

New At The Library

Here's what's new at the Yankton Community Library this week:

ADULT BOOKS

- **The Circle** by Dave Eggers; Fiction
- **Death of a Nightingale** by Kaaberbol & Friis; Fiction
- **The First of July** by Elizabeth Speller; Fiction
- **Good Kings Bad Kings** by Susan Nussbaum; Fiction
- **The Housemaid's Daughter** by Barbara Mutch; Fiction
- **In Falling Snow** by Mary-Rose MacColl; Fiction
- **The Last Winter** of Dani Lancing by P. D. Viner; Fiction
- **Lighthouse Bay** by Kimberley Freeman; Fiction
- **Marching to Zion** by Mary Glickman; Fiction
- **The Republic of Thieves** by Scott Lynch; Fiction
- **The Sky Manifest** by Brian Panhuyzen; Fiction
- **Teatime for the Firefly** by Shona Patel; Fiction
- **Tempest's Course** by Lynette Sowell; Fiction
- **The Tulip Eaters** by Antoinette van Heugten; Fiction
- **CeeLo**; Nonfiction
- **Creative Photography** by Steve Sonheim; Nonfiction
- **Granny Is My Wingman** by Kayli Stollak; Nonfiction
- **The Investigator** by Terry Lenzner; Fiction
- **A Man's Guide to Healthy Aging** by Thompson & Kaye; Nonfiction
- **Newton** by Matthew Lysiak; Nonfiction
- **One Bowl Baking** by Yvonne Ruperti; Nonfiction
- **Survival Lessons** by Alice Hoffman; Nonfiction
- **Writing in the Wall** by Tom Standage; Nonfiction

ADULT AUDIO BOOKS

- **Cross My Heart** by James Patterson; Fiction
- **Lucia in Love** by Heather Graham; Fiction
- **Odd Thomas** by Dean Koontz; Fiction

ADULT DVDS

- **The Conjuring**
- **Elysium**
- **The Intouchables**
- **Pacific Rim**
- **Robot & Frank**
- **The Shunning**
- **Smashed**

YOUNG ADULT BOOKS

- **Dr. Bird's Advice for Sad Poets** by Evan Roskos; Fiction
- **Full-Ride** by Margaret Peterson Haddix; Fiction
- **The Madman's Daughter** by Megan Shepherd; Fiction
- **More Than This** by Patrick Ness; Fiction
- **Not a Drop to Drink** by Mindy McGinnis; Fiction
- **The Shadowhunter's Codex** by Clare & Lewis; Fiction
- **Teardrop** by Lauren Kate; Fiction

JUNIOR BOOKS

- **Counting By 7s** by Holly Goldberg Sloan; Fiction
- **The Doggone Dog** by Diana G. Gallagher; Fiction
- **Elvis and the Underdogs** by Jenny Lee; Fiction
- **Fortunately, the Milk** by Neil Gaiman; Fiction
- **The Great Kitten Challenge** by Diana G. Gallagher; Fiction
- **Ivy + Bean Take the Case** by Annie Barrows; Fiction
- **Mice Capades** by Diana G. Gallagher; Fiction
- **Navigating Early** by Clare Vanderpool; Fiction
- **A No-Sneeze Pet** by Diana G. Gallagher; Fiction
- **The Surprise Attack of Jabba the Puppett** by Tom Angleberger; Fiction
- **"When Did You See Her Last?"** by Lemony Snicket; Fiction
- **Dinosaurology: The Search for a Lost World** by Raleigh Rimes; Nonfiction
- **Walking on Earth & Touching the Sky**; Nonfiction

EASY BOOKS

- **Crankee Doodle** by Tom Angleberger; Fiction
- **Gabby, Drama Queen** by Joyce Grant; Fiction
- **Hedgie Blasts Off!** by Jan Brett; Fiction
- **Do You Really Want a Cat?** by Bridget Heos; Nonfiction
- **Do You Really Want a Dog?** by Bridget Heos; Nonfiction
- **A Little Book About Friendship** by Kurtzman-Counter & Schiller; Nonfiction

Ballard's Work Set For MMC Gallery

Mount Marty College Bede Art Gallery will be hosting artist Jeff Ballard and his acrylic paintings entitled, "Defining Purpose," that will be on display Jan. 8-31.

A free reception and gallery talk is scheduled for 2-4 p.m. Jan. 31 and is open to the public.

