

MYSTERY

Chasing Vermeer (series)

Blue Balliett

When a valuable work of art goes missing on its way to a Chicago museum and the thief puts a series of clues in the newspaper, Petra and Calder team up to solve the mystery and find the missing painting. They'll need all their wits about them to crack the codes, solve the puzzles, and find the stolen Vermeer in this interactive mystery.

The Puzzling World of Winston Breen (series)

Eric Berlin

Winston loves puzzles. So when his sister finds the strips of wood with words and letters on them, he's eager to crack the code—and surprised when he can't. Soon his whole family and several friends are wrapped up in a scavenger hunt for a ring that could be worth millions. Winston provides puzzles and clues throughout the book: can you solve them before he does?

The Name of This Book is Secret (series)

Pseudonymous Bosch

11-year-old misfits Cass and Max-Ernest find a mysterious box, The Symphony of Smells, filled with vials and an encoded plea for help. And from there, their troubles begin: an eccentric magician has been killed, a classmate has been kidnapped, and Cass is getting scolded on manners whenever she tells the principal what clues she has. This engaging mystery-adventure will keep you on the edge of your seat!

Harriet the Spy

Louise Fitzhugh

Harriet intends to be a famous author someday, and she's starting by writing down everything she sees—and she sees a *lot* on her daily spy route. Which is fine, until she loses her notebook and all her classmates find out just how much Harriet sees—and how she feels about them. Harriet will have to give up her spying if she hopes to get her friends back—but is such a big sacrifice worth it?

Space Case (series)

by Stuart Gibbs

Dashiell's family is among the first to live in the moon, and while that's pretty awesome conceptually, it's also kind of boring. But then one of the scientists is found dead outside the airlock. The scientist who has lectured everyone about not leaving the airlock without a buddy. And Dash is horrified to find out just how few Moonies think it's in any way suspicious.

Escape from Mr. Lemoncello's Library (series)

Chris Grabenstein

Kyle blew off his extra-credit essay until the last possible minute, in part because who cares about getting early access to the new *library*? So he hands in a hastily-scribbled sentence, only to learn that the world's leading game designer--board games, video games, puzzles--will be judging the contest, and had more than a hand in the design of the building. Kyle's second attempt at the essay is much better, even if his teacher won't accept it, but Kyle knows that he hasn't lost until someone else has actually won.

Jeremy Fink and the Meaning of Life

Wendy Mass

Jeremy has been given a box that he's supposed to open it on his 13th birthday, and (according to the writing on it) it's supposed to contain the Meaning of Life. The problem: all 4 keys are missing. Jeremy enlists his best friend, and with her help, they break into the office of the lawyer who sent the box, get caught, and are sentenced to community service. Jeremy's getting desperate: he has less than a month to go, and he still hasn't found the keys. He's enjoying helping other people, but is there anyone helping him?

Greenglass House (series)

Kate Milford

Milo is minutes away from finishing his homework. Minutes away from starting Christmas break with his parents. Minutes away from the calm days before the usual winter guests arrive at the inn. But then the bell rings, and a guest arrives. Then another, and another, and then it's nearly a full house. But one of these surprise guests is a thief--or, at least one is. Milo's break isn't going to be calm, that's for sure--and the Greenglass House is hiding more than its usual smuggler guests.

The Mysterious Benedict Society (series)

Trenton Lee Stewart

Four children--and only those four--pass the tests that Mr. Benedict put together. Those tests and puzzles were meant to find the gifted children who could help him investigate the secret messages being sent directly into people's brains. In order to find and cut off the source, the four need to enroll undercover at the Learning Institute for the Very Enlightened, run by the brilliant and evil Ledropha Curtain.

The Real McCoy's (series)

Matthew Swanson and Robbi Behr (Illustrations)

Moxie is a detective. There is no case too big, or too small, for Moxie McCoy. So when the school mascot goes missing, Moxie leaps into action to find the culprit and bring them to justice. Once she has the right culprit, that is. Which she'll determine with her fine detective skills, and maybe a little help from her super-annoying little brother.