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<p>Crysis 3 Official Strategy Guide-Michael Lummis 2013 The official strategy guide to Crysis 3, from BradyGamesExplore the world of Prophet's New York with confidence thanks to the Crysis 3 Official Strategy Guide from BradyGames. This official strategy guide is your complete companion to the newest game in the Crysis series. Featuring a full campaign guide, with exclusive maps, Crysis 3 Official Strategy Guide will see you past every obstacle as you battle your way through the giant Nanodome created by the corrupt Cell Corporation.A weapon customisation menu shows you how to create the most powerful weapons imaginable; discover all playable Wonders this first-person shooter has to offer; and learn how to play in the new Hunter mode as well as hints and tips for multiplayer mode. The guide also includes official art from the games and bonus content that will transport fans of Crysis to New York in the year 2047.Whether you're playing it on the PS3, Xbox 360 or PC, dominate the world of Crysis 3 with Crysis 3 Official Strategy Guide.</p> <p>Game AI Pro 360: Guide to Architecture-Steve Rabin 2019-09-26 Steve Rabin's Game AI Pro 360: Guide to Architecture gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering game AI architecture. This volume is complete with articles by leading game AI programmers that further explore modern architecture such as behavior trees and share architectures used in top games such as Final Fantasy XV, the Call of Duty series and the Guild War series. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online</p> <p>Cryengine 3 Game Development-Sean Tracy 2012-09-21 Discover how to use the CryENGINE 3 free SDK, the next-generation real-time game development tool.</p> <p>Crysis 2-Doug Walsh 2011 BradyGames' Crysis 2 Official Strategy Guide includes the following: This strategy guide augments the Crysis experience and provides expanded intel on every facet of the game. - EXHAUSTIVE WALKTHROUGH offers expert strategy for dominating the single-player game and tips on how to accumulate PRESTIGE POINTS! -Pour through the sections detailing how to tweak your NANOSUIT to get the most out of your style of gameplay! -Obtain the top-secret data for each WEAPON AND VEHICLE in the armory to master and equip the best! -Overwhelm your opponents with the high-level tactics in the MULTIPLAYER section and find all the critical points on the DETAILED MAPS.</p> <p>Crysis-David S. J. Hodgson 2007-09 •Detailed strategies on when and where to utilize your Nanosuit abilities, weapon augmentations, vehicles, and more. • In-depth information on every single weapon, including rates of fire and damage criteria for both single- and multiplayer. •Incredibly deep tactics covering every single-player campaign checkpoint, area, and combat from multiple angles. •Full multiplayer strategies, including detailed overviews for all gameplay modes, and thorough tactical explorations of each multiplayer map. •Learn how to destroy encampments with just your fists, take down enemy squads with thrown scenery, and mandhandle your foes in dozens of different ways. •Crytek-approved tactics, character biographies, storylines, full-color maps with the best routes to take, and more unique information packed inside.</p> <p>Game AI Pro 360: Guide to Movement and Pathfinding-Steve Rabin 2019-09-10 Steve Rabin's Game AI Pro 360: Guide to Movement and Pathfinding gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering movement and pathfinding in game AI. This volume is complete with articles by leading game AI programmers that explore better ways to smooth paths, avoid obstacles, and navigate 3D space with cutting-edge techniques. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online</p> <p>Game AI Pro 360: Guide to Tactics and Strategy-Steve Rabin 2019-09-06 Steve Rabin's Game AI Pro 360: Guide to Tactics and Strategy gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology that covers game AI strategy and tactics. This volume is complete with articles by leading game AI programmers that focus largely on combat decisions made in a wide variety of genres such as RTS, RPG, MOBA, strategy and tower defense games. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online</p> <p>Mastering CryENGINE-Sascha Gundlach 2014-04-11 A comprehensive guide that covers advanced tasks performed with the CryENGINE system using interesting examples and illustrations demonstrating each of its features. This book is designed for developers who already have a basic understanding of CryENGINE and who want to take their skills to the next level. Whether you are a hobbyist developer or you are working on an AAA project, Mastering CryENGINE will help you enhance your CryENGINE proficiency.