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<div><div></div><div> Fallout New Vegas-Prima Games 2010 • Exclusive maps detailing the New Vegas world! • Complete coverage of every main mission adventure as well as all side quests and encounters. • Every collectible catalogued and located so you won't miss any. • Huge pull out poster map of the huge New Vegas landscape with points of interest, main sights, and major landmarks labeled. • Hardcover collector's edition!</div></div>
<div><div></div><div> Fallout-Kkat 2017-05-05</div></div>
<div><div></div><div> Storyplaying-Sebastian Domsch 2013-08-28 Incontestably, Future Narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.</div></div>
<div><div></div><div> Official Guide to Fallout-Ronald Wartow 1997-10-01 Official Guide to Fallout provides walkthroughs for individual quests, information on enemies, mutants and friendly characters, and strategies for tactical warfare. With this practical guide from BradyGames, players will be able to survive the horrors of a world full of mutants, radiation, gangs, and violence 80 years after the end of modern civilization in a worldwide nuclear war.</div></div>
<div><div></div><div> Fallout 4 Ultimate Vault Dweller's Survival Guide Bundle-David Hodgson 2015-11-10 This ultra-limited bundle contains items straight from the Wasteland and a hardcover guide—all the necessities for survival for the ultimate Fallout® 4 collector! Zap That Thirst! With these Nuka Cola collectibles: a Nuka Cola metal bottle opener, five magnetic bottle caps, and a Nuka Cola embroidered patch. It pays to know the date when the apocalypse is on its way! Keep track with The Art of Fallout® 4 2015-2016 calendar. The guide and items are packaged in a premium full-color box with a magnetic flap closure. Premium hardcover book with bonus soft-touch dust jacket—exclusive to the bundle. A must-have for any Fallout® 4 fan! Includes seven lithographs and a poster-size world map. This staggeringly comprehensive guide is stuffed with all the information you'll need to survive and thrive in Fallout® 4. Mobile-Friendly eGuide: Unlock the enhanced eGuide for access to updated content, all optimized for a second-screen experience. This limited edition bundle will only be printed once. When they are sold out, they will be gone forever!</div></div>
<div><div></div><div> The Dunwich Horror-H.P. Lovecraft 2018-03-15 In H.P. Lovecraft's, "The Dunwich Horror", we are told the story of Wilbur Whateley, the son of a deformed albino mother and an unknown father (alluded to in passing by the mad Old Whateley as "Yog-Sothoth"), and the strange events surrounding his birth and precocious development. Wilbur matures at an abnormal rate, reaching manhood within a decade. All the while, his sorcerer grandfather indoctrinates him into certain dark rituals and the study of witchcraft.</div></div>
<div><div></div><div> Fallout: New Vegas - Strategy Guide-GamerGuides.com 2015-11-07 The year is 2281 - two hundred years after the old world was eradicated by nuclear fire - and now the New California Republic has become powerful along the western coast of what used to be the United State of America. They've expanded east into Nevada, but across the Colorado river to the east a united army of tribals - Caesar's Legion - have been organized under the guide of ancient Rome. War never changes, and impending conflict looms between the two sides, the prize being the Hoover Dam and control over the Mojave. Stuck in the middle are the residents of Nevada and the jewel in the desert; the city of New Vegas. But the mysterious overlord of New Vegas has his own plans for the future of the Mojave... You are Courier six, an employee of the Mojave Express who has been entrusted with delivering a mysterious Platinum Chip. The delivery goes horribly awry, however, and after you are robbed and nearly killed for the package you were carrying, you must set out in pursuit of your attackers. Along the way you'll have to navigate the political struggles between factions both large and small, making friends and enemies between the various groups as your actions in the Mojave influence your reputation. Ultimately, a new overlord of the Mojave will be crowned... but will you place that crown upon the burs of Caesar, the New California Republic, the mysterious ruler of New Vegas... or yourself? This guide offers the following: - Character creation strategies including a run-down of SPECIAL attributes, Skills and Perks. - An ideal chronological order of events walkthrough that will take you through the entire Mojave. - Complete walkthrough of all the main quests and side quests, including faction quests and endings. - A power-gamey New Vegas Medical Center run, for those gamers who want to get off to a great start. - Information about factions and reputation. - The locations of stat-boosting Skill Books, unique weapons and armor and collectible Snowglobes. - A Trophy Guide including detailed information (when necessary) about how to obtain all the game's trophies. - Old World Blues DLC.</div></div>
