

Ign Holiday Gift Guide 2009

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Cravings Chrissy Teigen
2016-02-23 Maybe she's on a photo shoot in Zanzibar. Maybe she's making people laugh on TV. But all Chrissy Teigen really wants to do is talk about dinner. Or breakfast. Lunch gets some love, too. For years, she's been collecting, cooking, and Instagramming her favorite recipes, and here they are: from breakfast all day to John's famous fried chicken with spicy honey butter to her mom's Thai classics. Salty, spicy, saucy, and fun as sin (that's the food,

but that's Chrissy, too), these dishes are for family, for date night at home, for party time, and for a few life-sucks moments (salads). You'll learn the importance of chili peppers, the secret to cheesy-cheeseless eggs, and life tips like how to use bacon as a home fragrance, the single best way to wake up in the morning, and how not to overthink men or Brussels sprouts. Because for Chrissy Teigen, cooking, eating, life, and love are one and the same.

Reality Is Broken Jane McGonigal 2011-01-20

“McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies.” —The Boston Globe
“Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better.” —San Jose Mercury News
“Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force.” —Cory Doctorow, author of *Little Brother*
A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from

social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient. Mapping Different Geographies*
Karel Kriz 2010-09-15 This book is the outcome of the work of contributors who participated in the wo- shop “Mapping Different Geographies (MDG)” in February 2010, held in Puchberg am Schneeberg, Austria. This meeting brought together cartographers, artists and geoscientists who research and practice in applications that focus on enhancing o- to-one communication or develop and evaluate methodologies that provide inno- tive methods for sharing information. The main

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intention of the workshop was to investigate how 'different' geographies are being mapped and the possibilities for developing new theories and techniques for information design and transfer based on place or location. So as to communicate these concepts it was important to appreciate the many contrasting meanings of 'mapping' that were held by workshop participants. Also, the many (and varied) viewpoints of what different geographies are, were elaborated upon and discussed. Therefore, as the focus on space and time was embedded within everyone's fields of investigation, this was addressed during the workshop. This resulted in very engaging discourse, which, in some cases, exposed the restrictions that certain approaches need to consider. For participants, this proved to be most useful, as this allowed them to appreciate the limits and restrictions of their own approach to understanding and representing different geographies. As well, the workshop also was most helpful

as a vehicle for demonstrating the common ground of interest held by the very diverse areas of endeavour that the workshop participants work within.

Corporate Entrepreneurship & Innovation

Michael H. Morris 2010-11-30 CORPORATE ENTREPRENEURSHIP & INNOVATION is a

comprehensive, one-of-a-kind text for the emerging business arena of entrepreneurship and innovation. Built on years of research and experience, this unique text employs a clear and informative how-to approach and features sections and chapters organized according to a summary model of the corporate entrepreneurship process. A professional format and look make the text especially appealing and appropriate for sophisticated readers and experienced business professionals. This groundbreaking text fulfills a real business need, because many executives consider entrepreneurial behavior a key to sustaining their companies' competitive advantage, but few

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possess genuine knowledge of the subject or understand how to apply it. The Third Edition of CORPORATE

ENTREPRENEURSHIP & INNOVATION provides detailed, actionable answers to the what, how, where, and who questions surrounding corporate entrepreneurship in today's dynamic business environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Spirit Mark Cotta Vaz 2008 A companion volume to the film about murdered rookie cop Denny Colt, who is reborn as a superhero known as The Spirit, features commentary from cast and crew, production art, color photographs, and screenplay excerpts.

The Higher Frontier Christopher L. Bennett 2020-03-10 An all-new Star Trek movie-era adventure featuring James T. Kirk! Investigating the massacre of a telepathic minority, Captain James T. Kirk and the crew of the U.S.S. Enterprise confront a terrifying

new threat: faceless, armored hunters whose extradimensional technology makes them seemingly unstoppable. Kirk must team with the powerful telepath Miranda Jones and the enigmatic Medusans to take on these merciless killers in an epic battle that will reveal the true faces of both enemy and ally!

Superman: Whatever Happened to the Man of Tomorrow Alan Moore 2010 Collects the 1986 conclusion of the "Silver Age" Superman storyline, providing one possible ending for the life of Krypton's hero, along with two other Superman stories by Alan Moore.

