

Volume 3  
Issue 5  
May 2018



FRONT:  
Adult Services

BACK:  
Children's Department



**INDIANA STATE MUSEUM PASSES**

**Now available for checkout!**

**Each pass allows four (4) complementary general admissions to this museum, which is located in beautiful downtown Indianapolis.**

In addition to the museum itself, this pass also grants admission to the eleven (11) state historical sites, including:

- Angel Mounds State Historic Site*
- Corydon Capitol State Historic Site*
- Culbertson Mansion State Historic Site*
- Gene Stratton-Porter State Historic Site*
- Historic New Harmony State Historic Site*
- Lanier Mansion State Historic Site*
- Levi & Catharine Coffin State Historic Site*
- Limberlost State Historic Site*
- T.C. Steele State Historic Site*
- Vincennes State Historic Site*
- Whitewater Canal State Historic Site*

You can see the location of each of these sites, along with much more information, at [indianamuseum.org](http://indianamuseum.org)

Library policy allows our museum passes to be checked out for one week.

Other passes available at the library include Minnetrista Cultural Center and Muncie Children's Museum.

**FRIENDS BOOK CLUB**

*Eventide* by Kent Haruf

One of the most beloved novels in recent years, *Plainsong* was a best-seller from coast to coast—and now Kent Haruf returns to the High Plains community of Holt, Colorado, with a story of even more masterful authority.

When the McPherson brothers see Victoria Roubideaux, the single mother they'd taken in, move from their ranch to begin college, an emptiness opens before them—and for many other townspeople it also promises to be a long, hard winter. A young boy living alone with his grandfather helps out a neighbor whose husband, off in Alaska, suddenly isn't coming home, leaving her to raise their two daughters. At school the children of a disabled couple suffer indignities that their parents know all too well in their own lives, with only a social worker to look after them and a violent relative to endanger them further. But in a small town a great many people encounter one another frequently, often surprisingly, and destinies soon become entwined—for good and for ill—as they confront events that sorely test the limits of their resilience and means, with no refuge available except what their own character and that of others afford them.

Spring eventually does reach across the land, and how the people of *Eventide* get there makes for an engrossing, profoundly moving novel rich in the wisdom, humor, and humanity for which Kent Haruf is justly acclaimed.



is a commemoration of those who gave their lives in service to our country.

***Closed Monday, May 28***

WEEKLY		
Mondays	5:00-6:30	Common Threads— knit and crochet
MONTHLY		
Last Tuesdays	5:00-6:00	Doodles & Daydreams
3rd Wednesdays	5:00	Library Board Meetings
Last Wednesdays	5:00-6:00	Friends Book Club



**Get CLUED IN Thursday, May 31<sup>st</sup>, 5-6:30pm**

**Come and test your sleuth skills!** On “Go!” players race to find as many hidden cards as they can and eliminate any suspects, locations, and weapons they can, preventing others players from getting to those cards first. Eventually all the cards will be found, and players will want to see what the other players found so that they can continue to eliminate possibilities off their own case files to try and win the game. This is where the real fun begins! PLAYERS NOW GET TO USE THEIR GAME PLAY CARDS TO INTERACT WITH THE OTHER PLAYERS. Along with all the hidden suspect, weapon, and location cards there are also hidden **play cards** that players will find. There are eight different types of play cards that allow players to interact with other players in specific ways. Each of these cards allow players to interact with each other in fun, different ways. The rules of each card are described on the card. The “Friendly Wager” card is the only one that requires extra props (six dice). This card allows a mini game inside the game, but still simple enough it doesn't get confusing. The “Sneak A Peek” cards come in three different versions, each with its own fill in the blank space - so you are able to create your own game rule, and change it each time you play the game.

**WINNING THE GAME**

Eventually while interacting with the other players using the game play cards, a player is going to eliminate all the suspects, weapons, and locations on their case file until they are left with the three that are the solution. At this point that player would grab the “Make an Accusation” card (that you place in a central location in the playing area for players to reach) and call out their solution. If they are correct they win the game! If they messed up somewhere or guessed in haste and didn't get the solution correct they are not allowed to make another accusation for 10 minutes - they can still continue playing the game during this time though. Play continues until the case is solved.

**OUR BOOK CLUB**





Enter an exciting new world of shadows from Hugo Award nominee Adam-Troy Castro.

Following her cat, which appears to have been chased there by its own shadow, Fernie What finds herself lost in the Gloom mansion. Fernie discovers a library full of every book that was never written, a gallery of statues that are just plain awkward, and finds herself at dinner watching her own shadow take part in the feast!

Along the way Fernie is chased by the People Taker who is determined to *take* her to the Shadow Country. It's up to Fernie and Gustav to stop the People Taker before he *takes* Fernie's family.

Featuring a unique cover and beautifully dark full-page illustrations by Kristen Margiotta, *Gustav Gloom* is sure to be a hit with fans who love a little darkness in their lives.

WEEKLY	WEEKLY	MONTHLY
<p><b><u>Story &amp; Craft</u></b></p> <p>Wednesdays—2 sessions!</p> <p>10:30-11:30 with Maggie the Reading Therapy Dog (morning session only)</p> <p>3:30-4:30</p> <p>Children must be accompanied by an adult.</p>	<p><b><u>Our Book Club</u></b></p> <p>Thursdays 5:00-6:00</p> <p>Grades 4-8</p> <p>The book for May is</p> <p><i>Gustav Gloom &amp; the People Taker</i> Adam-Troy Castro</p>	<p><b><u>Teen Art Club</u></b></p> <p>1st Wednesday every month 5:00-6:00</p> <p> Grades 6 and up </p> <p><b>May—SALT DOUGH ART</b></p> 