Ballard says of his inspiration for his exhibit, "Working for my family's small asphalt paving and maintenance company has required a lot of time spent repairing broken-down equipment. In my many attempts at accurately assembling parts in front of me, I've learned a lot about the necessary process of trial and error when seeking the correct solution; in this case a fully functioning piece of machinery. I see this process as a good metaphor for the quest in discovering my life's purpose. In this body of work, I combine parts diagrams with people from my life in an effort to represent their dealings with questions about the metaphysical realm."

The hours for the Bede Gallery Art Gallery are 8 a.m. to 4:30 p.m. weekdays and is located in the lobby of the Marian Auditorium.

Artist Featured At Vermillion Event

VERMILLION — The Edith B. Siegrist Vermillion Public Library will host Vermillion artist Rick Johns for the first "Artists and Authors" series of the Winter/Spring season at 7 p.m. Wednesday, Jan. 8.

Johns will give a visual presentation of his work and discuss the links between his construction work and his painting, showing how the visual experiences on the job site find their way into the abstract paintings.

The Edith B. Siegrist Vermillion Public Library is located at 18 Church Street in Vermillion. For more information, call the library at 605-677-7060.

YCTC Holds 'Treasure Island' Auditions

The Yankton Children's Theatre Co. will be holding auditions for its upcoming production of "Treasure Island" on Jan. 10-11 at Stepping Stones Child Care Center, 1101 Broadway. Audition times are 6:30-8:30 p.m. Jan. 10 and 1-3 p.m. Jan. 11.

"Treasure Island" will be presented March 27-30 and April 4-6. The production is directed by Hollie Pearson and sponsored by Stepping Stones.

Winter Chill Cheer And Dance Jan. 12

River City Cheer and Gymnastics of Yankton will host its Winter Chill Cheer and Dance Challenge on Sunday, Jan. 12, at the YHS/Summit Activities Center gym.

Events begin at 9 a.m. Teams will be attending from South Dakota, Minnesota and Nebraska. Participants will range from age 5 to adult, and they will demonstrate cheer, stunting and dance skills in team and individual events.

Also, vendors will be on hand selling jewelry, T-shirts, scarves and purses.

The public is invited to attend. Enter through front doors of YHS and proceed to main gym. Concessions will be available.

YHS Orchestra Pancakes, Concert Set

The Yankton High School Orchestra is hosting a Pancakes and Pops fundraiser on Tuesday, Jan. 21, from 5-7 p.m. in the YHS Commons.

Chris Cakes of Iowa will be providing an all-you-can-eat pancakes & sausage dinner in their unique and entertaining serving style.

The YHS Orchestra will also be performing a variety of light classical and popular music during the meal.

Tickets are available from orchestra members or at the door. Contact Mrs. Evander at YHS for more information, 665-2073.

The Bookworm

Book Celebrates Winter's Peace

"The Quiet Season: Remembering Country Winters" by Jerry Apps; © 2013, Wisconsin Historical Society Press; 150 pages

BY TERRI SCHLICHENMEYER

It snowed overnight.

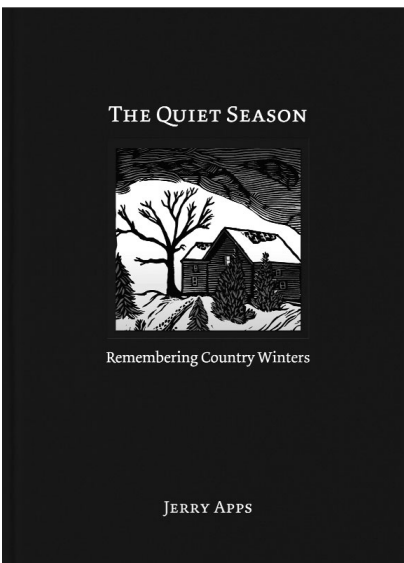
You saw it first thing this morning, and you grumbled. You know how much extra work that stuff is: shoveling, brushing, scraping. Everything needs more time to warm up and get going — including you.

Sure, snow is pretty... for about ten minutes. Or, as you'll see in "The Quiet Season" by Jerry Apps, it's beautiful for a lifetime.

Born to a pair of farmers in the "midst of the Great Depression," Jerry Apps says that, save but for his time spent in the Army, he's never missed a Wisconsin winter. For folks in snowy climes, winter reminds us that "we are not in charge," he says.

The winters of 1939-1947 were particularly memorable for Apps. Electricity hadn't yet come to his parents' farm — it didn't arrive until the spring of '47 — which meant that milking cows and fetching water was all done by hand. Dinner was made on a wood-burning stove that served both to prepare food and to heat the kitchen. Homework for the three Apps boys was done by kerosene lamp.