Devolution Max Brooks 2020-06-16 NEW YORK TIMES BESTSELLER • The #1 New York Times bestselling author of World War Z is back with "the Bigfoot thriller you didn't know you needed in your life, and one of the greatest horror novels I've ever read" (Blake Crouch, author of Dark Matter and Recursion). FINALIST FOR THE LOCUS AWARD As the ash

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and chaos from Mount Rainier's eruption swirled and finally settled, the story of the Greenloop massacre has passed unnoticed, unexamined . . . until now. The journals of resident Kate Holland, recovered from the town's bloody wreckage, capture a tale too harrowing—and too earth-shattering in its implications—to be forgotten. In these pages, Max Brooks brings Kate's extraordinary account to light for the first time, faithfully reproducing her words alongside his own extensive investigations into the massacre and the legendary beasts behind it. Kate's is a tale of unexpected strength and resilience, of humanity's defiance in the face of a terrible predator's gaze, and, inevitably, of savagery and death. Yet it is also far more than that. Because if what Kate Holland saw in those days is real, then we must accept the impossible. We must accept that the creature known as Bigfoot walks among us—and that it is a beast of terrible strength and ferocity. Part

survival narrative, part bloody horror tale, part scientific journey into the boundaries between truth and fiction, this is a Bigfoot story as only Max Brooks could chronicle it—and like none you've ever read before. Praise for *Devolution* "Delightful . . . [A] tale of supernatural mayhem that fans of King and Crichton alike will enjoy."—Kirkus Reviews (starred review) "The story is told in such a compelling manner that horror fans will want to believe and, perhaps, take the warning to heart."—Booklist (starred review)

The Guardian Erin Lee
2021-04-20 A human with dragon magic. A dragon desperate for his magic to return. A promise of revenge that times them together.

Dial M for Murdoch Tom Watson 2012-04-24 Dial M for Murdoch uncovers the inner workings of one of the most powerful companies in the world: how it came to exert a poisonous, secretive influence on public life in Britain, how it used its huge power to bully,

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intimidate and cover up, and how its exposure has changed the way we look at our politicians, our police service and our press. Rupert Murdoch's newspapers had been hacking phones and casually destroying people's lives for years, but it was only after a trivial report about Prince William's knee in 2005 that detectives stumbled on a criminal conspiracy. A five-year cover-up then concealed and muddled the truth. Dial M for Murdoch gives the first connected account of the extraordinary lengths to which the Murdochs' News Corporation went to "put the problem in a box" (in James Murdoch's words), how its efforts to maintain and extend its power were aided by its political and police friends, and how it was finally exposed. The book details the smears and threats against politicians, journalists and lawyers. It reveals the existence of brave insiders who pointed those pursuing the investigation towards pieces of secret information that cracked open

the case. By contrast, many of the main players in the book are unsavory, but by the end of it you have a clear idea of what they did. Seeing the story whole, as it is presented here for the first time, allows the character of the organisation which it portrays to emerge unmistakably. You will hardly believe it.

Teenage Mutant Ninja Turtles: Road to 100 Deluxe Edition Kevin Eastman

2020-02-18 The landmark 100th issue of Teenage Mutant Ninja Turtles gets the celebration it deserves in this special hardcover edition. Concluding the epic "City At War" storyline, issue #100 brings nearly eight years of action-packed continuity by TMNT co-creator Kevin Eastman and series co-writer Tom Waltz to its dramatic finale. Featuring art by Dan Duncan, Dave Wachter, Sophie Campbell, Mateus Santolouco, and more. But that's not all. In addition to the landmark issue, join TMNT scholar Patrick Ehlers for a review of the road to 100 issues through an in-depth look at

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everything that came before. This authoritative study of IDW's TMNT continuity is the perfect companion for such a notable comic book milestone, bringing the story into sharp focus for new fans or readers that have been there since the start.

History of Computer Art

Thomas Dreher 2020-08-20 The development of the use of computers and software in art from the Fifties to the present is explained. As general aspects of the history of computer art an interface model and three dominant modes to use computational processes (generative, modular, hypertextual) are presented. The "History of Computer Art" features examples of early developments in media like cybernetic sculptures, computer graphics and animation (including music videos and demos), video and computer games, reactive installations, virtual reality, evolutionary art and net art. The functions of relevant art works are explained more detailed than usual in such

histories.

