

## Attack Of The Flickering Skeletons: More Terrible Old Games You ' ve Probably Never Heard Of

Have you ever wondered why some video game characters wear trousers and others don't? Or pondered the connection between a character's toned, muscular derrière and their level of dexterity? What about the depth of a crack, the jiggle of a cheek? When it comes to video game character designs, one of the most overlooked aspects is the buttocks. Sure, we might appreciate a nice toned butt on a character or giggle at GIFs of farts from time to time, but how often do we stop to really think about the meaning of the butt? In *Things I Learned from Mario's Butt*, video game critic Laura Kate Dale brings backsides to the foreground, analysing dozens of posteriors and asking the important questions: Has Mario let himself go? Do Link's small buttocks hold him back? When he dies, is Pac-Man eaten by his own caboose? Wedged full of original artwork by Zack Flavin, and featuring interviews with game developers and guest butt reviews from gaming favourites such as Jim Sterling, Stuart Ashen, Brentalfloss and more, this book is a deep dive into why butts are downright integral to the games we play. So, crack it open and have a cheeky look inside at some of the most interesting bottoms the world of video games has to offer.

A massive war in Minecraft's past will determine the fate of the present! One hundred years in Minecraft's past, foiled by a time-traveling Gameknight999, the evil virus Herobrine has gone mad with rage. Now determined to wipe every NPC alive off the server as punishment for meddling with his plans, he crafts a new monster king to lead a devastating aerial assault. Gameknight, his true identity still a secret, is stunned when a vicious ghastron army, commanded by a terrifying monster that the User-that-is-not-a-user remembers all too well, arrives at the village he's protecting and unleashes wave after wave of unthinkable terror. With his army overpowered and outnumbered, Gameknight realizes they have no chance of defeating Herobrine and this new army out in the open Overworld. If he's to save Minecraft from complete annihilation (which would destroy everyone in the present day as well) he'll need to turn the tables on his greatest nemesis. As the forces of darkness slowly close in around them, one question remains: Will he defeat this enemy before the future of Minecraft is changed forever? Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

A young soldier with the Canadian forces questions the meaning of heroism, of truth, and of good and evil as he describes life in the trenches during World War I.

Attack of the Flickering Skeletons More Terrible Old Games You've Probably Never Heard Of

Heir of Fire

'Full of unnerving terror . . . amazing' Stephen King

A Novel

A Story from the Trenches

The Second Jungle Book

The Book of the Damned

First published in 1927.

They're baa-ack! Make way for the bestselling children's series of all time! With a fresh new look, GOOSEBUMPS is set to scare a whole new generation of kids. So reader beware--you're in for a scare! During a creepy field trip to the local cemetery, Spencer accidentally knocks over a headstone. Now he's face to face with the undead, a cold, ghastly ghoulish who wants to take over his body! Can Spencer find his way out? Or will he be stuck in the graveyard...forever?

The award-winning masterpiece by one of today's most honored writers, Ursula K. Le Guin! The Word for World is Forest When the inhabitants of a peaceful world are conquered by the bloodthirsty yumens, their existence is irrevocably altered. Forced into servitude, the Athsheans find themselves at the mercy of their brutal masters. Desperation causes the Athsheans, led by Selver, to retaliate against their captors, abandoning their strictures against violence. But in defending their lives, they have endangered the very foundations of their society. For every blow against the invaders is a blow to the humanity of the Athsheans. And once the killing starts, there is no turning back. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Experience the riveting, dystopian Uglies series seen as never before—through the eyes of Shay, Tally Youngblood ' s closest and bravest friend, who refuses to take anything about society at face value. “ From the moment we are born, we are considered threats in need of ‘ special ’ management. We are watched and shaped and exploited by a force most of us never see. . . . All to keep us safe. . . . Do you feel safe?! Or do you feel like you ’ re in a cage? ” —Shay In *Pretties*, Tally Youngblood and her daring best friend, Shay, both underwent the operation that turned them from ordinary Uglies into stunning beauties. Now this thrilling new graphic novel reveals Shay ' s perspective on living in New Pretty Town . . . and the way she sees it, there ' s more to this so-called paradise than meets the eye. With the endless parties and custom-made clothes, life as a Pretty should be perfect. Yet Shay doesn ' t feel quite right. She has little to no memory of her past; it ' s as if something in her brain has inexplicably changed. When she reunites with Tally and the Crims—her rebellious group of friends from Uglyville—she begins to recall their last departure to the wild, and the headstrong leader she used to be. And as she remembers the truth about what doomed their escape, Shay decides to fight back—against the status quo, against the mysterious Special Circumstances, even against her own best friend.

