has sunk, Simon makes a raft out of wood and cord grass. The kids shove into the marsh.

By morning, the raft is completely gone, and the kids have only each other to stay afloat. They land on an island, their book of clues and their money gone. To make matters worse, they are found by the pirate Frederica spotted earlier! The pirate, Ben, promises not to hurt them. He is a friend of Miss Emmeline's. He says they are on Eyesocket Island, and would they please rescue him? Ben shows them where he has been digging for a bomb that landed on the island when a World War II plane crashed there. The "men in suits," as Ben calls them" are forcing him to search for the bomb to find if it has radiation, and there for valuable plutonium that can be sold on the black market. Unbeknownst to the men, Ben has already found the plane and the bomb, but keeps it to himself.

The men are scheduled to visit Ben that night. The kids hatch a plan to trap the men. Ben lures them to an area where the kids have set a net. As soon as the men step in the middle of the net, Simon pulls the line to trap them in it. A cell phone falls from Mr. Nebble's pocket, and Simon uses this to call the coast guard. The guard comes in a helicopter carrying the kids' dad! In the end, Ben and Miss Emmeline marry, Mathilda confesses all she knew about her employer, who ends up in prison, Simon becomes a lawyer, Frederica becomes an artist, and Mr. Nebble's planatation becomes a research laboratory and wild horse sanctuary.

CC #1 Hunchback Hairdresser Features

Characters

- Leah Criss, age 7, neighbor of Sara and Aimee
- Sara Cross, age 8, neighbor of Leah and Aimee
- Aimee Applesauce, age 9, neighbor of Sara and Leah
- Mr. Criss, Leah's dad, Newspaper reporter
- Ida Arvella

Time

- unspecified

Locations

- A location in a city in the United States

Places (Integral)

- The Neighborhood the girls live in.
- Hungary

Educational Items (Integral)

- A Hunchback: The spinal condition
  - Lack of proper nutrition as a young person can affect the way your bones grow
- Questions a reporter should always ask
  - Who? Where? When? Why? and How?

Unique Features

- Proofreading marks used throughout the book with a glossary in the back to explain their meaning.

Visuals

- Picture of Leah Criss, Sara Cross and Aimee Applesauce.
- Mr. Criss reading the newspaper
- Mr. Criss with a jiggling pencil
- The school bus coming down the road
- Illustration of a bed in a sparse room
- Illustration of a pot on a stove
- The mysterious woman and the three girls
- The three girls
- A stove
- A spoon and a table
- The Hunchback Hairdresser crying.
- The Hunchback Hairdresser with beautiful hair showing
- Ida Arvella (the Hunchback Hairdresser) cooking
- Leah coming home to tell her father all about the mystery.

Lessons

You never should judge someone without speaking to them

The girls are scared of the woman that they see in the morning, but after meeting the woman they realize that she isn't scary at all.

When you are confused about something, don't just accept it, ask questions.
When the three girls are confused who the old woman is, they ask questions a reporter would ask, and get information rather than remained confused.

Everyone has things that are challenges, but you can turn them into positives
After the girls point out things that are not perfect about them, Ida reminds the girls that we have the opportunity to make good things out of challenges, just like she makes a living out of her beautiful hair which she grew to hide her hunchback.

With good friends, one is never poor
Aimee says that she is poor, but the Hunchback Hairdresser reminds her that we are never poor if we are a good friend to others.

Features

- A Word from the Author
- About Criss, Cross and Applesauce Detectives
- Table of Contents
- Glossary of Proofreading marks
- About the Series Creator
- Glossary of words used in the book
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Be a newspaper reporter!
  - Read the Hunchback of Notre Dame.
  - Dress up like a detective!
  - Find Hungary on the map of a world.
  - Bring in a speaker.
  - Take a chocolate taste test!
- Tech Connects

Online Activities

- Friendship Quiz
- Picture Frame
- Proofreading Quiz

Synopsis

Leah Criss, Sara Cross and Aimee Applesauce are next door neighbors. They do everything together. The three girls operate a detective agency in which they solves mysteries that they bump into.

A new neighbor moves in next door and Mr. Criss thinks Leah should investigate who this new neighbor might be. Leah thinks it sounds positively mysterious and takes the challenge to her friends Sara and Aimee to solve. As they wait for the bus, they look around the neighborhood to find this new neighbor. They notice an old, poorly dressed woman with a hunchback coming out of a scary looking house. The girls can't look into the mystery any more that morning, they decide to solve the mystery after school. After school, the girls head over to the mysterious house and knock on the door. There is no one home, but the door opens and they see that it is a sparse house with something strange cooking on the stove. The girls are thinking that this new neighbor is making secret potions and must be very scary when the neighbor unexpectedly arrives.