Apps remembers how his father prepared for winter by "making wood" from



dead oak trees and hauling it closer to the house. The family butchered a hog every fall because they "needed the meat if we were going to survive the long winter." Produce from garden and field was laid in for the season.

Even when there was a snowstorm, the three Apps boys had to walk to school and they tried not to miss a day. The season's first snow was especially exciting; says Apps, he and his classmates were "running around like we were possessed by first snowfall demons." As

white stuff piled up, his teacher in the one-room schoolhouse tapped one of the bigger children to shovel a path to the outhouses.

Apps recalls playing in the snow, and wading through waist-high drifts. He remembers hunting in it, travelling by car and on foot through it, and hoping that Santa could handle it. He recalls when neighbors took care of neighbors and dances were held in someone's dining room. And he remembers the perfection of winter some 70 years ago, its loveliness and its magic.

I'm not sure where it came from, but reading "The Quiet Season" gave me a definite sense of pulse-slowing calmness.

Maybe that's because author Jerry Apps — who often mentions his love of a good story — is himself the teller of tales that circle around community in a TV-less, packed-calendar-free, horse-drawn but hard-working world that fewer and fewer folks remember. They're told with awe, gratitude, grace, more than a little knee-slapping — and lots of love for the way things were, the rotation of the seasons, the bounty of the land, and the perseverance of its people.

This is the kind of book that elders will read and read again. It's a book you'll want to give to a whiner. It's one you'll be glad to curl up with because, though it's mostly about winter, "The Quiet Season" will leave you warm.

Year In Review

A Look At 2013's Top Video Games

BY LOU KESTEN AND DERRIK J. LANG

AP Entertainment Writers

The top 10 video games of 2013, according to Lou Kesten:

1. **"BioShock Infinite" (Irrational Games, for the PlayStation 3, Xbox 360, PC):** The latest adventure from provocateur Ken Levine asks tough questions about the bloody path of American history. And it doesn't provide easy answers — indeed, the more you learn about its setting, the flying city of Columbia, the loopier it gets. No other game this year bent my brain as much.

2. **"Assassin's Creed IV: Black Flag" (Ubisoft Montreal, for the PlayStation 3, PlayStation 4, Wii U, Xbox 360, Xbox One, PC):** Stealth and swordplay have always been at the core of this series, but "Black Flag" adds a stirring new element: engrossing sea battles, as you and the crew of your pirate ship romp across the Caribbean of the 1730s.

3. **"Ni no Kuni: Wrath of the White Witch" (Studio Ghibli and Level-5, for the PlayStation 3):** The Japanese studios behind movies like "Spirited Away" and games like "Dragon Quest" collaborated on this sprawling epic about a kid transported to an alternate universe. It provides all the pleasures of a deep role-playing game with the charm and humor of great anime.

4. **"Tomb Raider" (Crystal Dynamics, for the PlayStation 3, Xbox 360, PC):** Video-game icon Lara Croft gets an origin story, as the shipwrecked heroine fights for survival on an island full of goons. As teenage Lara evolves from helpless to deadly, you can't help but think this kid's got a bright future.

5. **"The Last of Us" (Naughty Dog, for the PlayStation 3):** This journey across a post-apocalyptic United States presents one nerve-racking confrontation after another — but it will be best remembered for the smartly written, subtly acted relationship between its protagonists, a bitter survivor and the lively young girl he's sworn to protect.

6. **"Gone Home" (The Fullbright Company, for PC):** Remember that feeling of returning to your childhood home only to realize you don't really know anyone who lives there? That's the mood captured by this sweet, sad yet hopeful mystery, told entirely through the things a family has left behind.

7. **"Device 6" (Simogo, for iOS):** This witty mystery reminded me of the classic text adventures of the 1980s — except now, you have to rotate your iPad to follow along. The elegant design, with just a smattering of pictures and music, makes

the creepy story all the more effective.

8. **"The Legend of Zelda: A Link Between Worlds" (Nintendo, for the Nintendo 3DS):** Nintendo opens up the magical land of Hyrule — and its darker twin, Lorule — with a looser storyline that invites more exploration. It's the most challenging "Zelda" in years, and the most rewarding.

9. **"Peggle 2" (PopCap Games, for Xbox One):** The killer app for Microsoft's new Xbox One turns out to be ... a juiced-up pachinko game. But fans of the original will get exactly what they were hoping for: a game so addictive that, even after bouncing through 120 new levels, you want more.

