

To Our Readers

Because New Year's Day falls on a Friday, next week's "River City" will run on Thursday, Dec. 31. If you wish to submit any information for the "River City" edition next week, please have that information to us by 3 p.m. Tuesday, Dec. 29. We appreciate your assistance in this matter.

New At The Library

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

ADULT BOOKS

- **Ashley Bell** by Dean Koontz; Fiction
- **The Bone Labyrinth** by James Rollins; Fiction
- **Bryant & May and the Burning Man** by Christopher Fowler; Fiction
- **The First Hostage** by Joel C. Rosenberg; Fiction
- **Invisible City** by Julia Dahl; Fiction
- **The Relic Master** by Christopher Buckley; Fiction
- **So You Don't Get Lost in the Neighborhood** by Patrick Modiano; Fiction
- **The Verdict** by Nick Stone; Fiction
- **Eisenhower's Armies** by Niall Barr; Nonfiction
- **The Snoopy Treasures** by Nat Gertler; Nonfiction
- **Writing Your Novel from Start to Finish** by Joseph Bates; Nonfiction

ADULT AUDIO BOOKS

- **The Theory of Death** by Faye Kellerman Fiction

ADULT DVDS

- **Ant-Man**
- **Fantastic 4**
- **McFarland USA**
- **Mission Impossible: Rogue Nation**
- **Maze Runner: The Scorch Trials**

EASY BOOKS

- **Bear and Bunny** by Daniel Pinkwater; Fiction
- **Double Happiness** by Nancy Tupper Ling; Fiction

Did you know that you can reserve an item from home? Staff will then notify you as soon as the item is available.

The Bookworm

Bittersweet 'Grandmother' Will Bring Tears, Smiles

"My Grandmother asked Me to Tell You She's Sorry" by Fredrik Backman; © 2015, Atria; 372 pages

BY TERRI SCHLICHENMEYER

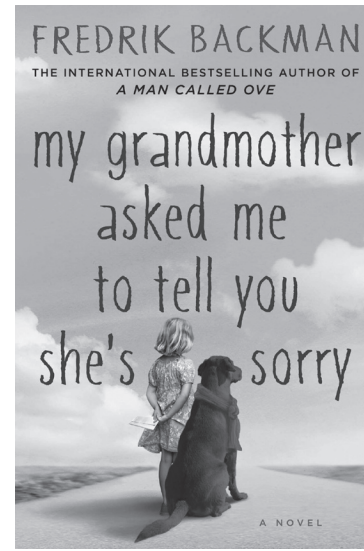
"I forgive you." Are there any three more powerful words? Can "I love you" — also used for countertops, couches, or coats — bestow such mercy? I don't think so. "I forgive you." In release and relief, those words put things back on track — although, in the new book "My Grandmother Asked Me to Tell You She's Sorry" by Fredrik Backman, the transgressions hardly need absolution.

Every grandmother's house smells a little different.

Some smell like cookies or old magazines, soup or stale perfume. But seven-year-old Elsa's granny's flat — the whole building, in fact — smelled like coffee, cigarettes, a "very large animal of some sort," and Granny.

For her entire life, Granny was the only friend Elsa had. Granny played games with Elsa, gave her rides in Renault (the car Granny said she won in a poker game), told Elsa stories (Granny loved stories) and she taught Elsa how to get to the Land-of-Almost-Awake, the magic kingdom of Miamas, and a troubled knight named Wolheart. Granny had a lot of superpowers, one of which was always being on Elsa's side.

And that, perhaps, was why she



never mentioned the word "cancer" to Elsa. She didn't want Elsa to know, or to mourn. That was probably why Granny never said goodbye before leaving Elsa with an assignment befitting a knight of Miamas.

The assignment was a treasure hunt (Granny loved treasure hunts!), with clues and messages for people in their building: Britt-Marie, who was a "nag-bag," and her husband, Kent; the boy who danced, and his mother; Maud, who fixed everything with cookies, and Lennart; Al, who drove Taxi. The first clue took Elsa to the door of a vicious

dog that lived downstairs. If the dog didn't kill her, surely the second delivery would: it was an apology for The Monster, who lived next to the dog.