Happy that the woman is not angry, the girls introduce themselves and tell the woman why they are there. They ask questions like a newspaper reporter would, and find out that the woman is not scary at all. She may look unusual, but she is from another country and was not nourished properly as a child so she has a hunchback. She reveals beautiful hair under her babushka and the girls realize that things are not always what they seem to be.

CC #2 Missing Puppies Features

Characters

- Leah Criss, age 7, neighbor of Sara and Aimee
- Sara Cross, age 8, neighbor of Leah and Aimee
- Aimee Applesauce, age 9, neighbor of Sara and Leah
- Mr. Criss, Leah's dad, Newspaper reporter
- Maria, a woman in the neighborhood who rescues dogs

Time

- unspecified

Locations

- A location in a city in the United States

Places (Integral)

- The Neighborhood the girls live in.

Educational Items (Integral)

- Dogs
  - Rescue dogs that need to be rescued by people
  - Dogs that rescue people or animals (ie. St. Bernards)
  - Kind ways to treat dogs vs. nasty treatment
- Questions a reporter should always ask
  - Who? Where? When? Why? and How?

Unique Features

- Proofreading marks used throughout the book with a glossary in the back to explain their meaning.

Visuals

- Picture of Leah Criss, Sara Cross and Aimee Applesauce.
- Leah and Mr. Criss eating breakfast
- Leah eating pancakes
- Mr. Criss jiggling his pencil
- A doggy in the window
- A cute dog
- The three girls regrouping by the flagpole
- The angry man
- A dog house
- A mysterious woman on a phone
- A St. Bernard rescuing someone
- Criss, Cross and Applesauce peaking through some bushes
- Leah getting a closer look into the dog house
- Leah proudly holding a new puppy, with her friends nearby

Lessons

Practice makes perfect
When Leah asks her father how he became a writer, he says that he practiced a lot.

Everyone has their own strengths and weaknesses.
Leah's father reminds her that she may not be great at spelling, but she is better than him at puzzles.

Don't jump to conclusions
The girls are so excited when looking for the puppies that they assume every dog they see is in trouble or needs rescuing. They realized that they needed to take some time and ask questions first or they might give the wrong impression.

Seeing an animal mistreated makes people sad
When the girls see the dog that was treated poorly by it's owner, they felt terrible for not being able to do more.

Never give up
When the girls can't find the puppies, they take a break, but get right back to the search because they don't want to give up.

Features

- A Word from the Author
- About Criss, Cross and Applesauce Detectives
- Table of Contents
- Glossary of Proofreading marks
- About the Series Creator
- Glossary of doggone words
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Be a newspaper reporter!
  - Ask your librarian for more books about dogs
  - Dress up like a detective
  - Research breeds of dogs
  - Bring in a gues speaker
- Tech Connects

Online Activities

- Rescue Dog Word Search
- Dog Breed Word Search
- Friendship Quiz
- Picture Frame
- Proofreader Quiz

Synopsis

Leah Criss, Sara Cross and Aimee Applesauce are next door neighbors. They do everything together. The three girls operate a detective agency in which they solves mysteries that they bump into.

Mr. Criss hears about some missing puppies. He thinks he hears a dog barking and that sets Leah, Aimee and Sara on a quest to solve the riddle of the missing puppies! The first dog they see is in a window! They feel that this must be the dog that needs their help. But, they have jumped too quickly to a conclusion. This first dog has a good owner that loves it and takes care of it. This dog is definitely not a missing puppy!

Next, the girls find a dog that looks lost. The dog looks thirsty, tired and hungry. They start to make friends with the dog, but an angry man comes and makes them stop. He is the dogs owner but the three girls do not like how the owner mistreats his dog. The girls tell him he should be nicer to his dog, but the man just goes in his house and pays no attention to their concerns.

The three are sad that they have not found the puppies. But, they don't give up. They look all over the neighborhood and finally find a clue. A dog house that has many names on it, but no puppies in it! This seems like a clue! The investigation is taking a positive turn. The three knock on the door of the house. The woman that answers uses lots of words about dogs and rescue, but has no time to talk. During the second visit, there are lots of dogs and the woman is taking money for the dogs! The three girls put their newspaper skills to work and ask the woman what she is doing to those puppies. The woman, Maria, explains that she rescues them from bad situations and finds them new, nice homes. She explains that people donate money to make it possible to continue saving the dogs. Leah is very excited because there is one dog left and she is allowed to keep it! She thinks getting a new dog is the greatest.