10. **"Final Fantasy XIV: A Realm Reborn" (Square Enix, for PlayStation 3, PC):** This massively multiplayer online game was so poorly received in 2010 that its publisher pulled the plug and rebuilt it from the ground up. The result is nearly a miracle: a lush online world so compelling that even anti-social gamers can enjoy it.

The top 10 video games of 2013, according to AP Entertainment Writer Derrik J. Lang:

1. **"BioShock Infinite" (Irrational Games, for the PlayStation 3, Xbox 360, PC):** A breathtaking journey to a kingdom in the clouds, "Infinite" is equally as wondrous as it is thought-provoking. A first-person shooter that philosophizes about such topics as racism, nationalism, religion and fate shouldn't work, but this imaginative piece of fiction does on every level.

2. **"Grand Theft Auto V" (Rockstar Games, for the PlayStation 3, Xbox 360):** Los Santos, the cheeky rendition of Los Angeles, depicted in "GTA V" is a crowning achievement in virtual world construction — an explosive, fully realized, sin-filled, self-loathing playground for the game's trio of despicable anti-heroes to do their bidding. The heists are really, really fun, too.

3. **"The Last of Us" (Naughty Dog, for the PlayStation 3):** Who knew the end of the world could look so good? This sweeping survival epic's visually stunning rendition of post-apocalyptic America and its completely unique take on zombies is enhanced even further by intricate performances from Troy Baker and Ashley Johnson as unlikely travel companions.

4. **"Assassin's Creed IV: Black Flag" (Ubisoft Montreal, for the PlayStation 3, PlayStation 4, Wii U, Xbox 360, Xbox One, PC):** After last year's sleepy Colonial America-set installment, "Assassin's Creed" refreshingly plunged into pirate politics with this entry, proving the

aging historical stealth series still has new tricks up its sleeves, besides just a pair of hidden blades.

5. **"Tomb Raider" (Crystal Dynamics, for the PlayStation 3, Xbox 360, PC):** Lara Croft, shipwrecked and stripped of everything, transcends her status as merely a busty video-game vixen in this intense origin story. Her harrowing expedition across the lethal Yamatai island is grueling, desperate and exactly what the character — and gamers — needed.

6. **"The Legend of Zelda: A Link Between Worlds" (Nintendo, for the Nintendo 3DS):** A few daring innovations on the long-running "Legend of Zelda" formula resulted in one of the most captivating adventures starring everyone's favorite elfy hero, Link. His ability to pop on and off walls added a new depth to the puzzles, and made a serious case for playing in 3D.

7. **"Gone Home" (The Fullbright Company, for PC):** There just aren't enough games as emotionally gripping — or as beautifully ordinary — as this voyeuristic coming-of-age story that casts players as a college student who's returned to her family's empty house after traveling abroad. "Gone Home" is more than just a mystery set in the 1990s. It's interactive poetry.

8. **"Animal Crossing: New Leaf" (Nintendo, for the Nintendo 3DS):** Realistic. Thoughtful. Edgy. Stressful. Those words do not at all describe "New Leaf," an unabashedly silly town simulator that turned out to be a relaxing, fantastical treat — and a digital reminder of how simple acts like catching up with neighbors and plucking apples from trees can be oh-so-rewarding.

9. **"Papers, Please" (3909 LLC, for PC):** It sounds like the worst idea for a game ever: play as a paper-pushing immigration inspector tasked with approving or denying folks entry into an oppressive country. Yet indie designer Lucas Pope crafted a provocative, pixelated tour de force with his "dystopian document thriller" where morality and gameplay collide.

10. **"Disney Infinity" (Avalanche Software, for the PlayStation 3, Xbox 360, Wii, Wii U, Nintendo 3DS):** Taking a cue from "Skylanders" and "Minecraft," Mickey Mouse and his cartoon militia daringly marched onto the toys-meets-games battlefield and triumphed by inspiring the imaginations of young and old with a deft combination of physical and virtual playthings.

97. Weary of hearing about the "elephant in the room" during budget negotiations, congressional leaders will requisition a bigger room.

98. We will finally learn what the fox says. How the fox feels is still up for debate.

99. Taking a page from the game Oregon Trail, September's Yankton-Pierre wagon train will be struck by disaster when two wagons are lost trying to ford the James River, the party runs out of food after passing Mitchell under the assumption they'll be "just fine" and one participant is fallen by dysentery.

100. Chicago Cubs fans will have to wait until next year ...

It's the first of the month...

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