The Forging

Uglies: Cutters (Graphic Novel)

Bones of Doom

## Retro Gaming

The Word for World is Forest

*My lady, Fiammetta Bianchini, was plucking her eyebrows and biting color into her lips when the unthinkable happened and the Holy Roman Emperor's army blew a hole in the wall of God's eternal city, letting in a flood of half-starved, half-crazed troops bent on pillage and punishment. Thus begins In the Company of the Courtesan, Sarah Dunant's epic novel of life in Renaissance Italy. Escaping the sack of Rome in 1527, with their stomachs churning on the jewels they have swallowed, the courtesan Fiammetta and her dwarf companion, Bucino, head for Venice, the shimmering city born out of water to become a miracle of east-west trade: rich and rancid, pious and profitable, beautiful and squalid. With a mix of courage and cunning they infiltrate Venetian society. Together they make the perfect partnership: the sharp-tongued, sharp-witted dwarf, and his vibrant mistress, trained from birth to charm, entertain, and satisfy men who have the money to support her. Yet as their fortunes rise, this perfect partnership comes under threat, from the searing passion of a lover who wants more than his allotted nights to the attentions of an admiring Turk in search of human novelties for his sultan's court. But Fiammetta and Bucino's greatest challenge comes from a young crippled woman, a blind healer who insinuates herself into their lives and hearts with devastating consequences for them all. A story of desire and deception, sin and religion, loyalty and friendship, In the Company of the Courtesan paints a portrait of one of the world's greatest cities at its most potent moment in history: It is a picture that remains vivid long after the final page.*

*Read the #1 New York Times best-selling series before it continues in A Map of Days. Bonus features • Q&A with author Ransom Riggs • Eight pages of color stills from the film • Sneak preview of Hollow City, the next novel in the series A mysterious island. An abandoned orphanage. A strange collection of very curious photographs. It all waits to be discovered in Miss Peregrine's Home for Peculiar Children, an unforgettable novel that mixes fiction and photography in a thrilling reading experience. As our story opens, a horrific family tragedy sets sixteen-year-old Jacob journeying to a remote island off the coast of Wales, where he discovers the crumbling ruins of Miss Peregrine's Home for Peculiar Children. As Jacob explores its abandoned bedrooms and hallways, it becomes clear that the children were more than just peculiar. They may have been dangerous. They may have been quarantined on a deserted island for good reason. And somehow—impossible though it seems—they may still be alive. A spine-tingling fantasy illustrated with haunting vintage photography, Miss Peregrine's Home for Peculiar Children will delight adults, teens, and anyone who relishes an adventure in the shadows. "A tense, moving, and wondrously strange first novel. The photographs and text work together brilliantly to create an unforgettable story."—John Green, New York Times best-selling author of The Fault in Our Stars "With its X-Men: First Class-meets-time-travel story line, David Lynchian imagery, and rich, eerie detail, it's no wonder Miss Peregrine's Home for Peculiar Children has been snapped up by Twentieth Century Fox. B+"—Entertainment Weekly "Peculiar' doesn't even begin to cover it. Riggs' chilling, wondrous novel is already headed to the movies."—People "You'll love it if you want a good thriller for the summer. It's a mystery, and you'll race to solve it before Jacob figures it out for himself."—Seventeen*

*Documenting his grandparents' experiences during the siege of Leningrad, a young writer learns his grandfather's story about how a military deserter and he tried to secure pardons by gathering hard-to-find ingredients for a powerful colonel's daughter's wedding cake.*