<div><div></div><div> Brink-David S. J. Hodgson 2011 A guide to the "Brink" video game that includes complete campaign walkthroughs, defense strategies, statistics and customization options for characters, insider tips, and detailed maps.</div></div>
<div><div></div><div> The Art of Fallout 3-Bethesda Game Studios 2009-01-01</div></div>
<div><div></div><div> Fallout: You're S.P.E.C.I.A.L.-Insight Editions 2020-09-01 This in-world book by Vault-Tec highlights seven key attributes of vault dwellers in Bethesda Game Studio's hit Fallout® video game franchise. Following total nuclear annihilation, the caring Vault-Tec staff have prepared an educational manual to help vault dwellers like you understand what happens to you S.P.E.C.I.A.L. This replica of the board book every Lone Wanderer or Sole Survivor receives in Fallout® 3 and Fallout® 4 will help readers determine their best traits! After all, everyone is special, even you. Learn about the seven defining attributes of Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. If you're lucky, one of these attributes may be what stands between you and a horribly painful fate. So study carefully and discover what makes you S.P.E.C.I.A.L.!</div></div>
<div><div></div><div> American Dirt (Oprah's Book Club)-Jeanine Cummins 2020-01-21 #1 New York Times Bestseller OPRAH'S BOOK CLUB PICK "Extraordinary." —Stephen King "This book is not simply the great American novel; it's the great novel of las Americas. It's the great world novel! This is the international story of our times. Masterful." —Sandra Cisneros También de este lado hay sueños. On this side, too, there are dreams. Lydia Quixano Pérez lives in the Mexican city of Acapulco. She runs a bookstore. She has a son, Luca, the love of her life, and a wonderful husband who is a journalist. And while there are cracks beginning to show in Acapulco because of the drug cartels, her life is, by and large, fairly comfortable. Even though she knows they'll never sell, Lydia stocks some of her all-time favorite books in her store. And then one day a man enters the store to browse and comes up to the register with a few books he would like to buy—two of them her favorites. Javier is erudite. He is charming. And, unbeknownst to Lydia, he is the jefe of the newest drug cartel that has gruesomely taken over the city. When Lydia's husband's tell-all profile of Javier is published, none of their lives will ever be the same. Forced to flee, Lydia and eight-year-old Luca soon find themselves miles and worlds away from their comfortable middle-class existence. Instantly transformed into migrants, Lydia and Luca ride la bestia—trains that make their way north toward the United States, which is the only place Javier's reach doesn't extend. As they join the countless people trying to reach el norte, Lydia soon sees that everyone is running from something. But what exactly are they running to? American Dirt will leave readers utterly changed. It is a literary achievement filled with poignancy, drama, and humanity on every page. It is one of the most important books for our times. Already being hailed as "a Grapes of Wrath for our times" and "a new American classic," Jeanine Cummins's American Dirt is a rare exploration into the inner hearts of people willing to sacrifice everything for a glimmer of hope.</div></div>
<div><div></div><div> The Compound-S. A. Bodeen 2008-04-29 Eli and his family have lived in the Compound for six years. The world they knew is gone. Eli's father built the Compound to keep them safe. Now, they can't get out. He won't let them. The Compound is a 2009 Bank Street - Best Children's Book of the Year.</div></div>
<div><div></div><div> The Institute-Stephen King 2019-09-10 A NEW YORK TIMES 100 NOTABLE BOOKS OF 2019 SELECTION From #1 New York Times bestselling author Stephen King, the most riveting and unforgettable story of kids confronting evil since It. In the middle of the night, in a house on a quiet street in suburban Minneapolis, intruders silently murder Luke Elli's parents and load him into a black SUV. The operation takes less than two minutes. Luke will wake up at The Institute, in a room that looks just like his own, except there's no window. And outside his door are other kids with special talents—telekinesis and telepathy—who got to this place the same way Luke did: Kalisha, Nick, George, Iris, and ten-year-old Avery Dixon. They are all in Front Half. Others, Luke learns, graduated to Back Half, "like the roach motel," Kalisha says. "You check in, but you don't check out." In this most sinister of institutions, the director, Mrs. Sigshy, and her staff are ruthlessly dedicated to extracting from these children the force of their extranormal gifts. There are no scruples here. If you go along, you get tokens for the vending machines. If you don't, punishment is brutal. As each new victim disappears to Back Half, Luke becomes more and more desperate to get out and get help. But no one has ever escaped from the Institute. As psychically terrifying as Firestarter, and with the spectacular kid power of It, The Institute is Stephen King's gut-wrenchingly dramatic story of good vs. evil in a world where the good guys don't always win.</div></div>