As Elsa made the deliveries, three more clues appeared until everything — including Granny's not-so-goodbye — began to make sense. And so did the knowledge that "it's possible to love your grandmother for years and years without really knowing anything about her."

Did you ever read a novel that was so captivating that when it was over, you felt a little adrift? That's how I was when I finished "My Grandmother Asked Me to Tell You She's Sorry."

If you can remember that time in your life when magic was real, grown-ups were mysteries, and you were about to learn the truth about both, then you're halfway to understanding what makes author Fredrik Backman's book so appealing: though she's "insanely" precocious, Elsa still relies on a magic-and-pretend life that's whisked away so quickly, it's breathtaking. And yet, that having-to-grow-up-fast time is mercifully aborted by the posthumous wishes of the kind of grandmother you'll wish you had, the one who knows there's no need to hurry childhood's exit.

Bring tissues when you start "My Grandmother Asked Me to Tell You She's Sorry," but bring your funnybone, too. It's that kind of book — one that, if you miss it, you'll never forgive yourself.

Year In Review

'Witcher 3,' 'Fallout 4' Lead AP's Top 10 Games

BY LOU KESTEN
Associated Press

Associated Press video game critics Lou Kesten and Derrick J. Lang's favorite titles of the year featured monster hunters, treasure hunters, guardian spirits and murder suspects:

LOU KESTEN

1. "The Witcher 3: Wild Hunt":

This role-playing drama from Poland's CD Projekt Red set a new standard for weirdness when it sent his hero in pursuit of a flying ghost fetus. For all its baroque touches, "Witcher 3" boils down to a domestic drama about a jaded warrior and his impetuous adopted daughter — and it's quite moving.

2. "Fallout 4": The latest epic from Bethesda Softworks crams in a bunch of genres — role-playing, first-person shooter, even a civilization-building simulation — and veers from hilarious black comedy to heartbreaking tragedy. It's most memorable for its haunting vision of humanity somehow surviving after nearly destroying itself.

3. "Super Mario Maker": Nintendo gives its fans all the tools they need to build two-dimensional challenges starring Mario and his crew. Somewhere out there, kids are learning the ropes on their way to designing the games we'll be talking about 20 years from now.

4. "Ori and the Blind Forest": This melancholy yet action-packed adventure follows an orphaned spirit creature as it tries to restore life to a devastated woodland. It's the year's most beautiful game — and one of its most challenging.

5. "Her Story": Viva Seifert plays a young wife with a missing husband in this time-hopping mystery that takes place entirely within a police interrogation room. I'm not sure it's even a "game," but creator Sam Barlow's clever plotting and Seifert's nimble performance combine to deliver a knockout tale.

6. "Rise of the Tomb Raider": Chapter two of the franchise reboot finds young Lara Croft searching for the secret to immortality. It's at its best when the Tomb Raider is, you know, raiding tombs, with clever environmental puzzles that work your brain cells harder than your reflexes.

7. "Pillars of Eternity": A character cursed with mysterious visions tries to find out why babies are being born without souls in this indie role-playing game from Obsidian Entertainment. Fans of old-school classics like "Baldur's Gate" and "Planescape: Torment" will feel right at home.

8. "Undertale": This lo-fi project from Toby Fox turns game conventions upside-down. A human child is trapped underground — but instead of killing all the monsters he encounters, he can negotiate with most of them. It's a thought-provoking approach, and one I hope more big game publishers will notice.

9. "Rock Band 4": The ultimate party game returns, inviting you to jam anew with all those fake instruments that have been gathering dust over the last five years. The ability to download songs you purchased for earlier versions is a huge bonus. ("Guitar Hero Live," which streams its tunes, is pretty

good, too.)

10. "Until Dawn": A bunch of teenagers plan a weekend at a secluded cabin. What could go wrong? This thriller initially looks like dozens of slasher movies, but it twists all the familiar tropes into something perversely original. Throw in a witty performance by TV's breakout star of the year, Rami Malek of "Mr. Robot," and you have a nasty little horror gem.

