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Offers an anthology of letters, journal entries, poems, stories, and bits of family lore that give a view of Amish life from colonial times to the present Since 1913, they've been captivating, frustrating, teasing, and teaching us-and today crosswords are one of mankind's most popular pastimes. From its ancestors (such as Lewis Carroll's 'Doublets' puzzles), to its debut in New York's Sunday World newspaper, to the Jazz Age craze that led a public library to limit customers' dictionary time, to the modern-day phenomenon pursued by everyone from Bill Clinton to Stephen King, they've piqued our curiosity and unlocked our imagination. This lively, detailed history of the crossword puzzle gives you the whole story, from square one to the last word. With behind-the-scenes insights from competition champs, opinions from prominent puzzlemakers on such controversial issues as "crosswordese," tips on cluing and construction for the Will Wengs of tomorrow, and a bonus selection of challenging puzzles, this book will delight anyone who's ever experienced the incomparable satisfaction of filling in that last blank-and finally cracking the crossword. Includes Puzzles, Tips, and Resources for Solvers A fascinating, beautifully illustrated guide to the monsters that are part of our collective psyche, featuring stories from the Lore podcast—now a streaming television series—including “They Made a Tonic,” “Passed Notes,” and “Unboxed,” as well as rare material. They live in shadows—deep in the forest, late in the night, in the dark recesses of our minds. They’re spoken of in stories and superstitions, relics of an unenlightened age, old wives’ tales, passed down through generations. Yet no matter how wary and jaded we have become, as individuals or as a society,

a part of us remains vulnerable to them: werewolves and wendigos, poltergeists and vampires, angry elves and vengeful spirits. In this beautifully illustrated volume, the host of the hit podcast Lore serves as a guide on a fascinating journey through the history of these terrifying creatures, exploring not only the legends but what they tell us about ourselves. Aaron Mahnke invites us to the desolate Pine Barrens of New Jersey, where the notorious winged, red-eyed Jersey Devil dwells. He delves into harrowing accounts of cannibalism—some officially documented, others the stuff of speculation . . . perhaps. He visits the dimly lit rooms where séances take place, the European villages where gremlins make mischief, even Key West, Florida, home of a haunted doll named Robert. In a world of “emotional vampires” and “zombie malls,” the monsters of folklore have become both a part of our language and a part of our collective psyche. Whether these beasts and bogeymen are real or just a reflection of our primal fears, we know, on some level, that not every mystery has been explained and that the unknown still holds the power to strike fear deep in our hearts and souls. As Aaron Mahnke reminds us, sometimes the truth is even scarier than the lore. The World of Lore series includes: MONSTROUS CREATURES • WICKED MORTALS • DREADFUL PLACES The Untold History of Healing takes the reader on an exciting, expansive journey of the history of medicine from the Stone Age to modern times, explaining that Western medicine has its true origins in the healing lore of Paleolithic hunters and gatherers, herding nomads, and the early sedentary farmers rather than in the academic tradition of doctors and pharmacists. This absorbing history of medicine takes the reader on a sweeping journey from the Stone Age to modern times, showing that Western medicine has its origins not only in the academic tradition of doctors and pharmacists, but in the healing lore of Paleolithic hunters and gatherers, herding nomads, and the early sedentary farmers. Anthropologist and ethnobotanist Wolf D. Storl vividly describes the many ways that ancient peoples have used the plants in their immediate environment, along with handed-down knowledge and traditions, to treat the variety of ailments they encountered in daily life. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a

historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. John Guest has written this very interesting and informative book after many years of research into seafaring traditions, stories, and the history of the sea. An "Old Salt" himself, this book was the next, natural step for John after his retirement from the U.S. Coast Guard. In this book you'll find the origins of sea-born words that have come ashore, and stories of famous and infamous ships and people. This book will fulfill the common interest for little known seafaring facts we all have in our lives. It will definitely answer the question, "I wonder where that started?" Everyone from the armchair sailor to the life-long sea dog will be amused, educated, and often dumbfounded as the pages are turned. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. A folklorist chronicles the history and lore of witchcraft in the Keystone State from William Penn's 17th century witch trial to 20th century occultism. As English and German settlers migrated to Pennsylvania, they brought their beliefs in magic with them from the Old World—sometimes with dangerous consequences. In 1802, for example, an Allegheny County judge helped an accused witch escape an angry mob. But Susan Mummey was not so fortunate. In 1934, she was killed in her home by a young Schuylkill County man who was convinced that she had cursed him. In other regions of the state, views on folk magic were more complex. While hex doctors were feared in the Pennsylvania German tradition, powwowers were and are revered for their abilities to heal, lift curses and find lost objects. In this revealing study, author Thomas White traces the undercurrent of