Greenlights Matthew

McConaughey 2020-10-20 #1
NEW YORK TIMES BESTSELLER

• Discover the life-changing memoir that has inspired millions of readers through the Academy Award®-winning actor's unflinching honesty, unconventional wisdom, and lessons learned the hard way about living with greater satisfaction. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE GUARDIAN

"McConaughey's book invites us to grapple with the lessons of his life as he did—and to see that the point was never to win, but to understand."—Mark Manson, author of *The Subtle Art of Not Giving a F*ck* I've been in this life for fifty years, been trying to work out its riddle for forty-two, and been keeping diaries of clues to that riddle for the last thirty-five. Notes about successes and failures, joys and sorrows, things that made me marvel, and things that made me laugh out loud. How to be fair. How to have less stress. How to have fun. How to hurt people less.

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How to get hurt less. How to be a good man. How to have meaning in life. How to be more me. Recently, I worked up the courage to sit down with those diaries. I found stories I experienced, lessons I learned and forgot, poems, prayers, prescriptions, beliefs about what matters, some great photographs, and a whole bunch of bumper stickers. I found a reliable theme, an approach to living that gave me more satisfaction, at the time, and still: If you know how, and when, to deal with life's challenges—how to get relative with the inevitable—you can enjoy a state of success I call "catching greenlights." So I took a one-way ticket to the desert and wrote this book: an album, a record, a story of my life so far. This is fifty years of my sights and seens, felts and figured-outs, cools and shamefuls. Graces, truths, and beauties of brutality. Getting away withs, getting caughts, and getting wets while trying to dance between the raindrops. Hopefully, it's medicine that tastes good, a couple of aspirin

instead of the infirmary, a spaceship to Mars without needing your pilot's license, going to church without having to be born again, and laughing through the tears. It's a love letter. To life. It's also a guide to catching more greenlights—and to realizing that the yellows and reds eventually turn green too. Good luck.

Management Chuck Williams 2012-02-01 Make today's management theories and applications meaningful, memorable, and engaging for your students with **MANAGEMENT**. Master storyteller, award-winning educator, and accomplished author Chuck Williams uses a captivating narrative style to illuminate today's most important management concepts and to highlight practices that really work in today's workplace. Because students retain and better understand information that is personally relevant, Dr. Williams weaves more than 50 detailed, unforgettable examples and stories into each

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chapter in this edition. Proven learning features and self-assessments keep concepts intriguing and applicable to students' daily lives. In addition, fresh scenarios, new cases, and new video cases reflect the latest management innovations at work in well-known organizations throughout the world. The book's comprehensive support package further helps you prepare each student for managerial success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Book of Rhymes Adam Bradley 2017-06-27 If asked to list the greatest innovators of modern American poetry, few of us would think to include Jay-Z or Eminem in their number. And yet hip hop is the source of some of the most exciting developments in verse today. The media uproar in response to its controversial lyrical content has obscured hip hop's revolution of poetic craft and experience: Only in rap music

can the beat of a song render poetic meter audible, allowing an MC's wordplay to move a club-full of eager listeners. Examining rap history's most memorable lyricists and their inimitable techniques, literary scholar Adam Bradley argues that we must understand rap as poetry or miss the vanguard of poetry today. Book of Rhymes explores America's least understood poets, unpacking their surprisingly complex craft, and according rap poetry the respect it deserves.

Trust and Distrust Mark Knights 2021-12 Mark Knights offers the first overview of Britain's history of corruption in office in the pre-modern era, 1600-1850. Drawing on extensive archival material, Knights shows how corruption in the domestic and imperial spheres interacted, and how the concept of corruption developed during this period, changing British ideas of trust and distrust.

Well Played 1.0 Drew Davidson 2009-01-01 Video games can be "well played" in

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two senses. On the one hand, well played is to games as well read is to books. On the other hand, well played as in well done. This book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. 22 contributors (developers, scholars, reviewers and bloggers) look at video games through both senses of "well played." The goal is to help develop and define a literacy of games as well as a sense of their value as an experience. Video games are a complex medium that merits careful interpretation and insightful analysis

Raggedy Ann Stories Johnny Gruelle 1918 In this series of adventures, Raggedy Ann goes for a ride on a kite and survives a washing.