*A beautifully designed collector's edition of Glass Sword, the second book in the #1 New York Times bestselling Red Queen series by Victoria Aveyard, featuring exclusive content, stunning interior art, a redesigned cover, and more! This deluxe package features: color interior art redesigned cover printed case stained edges a bonus Glass Sword scene from a brand-new voice and more! The perfect companion to the Red Queen Collector's Edition, this collector's edition of Glass Sword is not to be missed! And don't miss Broken Throne: A Red Queen Collection, featuring three brand-new novellas and other exclusive content, coming in April!*

*Children of Blood and Bone*

*The Book of Hallowe'en*

*Terrible Old Games You've Probably Never Heard Of*

*More Terrible Old Games You've Probably Never Heard Of*

*Dust*

*The Legacy of Ogma*

Taking refuge in fairy tales after the loss of his mother, twelve-year-old David finds himself violently propelled into an imaginary land in which the boundaries of fantasy and reality are disturbingly melded. By the author of The Black Angel. 75,000 first printing.

As Daniel Hardcastle careers towards thirty, he looks back on what has really made him happy in life: the friends, the romances... the video games. Told through encounters with the most remarkable – and the most mind-boggling – games of the last thirty-odd years, Fuck Yeah, Video Games is also a love letter to the greatest hobby in the world. From God of War to Tomb Raider, Pokémon to The Sims, Daniel relives each game with countless in-jokes, obscure references and his signature wit, as well as intricate, original illustrations by Rebecca Maughan. Alongside this march of merriment are chapters dedicated to the hardware behind the games: a veritable history of Sony, Nintendo, Sega and Atari consoles. Joyous, absurd, personal and at times swears, Daniel's memoir is a celebration of the sheer brilliance of video games.

Arcade video games have become one of the hottest collectibles around and this book features over 600 photos of the machines that filled arcades during the 1970s and '80s. Includes information about the manufacturers who produced these classic games, a section about video game collectibles, and information on how to start your own collection. Beginning collectors and long-time game enthusiasts alike are sure to enjoy this nostalgic and informative look at the world of arcade video games.

Percy Jackson is about to be kicked out of boarding school...again. And that's the least of his troubles. Lately, mythological monsters and the gods of Mount Olympus seem to be walking straight out of the pages of Percy's Greek mythology textbook and into

his life. Book #1 in the NYT best-selling series, with cover art from the feature film, The Lightning Thief.

Game Over

Microbe Hunters

The Birth of Herobrine Book Two: A Gameknight999 Adventure: An Unofficial Minecrafter's Adventure

The Birth of Herobrine Book Three: A Gameknight999 Adventure: An Unofficial Minecrafter's Adventure

The Rise of the Warlords Book Two: An Unofficial Minecrafter's Adventure

Crossroads of Twilight

Popol Vuh, the QuichÃ© Mayan book of creation is not only the most important text in the native language of the Americas, it is also an extraordinary document of the human imagination. It begins with the deeds of Mayan Gods in the darkness of a primeval sea and ends with the radiant splendor of the Mayan Lords who founded the QuichÃ© Kingdom in the Guatemalan highlands. Originally written in Mayan hieroglyphs, it was translated into the Roman alphabet in the 16th century. The new edition of Dennis Tedlock's unabridged, widely praised translation includes new notes and commentary, newly translated passages, newly deciphered hieroglyphs, and over 40 new illustrations.

A journey into Minecraft's past reunites Gameknight999 with old enemies. Trapped one hundred years in Minecraft's past, Gameknight999 struggles to keep his real identity a secret from the villagers of long ago, all while preparing them for battle. Herobrine's forces are getting closer every day, advancing across the Overworld and leaving a path of destruction in their wake. Furious at Gameknight's unexpected meddling, the evil virus takes revenge, creating the terrifying shadow-crafters. He gives these strange NPCs of darkness the power to build super-monsters, servants of Herobrine that are meaner, stronger, and more dangerous than anything Minecraft has ever seen before. As casualties mount, it's clear that every last bit of the villagers' strength and bravery will be tested before the dust settles. Even worse, in the heat of battle the User-that-is-not-a-user will come face to face with Herobrine's most terrible creation, a monster from his nightmares he thought he would never have to face again... Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