witchcraft and occultism through centuries of Pennsylvania history. "Interesting and curious historical legends and their background, for children"-- In an age where teenage hoop stars sign multimillion-dollar endorsement deals before their first professional tip-offs, it's hard to imagine a time when basketball was among the least publicized of all professional sports. After the game's creation in 1891, establishing a viable professional league was an intense struggle, requiring decades of hard work and dedication from players, owners, coaches and fans. While the game evolved from two-handed set shots, fruit baskets, short-shorts and tiny gyms to slam dunks, shoe endorsements, global popularity and massive urban arenas, the NBA established itself as one of the world's dominant professional leagues. This work, the first comprehensive history of the National Basketball Association, offers a detailed look at how and why the NBA was able to overcome the obstacles that had crushed its predecessors and competitors to become the most successfully marketed league in professional sports. Covered here are Naismith's invention of the game; the rise and fall of the NBL, BAA, ABL and ABA; early teams like the Buffalo Germans and the Harlem Rens; basketball's Olympic debut in 1936; the first professional superstars; dominant franchises; and the current state of the league. Appendices offer lists of early professional basketball leagues and commissioners of the NBA, NBL and ABA. The author was the island ranger for 42 years and shares his best stories. "Wisconsin is a land rich with stories. It was the "mother of all circuses," a place of buried treasure and home to eerie ghosts and monsters. Native American legends, tall tales told at lumberjack camps and taverns, ghostlore and modern urban legends all form the wonderful mythology of the Dairy State. Many know of Rhinelander's famous Hodag, the Beast of Bray Road in Elkhorn, Milwaukee's haunted Pfister Hotel and the Ridgeway Ghost. But few have heard obscure tales like the Christmas Tree Ghost Ship of Two Rivers, the Goatman of Richfield's Hogsback Road and the legend of the Witch's Tower of Whitewater. Author Tea Krulos, an expert in all things strange and unusual, digs up Wisconsin favorites and arcane lore."--Provided by publisher. This book shows readers how the Celts view on consultative democracy, environmental issues and women's rights are echoed in contemporary policies, and how they are continuing to shape political and religious ideas. The sheer beauty of the elegant, lonely lighthouses along our shores — and their unspoiled, scenic natural settings — has captivated our collective imagination. More than simply picturesque, the lighthouse has become an enduring symbol of salvation, fortitude, and heroic folklore. The Ultimate Lighthouse Book is a panoramic, lavishly illustrated history of these legendary buildings and celebrates the rich heritage of our ancestors' courageous efforts to guide mariners through treacherous seas and storms. Over 200 color photographs are featured in this fully revised, expanded and updated edition. Journey into twelve of the world's favorite medieval mysteries and cross the threshold into the world of the High Middle Ages. From Chaucer's "Canterbury Tales" to Umberto Eco's "Name of the Rose" to Dan Brown's bestselling "The Da