CC #3 Shark Surfer Girl Features

Characters

- Leah Criss, age 7, neighbor of Sara and Aimee
- Sara Cross, age 8, neighbor of Leah and Aimee
- Aimee Applesauce, age 9, neighbor of Sara and Leah
- Mr. Criss, Leah's dad, Newspaper reporter
- Mysterious shark surfer girl
- Mysterious surfer

Time

- unspecified

Locations

- Tybee Island, Georgia

Places (Integral)

- The beach at Tybee Island

Educational Items (Integral)

- Shark facts
  - How old sharks are.
  - Number of teeth and their sense of smell.
  - Sharks are carnivores
  - Power of shark jaws
  - Shark myths debunked
  - Some facts about baby sharks
  - + more facts in the glossary in the back of the book!
- Clothing a surfer might wear
  - + more surfing facts and lingo in the back of the book!

Unique Features

- Proofreading marks used throughout the book with a glossary in the back to explain their meaning.

Visuals

- Picture of Leah Criss, Sara Cross and Aimee Applesauce.
- Criss Cross Applesauce Detective Agency (Always Open!)
- The three girls at the beach.
- Seashells
- Notes with shark facts written on them.
- A shark holding notes.
- Woman waving while swimming in the ocean.
- Aimee talking.
- Sara and Leah talking.
- The three girls gathered around the Shark Surfer Girl.

Lessons

Pick up litter that you notice lying around
Leah's dad asks them to pick up litter on the beach.

When you are confused about something, don't just accept it, ask questions.
When the three girls are confused how a shark could be sending them notes, they decide to find out what could be happening and not just accept what seems unlikely.

If you feel nervous about your safety, stay close to a responsible adult
When the girls are nervous about the shark they stay close to the lifeguard to remain safe.

Features

- A Word from the Author
- About Criss, Cross and Applesauce Detectives
- Table of Contents
- Glossary of Proofreading marks
- About the Series Creator
- Glossary of words used in the book
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Make a shark tooth necklace
  - Learn more about sharks!
  - Create definitions for new words
  - Draw or collect pictures of sharks
  - Find recipe for Sand shark cookies, YUM!
  - Tips on how to study sharks in their own environment.
  - Make a shark word search!
- Learning to surf tips!
- Shark Trivia – Even more interesting facts about sharks.
- Learn Surfing Lingo with the glossary of surfing terms
- TechConnects

Online Activities

- Meet Jawsie!
- Sand Shark Cookies!
- Shark Smarts!

Synopsis

Leah Criss, Sara Cross and Aimee Applesause are next door neighbors. They do everything together. The three girls operate a detective agency in which they solves mysteries that they bump into.

On a trip to Tybee Island the girls swim right into a mystery. While lounging on the beach, the girls notice a shark fin in the water. Leah's father doesn't see it, but everyone becomes even more curious when the three girls get notes that fill them in on shark facts. Who could be writing these notes, certainly not a shark! The girls feel they must solve this mystery.

At dinner that night, the girls notice a suspicious surfer with surfing gear that resembles a shark, he is very quiet and disappears too fast for them to ask questions.

The next day at the beach they are very careful to not get close to a possible shark in the water, and yet a strange woman surfing in the waves greets them. They get more notes and decide to set a trap to solve this shark writing mystery. Could it be their father? Could it be the woman that was waving to them at the beach, or the mysterious surfer?

The girls make believe they are sleeping that night and become curious when Leah's father leaves the room. They follow him outside and find him talking to the surfing girl! The mystery is solved. The woman is going to be there teacher at school the next year and thought it would be fun to start the lesson about sharks early with fact filled notes. But, she did not swim out in the ocean with a fin on! That mystery still needs to be solved.

3A #1 Crybaby Cowboy Features

Characters

- Weng Ho, Age 7, Friend of Grant and Steve
- Grant, Age 8, Friend of Weng Ho and Steve
- Steve, Age 9, Friend of Grant and Weng Ho
- Slash Barker, The Crybaby Cowboy, Grants new schoolmate

Time

- unspecified

Locations

- A Neighborhood

Places (Integral)

- The school
- Wyoming

Educational Items (Integral)

- Branding used by cattle ranchers
  - Identifiers of cattle
  - Cattle rustling
  - + History, examples of branding and how to read a brand in the back of the book
- Clothing a cowboy might wear
  - Chaps
  - Bandana
  - Cowboy hat
  - Cowboy boots

Unique Features

- Brands are used as clues to the Crybaby Cowboy riddle.

