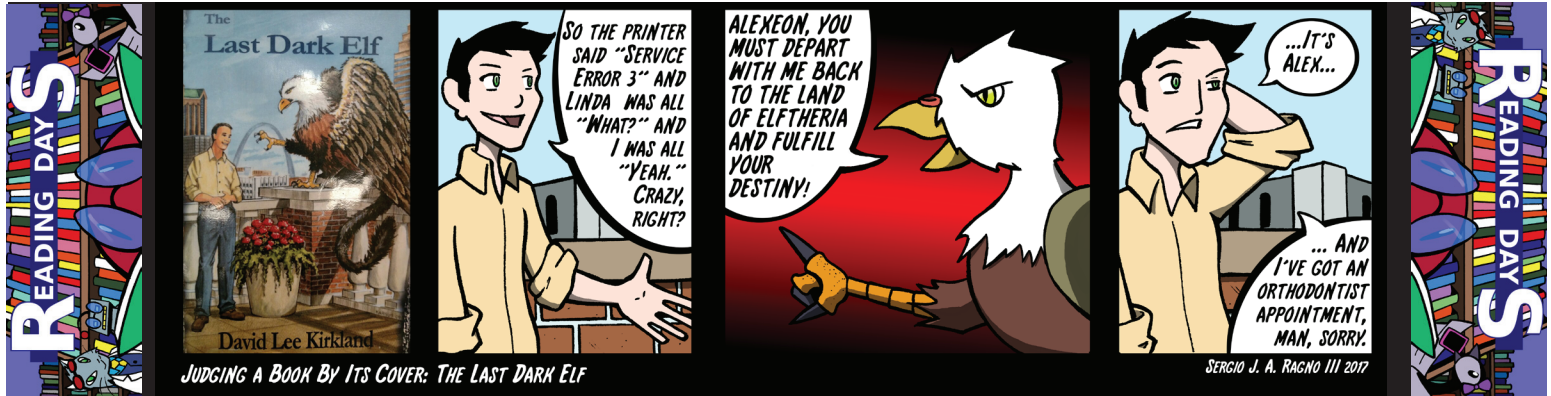


HEGGAN HAPPENINGS

FOR TEENS AND TWEENS



TEEN & TWEEN CUISINE

Wednesday, September 18 • 5:00 p.m.

Learn to make delicious dishes and scrumptious snacks during this hands-on cooking experience!

Teen & Tween Cuisine is open to Heggan Library cardholder Teens & Tweens from 5th-12th grade only. Advance registration is required.

LOCKER CRAFTS

for Teens & Tweens

Rock your locker for the school year!

Create a customized duct tape pencil case, make locker magnets, and decorate picture or mirror frames.

Tuesdays, September 3 and 10
5:30 p.m.

Advance registration required. Open to Heggan Library cardholder Teens and Tweens in grades 6-12.

Minecraft Night

September 23 • 6:30 p.m.

Tower Defense

For all ages. Children under 10 must be accompanied by an adult. Open to Heggan Library cardholders only. Advance registration required.



THE TEEN
ADVISORY BOARD
presents:



Tuesday, September 24 • 6:00 p.m.

By Teens, for Teens—Teens Supporting Teens

The Margaret Heggan Library offers a safe place for teens to just be!

No Pressure—No Stress—Just Talk
... and snacks!

Heggan Library cardholder Teens only.
Registration required.

TAB GAME TIME

Tuesday, September 17 • 6:00 p.m.

Come play PuyoPuyo Tetris!

TAB Game Time is open to Heggan Library cardholder Teens only. Registration required.

Homework Haven

Come to Teen Homework Haven at the Heggan Library to get help with research, databases, job or college search resources, resumé or portfolio building, computer skills, and more.

Available Wednesdays, September 4, 11, and 25 from 5:30-6:30 p.m.
in the Teen Area.

Video Game Night @ the Library

Monday, September 30 • 6:30 p.m.

Then(ish) and Now(ish)
Star Fox

How have your favorite games changed over time?

This month we'll compare an older Star Fox installment with a more recent release by playing both **Star Fox 64** and **Star Fox Zero**. Find out if Fox McCloud's adventures through the Lylat system matured for better or for worse!

