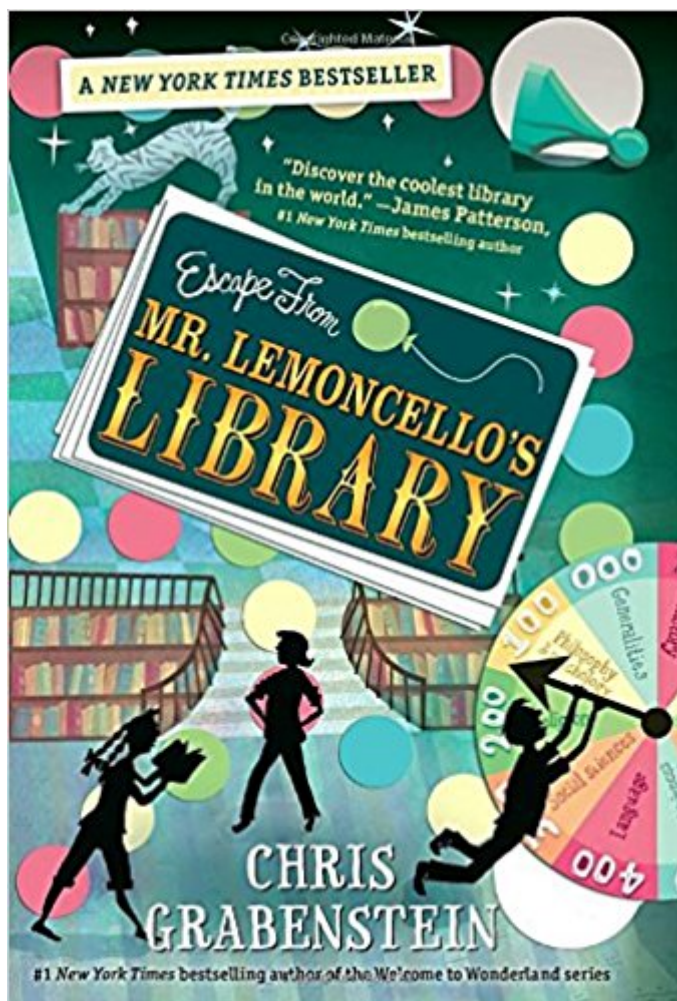


The book was found

Escape From Mr. Lemoncello's Library



Synopsis

Soon to be a Nickelodeon Original Movie Over 100 Weeks on the New York Times Bestseller List 42 State Award Lists! • Discover what James Patterson calls "the coolest library in all the world" • in this fun-filled, action-packed bestseller from the much-loved co-author of *I Funny* and *Treasure Hunters!* • "A worthy successor to . . . *Willy Wonka*." • "Booklist, Starred Review Kyle Keeley is the class clown and a huge fan of all games—board games, word games, and particularly video games. His hero, Luigi Lemoncello, the most notorious and creative gamemaker in the world, just so happens to be the genius behind the construction of the new town library. Lucky Kyle wins a coveted spot as one of twelve kids invited for an overnight sleepover in the library, hosted by Mr. Lemoncello and riddled with lots and lots of games. But when morning comes, the doors stay locked. Kyle and the other kids must solve every clue and figure out every secret puzzle to find the hidden escape route! Don't miss bonus content in the back of the book—extra puzzles, an author Q&A, and more! And look for the puzzle-packed sequels—*Mr. Lemoncello's Library Olympics* and *Mr. Lemoncello's Great Library Race!* • "Full of puzzles to think about, puns to groan at . . . this solid, tightly plotted read is a winner for readers and game-players alike." • "Kirkus Reviews, Starred Review

Book Information

Lexile Measure: 0720 (What's this?)

Series: Mr. Lemoncello's Library

Paperback: 336 pages

Publisher: Yearling; Reprint edition (June 24, 2014)

Language: English

ISBN-10: 0307931471

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Product Dimensions: 5 x 0.8 x 7.6 inches

Shipping Weight: 8 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 694 customer reviews

Best Sellers Rank: #2,006 in Books (See Top 100 in Books) #4 in Books > Children's Books >

Education & Reference > Books & Libraries #10 in Books > Children's Books > Mysteries &

Detectives #119 in Books > Children's Books > Action & Adventure

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

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Best Books of the Month, June 2013: *Escape from Mr. Lemoncello's Library* is part *Charlie and the Chocolate Factory*, part *A Night in the Museum*, and a whole lot of fun. When the eccentric inventor of video and board games returns to his hometown to build a library the likes of which has never been seen, he brings with him the most spectacular puzzler of them all. Seventh grader Kyle Keeley wants, more than anything, to be the winner of Mr. Lemoncello's latest challenge but it will take skill, wit, and ultimately teamwork to come out on top. With a delightful cast of characters and the homey feel of family game night, Chris Grabenstein's novel mimics elements of two beloved classics but stands on its own merit as a sure fire winner with young readers. --Seira Wilson
--This text refers to the Hardcover edition.