Visuals

- Picture of the Real 3 Amigo's
- Caricature of the 3 Amigo's
- A school bell ringing
- A yummy lunch
- Three silly cowboy faces
- Grant getting ready to go to sleep
- Brands on the blackboard
- The Crybaby Cowboy
- The brands getting deciphered
- Three Amigo's on the telephone
- Working on clues in the kitchen
- The cowboy looking happy
- The whole cafeteria goes "Yeehah"

Lessons

Even in a rush, use a napkin and pick up after yourself
The Three Amigo's have to rush to catch the bus, but they still pick up after themselves.

When you are confused about something, don't just accept it, figure out a way to solve it.
When Grant meets the Cowboy and sees that he is crying, Grant feels sad, but instead of forgetting about it, he talks to his mother and his friends to try and figure out what to do.

Treat people the way you would want to be treated
Grant's mother reminds him that if he wants to help the new boy at school, it is always good to treat people the way you would want to be treated.

When you want to make friends with someone, it helps to learn something about them.
Grant is happy to have the brands to decipher because it helps him to have something in common with the cowboy. The cowboy feels that someone understands and is able to open us when Grant makes an effort to understand him.

Features

- A Word from the Author
- About The Three Amigos
- Table of Contents
- History of Branding
- About the Series Creator
- Glossary of words used in the book
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Dress like a cowboy
  - Create a brand on a cookie
  - Read another book!
  - Find Wyoming on a map
  - Look up ranches and the Old West in your library
  - Take a field trip to pet some horses
  - Learn the 2 step!
- TechConnects

Online Activities

- Branding Activity
- Real-Life Cowboy Trivia
- Make NewFriends
- Getting Along

Synopsis

Grant, Weng Ho, and Seve are great friends. They are always together and love to solve mysteries!

On what seems like a regular Monday, Grant stumbles upon an important riddle. When he arrives at school in the morning, he finds a new student in his class. But, this is not an ordinary student, this student is dressed differently and has tears in his eyes. Grant feels sorry for him and wants to solve the mystery of why this boy is sad.

Grant talks it over with his friends and with his mother. His mother reminds him that the best way to make someone feel better is to treat them like you would want to be treated. The next day the boy writes his name in a special code called branding on the blackboard. Grant shows his friends and with his fathers help decodes the boy's name.

The next day Grant is able to call the boy by his name! The boy is visibly pleased and opens up to Grant. Grant introduces Slash to his friends and the cowboy cries no more!

3A #2 Ooglie Booglie Features

Characters

- Weng Ho, Age 7, Friend of Grant and Steve
- Grant, Age 8, Friend of Weng Ho and Steve
- Steve, Age 9, Friend of Grant and Weng Ho
- Professor O.B Peterson

Time

- unspecified

Locations

- A neighborhood

Places (Integral)

- The home of the Professor

Educational Items (Integral)

- Day of the Dead, The Hispanic Holiday
  - How it is celebrated and what it is
- Medical uses for
  - Maggots
  - Decrease infection
  - Leeches
  - Anti-clotting capabilities
  - Pig Whipworms
  - Treatment for intestinal problems
  - Venom
  - Aid in stroke rehabilitation
  - Bat Saliva
  - Aid in stroke rehabilitation

Visuals

- Picture of the Real 3 Amigo's
- Three Amigo's
- Skulls and candles
- Professor O. B. Peterson
- Medical Magazines with spooky covers
- Refrigerator with jars of maggots, leeches, etc…
- Three Amigos staring at the big metal door
- Close-up of the Professor
- Maggots!
- Leeches!
- Pig Whipworms
- The Professor as a boy

Lessons

The boys are respectful of the Professor's things even if they think they are strange.
The Three Amigos think the things that the professor has around his house are strange, but they still respect his privacy and do not touch things that they don't undrstand.

The power of observation and thinking!.
The boys are grossed out by the squirrel and the maggots until they watch the maggots do their thing and think through how this knowledge can be used to help people.

Stay focused on what you like to do.
When the Dr. was a boy he was made fun of by people, but he liked to learn about things like maggots and leeches and so he kept on with it. Now, he helps people. He kept focused on the things that he liked and didn't let others influence his decisions.

Features

- A Word from the Author
- About The Three Amigos
- Table of Contents
- History of Warm Springs, information about Polio and the Little White House
- About the Series Creator
- Glossary of words used in the book
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Create a play
  - Do a scavenger hunt!
  - Bring in a guest speaker
  - Take a field trip
  - Other unusual Medical "Miracles"
- TechConnects

Online Activities

- Creepy Crawly Medical Trivia
- Yucky Word Search

Synopsis

Grant, Weng Ho, and Seve are great friends. They are always together and love to solve mysteries!