</p> <p>Firefighting-Ben S. Bernanke 2019-04-16 From the three primary architects of the American policy response to the worst economic catastrophe since the Great Depression, a magnificent big-picture synthesis—from why it happened to where we are now. In 2018, Ben Bernanke, Tim Geithner, and Hank Paulson came together to reflect on the lessons of the 2008 financial crisis ten years on. Recognizing that, as Ben put it, "the enemy is forgetting," they examine the causes of the crisis, why it was so damaging, and what it ultimately took to prevent a second Great Depression. And they provide to their successors in the United States and the finance ministers and central bank governors of other countries a valuable playbook for reducing the damage from future financial crises. Firefighting provides a candid and powerful account of the choices they and their teams made during the crisis, working under two presidents and with the leaders of Congress.</p> <p>CryENGINE 3 Cookbook-Dan Tracy 2011-06-23 Over 90 recipes written by Crytek developers for creating third-generation real-time games.</p> <p>Crysis-Peter Watts 2011-03-22 MANHATTAN IS UNDER NEW MANAGEMENT. THEY'RE NOT FROM AROUND HERE. Welcome to the Big Apple, son. Welcome to the city that never sleeps: invaded by monstrous fusions of meat and machinery, defended by a private army that makes Blackwater look like the Red Cross, ravaged by a disfiguring plague that gifts its victims with religious rapture while it eats them alive. You've been thrown into this meat grinder without warning, without preparation, without a clue. Your whole squad was mowed down the moment they stepped onto the battlefield. And the chorus of voices whispering in your head keeps saying that all of this is on you: that you and you alone might be able to turn the whole thing around if you only knew what the hell was going on. You'd like to help. Really you would. But it's not just the aliens that are gunning for you. Your own kind hunts you as a traitor, and your job might be a bit easier if you didn't have the sneaking suspicion they could be right. . . .</p> <p>Gameworld Interfaces-Kristine Jørgensen 2013-12-20 An investigation into computer game interfaces, both naturalistic and symbolic, and the distinction between gameworlds and other kinds of fictional worlds.</p> <p>Final Fantasy XI-Michael Lummis 2003-11 BradyGames' FINAL FANTASY XI Official Strategy Guide provides incredible character strategy featuring coverage of races, standard and advanced jobs, attributes, abilities, macros and more. The detailed quest and mission lists are arranged by city and incorporate the character giving the quest, requirements, items needed, rewards, and maps for specific quests-everything gamers need to finish each task! The guide also provides a variety of aids to help players master their environment, including comprehensive weapons, armor, and accessory tables, an in-depth bestiary, spell lists, a skillchain chart and more. And for those gamers wishing to follow the path of a crafter, the guide gives guild-specific information for each trade. This product is available for sale in the U.S. and Canada only.</p> <p>Game Feel-Steve Swink 2008-10-13 "Game Feel" exposes "Feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.</p> <p>Forged in Crisis-Nancy Koehn 2017-10-03 A WALL STREET JOURNAL BESTSELLER "Five gritty leaders whose extraordinary passion and perseverance changed history...a gripping read on a timeless and timely topic" —Angela Duckworth, #1 bestselling author of Grit An enthralling historical narrative filled with critical leadership insights, Forged in Crisis, by celebrated Harvard Business School historian Nancy Koehn, spotlights five masters of crisis: polar explorer Ernest Shackleton; President Abraham Lincoln; legendary abolitionist Frederick Douglass; Nazi-resisting clergyman Dietrich Bonhoeffer; and environmental crusader Rachel Carson. What do such disparate figures have in common? Why do their extraordinary stories continue to amaze and inspire? In delivering the answers to those questions, Nancy Koehn offers a remarkable template by which to judge those in our own time to whom the public has given its trust. She begins each of the book's five sections by showing her protagonist on the precipice of a great crisis: Shackleton marooned on an Antarctic ice floe; Lincoln on the verge of seeing the Union collapse; escaped slave Douglass facing possible capture; Bonhoeffer agonizing over how to counter absolute evil with faith; Carson racing against the cancer ravaging her in a bid to save the planet. The narrative then reaches back to each person's childhood and shows the individual growing—step by step—into the person he or she will ultimately become. Significantly, as we follow each leader's against-all-odds journey, we begin to glean an essential truth: leaders are not born but made. In a book dense with epiphanies, the most galvanizing one may be that the power to lead courageously resides in each of us. Whether it's read as a repository of great insight or as exceptionally rendered human drama, Forged in Crisis stands as a towering achievement.