Green Lantern/New Gods: Godhead Van Jensen 2015-09-15 The time of the Lanterns is ending as the New Gods make a dramatic, universe-altering entrance. A year ago, Kyle Rayner, the White Lantern, breached the

Source Wall at the edge of the universe, killing himself to save creation and inadvertently tapping into the Life Equation. Highfather of the New Gods has become convinced that the Equation can be accessed by combining the colors of the emotional spectrum through the rings of the universe's Lantern Corps. Fearing the ring bearers too unevolved to wield power that they do not fully understand, Highfather decrees that all who wield a Power Ring must relinquish it to the New Gods. With the fate of every living creature across infinite worlds in the balance, there is no time for peaceful resolution or the folly of mortals. The Lanterns will willingly give up their rings-or die. Collecting GREEN LANTERN/NEW GODS: GODHEAD #1, GREEN LANTERN #35-37, GREEN LANTERN CORPS #35-37, GREEN LANTERN NEW GUARDIANS #35-37, RED LANTERNS #35-37, SINESTRO #6-8 and GREEN LANTERN ANNUAL #3, this story of cosmic war features the talents of Robert Venditti, Van Jensen, Justin

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Jordan, Charles Soule, Cullen Bunn, Billy Tan, Bernard Chang, Brad Walker, J. Calafiore and more.

Decision in the West Albert Castel 1992 A detailed history of one of the most grisly episodes of the Civil War provides a balanced treatment of the North's invasion of Atlanta, debunking many long-standing myths and misconceptions of the battle.

A Christmas Story Jean Shepherd 2010-10-27 A beloved, bestselling classic of humorous and nostalgic Americana—the book that inspired the equally classic Yuletide film and the live musical on Fox. The holiday film *A Christmas Story*, first released in 1983, has become a bona fide Christmas perennial, gaining in stature and fame with each succeeding year. Its affectionate, wacky, and wryly realistic portrayal of an American family's typical Christmas joys and travails in small-town Depression-era Indiana has entered our imagination and our hearts with a force equal to *It's a Wonderful*

Life and Miracle on 34th Street. This edition of *A Christmas Story* gathers together in one hilarious volume the gems of autobiographical humor that Jean Shepherd drew upon to create this enduring film. Here is young Ralphie Parker's shocking discovery that his decoder ring is really a device to promote Ovaltine; his mother and father's pitched battle over the fate of a lascivious leg lamp; the unleashed and unnerving savagery of Ralphie's duel in the show with the odious bullies Scut Farkas and Grover Dill; and, most crucially, Ralphie's unstoppable campaign to get Santa—or anyone else—to give him a Red Ryder carbine action 200-shot range model air rifle. Who cares that the whole adult world is telling him, "You'll shoot your eye out, kid"? The pieces that comprise *A Christmas Story*, previously published in the larger collections *In God We Trust*, *All Others Pay Cash* and *Wanda Hickey's Night of Golden Memories*, coalesce in a magical fashion to become an irresistible piece of Americana,

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quite the equal of the film in its ability to warm the heart and tickle the funny bone.

Batman R.I.P. Grant Morrison
2010-06-22 Tying into his other blockbuster stories of 2008 Final Crisis and Batman: The Resurrection of Ra's Al Ghul, the legendary Grant Morrison confronts readers with the unthinkable...the death of The Dark Knight. The troubled life of Bruce Wayne seems to spin out of control when his relationship with the mysterious Jezebel Jet deepens. Soon Bruce Wayne drops out completely, having seemingly become the victim of mental illness and abandoning his Batman identity for a life on the streets of Gotham City. Capitalizing on the fall of their greatest foe, the Club of Villains begin a crime spree through the streets of Gotham that threatens to bring the city to its knees. This volume collects Batman #676-683 and DC Universe #0.