Starred Review Here's an instantly engaging and wildly creative mystery that is sure to have readers looking at their humble local library in a new light. Mr. Lemoncello is an eccentric game designer who has just funded a very special new library in his hometown. In honor of the grand opening, Lemoncello has selected a dozen 12-year-olds to participate in an overnight lock-in event at the library. But when the kids wake up, they discover a new and unexpected game is afoot: whoever can find a way out of Mr. Lemoncello's library will win the grand prize. Avid readers will get a kick out of the references to classic and current children's literature as the kids solve clues to escape and win the game. Main character Kyle Keeley works hard to beat his nemesis, the conniving bully Charles Chilington, who constantly reminds everyone that he is always successful. As Lemoncello says, knowledge not shared remains unknown, and the group learns that working together just might be the key to solving the mystery. An ode to libraries and literature that is a worthy successor to the original madman riddle master himself, *Willy Wonka*. Grades 4-7. --Sarah Bean Thompson --This text refers to the Hardcover edition.

This title is meant for younger readers--the protagonist is 12. I read it to prepare for an author visit at my daughter's school. I was told it was like *Willy Wonka* meets *Night at the Museum*. I have to say, that's a pretty good description. I'd add in *The DaVinci Code*, too. Alexandriaville is getting a brand-new, state-of-the-art public library after having no library for 12 years. To celebrate the opening, 12 12-year-olds are chosen from an essay contest to spend a night in the library and be the first to experience its amazing collection and exhibits. Kyle Keeley, an avid gamer, manages to

earn a spot. Once they are inside, the children learn that they can simply spend a night in the library, or they can play a real-life game to win a fabulous prize. Once the game begins, players do their best to decode clues and find the escape from the library before time runs out or another player beats them to it. This book is incredibly fun and packed with hints for readers to solve along with the characters in the book. The library in the story is a dream, full of technological innovations that enhance rather than replace traditional library systems--you'll still find books and the Dewey Decimal System in here. I love how Grabenstein showed readers that libraries are as relevant as ever, especially when they evolve with technology to help users find what they need. There's also a hidden puzzle in the book for readers to solve. Those who do (and who email the author by December 31, 2013) can win a library of books for themselves and for the library collection of their choice! Like the characters in the book, I got my entry in at the 11th hour. :)

Escape from Mr. Lemoncello's Library by Chris Grabstein is about a bunch of kids that get a tour of Mr. Lemoncello's library, end up sleeping there for the night, and then the next morning find out that they are captive and only get 2 days to escape. I was 10 when I read this book and I think the age group that would enjoy this book would be anyone 9 to 11. I would rate this book with 10 stars if I could. My favorite part of this book is when the essay winners are announced and get to camp out at the library. My favorite character of this book is Kyle because he is a lot like me in many ways. For instance, he is the class clown at his school. I wouldn't have done anything different with this astonishing book. The author had a great idea, great characters, and I found the writing and the clue finding interesting. I really recommend this book to anyone who likes mysteries.

Mr. Lemoncello's library is amazing. If you have read a book, it is probably mentioned in this book. I didn't even catch all the hidden references, and I read books like Jeffery Mantic Magee runs. The puzzles are hard, but a smart reader can find the answer before the characters can. Plus, an extra puzzle is in the book, but not the story. The digital edition of the book also contains a hint to so love the puzzle. Overall, it is a fun book that I bought on my kindle because I loved it so much. And once you are done, you will have heard about so many other books, you will wish you were an everlasting Tuck just to have enough time to read them all! (Also, Monticello FTW!!)

This is a good enough book for a read aloud to an upper grade school class, or a fun puzzling book for adolescents. There is a Charlie and the Chocolate Factory feel to it, and an Oz type vibe to the Library, plus I love libraries. It could remind you of the Westing Game. I enjoyed it once I picked it

up, even as an adult, but I didn't get involved in any of the characters the way I do in really great middle grade novels. A grand opening to a high tech, almost Star Trek holo deck, library, with a almost magical wizard feel to the man who built the library. It is fun, and yet it is too simple to be one I remember long. I do think that the twelve year old students who are its main characters, probably won't really like it as well as their younger siblings will.

Grabenstein does a masterful job of incorporating book titles into the plot and dialogue of a gamer's adventure through a futuristic library. The story should appeal to 9-12 year olds who enjoy adventure, gaming, and/or anything associated with libraries. Follow this one with Grabenstein's "The Island of Dr. Libris!"

This would probably be good for a ten year old boy who doesn't like reading and prefers playing video games. For me- it was annoying that this book was just constantly talking about holograph images and touch screen computers and giant LCD screens and PS3s. When I read a book, it is to escape from the world of technology- this book was a drag. I have it three stars bc I read it out loud to my six year old- and although she didn't understand all of the talk of technology bc she is a bit young for all of that- she did like hearing about the game they were playing.

My 7 year old is mostly a nonfiction reader. He loves to read about the things little boys love to read about... space, dinosaurs, sharks, etc. I've been on a quest to interest him in the fun of a good fiction reading experience. When I read the description of this book, I thought it might just be right up his alley, so I bought it for him for Christmas. After a little convincing, I got him to start reading it with me. One night was all it took. He was hooked. We read it out loud over about a week and a half and every night I heard "No, Mom... don't stop. Keep reading." I've already mentioned it to our school librarian and told her she needs to get a copy for school. Absolutely wonderful read aloud for elementary grade children.

I am amazed this was the best best best book ever very "funfull" it's so amazing I couldn't even put it down. This book is very very amazing I recommend for everyone and I mean EVERYONE

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