</p> <p>The Videogame Style Guide and Reference Manual-Kyle Orland 2007 Journalists, stop playing guessing games! Inside the answers to your most pressing questions await: Videogame, one word or two? Xbox, Xbox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism.</p> <p>Out of the Crisis, reissue-W. Edwards Deming 2018-10-16 Deming's classic work on management, based on his famous 14 Points for Management. "Long-term commitment to new learning and new philosophy is required of any management that seeks transformation. The timid and the fainthearted, and the people that expect quick results, are doomed to disappointment." —from Out of the Crisis In his classic Out of the Crisis, W. Edwards Deming describes the foundations for a completely new and transformational way to lead and manage people, processes, and resources. Translated into twelve languages and continuously in print since its original publication, it has proved highly influential. Research shows that Deming's approach has high levels of success and sustainability. Readers today will find Deming's insights relevant, significant, and effective in business thinking and practice. This edition includes a foreword by Deming's grandson, Kevin Edwards Cahill, and Kelly Allan, business consultant and Deming expert. According to Deming, American companies require nothing less than a transformation of management style and of governmental relations with industry. In Out of the Crisis, originally published in 1982, Deming offers a theory of management based on his famous 14 Points for Management. Management's failure to plan for the future, he claims, brings about loss of market, which brings about loss of jobs. Management must be judged not only by the quarterly dividend, but by innovative plans to stay in business, protect investment, ensure future dividends, and provide more jobs through improved product and service. In simple, direct language, Deming explains the principles of management transformation and how to apply them.</p> <p>Game Development Essentials-Michael E. Moore 2010 Written in a non-technical manner, Game Development Essentials: Game Industry Career Guide is a valuable asset for anyone looking for a job, not only in the game industry but also in any field requiring technical expertise and creative talent. Not only does it discuss what skills game companies need, it also gives extensive advice and insights on writing a solid r?sum?, building a portfolio that will attract game companies, and preparing for telephone and personal interviews.</p> <p>The Crisis of Expertise-Gil Eyal 2019-10-24 In recent political debates there has been a significant change in the valence of the word “experts” from a superlative to a near pejorative, typically accompanied by a recitation of experts’ many failures and misdeeds. In topics as varied as Brexit, climate change and vaccinations there is a palpable mistrust of experts and a tendency to dismiss their advice. Are we witnessing, therefore, the “death of expertise,” or is the handwringing about an “assault on science” merely the hysterical reaction of threatened elites? In this new book, Gil Eyal argues that what needs to be explained is not a one-sided “mistrust of experts” but the two-headed pushmi-pullyu of unprecedented reliance on science and expertise, on the one hand, coupled with increased suspicion, skepticism and dismissal of scientific findings, expert opinion or even whole branches of investigation, on the other. The current mistrust of experts, Eyal argues, is best understood as one more spiral in an on-going, recursive crisis of legitimacy. The “scientization of politics,” of which critics warned in the 1960s, has brought about a politicization of science, specifically of regulatory and policy science, and the two processes reinforce one another in an unstable, crisis-prone mixture. Eyal demonstrates that the strategies designed to respond to the crisis - from an increased emphasis on inclusion of laypeople and stakeholders in scientific research and regulatory decision-making to approaches seeking to generate trust by relying on objective procedures such as randomized controlled trials (RCTs) - end up exacerbating the crisis, while undermining and contradicting one another. This timely book will be of great interest to students and scholars in the social sciences and to anyone concerned about the political uses of, and attacks on, scientific knowledge and expertise.