Questionnaire Design, Interviewing and Attitude Measurement A. N. Oppenheim
2000-10-17 This second edition

of Dr Bram Oppenheim's established work, like the first, is a practical teaching text of survey methods. The new edition has extended its scope to include interviewing (both clip-board and depth interviewing), sampling and research design, data analysis, and a special chapter on pilot work. As before, the chapters on questionnaire design are supported by further chapters on attitude scaling methods, and on projective techniques. There is refreshingly critical treatment of problems such as faulty research designs, errors in sampling, ambiguities in question wording, biases in interviewing, losses of information, and the interpretation of attitude scales and of projective data. The book is laced throughout with instructive examples from many fields, ranging from marketing surveys to the study of children's political perceptions. Problems of reliability and validity are kept to the fore. Above all, the need for pilot work is emphasized at every stage. The book is

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intended for graduate methodology courses in the social sciences, but it is also designed to reach other professionals, including teachers, social workers, medical researchers, and opinion pollsters, who have to evaluate or carry out social surveys.

Fables: The Deluxe Edition Book One Bill Willingham 2009-09-30 For the first time ever, Bill Willingham's acclaimed, Eisner Award-winning series FABLES is presented in a deluxe hardcover edition collecting issues #1-10. When a savage creature known only as the Adversary conquered the fabled lands of legends and fairy tales, all of the infamous inhabitants of folklore were forced into exile. Disguised among the normal citizens of modern-day New York, these magical characters have created their own peaceful and secret society within an exclusive luxury apartment building called Fabletown. When Snow White's party-girl sister, Rose Red, is apparently murdered, it's up to Fabletown's sheriff, the

reformed and pardoned Big Bad Wolf, to find the killer.

Meanwhile, trouble of a different sort brews at the Fables' upstate farm where non-human inhabitants are preaching revolution – and threatening Fabletown's carefully nurtured secrecy. *Management 3.0* Jurgen Appelo 2011 Introduces a realistic approach to leading, managing, and growing your Agile team or organization. Written for current managers and developers moving into management, Appelo shares insights that are grounded in modern complex systems theory, reflecting the intense complexity of modern software development. Recognizes that today's organizations are living, networked systems; that you can't simply let them run themselves; and that management is primarily about people and relationships. Deepens your understanding of how organizations and Agile teams work, and gives you tools to solve your own problems. Identifies the most valuable elements of Agile

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management, and helps you improve each of them.

Warehouse 13 Greg Cox
2011-06-28 THE UNKNOWN
HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

Star Wars and the History of

Transmedia Storytelling

Sean Guynes 2018 Star Wars has reached more than three generations of casual and hardcore fans alike, and as a result many of the producers of franchised Star Wars texts (films, television, comics, novels, games, and more) over the past four decades have been fans-turned-creators. Yet despite its dominant cultural and industrial positions, Star Wars has rarely been the topic of sustained critical work. Star Wars and the History of Transmedia Storytelling offers a corrective to this oversight by curating essays from a wide range of interdisciplinary scholars in order to bring Star Wars and its transmedia narratives more fully into the fold of media and cultural studies. The collection places Star Wars at the center of those studies' projects by examining video games, novels and novelizations, comics, advertising practices, television shows, franchising models, aesthetic and economic decisions, fandom and cultural responses, and other aspects of

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Star Wars and its world-building in their multiple contexts of production, distribution, and reception. In emphasizing that Star Wars is both a media franchise and a transmedia storyworld, *Star Wars and the History of Transmedia Storytelling* demonstrates the ways in which transmedia storytelling and the industrial logic of media franchising have developed in concert over the past four decades, as multinational corporations have become the central means for subsidizing, profiting from, and selling modes of immersive storyworlds to global audiences. By taking this dual approach, the book focuses on the interconnected nature of corporate production, fan consumption, and transmedia world-building. As such, this collection grapples with the historical, cultural, aesthetic, and political-economic implications of the relationship between media franchising and transmedia storytelling as they are seen at work in the world's most profitable transmedia franchise.

Verses from the Center

Stephen Batchelor 2001-07-01

The understanding of the nature of reality is the insight upon which the Buddha was able to achieve his own enlightenment. This vision of the sublime is the source of all that is enigmatic and paradoxical about Buddhism. In *Verses from the Center*, Stephen Batchelor explores the history of this concept and provides readers with translations of the most important poems ever written on the subject, the poems of 2nd century philosopher Nagarjuna.