Vinci Code," the medieval period continues to intrigue, inspire, entertain and fascinate many today. For the general reader and specialist alike, medieval expert, former Rosslyn Chapel museum exhibition curator and bestselling author Dr. Karen Ralls guides the reader through the key historical facts, legends and lore, affiliated places and major symbolism of each of these 12 popular medieval enigmas, providing a lively introductory portal which includes some of the lesser-known, sidelined or unacknowledged aspects of each of these enduring topics. The story of each subject comes alive as never before, providing a solid introduction for all readers as well as further suggested resources for teachers and researchers. Also included are photographs, a recommended reading section, maps, a list of the key major sites associated with each topic, and a full Bibliography. Topics covered include: King Arthur, Merlin and GlastonburyThe Grail Quest Mary MagdaleneThe real meaning of Black MadonnasThe Knights Templar, the Cathars, and Rosslyn ChapelMedieval Guides and TroubadoursHeresy and Heretics Let this book serve as your personal pilgrimage back to the High Middle Ages - a time of potent symbolism, occult knowledge, and spiritual quests. To access the power of crystals, you must know their stories. Crystal Lore, Legends & Myths presents these fascinating histories and legends of the world's crystals. Crystals, gems, and semi-precious stones have long been sought for their beauty, power, and utility. Historically used as adornments, currency, talismans, and amulets, crystals have been reputed through the ages to bestow magic and power on the user. However, in order to fully harness each stone's unique power, one must know the unique legends and lore attached to it. Every stone has a narrative or key that unlocks its power. Oftentimes, these legends have been lost—or even deliberately altered—to confuse and obscure. In Crystal Lore, Legends & Myths, leading crystal expert and metaphysical teacher Athena Perrakis presents the fascinating history of the world's most powerful stones. This comprehensive collection of stones presents to you the legends and relics from different cultures and ancient civilizations, including Lemuria, Sumeria, Egypt and Atlantis, among others. Learn the fascinating stories of how gems and minerals were used to raise power, store wisdom and secret teachings, and give incredible healing—and tap into the powers of the crystals yourself! Master the game of Mahjong while learning about its legends and history with this entertaining and useful guide. An excellent way to learn Mahjong or "Mah Jongg"—The Great Mahjong Book is the perfect resource for beginner or experienced mahjong players. Richly illustrated and easy to follow with detailed instructions and clear examples, it can help all players improve their game. Mahjong beginners get a solid introduction to the rules and equipment they need to get started, while better players will find invaluable tips for mastering the game. The Great Mahjong Book also includes the entire history of Mahjong as it spread around the globe, the equipment and accessories used in the game, basic rules, how and where the game first developed and all the international variants of Mahjong—including China, the U.S., Holland, the U.K., France, Germany, Italy,

Japan and Hong Kong. Filled with hints, fun facts and numerous illustrations of memorabilia and artifacts, this authoritative and thoroughly enjoyable book is a perfect gift for anyone interested in this ancient and beguiling game. Mahjong players love the game because it's colorful, exotic, and fun! Whether you're a first time player or a pro, The Great Mahjong Book is a perfect companion to the wide world of Mahjong. The Complete Book of Ferns is filled with botanical information, indoor and outdoor growing and care information, details on propagation, display ideas, and even craft projects. This gorgeous book is authored by Mobe Weinstein, the Foreman of Gardeners at the New York Botanical Garden in the Bronx and a veteran guest on the Martha Stewart Living TV show and other media outlets. Houseplants in general are in ascendance, but no category is hotter than ferns. From the otherworldly Staghorns—mounted like antler trophies in homes throughout the world—to the classic Boston Ferns and newer varieties like Crispy Wave, ferns are definitely back in fashion. And to no one's surprise. After all, ferns are among the very oldest plants on the planet, with a long and storied history. There are tens of thousands of known varieties of ferns. In the Victorian Era, ferns created an absolute craze for more than 50 years. They re-emerged as integral home décor accessories in the '50s and '60s, and who didn't spend time in a "Fern Bar" back in the '80s? And they are back again. This comprehensive reference starts its examination of ferns 400 million years ago, when the first species of this group of spore-reproducing plants appeared on Earth, exploring their evolution and eventual incorporation into human culture, including the powers associated with them and their practical and ornamental uses. Then, after an exploration of fern botany—its parts, how it grows, its variability in size and form, habitats, propagation, etc.—you'll learn how to green your indoor and outdoor environments with ferns. Every aspect of fern care is covered: potting/planting, watering, fertilizing, pest and disease control, and more. With this knowledge absorbed, explore creative planting projects, like terrariums, vertical gardens (living walls), mixed tabletop gardens, and moss baskets. To make your survey of ferns complete, create pressed fern art, fabric wall hangings with chlorophyll-stained designs, cyanotypes, and hand-made fern-decorated paper. In the end, you will understand why this ancient plant class continues to be all the rage. "So delicately calibrated and precisely beautiful that one might not immediately sense the sledgehammer of pain building inside this book. And I mean that in the best way. What powerful tension and depth this provides!"—Aimee Bender Fourteen-year-old Linda lives with her parents in the beautiful, austere woods of northern Minnesota, where their nearly abandoned commune stands as a last vestige of a lost counter-culture world. Isolated at home and an outlander at school, Linda is drawn to the enigmatic, attractive Lily and new history teacher Mr. Grierson. When Mr. Grierson is charged with possessing child pornography, the implications of his arrest deeply affect Linda as she wrestles with her own fledgling desires and craving to belong. And then the young Gardner family moves in across the lake and Linda finds