<div><div></div><div> The Electric State-Simon Stålenhag 2018-09-25 NPR Best Books of 2018 A teen girl and her robot embark on a cross-country mission in this illustrated science fiction story, perfect for fans of Ready Player One and Black Mirror. In late 1997, a runaway teenager and her small yellow toy robot travel west through a strange American landscape where the ruins of gigantic battle drones litter the countryside, along with the discarded trash of a high-tech consumerist society addicted to a virtual-reality system. As they approach the edge of the continent, the world outside the car window seems to unravel at an ever faster pace, as if somewhere beyond the horizon, the hollow core of civilization has finally caved in.</div></div>
<div><div></div><div> The Game Production Toolbox-Heather Maxwell Chandler 2020-04-07 The Game Production Toolbox focuses on the nuts and bolts of producing interactive content and how you can organize and support the creative, technical, and business efforts that are all part of interactive game development. This book isn't going to tell you how to design a game or what technologies to use. Instead it provides techniques for and insights into managing, from concept to release, all the pieces that must come together in order to get a game into the hands of a player. Readers will learn about each phase of game production: prototyping, defining the requirements, assembling the team, making the game, and releasing to the players. Interviews from professional game developers give a behind-the-scenes look at what it takes to make a game. Key Features A framework for how to get an interactive game from concept to release, including information on financing and pitching to publishers and investors. Techniques for working with the game development team to get effective prototypes and documentation to prove out game concept and mechanics. Concrete information on how to plan and execute the different aspects of game production, such as audio, localization, testing, and software ratings. Advice from industry experts on managing teams, project management, communicating effectively, and keeping everyone happy. Information about working effectively with marketing, PR, and other people that are involved with the publishing and release process.</div></div>
<div><div></div><div> Fallout 3 Game of the Year Collector's Edition-David S. J. Hodgson 2009 • Limited Edition! Every book uniquely numbered! • This staggeringly complete guide is 752 pages stuffed with all the information you'll need to survive and thrive in Fallout 3. • Covers the entire main game and all five Add-On games: Operation: Anchorage, The Pitt, Broken Steel, Total Lookout, and Mothership Zeta. • Over 200 detailed maps give you all the tactics, locations, items, and rewards! • Info and stats on all the perks, armor, weapons, items, factions, and entities you'll encounter. • Moral compass choices revealed! Villain or virtuous? Our guide's flowcharts will let you know which road to follow for your chosen path. • Movie-sized map poster to guide you through the Wasteland.</div></div>
<div><div></div><div> Fallout-Harry Turtle dove 2016 The second entry in the alternate-world 1950s series finds General MacArthur igniting a nuclear war that nearly destroys the planet, placing once-untouched survivors in the middle of an escalating showdown between Russia and the U.S.</div></div>
<div><div></div><div> 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.</div></div>
<div><div></div><div> Torment-Rav Valrese 1999 An eternal war The endless Blood War rages, a never-ending battle between the fiends of the planes. Amid this horrific conflict, a single hero with no memory of his past seeks to discover his true identity. Of course, this being the planes, his companions on his quest are ... unusual. But if you can't trust a floating skull, an eccentric inventor, and a succubus, who can you trust? Practically no one. Based on the best-selling computer game from Interplay.</div></div>
<div><div></div><div> The Courage to Heal-Ellen Bass 2002 Based on the experiences of hundreds of survivors, The Courage to Heal profiles victims who share the challenges and triumphs of their personal healing processes. Inspiring and comprehensive, it offers mental, emotional and physical support to all people who are in the process of rebuilding their lives. The Courage to Heal offers hope, encouragement and practical advice to every woman who was sexually abused as a child and answers some vital questions, including-- How do I know if I was sexually abused?- Where does the decision to heal start?- How can I break the silence and who will listen?- How can I re-build my self-esteem, intimacy and capacity to love?- What therapy, support groups, self-help programmes or organisations are available?</div></div>