Both **Star Fox 64** and **Star Fox Zero** are rated **E10 for Everyone 10 and up by the ESRB**



Video Game Night is open to adults and children. Children under 10 must be accompanied by an adult. Open to Heggan Library cardholders only. Advance registration is required. Please go to www.hegganlibrary.org to register.

Do you have a book
you think we should add
to our collection?

Send your suggestions to
bpilling@hegganlibrary.org

MARGARET E. HEGGAN FREE PUBLIC LIBRARY

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Bee's Quick Reviews

Twelve Forever

Although I usually choose to review games I've played, I haven't been playing many new **games** recently. However, I have been watching a lot of shows recently, and one show that caught my attention was **Twelve Forever**, a cartoon series that was recommended to me on Netflix.



Twelve Forever is a unique take on a coming of age story, starring Reggie, a young girl who just recently had her 12th birthday. Not exactly ready to become her mom's idea of "grown up," she finds an escape on Endless Island, a distant, magical world Reggie is able to visit through an (albeit accidentally made) magical key. From episode one, I was hooked on this show, its story,

and the colorful cast of characters you meet throughout. It's silly and random, but in a way that actually works without keeping you confused for longer than you need to be. It's one of the only shows I've watched recently that has me genuinely laughing. The writing is really great!

I'd highly recommend to any cartoon fan, or anyone who's looking for a fun show with a diverse cast of characters.

Your Turn to Die

I've played plenty of games that were made through RPG (Role Playing Game) Maker, and one thing is usually universally true: They're always RPGs. Maybe not in the traditional sense, but they always have that type of format to them. Although I've seen plenty of RPG Maker games completely disregard the battle aspect and focus more on puzzles or exploration, they always seem to have the same "feel" in the end.

However, **Your Turn to Die** is a completely different story...

Unlike most games made with the RPG Maker engine, **Your Turn to Die** uses what the program has to

offer and, instead of making an RPG, creates an impressive and well put together point-and-click visual novel. Showing clear inspiration from games like Danganronpa and Zero Escape, **Your Turn to Die** is a "death game," as they call it, where multiple people are trapped in a mysterious place and forced to play life-or-death games and solve dangerous puzzles in order to gain their freedom. Imagine an escape room, but with more dangerous, and possibly deadly, consequences for running out of time. The game isn't completely finished, but each chapter is being released individually one at a time. As



of writing this review, the game stops at the end of chapter 2, but more content is expected to be released soon.

Your Turn to Die is completely free, and possible to play through your browser or on mobile devices! Check it out!

BOOK REVIEW

Grisha Trilogy

by Leigh Bardugo

Review by H. H.

The **Grisha Trilogy** is about Alina Starkov and her powers of the Sun Summoner. When her army unit travels into the Rift, a dark and dangerous place, Alina reveals her power for the first time to save her best friend. Afterward, she is taken to the Little Palace and trained by the very best teachers to use her powers alongside the most powerful Grisha – the Darkling. Sadly, not everything is as it seems, and Alina is forced to make many difficult choices that decide the fate of her world. This exciting trilogy by Leigh Bardugo is intense, thrilling, and even funny.

When I read the first book, **Shadow and Bone**, I hadn't known what to expect and I was surprised to learn how amazing it is. **Shadow and Bone** hooked me, and I couldn't get enough

of it. I recommend the first book to fans of Sarah J. Maas' **A Court of Thorns and Roses** series because that's what this book reminds me of while reading. While reading, I assigned each character from Leigh Bardugo's book a twin from Sarah Maas' books – that's how comparable these books are!



The next book, **Siege and Storm**, had me laughing the whole first half. The new and old characters were so funny together, it made me smile. Leigh Bardugo has a way of making her characters interact so that there is always humor during serious times. It's amazing how there's still humor to

be found after everything they've been through!

The last book, **Ruin and Rising**, completes the series so well! I laughed, I cried, and the ending is so perfect that I'd read the whole series over just for that. It's a fantastic series if you're looking for good, lovable characters. I give it a full five stars; so, what are you waiting for? Pick it up today!

Author of the Month

Stephen King

born September 21, 1947

Quotes:

"Books are a uniquely portable magic."

"Remember, Hope is a good thing, maybe the best of things, and no good thing ever dies."

"Fiction is the truth inside the lie."