herself welcomed into their home as a babysitter for their little boy, Paul. It seems that her life finally has purpose but with this new sense of belonging she is also drawn into secrets she doesn't understand. Over the course of a few days, Linda makes a set of choices that reverberate throughout her life. As she struggles to find a way out of the sequestered world into which she was born, Linda confronts the life-and-death consequences of the things people do—and fail to do—for the people they love. Winner of the McGinnis-Ritchie award for its first chapter, Emily Fridlund's propulsive and gorgeously written *History of Wolves* introduces a new writer of enormous range and talent. The sheer beauty of the elegant, lonely lighthouses along our shores—and their unspoiled, scenic natural settings—has captivated our collective imagination. A celebration of one of America's purest landmarks, *The Ultimate Book of Lighthouses* is a must-have for any home. *Playing Detective with Family Lore* is more than one family's saga. The far-ranging origins of the author's family and the course of the progenitors' lives and those of their descendants provide a microcosmic illustration of the macro-level triumphs and tragedies of Jewish life in Eastern Europe and America. From the tiny Radekhiv shtetl to the famous Polish market town Jaroslaw, from the Russian port city Nikolayev - inside of the Pale of Settlement during the 1905 pogroms, to Jassy - rife with unique antisemitic legislation following Romanian independence, this book unwittingly traces a collective history epitomized by one particular family's combined narratives, making it a 'must read' for the 80% of American Jews who trace their ancestry back to Eastern Europe. *Playing Detective with Family Lore* goes beyond *Researching Your Family History Online for Dummies*. Offering more than a ringside seat how to mine information online, the author, a seasoned journalist, shares her expertise with budding memoirists. She explores how the skills and the logic of a Sherlock Holmes can be employed to stitch together snippets of information in order to forge a more coherent whole that may confirm, contest, augment, or complicate oral family lore. Not your run-of-the-mill memoir, the structure is a tad unique. Sprinkled at the bottom of the pages, academic footnotes are repurposed to create a new genre: *Experiential Reading*. The links to historical footage, photos, and short texts make reading this work closer to a virtual museum than a traditional e-book. *Our Troth* is the single most comprehensive book available on the reborn religion of Heathenry -- the pre-Christian religion of the Germanic peoples. First published in 1993 but out of print for years, *Our Troth* is back in print, featuring updates and additions from its original compiler, Kveldulf Gundarsson, and from many other Heathen writers, all edited by well-known author Diana L. Paxson. Volume 2 covers the Heathen holy year, lore and rites for the major holidays, and ways to work Heathenry into every facet of life. It includes an extensive glossary and reading list for further study. Quench your kitty curiosity and discover the answers to all these vital questions and more in this must-have for any cat owner! Who composed the *Cat's Fugue* inspired by the sound of his cat walking across the keys of the