</p> <p>Human Resource Planning for the 21st Century-Josiane Fahed-Sreih 2018-09-12 Since the dawn of civilization, humans were selected, allocated and organized based on their skills and job criteria. Today, the role of Human Resources (HR) professionals goes beyond recruitment and management of human capital. Human Resource Planning for the 21st Century tackles the current trends of human resource management (HRM) and human resource planning while highlighting certain roles that HR professionals are involved in. Human Resource Planning for the 21st Century explores HRM systems and their roles within a corporate setting, elaborates on HR plans for crises, uncovers the effects of downsizing on company brand and looks at the possible impact of globalization on corporate social responsibility and HRM.</p> <p>Ransomware Revealed-Nihad A. Hassan 2019-11-06 Know how to mitigate and handle ransomware attacks via the essential cybersecurity training in this book so you can stop attacks before they happen. Learn the types of ransomware, distribution methods, internal structure, families (variants), defense strategies, recovery methods, and legal issues related to reporting ransomware incidents to authorities and other affected parties. This book also teaches you how to develop a ransomware incident response plan to minimize ransomware damage and recover normal operations quickly. Ransomware is a category of malware that can encrypt your computer and mobile device files until you pay a ransom to unlock them. Ransomware attacks are considered the most prevalent cybersecurity threats today—the number of new ransomware variants has grown 30-fold since 2015 and they currently account for roughly 40% of all spam messages. Attacks have increased in occurrence from one every 40 seconds to one every 14 seconds. Government and private corporations are targets. Despite the security controls set by organizations to protect their digital assets, ransomware is still dominating the world of security and will continue to do so in the future. Ransomware Revealed discusses the steps to follow if a ransomware infection occurs, such as how to pay the ransom through anonymous payment methods, perform a backup and restore your affected files, and search online to find a decryption tool to unlock (decrypt) your files for free. Mitigation steps are discussed in depth for both endpoint devices and network systems. What You Will Learn Be aware of how ransomware infects your system Comprehend ransomware components in simple terms Recognize the different types of ransomware families Identify the attack vectors employed by ransomware to infect computer systems Know how to prevent ransomware attacks from successfully compromising your system and network (i.e., mitigation strategies) Know what to do if a successful ransomware infection takes place Understand how to pay the ransom as well as the pros and cons of paying Set up a ransomware response plan to recover from such attacks Who This Book Is For Those who do not specialize in the cybersecurity field (but have adequate IT skills) and want to fully understand the anatomy of ransomware threats. Although most of the book's content will be understood by ordinary computer users, it will also prove useful for experienced IT users aiming to understand the ins and outs of ransomware threats without diving deep into the technical jargon of the internal structure of ransomware.</p> <p>Crisis Ready-Melissa Agnes 2018-03-20 BUILD AN INVINCIBLE BRAND IN THIS UNCERTAIN WORLD The potential risks in modern-day business are greater, more dynamic, and less predictable than ever before. And yet, the greatest exposure does not lie within these risks. Rather, it lies in having a team that is not prepared to anticipate, foresee, or respond to a rising threat, and its impact on your reputation, revenue, and relationships in real time. No matter your level of security, due diligence, or control, the reality is that we live in uncertain times. Organizations are prone to a multitude of risks that can attack from every angle. When your team is Crisis Ready, your organization is prepared for anything and everything that the modern world can throw at it.</p> <p>Game Engine Architecture, Third Edition-Jason Gregory 2018-07-20 In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.</p> <p>Game Informer Magazine- 2009-05</p> <p>1001 Video Games You Must Play Before You Die-Tony Mott 2014 In fewer than fifty years video games have become one of the most popular forms of entertainment. But which are the best games, the ones you must play? Tony Mott, editor of popular gaming magazine Edge, presents 1001 of the best video games from around the world, from Donkey Kong to Doom, and from Frogger to Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed.</p> <p>Parables of the Posthuman-Jonathan Boulter 2015-10-12 In its intimate joining of self and machine, video gaming works to extend the body into a fluid, dynamic, unstable, and discontinuous entity. While digital gaming and culture has become a popular field of academic study, there has been a lack of sustained philosophical analysis of this directed gaming experience. In Parables of the Posthuman: Digital Realities, Gaming, and the Player Experience, author Jonathan Boulter addresses this gap by analyzing video games and the player experience philosophically. Finding points of departure in phenomenology and psychoanalysis, Boulter argues that we need to think seriously about what it means to enter into a relationship with the game machine and to assume (or to have conferred upon you) a machinic, posthuman identity. Parables of the Posthuman approaches the experience of gaming by asking: What does it mean for the player to enter the machinic “world” of the game? What forms of subjectivity does the game offer to the player? What happens to consciousness itself when one plays? To this end, Boulter analyzes the experience of particular role-playing video games, including Fallout 3, Half-Life 2, Bioshock, Crysis 2, and Metal Gear Solid 4. These games both thematize the idea of the posthuman—the games are “about” subjects whose physical and intellectual capacities are extended through machine or other prosthetic means—and also enact an experience of the posthuman for the player, who becomes more than what he was as he plays the game. Boulter concludes by exploring how the game acts as a parable of what the human, or posthuman, may look like in times to come. Academics with an interest in the intersection of philosophy, psychoanalysis, and popular culture forms and video gamers with an interest in thinking about the implications of gaming will enjoy this volume.</p> <p>PC Gamer- 2009</p> <p>Schwann-1, Record & Tape Guide- 1982</p> <p>Will Destroy the Galaxy for Cash-Yahtzee Crowsaw 2020 "With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death"--</p> <p>Principles-Ray Dalio 2018-08-07 #1 New York Times Bestseller "Significant...The book is both instructive and surprisingly moving." - "The New York Times Ray Dalio, one of the world's most successful investors and entrepreneurs, shares the unconventional principles that he's developed, refined, and used over the past forty years to create unique results in both life and business—and which any person or organization can adopt to help achieve their goals. In 1975, Ray Dalio founded an investment firm, Bridgewater Associates, out of his two-bedroom apartment in New York City. Forty years later, Bridgewater has made more money for its clients than any other hedge fund in history and grown into the fifth most important private company in the United States, according to Fortune magazine. Dalio himself has been named to Time magazine's list of the 100 most influential people in the world. Along the way, Dalio discovered a set of unique principles that have led to Bridgewater's exceptionally effective culture, which he describes as "an idea meritocracy that strives to achieve meaningful work and meaningful relationships through radical transparency." It is these principles, and not anything special about Dalio—who grew up an ordinary kid in a middle-class Long Island neighborhood—that he believes are the reason behind his success. In Principles, Dalio shares what he's learned over the course of his remarkable career. He argues that life, management, economics, and investing can all be systemized into rules and understood like machines. The book's hundreds of practical lessons, which are built around his cornerstones of “radical truth” and “radical transparency,” include Dalio laying out the most effective ways for individuals and organizations to make decisions, approach challenges, and build strong teams. He also describes the innovative tools the firm uses to bring an idea meritocracy to life, such as creating “baseball cards” for all employees that distill their strengths and weaknesses, and employing computerized decision-making systems to make believability-weighted decisions. While the book brims with novel ideas for organizations and institutions, Principles also offers a clear, straightforward approach to decision-making that Dalio believes anyone can apply, no matter what they're seeking to achieve. Here, from a man who has been called both “the Steve Jobs of investing” and “the philosopher king of the financial universe” (CIO magazine), is a rare opportunity to gain proven advice unlike anything you'll find in the conventional business press.</p> <p>Hug Your Haters-Jay Baer 2016 Includes a detachable folded poster of "The Hatrx."</p> <p>The Yale Book of Quotations-Fred R. Shapiro 2006-01-01 More than twelve thousand famous quotations are featured in a reference volume that includes items not only from literary and historical sources, but also from popular culture, sports, computers, science, politics, law, and the social sciences.