DERRICK J. LANG

1. "Fallout 4": Despite its unforgiving density, "Fallout 4" was the year's most captivating title. I wanted to stop returning to Bethesda Softworks' stylish version of a nuclear-ravaged Boston and the staggering array of choices it presented, but I couldn't stay away from carving out my own destiny in this special role-playing saga.

2. "The Witcher 3: Wild Hunt": From the bonus swag in the box to the gratis downloadable content, the third installment in CD Projekt Red's sweeping role-playing series is as much of a love letter to fans of monster hunter Geralt of Rivia as it is to the fantasy genre as a whole. This majestic entry should be remembered for years to come.

3. "Metal Gear Solid V: The Phantom Pain": After a stunning 28 years of crafting "Metal Gear" games, Hideo Kojima's open-world coda brought the walls surrounding protagonist Snake down for the first time. In a year overstuffing with open-world titles, "Phantom Pain" was the most technically flawless of them all.

4. "Her Story": Sam Barlow's voyeuristic mystery is a rarity. The game features a provocative

performance by actress Viva Seifert and gameplay that almost anyone can engage with because it involves simply searching for words on a screen. If more developers created games like "Her Story," the medium would be taken more seriously.

5. "Rise of the Tomb Raider": Lara Croft is on a roll. After a much-needed reboot of the treasure hunting franchise, developer Crystal Dynamics keenly avoids a sophomore slump with a snowy, survival-focused second installment that meticulously builds on what made 2013's "Tomb Raider" an adventure worthy of the iconic heroine.

6. "Ori and the Blind Forest": This lustrous platformer did something that no "Super Mario Bros." has ever accomplished. It made me tear up — and that's not just because it's so darn difficult. Moon Studios managed to artfully balance intricate riddle solving with an emotional tale about loss and discovery.

7. "Sunset": While most games tell war stories from behind the barrel of a gun, "Sunset" dared to do so on the other side of a mop handle. Yes, it sounds boring to play as a housekeeper tasked with cleaning — and snooping around — her boss' penthouse. Belgium developer Tale of Tales made it a strangely evocative interactive experience.

8. "Splatoon": With an overreliance on a certain bouncy plumber, Nintendo has long been guilty of playing it safe. That totally changed this year with the introduction of the loveable paint-wielding squid kids. A splashy aesthetic and adrenaline-pumping action helped "Splatoon" successfully roll over all other multiplayer shooters.

9. "Batman: Arkham Knight": Rocksteady Studios' apparent swan song in their incredible "Arkham" series finally unleashed the Dark Knight across all of Gotham — complete with the Batmobile at his disposal — without sacrificing the cerebral storytelling or majestic fluidity of its well-oiled predecessors. Ben Affleck should take note.

10. "Assassin's Creed: Syndicate": After last year's buggy and boring edition set amid the French Revolution in Paris, Ubisoft's stealth series rebounded in 2015 with a jolly jaunt to old England. A brilliant recreation of Victorian London — right down to the pubs — was a spectacular playground for quirky twin gangsters Jacob and Evie Frye.

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What were your favorite games of the year? Share them on Twitter with Lou Kesten at <http://twitter.com/lkesten> and Derrick J. Lang at <http://twitter.com/derrickjlang>.

www.missourivalleyshopper.com

Wishing you and your family a joyful, bright, healthy, prosperous and happiest new year ahead!

Happy New Year Tony & Donna

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Congratulations

**Tokyo Japanese Cuisine
Ribbon Cutting**

The Yankton Area Chamber of Commerce Ambassadors hosted a Ribbon cutting for Tokyo Japanese Cuisine, 2007 Broadway, celebrating their new business opening and Chamber membership. They serve local people more internationalized foods such as; maki rolls, special rolls, tempura, hibachi and teriyaki with a wide selection of Japanese beer and wines. Tokyo Japanese Cuisine provides comfortable seating for 96 and a large party room accommodates 30-40 guests. Japanese food is based upon the principle of health and longevity; dine at Tokyo for a healthy journey each day! Tokyo Japanese Cuisine is open Sunday - Thursday 11:00 am - 10 pm and Friday and Saturday 11:00 am - 10:30 pm. Contact them at: 605-260-3388.

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