piano? What is ailurophilia? In which country do people believe that the souls of the departed live in the bodies of cats before moving on to the next life? When were cats worshipped as gods? Why did Edward Lear, composer of the *Owl* and the *Pussycat*, have two houses, one in Italy and the other in England, that were exactly the same? How did a cat single-handedly wipe out an entire animal species? This Volume Number 6 contains folklore of the Texas-Mexican Vaquero; *Tales and Rhymes of a Texas Household*; *Lore of the Llano Estacado*; *Names in the Old Cheyenne and Arapahoe Territory*; *Nicknames in Texas Oil Fields*; *The Devil's Grotto*; *Myths of the Tejas Indians*; *Ballads and songs of the Frontier Folk*; several essays on cowboy songs, etc. They have been thought of as harbingers of evil as well as a sign of the divine. Eclipses—one of the rarest and most stunning celestial events we can witness here on Earth—have shaped the course of human history and thought since humans first turned their eyes to the sky. What do Virginia Woolf, the rotation of hurricanes, Babylonian kings and Einstein's General Theory of Relativity all have in common? Eclipses. Always spectacular and, today, precisely predictable, eclipses have allowed us to know when the first Olympic games were played and, long before the first space probe, that the Moon was covered by dust. Eclipses have stunned, frightened, emboldened and mesmerized people for thousands of years. They were recorded on ancient turtle shells discovered in the Wastes of Yin in China, on clay tablets from Mesopotamia and on the Mayan "Dresden Codex." They are mentioned in Homer's *Iliad* and *Odyssey* and at least eight times in the Bible. Columbus used them to trick people, while Renaissance painter Taddeo Gaddi was blinded by one. Sorcery was banished within the Catholic Church after astrologers used an eclipse to predict a pope's death. In *Mask of the Sun*, acclaimed writer John Dvorak the importance of the number 177 and why the ancient Romans thought it was bad to have sexual intercourse during an eclipse (whereas other cultures thought it would be good luck). Even today, pregnant women in Mexico wear safety pins on their underwear during an eclipse. Eclipses are an amazing phenomena—unique to Earth—that have provided the key to much of what we now know and understand about the sun, our moon, gravity, and the workings of the universe. Both entertaining and authoritative, *Mask of the Sun* reveals the humanism behind the science of both lunar and solar eclipses. With insightful detail and vividly accessible prose, Dvorak provides explanations as to how and why eclipses occur—as well as insight into the forthcoming eclipse of 2017 that will be visible across North America. Throughout history vampires have been viewed as hideously repellant, strikingly attractive, dangerously evil, and piteously gloomy. This title explores vampire beliefs from the blood sucking beasts of ancient times to the immortal teen heartthrobs of the twenty-first century. A charming illustrated guide to the lumberjack that celebrates the profession's impact on fashion, pop culture, and more. The traditional lumberjack look and way of life isn't just for those who work in the woods anymore. This illustrated guide celebrates everything that has made the lumberjack an iconic figure.

Alongside fascinating essays about the history of the profession, you'll find expert tutorials for working with an ax, grooming tips for maintaining a full-body beard, field guides to woodland animals, and homestyle recipes traditionally served at logging camps. There's no need to have experience in wielding an ax or felling a tree to enjoy the light-hearted advice and thrilling tales in this gift-worthy guide. With the same unique vision that brought his now classic Mars trilogy to vivid life, bestselling author Kim Stanley Robinson boldly imagines an alternate history of the last seven hundred years. In his grandest work yet, the acclaimed storyteller constructs a world vastly different from the one we know. . . . "A thoughtful, magisterial alternate history from one of science fiction's most important writers."—*The New York Times Book Review* It is the fourteenth century and one of the most apocalyptic events in human history is set to occur—the coming of the Black Death. History teaches us that a third of Europe's population was destroyed. But what if the plague had killed 99 percent of the population instead? How would the world have changed? This is a look at the history that could have been—one that stretches across centuries, sees dynasties and nations rise and crumble, and spans horrible famine and magnificent innovation. Through the eyes of soldiers and kings, explorers and philosophers, slaves and scholars, Robinson navigates a world where Buddhism and Islam are the most influential and practiced religions, while Christianity is merely a historical footnote. Probing the most profound questions as only he can, Robinson shines his extraordinary light on the place of religion, culture, power—and even love—in this bold New World. "Exceptional and engrossing."—*New York Post* "Ambitious . . . ingenious."—*Newsday* The ultimate gift for absolutely every horse owner! Chock full of fun facts, trivia, and illustrations, this fun book will answer all the horse-related questions you could ever have. For example... Who said "The horse is God's gift to man?" What should you keep in an equine first aid kit? Where did the word flibbertigibet come from? When did General Patton save the famous Lipizzan horses? Why is a horse with two riders the symbol of the Knights Templar? How did the producers of the TV show make Mr. Ed talk? Find out the answers to these intriguing questions and much, much more in this equine extravaganza of horse hints, pony tales, and foal facts. A complete, illustrated history of video games--highlighting the machines, games, and people who have made gaming a worldwide, billion-dollar industry/artform--told in a graphic novel format. Author Jonathan Hennessey and illustrator Jack McGowan present the first full-color, chronological origin story for this hugely successful, omnipresent artform and business. Hennessey provides readers with everything they need to know about video games--from their early beginnings during World War II to the emergence of arcade games in the 1970s to the rise of Nintendo to today's app-based games like *Angry Birds* and *Pokemon Go*. Hennessey and McGowan also analyze the evolution of gaming as an artform and its impact on society. Each chapter features spotlights on major players in the development of games and gaming that