</p> <p>Far Cry 3-Thomas Hindmarch 2012 • Make it your islands - Fully detailed maps showing the locations of all safe houses, radio towers, relics and more. • Easy to follow walkthrough - Step-by-step coverage for Story Mode and Side Missions give you the edge you need to survive on the islands. • Master your craft - In depth list of Items and how to craft all of them. • Know your weapon - Stats and Mods for every weapon in the game help you chose the best tool for the job. • Max gamer score - Learn where and how to unlock all achievements/trophies • Go beyond the game - See the island like never before with incredible high-res panoramics, exclusive concept art and behind the scenes developer commentary.</p> <p>Civilization's Crisis: A Set Of Linked Challenges-Avery John Scales 2017-04-20 Modern civilization faces a broad spectrum of daunting problems, but rational solutions are available for them all. This book explores the following issues: (1) Threats to the environment and climate change; (2) a growing population and vanishing resources; (3) the global food and refugee crisis; (4) intolerable economic inequality; (5) the threat of nuclear war; (6) the military-industrial complex; and (7) limits to growth. These problems are closely interlinked, and their possible solutions are discussed in this book. Contents: Economics, Ethics and Ecology/Threats to the Environment and Climate Change/Growing Population, Vanishing Resources/The Global Food and Refugee Crisis/intolerable Economic Inequality/The Threat of Nuclear War/Facing a Set of Linked Problems/Outlawing War/The Evolution of Cooperation/Education for Peace/The Future of International Law/The Choice is Ours to Make Readership: Readers interested in an overview of world issues and a brief history of their origins.</p> <p>Far Cry Absolution-Urban Waite 2018-02-27 Hope County, Montana. Land of the free and the brave, but also home to a fanatical doomsday cult known as The Church of Eden's Gate that has slowly been infiltrating the residents' daily lives in the past years. Mary May Fairgrave, a local barkeep, has lost almost everything to the Church: her parents died in suspicious conditions and her brother, entranced by the cult leader's charismatic words, has vanished. When the authorities refuse to investigate further, she decides to take matters in to her own hands. Local hunter William Boyd was saved by Eden's Gate years ago, during the darkest moments of his life. When his duties lead him to cross paths with Mary May, the daughter of one of his old friends, he soon discovers that what is happening in the county is far from what he believed. Up against an omniscient and dangerous adversary, Mary May stands little chance. But the unexpected intervention of William Boyd will change her journey — as well as his.</p> <p>Big Debt Crises-Ray Dalio 2020-08-04 "Ray Dalio's excellent study provides an innovative way of thinking about debt crises and the policy response." - Ben Bernanke "Ray Dalio's book is must reading for anyone who aspires to prevent or manage through the next financial crisis." - Larry Summers "A terrific piece of work from one of the world's top investors who has devoted his life to understanding markets and demonstrated that understanding by navigating the 2008 financial crisis well." - Hank Paulson "An outstanding history of financial crises, including the devastating crisis of 2008, with a very valuable framework for understanding why the engine of the financial system occasionally breaks down, and what types of policy actions by central banks and governments are necessary to resolve systemic financial crises. This should serve as a play book for future policy makers, with practical guidance about what to do and what not to do." - Tim Geithner "Dalio's approach, as in his investment management, is to synthesize information, and to convert a sprawling and multi-faceted issue into a clear-cut process of cause and effect. Critically, he simplifies without over-simplifying." - Financial Times For the 10th anniversary of the 2008 financial crisis, one of the world's most successful investors, Ray Dalio, shares his unique template for how debt crises work and principles for dealing with them well. This template allowed his firm, Bridgewater Associates, to anticipate events and navigate them well while others struggled badly. As he explained in his #1 New York Times Bestseller, Principles: Life & Work, Dalio believes that most everything happens over and over again through time so that by studying their patterns one can understand the cause-effect relationships behind them and develop principles for dealing with them well. In this 3-part research series, he does that for big debt crises and shares his template in the hopes reducing the chances of big debt crises happening and helping them be better managed in the future. The template comes in three parts: 1) The Archetypal Big Debt Cycle (which explains the template), 2) 3 Detailed Cases (which examines in depth the 2008 financial crisis, the 1930's Great Depression, and the 1920's inflationary depression of Germany's Weimar Republic), and 3) Compendium of 48 Cases (which is a compendium of charts and brief descriptions of the worst debt crises of the last 100 years). Whether you're an investor, a policy maker, or are simply interested, the unconventional perspective of one of the few people who navigated the crises successfully, Principles for Navigating Big Debt Crises will help you understand the economy and markets in revealing new ways.