Understanding and Supporting 'Families with Complex Needs'
2016

Booksmart Frank Sonnenberg 2016-10-01 What are life's most important lessons? It's time to get booksmart! Frank Sonnenberg, one of America's "Top Thought Leaders" and influential small-business experts, reveals his best strategies for unleashing your full potential and achieving success and happiness in life. Sonnenberg provides practical,

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rock-solid advice that will help you strengthen relationships, achieve life balance, boost your career, improve your mental health, grow a business, develop a sound reputation, navigate tough times, and lead a more productive and meaningful life. This is what readers are saying: "Buy it; read it; live it. Then you'll want to give copies to those you really care about. I guarantee you won't regret it." BOB VANOUREK Award-winning author and five-times corporate CEO "If you buy only one book this year, get BOOKSMART. It simplifies the complicated, and it gives meaningful answers to our questions about success and happiness." LOLLY DASKAL Founder and President, Lead From Within "One of The Most Inspiring Women in the World!" The Huffington Post "As a professional book reviewer for various eminent international journals, I read thousands of books. This is definitely one of the most inspiring! I strongly recommend it." PROFESSOR M.S. RAO, PhD Father of "Soft Leadership" and the author of

30 books

Swedish Interiors Rhonda Eleish 2013-10-15 *Swedish Interiors* is the first book to share the history, progression, and key elements of Swedish style and how to use it in many different styles of homes. From the white and blue-hued images of the familiar Gustavian style to the gold accents and luxurious patterns found in the Swedish Baroque, Rococo, and Biedermeier periods, the secret to Swedish design is in having the confidence to mix old and new while maintaining a clean and simple aesthetic. *Swedish Interiors* emphasizes light, comfort and elegance. The authors operate Eleish Van Breems Antiques, a renowned Swedish antiques and decorating resource. Featured on Martha Stewart Living, and in Country Living, House Beautiful, Travel & Leisure, the New York Times, Traditional Home, Better Homes and Gardens, Victoria, and Yankee.

The Rough Guide to Corsica Rough Guides 2009-05-01 The Rough Guide to Corsica is the ultimate travel guide with clear

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maps and detailed coverage of all the best attractions Corsica has to offer. Discover the vibrant regions of Corsica from the beautiful island beaches of Corsica, to the amazing GR20 trail and scenic walks through this lush Mediterranean island. New full-colour features explore the most atmospheric festivals in Corsica and the charming traditional villages in Corsica with detailed information on traditional food, language and livelihoods. Find detailed practical advice on what to see and do in Corsica whilst relying on up-to-date descriptions of the best accommodation in Corsica; from Corsica's luxurious hotels to budget campsites in Corsica, bars in Corsica, restaurants in Corsica, and the best scenic walks and hikes around Corsica. This Rough Guide unearths the best places to hike, mountain bike, canyon, horse ride and scuba dive. Explore all corners of Corsica with the clearest maps of any guide. Make the most of your holiday with The Rough Guide to Corsica.

X-Men 2011-05-11 Contains

material originally published in magazine form as *Marvel graphic novel #5: God loves, man kills*.

**Original Adventures
Reincarnated #1 - Into the
Borderlands**

Goodman Games 2018-07 *The Borderlands*. An untamed wild region far flung from the comforts and protection of civilization.

God of War II Robert E.

Vardeman 2013-02-12 All the majesty and mayhem of Greek mythology springs to life once more in the powerful second novel based on the bestselling and critically acclaimed *God of War®* franchise. Once the mighty warrior Kratos was a slave to the gods, bound to do their savage bidding. After destroying Ares, the God of War, Kratos was granted his freedom by Zeus—and even given the ousted god's throne on Olympus. But the other gods of the pantheon didn't take kindly to Kratos's ascension and, in turn, conspired against him. Banished, Kratos must ally himself with the despised Titans, ancient enemies of the Olympians, in order to take

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revenge and silence the nightmares that haunt him. God of War II takes the videogame's action to electrifying new heights, and adds ever more fascinating layers to the larger-than-life tale of Kratos.

Reading & Writing Informational Text in the Primary Grades Nell K. Duke 2003 Increasingly, research supports the importance of teaching children to read and write informational text, but few resources show us how to do it well. This book fills that gap. The authors explain why it's important to weave informational text into the primary curriculum. From there, they provide a framework for organizing your time and space, and classroom-tested strategies for incorporating informational text into reading, writing, and the content areas. For use with Grades K-3.