contains everything that gamers and non-gamers alike need to understand and appreciate this incredible phenomenon. A delightful romp through America's Golden Age of Cocktails The decades following the American Civil War burst with invention—they saw the dawn of the telephone, the motor car, electric lights, the airplane—but no innovation was more welcome than the beverage heralded as the “cocktail.” The Gilded Age, as it came to be known, was the Golden Age of Cocktails, giving birth to the classic Manhattan and martini that can be ordered at any bar to this day. Scores of whiskey drinks, cooled with ice chips or cubes that chimed against the glass, proved doubly pleasing when mixed, shaken, or stirred with special flavorings, juices, and fruits. The dazzling new drinks flourished coast to coast at sporting events, luncheons, and balls, on ocean liners and yachts, in barrooms, summer resorts, hotels, railroad train club cars, and private homes. From New York to San Francisco, celebrity bartenders rose to fame, inventing drinks for exclusive universities and exotic locales. Bartenders poured their liquid secrets for dancing girls and such industry tycoons as the newspaper mogul William Randolph Hearst and the railroad king “Commodore” Cornelius Vanderbilt. Cecelia Tichi offers a tour of the cocktail hours of the Gilded Age, in which industry, innovation, and progress all take a break to enjoy the signature beverage of the age. Gilded Age Cocktails reveals the fascinating history behind each drink as well as bartenders' formerly secret recipes. Though the Gilded Age cocktail went “underground” during the Prohibition era, it launched the first of many generations whose palates thrilled to a panoply of artistically mixed drinks. Whether the world's best truffles are found in Piedmont or Perigord inspires impassioned debate, but the effects of dwindling supply and insatiable demand for the elusive, ultimate mushroom are unquestionable: prices through the roof, intrigue and deception, and ever more intensive efforts to cultivate. The secrets of when, how, and where to collect truffles have been passed from generation to generation since ancient times, but artificial cultivation remains the holy grail. Here in the most comprehensive practical treatment of the gastronomic treasure to date, the art and science of the high-stakes pursuit come together. Their enthusiasm and expertise leavened with wry humor, the authors explore the newest techniques; they describe the commercial species in detail along with their host plants, natural habitats, cultivation and maintenance, pests and diseases, and harvesting with pigs, dogs, truffle flies, and even the electronic nose. Pursuit of the fungus that costs more than gold is not for the faint of heart nor for those in a hurry, as under ideal conditions, truffle production in artificial truffieres can

begin after three years but results may not be seen until a decade after planting, and maximum yields not for another decade still. So there is time to read and prepare, and no better source than this one. A photographic guide to the outhouses of America and beyond, this volume of rustic photos features jokes, stories, historical facts, and folklore. Full color. Skittering figures of urban legend—and a ubiquitous reality—cockroaches are nearly as abhorred as they are ancient. Even as our efforts to exterminate them have developed into ever more complex forms of chemical warfare, roaches' basic design of six legs, two hypersensitive antennae, and one set of voracious mandibles has persisted unchanged for millions of years. But as Richard Schweid shows in *The Cockroach Papers*, while some species of these evolutionary superstars do indeed plague our kitchens and restaurants, exacerbate our asthma, and carry disease, our belief in their total villainy is ultimately misplaced. Traveling from New York City to Louisiana, Mexico, Nicaragua, and Morocco, Schweid blends stories of his own squirm-inducing roach encounters with meticulous research to spin a tale both humorous and harrowing. As he investigates roaches' more nefarious interactions with our species—particularly with those of us living at the margins of society—Schweid also explores their astonishing diversity, how they mate, what they'll eat, and what we've written about them (from Kafka and Nelson Algren to archy and mehitabel). Knowledge soon turns into respect, and Schweid looks beyond his own fears to arrive at an uncomfortable truth: We humans are no more peaceful, tidy, or responsible about taking care of the Earth or each other than these tiny creatures that swarm in the dark corners of our minds, homes, and cereal boxes.

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