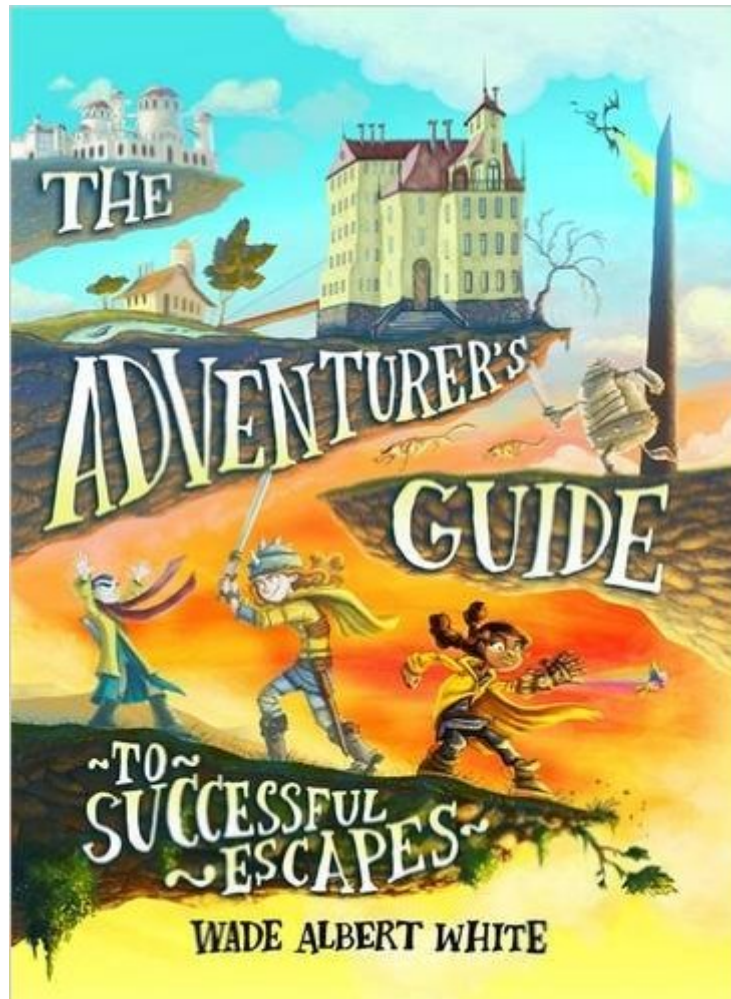


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# The Adventurer's Guide To Successful Escapes



## Synopsis

A thrilling debut novel where fantasy and science fiction meet, dragons aren't as innocent as they look, and nothing is quite what it seems. Anne has spent most of her thirteen years dreaming of the day she and her best friend Penelope will finally leave Saint Lupin's Institute for Perpetually Wicked and Hideously Unattractive Children. When the big day arrives, a series of very curious happenings lead to Anne being charged with an epic quest. Anne, Penelope, and new questing partner Hiro have only days to travel to strange new locales, solve myriad riddles, and triumph over monstrous foes--or face the horrible consequences. Packed with action, humor, and endless heart, this debut novel marks the first volume in an irresistible and original fantasy series.

## Book Information

Hardcover: 384 pages

Publisher: Little, Brown Books for Young Readers (September 13, 2016)

Language: English

ISBN-10: 0316305286

ISBN-13: 978-0316305280

Product Dimensions: 6 x 1.2 x 8 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (41 customer reviews)

Best Sellers Rank: #11,157 in Books (See Top 100 in Books) #44 in [Books > Children's Books > Growing Up & Facts of Life > Family Life > Orphans & Foster Homes](#) #54 in [Books > Children's Books > Fairy Tales, Folk Tales & Myths > Dragons](#) #173 in [Books > Children's Books > Science Fiction & Fantasy > Science Fiction](#)

Age Range: 8 - 12 years

Grade Level: 3 - 7

## Customer Reviews

Delightfully quirky, highly imaginative, and laugh-out-loud funny aptly describe Wade Albert White's *The Adventurer's Guide to Successful Escapes*. Targeted at ages 8 to 12 years old, this debut novel is for all ages of readers. Those who love the Lemony Snicket's *Series of Unfortunate Events* will find this work equally enchanting. At thirteen years of age, the orphans residing at St. Lupin's must leave. Regardless of whether they have an official destination, enrollment in an Academy or work in the Pit, the Matron dictates that, since Government Tax Credit for Orphans ceases, they must leave. Anne and her best friend Penelope

face this fate until the Matron informs Anne the once-a-year transport will leave 10 minutes before her thirteenth birthday and she will not be eligible to leave. A practical individual, Anne, who often sneaks into the boarded-up library, has obtained a copy of "The Adventurer's Guide to Getting Your First Job". As the two girls commiserate, they notice the title of "The Adventurer's Guide" has changed and now addresses clandestine travel. Leaving St. Lupin's, in reality escaping at night, the girls end up on a different tier. (The world is no longer round. It has separated into different tiers.) There, the girls meet a woman, Jocelyn from the Death Mountain Quest Academy, who will become their mentor and add the boy Hiro to their twosome as they embark on a Level Thirteen quest. Exciting and dangerous developments, rapid progression of the action scenes, and engaging, unusual characters keep the reader engaged in the story. One of the most humorous aspects of "The Adventurer's Guide to Successful Escapes" is an "advice" page that prefaces each chapter.

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