<div><div></div><div> BioShock: Rapture-John Shirley 2012-06-26 A prequel to the video-game franchise explains how the technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.</div></div>
<div><div></div><div> Fable: The Balverine Order-Peter David 2010-10-05 The days of magic and adventure are fading away, giving way to the age of industry and science. As the aged last Hero sits upon the throne of Albion, two friends-the privileged Thomas and his loyal servant, John- set out for the East in search of a legendary beast: the vicious, rarely-seen balverine. But their desire for adventure may be their ultimate undoing-because their quarry has just found them...</div></div>
<div><div></div><div> The Geeky Chef Cookbook-Cassandra Reeder 2015-05-19 Contains 50 step-by-step, illustrated recipes for foods seen in sci-fi and fantasy TV, movies, games and books.</div></div>
<div><div></div><div> A Canticle for Leibowitz-Walter M. Miller 1975</div></div>
<div><div></div><div> Kindred-Octavia E. Butler 2004-02-01 The visionary author's masterpiece pulls us—along with her Black female hero—through time to face the horrors of slavery and explore the impacts of racism, sexism, and white supremacy then and now. Dana, a modern black woman, is celebrating her twenty-sixth birthday with her new husband when she is snatched abruptly from her home in California and transported to the antebellum South. Rufus, the white son of a plantation owner, is drowning, and Dana has been summoned to save him. Dana is drawn back repeatedly through time to the slave quarters, and each time the stay grows longer, more arduous, and more dangerous until it is uncertain whether or not Dana's life will end, long before it has a chance to begin.</div></div>
<div><div></div><div> And Another Thing...Eoin Colfer 2009-10-12 And Another Thing ... will be the sixth novel in the now improbably named Hitchhiker's Guide to the Galaxy trilogy. Eight years after the death of its creator, Douglas Adams, the author's widow, Jane Belson, has given her approval for the project to be continued by the international number one bestselling children's writer, Eoin Colfer, author of the Artemis Fowl novels. Douglas Adams himself once said, 'I suspect at some point in the future I will write a sixth Hitchhiker book. Five seems to be a wrong kind of number, six is a better kind of number.' Belson said of Eoin Colfer, 'I love his books and could not think of a better person to transport Arthur, Zaphod and Marvin to pastures new.' Colfer, a fan of Hitchhiker since his school days, said, 'Being given the chance to write this book is like suddenly being offered the superpower of your choice. For years I have been finishing this incredible story in my head and now I have the opportunity to do it in the real world.' Prepare to be amazed...</div></div>
<div><div></div><div> The Conservative Sensibility-George F. Will 2019-06-04 The Pulitzer Prize-winning columnist's "astounding" and "enthraling" New York Times bestseller and Notable Book about how the Founders' belief in natural rights created a great American political tradition (Booklist) -- "easily one of the best books on American Conservatism ever written" (Jonah Goldberg). For more than four decades, George F. Will has attempted to discern the principles of the Western political tradition and apply them to America's civic life. Today, the stakes could hardly be higher. Vital questions about the nature of man, of rights, of equality, of majority rule are bubbling just beneath the surface of daily events in America. The Founders' vision, articulated first in the Declaration of Independence and carried out in the Constitution, gave the new republic a framework for government unique in world history. Their beliefs in natural rights, limited government, religious freedom, and in human virtue and dignity ushered in two centuries of American prosperity. Now, as Will shows, conservatism is under threat -- both from progressives and elements inside the Republican Party. America has become an administrative state, while destructive trends have overtaken family life and higher education. Semi-autonomous executive agencies wield essentially unaccountable power. Congress has failed in its duty to exercise its legislative powers. And the executive branch has slipped the Constitution's leash. In the intellectual battle between the vision of Founding Fathers like James Madison, who advanced the notion of natural rights that pre-exist government, and the progressivism advanced by Woodrow Wilson, the Founders have been losing. It's time to reverse America's political fortunes. Expansive, intellectually thrilling, and written with the erudite wit that has made Will beloved by millions of readers, The Conservative Sensibility is an extraordinary new book from one of America's most celebrated political writers.</div></div>