</p> <p>You're It-Leonard J. Marcus 2019-06-11 Become a better crisis leader while equipping yourself with the tools for every day transformative leadership Today, in an instant, leaders can find themselves face-to-face with crisis. An active shooter. A media controversy. A data breach. In You're It, the faculty of the National Preparedness Leadership Initiative at Harvard University takes you to the front lines of some of the toughest decisions facing our nation's leaders—from how to mobilize during a hurricane or in the aftermath of a bombing to halting a raging pandemic. They also take readers through the tough decision-making inside the world's largest companies, hottest startups, and leading nonprofits. The authors introduce readers to the pragmatic model and methods of Meta-Leadership. They show you how to understand what is happening during a moment of crisis and change, what to do about it, and how to hone these skills to lead high-performing teams. Then, when during his, you can pivot to be the leader people follow when it matters most. A book for turbulent times, You're It is essential reading for anyone preparing to lead an adaptive team through crisis and change.</p> <p>Viva Piñata-David S. J. Hodgson 2007-04-10 Don't beat 'em! Meet 'em, and join 'em! An entire Piñata Prospectus with complete Piñata details! Every Resident and Romance requirement! Raise the biggest and most valuable Piñatas available at the earliest time possible! Complete list of every object on Piñata Island and how best to use it! Garden growing strategies and building placement advice! Hundreds of Piñata-raising hints and tips! All characters revealed! All ruffians dealt with! CompTIA A+ Certification All-in-One Exam Guide, Seventh Edition (Exams 220-701 & 220-702)-Mike Meyers 2010-02-01 Get complete coverage of the latest release of the CompTIA A+ exams inside this fully revised and updated resource. Written by the leading authority on CompTIA A+ certification and training, this expert guide covers CompTIA A+ exams 220-701 and 220-702. You'll find learning objectives at the beginning of each chapter, exam tips, practice exam questions, in-depth explanations, and more than 1,000 photographs and illustrations. Designed to help you pass the CompTIA A+ exams with ease, this definitive volume also serves as an essential on-the-job IT reference. Covers all exam objectives, including how to: Work with CPUs, RAM, motherboards, power supplies, and other PC components Install, partition, and format hard drives Install, upgrade, and troubleshoot Windows 2000, Windows XP, and Windows Vista Troubleshoot PCs and implement security measures Install video and multimedia cards Work with portable PCs, PDAs, smartphones, and wireless technologies Manage printers and connect to networks and the Internet Understand safety and environmental issues Establish good communication skills and adhere to privacy policies The download features: Practice exams for 701 & 702 600+ chapter review questions New video introduction to CompTIA A+ One-hour video training segment Mike's favorite PC tools and utilities Searchable e-book Mike Meyers, CompTIA A+, CompTIA Network+, MCP, is the industry's leading authority on CompTIA A+ certification and training. He is the president and founder of Total Seminars, LLC, a major provider of PC and network repair seminars for thousands of organizations throughout the world, and a member of CompTIA.</p> <p>Crysis: Escalation-Gavin G. Smith 2013-02-21 To tie in to the massive new game CRYISIS 3, coming in February 2013 from EA, Gavin Smith has been signed up to write a selection of connected short stories that will explore and expand the game world. Gavin's futuristic and punchy fiction is a perfect fit for CRYISIS, and this will be a delight for game-players and SF fans alike. With stories covering the fan favourite characters of Prophet, Psycho and Alcatraz, as well as introducing themes, enemies and weapons new to CRYISIS 3, this will be a vital part of the game experience. Punchy and kinetic, this is SF with steel at its heart.</p>

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