THE SUNDAY TIMES TOP 10 BESTSELLER. WINNER OF THE 2015 COSTA FIRST NOVEL AWARD. THE BRITISH BOOK AWARDS BOOK OF THE YEAR 2016. A brilliantly unsettling and atmospheric debut full of unnerving horror - 'The Loney is not just good, it's great. It's an amazing piece of fiction' Stephen King Two brothers. One mute, the other his lifelong protector. Year after year, their family visits the same sacred shrine on a desolate strip of coastline known as the Loney, in desperate hope of a cure. In the long hours of waiting, the boys are left alone. And they cannot resist the causeway revealed with every turn of the treacherous tide, the old house they glimpse at its end . . . Many years on, Hanny is a grown man no longer in need of his brother's care. But then the child's body is found. And the Loney always gives up its secrets, in the end. 'This is a novel of the unsaid, the implied, the barely grasped or understood, crammed with dark holes and blurry spaces that your imagination feels compelled to fill' Observer 'A masterful excursion into terror' The Sunday Times

A bumper collection of facts about video games from YouTuber extraordinaire, Larry Bundy Jr, this book will debunk myths and urban legends, delve into developers' biggest successes and failures, explore the odd characters behind the games and unearth the obscure, the forgotten, the cancelled and the abandoned aspects of the gaming world. For the past decade, Larry has painstakingly trawled through countless old magazines, routinely harassed developers, and blackmailed journalists to uncover these amazing tidbits and anecdotes that would have fallen by the wayside of history. Now he has compiled them into a fun, full-colour book with sections on botched game launches, pointless peripherals, unreleased video game movies, weird guest fighters and much, much more. Along the way, he has invited a few famous gaming guests, including Stuart Ashen and Did You Know Gaming?, to provide their favourite quips for your personal perusal. So whatever your level of knowledge about video games, you're guaranteed to learn a ton of entertaining new information.

Attack of the Flickering Skeletons

The Book of Lost Things

The Games We Loved to Play and the Consoles Time Forgot

The Life and Extra Lives of a Professional Nerd

The Lightning Thief

In the Company of the Courtesan

**Presents the further adventures of Mowgli, a boy reared by a pack of wolves, and the wild animals of the jungle. Also includes other short stories set in India.**

**Terrible Old Games You've Probably Never Heard Of is a full-colour illustrated compendium of the most painfully bad games, based on Ashens' YouTube series of the same name. Everyone's heard of E.T. for the Atari 2600 and Superman for the Nintendo 64, but these are almost nothing next to the abject incompetence of Count Duckula 2 on the Amstrad CPC. There are people who seriously believe that Shaq Fu is the worst fighting game ever made, having never experienced Dangerous Streets on the Amiga. This book will blow their very soul apart. (Not a guarantee.) Terrible Old Games You've Probably Never Heard Of is meticulously researched and written, with the dry humour you'd expect from a man who has somehow made a living by sticking rubbish on a sofa and talking about it. Each entry is accompanied by a series of full-colour images from the games.**

**The Legacy of Ogma is a fantasy adventure about a group of travelers hoping to uncover the secret behind a quintet of glowing crystal spheres. Halia, a**

talented young woman forced into a life of thievery, Ahriman, a powerful sorcerer, and Xarun, a brutish warrior, journey across the land and through magical worlds to unravel the mystery behind the enigmatic spheres.

After the fall of the zombies, the balance of power between the monsters of the Far Lands of Minecraft is disrupted. The skeleton warlord Rakar grows stronger, and his skeleton army is leaving a terrible path of destruction in their wake. Watcher and his friends, determined to stop the violence, realize the warlord's power lives in the magical Fossil Bow of Destruction. The mysterious weapon is locked away in the skeletons' subterranean kingdom, but unless the bow is stolen, all of the Far Lands could be destroyed forever! The Rise of the Warlords series is a Minecraft adventure like never before, giving fans the option to play along in Minecraft as they read on custom Far Lands worlds exclusively designed by bestselling author Mark Cheverton.

City of Thieves

Attack of the Shadow-Crafters

Things I Learned from Mario's Butt

Goosebumps: Attack Of The Graveyard Ghouls

The Loney

The Encyclopedia of Arcade Video Games

Life of Pi is a masterful and utterly original novel that is at once the story of a young castaway who faces immeasurable hardships on the high seas, and a meditation on religion, faith, art and life that is as witty as it is profound. Using the threads of all of our best stories, Yann Martel has woven a glorious spiritual adventure that makes us question what it means to be alive, and to believe.