<div><div></div><div> Dear Martin-Nic Stone 2017-10-17 "Powerful, wrenching." -JOHN GREEN, #1 New York Times bestselling author of Turtles All the Way Down "Raw and gripping." -JASON REYNOLDS, New York Times bestselling coauthor of All American Boys "A must-read!" -ANGIE THOMAS, #1 New York Times bestselling author of The Hate U Give Raw, captivating, and undeniably real, Nic Stone joins industry giants Jason Reynolds and Walter Dean Myers as she boldly tackles American race relations in this stunning New York Times bestselling debut, a William C. Morris Award Finalist. Justyce McAllister is a good kid, an honor student, and always there to help a friend—but none of that matters to the police officer who just put him in handcuffs. Despite leaving his rough neighborhood behind, he can't escape the scorn of his former peers or the ridicule of his new classmates. Justyce looks to the teachings of Dr. Martin Luther King Jr. for answers. But do they hold up anymore? He starts a journal to Dr. King to find out. Then comes the day Justyce goes driving with his best friend, Manny, windows rolled down, music turned up—way up, sparking the fury of a white off-duty cop beside them. Words fly. Shots are fired. Justyce and Manny are caught in the crosshairs. In the media fallout, it's Justyce who is under attack. "Vivid and powerful." -Booklist, Starred Review "A visceral portrait of a young man reckoning with the ugly, persistent violence of social injustice." -Publishers Weekly</div></div>
<div><div></div><div> The Art of Fallout 4-Various 2015-12-08 Bethesda Game Studios, the award-winning creators of Fallout® 3 and The Elder Scrolls V: Skyrim®, welcome you to the world of Fallout® 4 - their most ambitious game ever, and the next generation of open-world gaming. The Art of Fallout 4 is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.</div></div>
<div><div></div><div> Dragon Age: Tewinter Nights-Patrick Weekes 2020-03-10 An anthology of original stories based on the dark fantasy, role-playing video game series from Bioware. Ancient horrors, Marauding invaders. Powerful mages. And a world that refuses to stay fixed. Welcome to Thedas. From the stoic Grey Wardens to the otherworldly Mortalitasi necromancers, from the proud Dalish elves to the underhanded Antivan Crow assassins, Dragon Age is filled with monsters, magic, and memorable characters making their way through dangerous world whose only constant is change. Dragon Age: Tewinter Nights brings you fifteen tales of adventure, featuring faces new and old, including: "Three Trees to Midnight" by Patrick Weekes "Down Among the Dead Men" by Sylvia Feketekuty "The Horror of Hormak" by John Epler "Callback" by Lukas Kristjanson "Luck in the Gardens" by Sylvia Feketekuty "Hunger" by Brianne Battye "Murder by Death Mages" by Caitlin Sullivan Kelly "The Streets of Minrathous" by Brianne Battye "The Wigmaker" by Courtney Woods "Genitivi Dies in the End" by Lukas Kristjanson "Herold Had the Plan" by Ryan Cormier "An Old Crow's Old Tricks" by Arone Le Bray "Eight Little Talons" by Courtney Woods "Half Up Front" by John Epler "Dread Wolf Take You" by Patrick Weekes At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.</div></div>
<div><div></div><div> The Guns of the South-Harry Turtle dove 2010-04-20 "It is absolutely unique--without question the most fascinating Civil War novel I have ever read." Professor James M. McPherson Pulitzer Prize-winning BATTLE CRY OF FREEDOM January 1864--General Robert E. Lee faces defeat. The Army of Northern Virginia is ragged and ill-equipped. Gettysburg has broken the back of the Confederacy and decimated its manpower. Then, Andries Rhoadie, a strange man with an unplaceable accent, approaches Lee with an extraordinary offer. Rhoadie demonstrates an amazing rifle: Its rate of fire is incredible, its lethal efficiency breathtaking--and Rhoadie guarantees unlimited quantities to the Confederates. The name of the weapon is the AK-47.... Selected by the Science Fiction Book Club A Main Selection of the Military Book Club From the Paperback edition.</div></div>
<div><div></div><div> Walden-Henry David Thoreau 1900</div></div>
<div><div></div><div> City of Bones-Michael Connelly 2002-04-16 When a dog unearths evidence of a murder in the Hollywood Hills, Detective Harry Bosch must tackle a cold case that sparks memories he's tried to forget. On New Year's Day, a dog finds a bone in the Hollywood Hills -- and unearths a murder committed more than twenty years earlier. It's a cold case, but for Detective Harry Bosch, it stirs up memories of his childhood as an orphan. He can't let it go. As the investigation takes Bosch deeper into the past, a beautiful rookie cop brings him alive in the present. No official warning can break them apart -- or prepare Bosch for the explosions when the case takes a few hard turns. Suddenly all of L.A. is in an uproar, and Bosch, fighting to keep control, is driven to the brink of an unimagineable decision.</div></div>
