

Escape from Mr. Lemoncello's Library by Chris Grabenstein

Mr. Lemoncello is one of the most legendary and quirky gamemakers on the planet, and Kyle Keeley is his biggest fan. So when Kyle learns that the new library that he didn't care much about was actually made by Mr. Lemoncello, he's really excited. Like, *really* excited. He knows it's going to be the most awesome library that ever existed. When he and his best friend Akimi get to spend the night there, he finds out that it really is. And when, in true Mr. Lemoncello fashion, Kyle, Akimi, and ten other kids get thrown into a real-life game-- try to escape from the library-- Kyle discovers just how wonderful a library really can be.

As a librarian, I definitely have a bias towards books that celebrate books, reading, and libraries. Something I appreciate about this book, however, is that this appreciation is shown in a character who doesn't like reading. Like many people, Kyle finds books boring, challenging, and not worth the time they take up, and while that doesn't exactly change, he's able to appreciate everything libraries can offer their patrons. He grows to understand that books hold worlds of knowledge and realms of stories that otherwise, we'd never be able to access.

I recommend this book to a lot of people because it's the perfect blend of challenging vocabulary and innocent storytelling to be great for advanced readers, or a reader who wants something a little harder but doesn't want to get into the realm of questionable content. It's lighthearted, fun, happy, and full of knowledge. It's a great book for any bookworm. I'd feel comfortable reading this to any age child, so I'm going to rate it B-G.