Spider-Man Vs. Venom Omnibus 2018-09-18 Spider-Man meets his deadliest foe, as a rivalry for the ages is born! When Spidey's symbiotic alien black costume takes a new host, Eddie Brock - who hates Spider-Man - together they become the

lethal Venom! They'll stop at nothing to take their revenge on Peter Parker...Plus the sinister symbiote sinks his teeth into Wolverine, Ghost Rider, Quasar, Darkhawk and the Avengers, in this complete compendium of Venom's earliest appearances!

COLLECTING: AMAZING SPIDER-MAN (1963) 258, 300, 315-317, 332-333, 346-347, 361-363, 374, 378-380; WEB OF SPIDER-MAN (1985) 1, 95-96, 101-103; QUASAR 6; AVENGERS: DEATHTRAP - THE VAULT GN; DARKHAWK 13-14; SPIDER-MAN: THE TRIAL OF VENOM; GHOST RIDER/BLAZE: SPIRITS OF VENGEANCE 5-6; SPIDER-MAN (1990) 35-37; SPECTACULAR SPIDER-MAN (1976) 201-203; MATERIAL FROM AMAZING SPIDER-MAN (1963) 373, 375, 388, ANNUAL 25-26; SPECTACULAR SPIDER-MAN ANNUAL 12; WEB OF SPIDER-MAN ANNUAL 8; MARVEL COMICS PRESENTS (1988) 117-122; SPIDER-MAN UNLIMITED (1993) 1-2; VENOM SUBPLOT PAGES

Playing with the Past

Matthew Wilhelm Kapell

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2013-10-24 Game Studies is a rapidly growing area of contemporary scholarship, yet volumes in the area have tended to focus on more general issues. With *Playing with the Past*, game studies is taken to the next level by offering a specific and detailed analysis of one area of digital game play -- the representation of history. The collection focuses on the ways in which gamers engage with, play with, recreate, subvert, reverse and direct the historical past, and what effect this has on the ways in which we go about constructing the present or imagining a future. What can World War Two strategy games teach us about the reality of this complex and multifaceted period? Do the possibilities of playing with the past change the way we understand history? If we embody a colonialist's perspective to conquer 'primitive' tribes in Colonization, does this privilege a distinct way of viewing history as benevolent intervention over imperialist expansion? The fusion of these two fields allows

the editors to pose new questions about the ways in which gamers interact with their game worlds. Drawing these threads together, the collection concludes by asking whether digital games - which represent history or historical change - alter the way we, today, understand history itself.

The Umbrella Academy

Boxed Set Gerard Way

2021-11-16 Three magnificent New York Times bestselling Umbrella Academy graphic novels are collected in one deluxe boxed set featuring an exclusive, double-sided poster! (Note: there is one box; image shows both sides) The inspiration for the the hit Netflix show!! In an inexplicable worldwide event, forty-three extraordinary children were spontaneously born by women who'd previously shown no signs of pregnancy. Millionaire inventor Reginald Hargreeves adopted seven of the children; when asked why, his only explanation was, To save the world. These seven children form The Umbrella Academy, a dysfunctional family of

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superheroes with bizarre powers. Nearly a decade after their first mission, the team disbands, but when Hargreeves unexpectedly dies, these disgruntled siblings reunite just in time to save the world once again. Collects Umbrella Academy: Apocalypse Suite, Umbrella Academy: Dallas, and Umbrella Academy: Hotel Oblivion. Also includes an exclusive Umbrella Academy double-sided poster.

Super-Villain Team-Up

2008-02-20 While the heroes are away fighting World War Hulk, the villains can

play...M.O.D.O.K., sick of being hunted and hounded by A.I.M., gathers together an eclectic team of Marvel's Most Wanted to pull off one last, big score. But news travels fast along the grapevine of villainy - and pretty soon every bad guy in the Marvel Universe is gunning for the Big-Headed One's unspeakably powerful prize. Executing their heist may be the easy part, because getting away with their loot alive is going to be the real challenge for M.O.D.O.K.'s 11! Collects Super-Villain Team-Up/Modok's 11 #1-5.