<div><div></div><div> Fear and Loathing in Las Vegas (Harper Perennial Modern Classics)-Hunter S. Thompson 2014-10-16 "We were somewhere around Barstow on the edge of the desert when the drugs began to take hold. I remember saying something like, "I feel a bit lightheaded; maybe you should drive ...""</div></div>
<div><div></div><div> Bell, Book and Candle-John Van Druten 1951 THE STORY: Gillian Holroyd is one of the few modern people who can actually cast spells and perform feats of supernaturalism. She casts a spell over an unattached publisher, Shepherd Henderson, partly to keep him away from a rival and partly because</div></div>
<div><div></div><div> We Are Legion (We Are Rob)-Dennis E. Taylor 2017-04-14 Boverisee fans: a signed limited edition of all three books in a boxed set, signed by the author, is now available on Amazon. Look for The Boverisee (Signed Limited Edition) on Amazon Bob Johansson has just sold his software company and is looking forward to a life of leisure. There are places to go, books to read, and movies to watch. So it's a little unfair when he gets himself killed crossing the street. Bob wakes up a century later to find that corpses have been declared to be without rights, and he is now the property of the state. He has been uploaded into computer hardware and is slated to be the controlling AI in an interstellar probe looking for habitable planets. The stakes are high: no less than the first claim to entire worlds. If he declines the honor, he'll be switched off, and they'll try again with someone else. If he accepts, he becomes a prime target. There are at least three other countries trying to get their own probes launched first, and they play dirty. The safest place for Bob is in space, heading away from Earth at top speed. Or so he thinks. Because the universe is full of nasties, and trespassers make them mad - very mad.</div></div>
<div><div></div><div> Super Powereds-Drew Hayes 2018-05-10 Junior year has come for the remaining students of Melbrook Hall, and it promises to be the most difficult one yet. With one of their own gone and another under serious investigation, none of the former Powereds knows how many days remain for them in the Hero Certification Program. The time they do have will be filled with more trials and classes, honing their skills as they work toward the increasingly difficult goal of becoming Heroes. Ample new challenges await them, and not all of them can be met on the safety of Lander's campus. Fallout from last year's final exam has stirred the interest of many parties, not all of them friendly.</div></div>
<div><div></div><div> With enemies pressing in from all directions, it's going to take new alliances, dedication, and countless hours of training if they want to last another year.</div></div>
<div><div></div><div> Level Up!-Scott Rogers 2010-09-29 Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!</div></div>
<div><div></div><div> Talking to Strangers-Malcolm Gladwell 2019-09-10 A Best Book of the Year: The Financial Times, Bloomberg, Chicago Tribune, and Detroit Free Press Malcolm Gladwell, host of the podcast Revisionist History and author of the #1 New York Times bestseller Outliers, offers a powerful examination of our interactions with strangers -- and why they often go wrong. How did Fidel Castro fool the CIA for a generation? Why did Neville Chamberlain think he could trust Adolf Hitler? Why are campus sexual assaults on the rise? Do television sitcoms teach us something about the way we relate to each other that isn't true? While tackling these questions, Malcolm Gladwell was not solely writing a book for the page. He was also producing for the ear. In the audiobook version of Talking to Strangers, you'll hear the voices of people he interviewed--scientists, criminologists, military psychologists. Court transcripts are brought to life with re-enactments. You actually hear the contentious arrest of Sandra Bland by the side of the road in Texas. As Gladwell revisits the deceptions of Bernie Madoff, the trial of Amanda Knox, and the suicide of Sylvia Plath, you hear directly from many of the players in these real-life tragedies. There's even a theme song - Janelle Monae's "Hell You Talmbout." Something is very wrong, Gladwell argues, with the tools and strategies we use to make sense of people we don't know. And because we don't know how to talk to strangers, we are inviting conflict and misunderstanding in ways that have a profound effect on our lives and our world.</div></div>
<div><div></div><div> Metro 2035. English Language Edition.-Dmitry Glukhovskiy 2016-12-01 World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry Glukhovskiy's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.</div></div>

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