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Greenglass House

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“He was just a kid who didn’t know where he came from and hadn’t had any say in where he’d ended up. But, he told himself, he *did* get to decide what he was going to do from here.” – page 344

Milford, Kate. *Greenglass House*. Illus. Jaime Zollars. Boston: Clarion Books, 2014. JUV PZ7.M594845Gre 2014.

Milo Pine is happy to be home for Christmas vacation. His adoptive parents run Greenglass House, a five-story inn once owned by a local hero, which overlooks the harbor in Nagspeake. The house is a frequent haven for smugglers, but as winter is the off-season, there are almost never any guests around Christmas. However, just when Milo begins to settle in for a holiday alone with his parents, the inn’s guest bell rings. And rings. And rings again.

Milo is hard at work helping his parents settle the many guests that have suddenly arrived at the inn when Milo meets Meddy, the daughter of Greenglass House’s cook. Meddy wheedles Milo into joining her in a role playing game; when items begin to go missing and it becomes clear that the inn’s guests aren’t what they seem, Meddy’s fictional game gives the two children the confidence to look for clues and start piecing together the mystery of Milo’s home – a mystery that may have brought the guests to Greenglass House in the first place.

Winner of the Edgar Award for Best Juvenile Mystery, *Greenglass House* is an intricately woven story within a story within a story. With so many layers and with Milo’s tendency to think of himself as his gaming character, the work can become a little confusing; however, mystery, adventure, and an unexpected plot twist drive the pace and each of the storylines are neatly tied together by the end.