Welcome to a world of games you never knew existed. You will probably wish you still didn't. YouTube sensation Stuart Ashen is back with his second instalment of terrible old computer games you've probably never heard of... because what the world needs right now is to know exactly how bad Domain of the Undead for the Atari 8-bit computers was. Attack of the Flickering Skeletons is even bigger than the original Terrible Old Games You've Probably Never Heard Of- this second excavation of gaming's buried past will not only unearth more appalling excuses for digital entertainment, but also feature guest contributors and several special interest chapters not based around single specific games. These are NOT the games you've heard of a million times in YouTube videos. This is a compilation of truly obscure and dreadful games. Dripping with wry humour and featuring the best, worst graphics from the games themselves, this book encapsulates the atrocities produced in the days of tight budgets and low quality controls. These are even more appalling games that leaked from the industry's tear ducts, taken down from the dusty shelves of history by the man who has somehow made a living by sticking rubbish on a sofa and talking about it.

Celaena has survived deadly contests and shattering heartbreak-but at an unspeakable cost. Now, she must travel to a new land to confront her darkest truth . . . a truth about her heritage that could change her life-and her future-forever. Meanwhile, brutal and monstrous forces are gathering on the horizon, intent on enslaving her world. Will Celaena find the strength to not only fight her inner demons, but to take on the evil that is about to be unleashed? The bestselling series that has captured readers all over the world reaches new heights in this sequel to the New York Times best-selling Crown of Midnight. Packed with heart-pounding action, fierce new characters, and swoon-worthy romance, this third book will enthrall readers from start to finish.

Heart Attack Watch is built around disasters large and small--those we know enough to fear but for which we can never prepare. The blackout. The car crash. The diagnosis. In these moments of reckoning, Alyson Foster's characters grow achingly alive. There is Julia, the dreamy school-bus driver of "The Theory of Clouds" whose cohabitation with her partner, Danae, long unremarked-on in their factory town, becomes an issue when a group of environmental scientists arrive, galvanizing the community's hatred and suspicion. There is Nina, the scrappy, home-schooled girl in "The Place of the Holy," who helps her mother care for the battered women who arrive at their door--and for whom the arrival of a new male helper is the greatest threat. Jane, the recent college dropout in the titular story, ponders the reaches of outer space and the limits of her own brain from atop a lifeguard chair during the eerie, early-morning hours at the swimming pool, trying to ward off the moment she might need to act. Alyson Foster is a writer of fierce lucidity, and Heart Attack Watch shows her at the peak of her craft.

Fuck Yeah, Video Games

Generals Die in Bed

Glass Sword Collector's Edition

A Byte-Sized History of Video Games - from Atari to Zelda

Classic Goosebumps #31: Attack of the Graveyard Ghouls

The Mayan Book of the Dawn of Life

The original books featuring the scariest creatures from the Goosebumps movie, in theaters October 16, 2015! The fog shimmered up over the dark grass, over the bent, scraggly trees. Covering the hill, covering the old graveyard. Spencer Levy heard the horrifying moan. Though the windowpane, he heard a long, low moan floating from the hill. Human and animal at the same time. So cold. So sad. So near...

Remember the days of bad graphics, glitchy software and seemingly pointless games? What were we thinking? How did we cope? This humorous yet fond look at gaming of old is sure to have gamers shaking their heads in wonder and chuckling at the craziness of what we had to put up. And yet there is no

denying that many of the games we played back in that golden era have helped to shape the world of gaming and brought us to where we are now. Each spread focuses on a different game, console or trend in gaming so the book can be picked up and opened at any place for a laugh-a-minute.