Grant's mother needs to head out to an important meeting. The boys are left in the care of her friend Professor O.B. Peterson. They are not very excited about staying in a house that is full of drab, lumpy furniture.

The Professor mysteriously goes into a secret room that has a big metal door and leaves the three boys alone. They decide to fill some time by looking at the magazines on the shelf, but these magazines create more mystery! They have strange names and stranger pictures! The boys are left wondering, who is Professor O.B. Peterson and why does he have such strange items around the house?

After a while, the boys get thirsty. Grant leads them to the kitchen for a glass of water. When they open the refrigerator they find that it is full of strange bugs and curious jars full of bat spit and maggots! Just when they want to run, they turn around and the Professor is there. He offers them real soda and crackers. The boys return to the lumpy couch and eat their crackers while trying to figure out what kind of Professor has maggots in his refrigerator!

The professor announces he has to run out for a moment and leaves the metal door open. The three boys are curious and use this opportunity to peak into the secret room. It is a laboratory! They are just about to run away again, when the professor returns. He demonstrates the work he does with maggots, leeches and other squirmy animals. He finds ways for the animals to help sick people. The boys are fascinated and by the time there mother comes back they have solved the mystery of the Professor and have learned a lot about the ways the natural world can assist doctors in curing people.

3A #3 Indian Arrowhead Features

Characters

- Weng Ho, Age 7, Friend of Grant and Steve
- Grant, Age 8, Friend of Weng Ho and Steve
- Steve, Age 9, Friend of Grant and Weng Ho
- Mike, Grant's Father

Time

- unspecified

Locations

- Warm Springs, Georgia

Places (Integral)

- The Little White House
- The Train Depot in Warm Springs
- The Warm Spring Pools

Educational Items (Integral)

- Franklin Delano Roosevelt
  - FDR
  - The Little White House
  - President 4 times
  - Campaigned from the back of a train
  - Afflicted with Polio
  - Used a wheelchair
  - How Warm Springs helped him fight the Depression
- Creek Indians
- Polio
  - How it affected FDR
  - The vaccine
  - + more info in the back on Polio, it's history and what it is
- Warm Springs, what they are and where they come from

Visuals

- Picture of the Real 3 Amigo's
- Three Amigo's in the car
- Sign to the Little White House
- Grant's Dad
- The Little White House
- The wheelchair that FDR used
- The car that FDR drove around
- Men waiting in a work line

- The train depot
- Roosevelt campaigning
- Crutches, wheelchair, and braces
- Indian Arrowheads
- Real pictures of FDR in Warm Springs

Lessons

Just because FDR was in a wheel chair, it did not impede his ability to lead.
The Three Amigos learn that FDR used a wheel chair, and that even though he had difficulty walking, he was a great leader.

When you are a leader, understand the problems of the people that you are leading.
While visiting Warm Springs, FDR made sure that he got to know the people in the area so he could understand the things he could do to help them.

Features

- A Word from the Author
- About The Three Amigos
- Table of Contents
- History of Warm Springs, information about Polio and the Little White House
- About the Series Creator
- Glossary of words used in the book
- Built-In Book Club – Talk About It!
- Built-In Book Club – Bring It To Life!
  - Dress like a Native American
  - Find Warm Springs on a map
  - Read another book!
  - Make some cookies!
  - Learn more about Polio
  - Find a guest speaker
- Learn about Arrowheads
- TechConnects

Online Activities

- A Beloved President
- Home Sweet Home!
- I found an Arrowhead!

Synopsis

Grant, Weng Ho, and Seve are great friends. They are always together and love to solve mysteries!

It's a field trip! Grants father is taking them on a trip to Warm Springs, GA. Upon arrival, the group visits the warm pools and they dip their toes in the warm water from the springs. They learn that many people came to this area to find relief from the pain of the disease polio. The three boys learn that Franklin Roosevelt, a President, had this disease and came here just too. The group visits the Little White House and the Train Depot. They walk through the museum and learn a lot. The boys see the car and the wheelchair that FDR used and they realize that even though FDR faced problems with his health, he still cared about people and used his head to solve problems. So, the boys want to know…what is the answer to the riddle of what FDR gives the people of Warm Springs?

On a trip to the Indian encampment area they find Indian arrowheads and realize that FDR gave the people in that area hope and belief that things would get better.