The Wheel of Time ® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. Fleeing from Ebou Dar with the kidnapped Daughter of the Nine Moons, whom he is fated to marry, Mat Cauthon learns that he can neither keep her nor let her go, not in safety for either of them, for both the Shadow and the might of the Seanchan Empire are in deadly pursuit. Perrin Aybara seeks to free his wife, Faile, a captive of the Shaido, but his only hope may be an alliance with the enemy. Can he remain true to his friend Rand and to himself? For his love of Faile, Perrin is willing to sell his soul. At Tar Valon, Egwene al'Vere, the young Amyrlin of the rebel Aes Sedai, lays siege to the heart of Aes Sedai power, but she must win quickly, with as little bloodshed as possible, for unless the Aes Sedai are reunited, only the male Asha'man will remain to defend the world against the Dark One, and nothing can hold the Asha'man themselves back from total power except the Aes Sedai and a unified White Tower. In Andor, Elayne Trakland fights for the Lion Throne that is hers by right, but enemies and Darkfriends surround her, plotting her destruction. If she fails, Andor may fall to the Shadow, and the Dragon Reborn with it. Rand al'Thor, the Dragon Reborn himself, has cleansed the Dark One's taint from the male half of the True Source, and everything has changed. Yet nothing has, for only men who can channel believe that saidin is clean again, and a man who can channel is still hated and feared—even one prophesied to save the world. Now, Rand must gamble again, with himself at stake, and he cannot be sure which of his allies are really enemies. TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety

The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Provides illustrated snapshots of unreleased games dating from 1975 to 2015, including a wide range of titles from the Atari 2600 right up to the Sony PlayStation 4, by way of arcade, home computer, console, handheld and mobile platforms

Book Ten of 'The Wheel of Time'

The Games That Weren't

The Night Wolf Inn

Fascinating, Funny and Downright Bizarre Facts About Video Games

Fact Hunt

Herobrine's War

*Welcome to a world of games you never knew existed. You will probably wish you still didn't. YouTube sensation Stuart Ashen is back with his second instalment of terrible old computer games you've probably never heard of... because what the world needs right now is to know exactly how bad Domain of the Undead for the Atari 8-bit computers was. Attack of the Flickering Skeletons is even bigger than the original Terrible Old Games You've Probably Never Heard Of – this second excavation of gaming's buried past will not only unearth more appalling excuses for digital entertainment, but also feature guest contributors and several special interest chapters not based around single specific games.*

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"The Book of Hallowe'en" by Ruth Edna Kelley. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten-or yet undiscovered gems-of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Zelie s Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelie without a mother and her people without hope.

The violent murder of her brother on the streets of Nairobi triggers long-untouched memories and unexpected events for his grieving sister, Ajany, from the flight of their mercurial mother and the arrival of a young Englishman at their home to the reopening of a cold case by a hardened policeman and a vengeance plot by an all-seeing Trader.

Miss Peregrine's Home for Peculiar Children

Popol Vuh

Life of Pi

Heart Attack Watch

Features an introductory essay by Jack Womack! Welcome to the worlds of Charles Fort, chronicler of the odd, the weird, the strange, the unexpected, and the inexplicable. In words at times as beautiful as anything ever written in English, Fort reveals the marvels of an age, questions the nature of what we think we know for certain, and provides the reader with leads on how not to be fooled by shaggy dog stories. Here you'll find rains of the unexpected, fish, snakes, and other items from the \_super-Sargasso seaÓ of the unexplained that circles the Earth. Here are accounts of UFOs, accounts of odd animals seen at sea or on land, mysterious attacks by what appear to have been animals, mysterious appearances of things and people in places they could not be. Here Fort's epic account of spontaneous combustion, lights in the sky, poltergeists, unseen. murderous wild animals, mysterious disappearances, manifestations of psychotic mania, speaking in tongues¼and, of course, the cow that gave birth to two lambs. All of this Fortean wonder is prefaced by a magnificent new introductory essay by Jack Womack, winner of the Philip K. Dick Award and lifetime Fortean. This Ebook is part of the Baen Books Charles Fort Ebook Collection At the publisher's request, this title is sold without DRM (Digital Rights Management).

The magician, Kod Hawkligh, fears his use of enchantments will be greatly handicapped after the loss of one of his fingers. However, after he is summoned to heal three travelers, Kod discovers that one of them, the dwarf Olan Stronghelm, is carrying a map that reveals the location of an ancient stronghold. Along with the mysterious thief, Brehana Songsteel, and the fierce half-orc, Smunt, they follow the map through untamed forests, battling many obstacles along the way. If they survive the perils of the forest, will they find the lost city, and whatever treasure might still remain within?