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"Covers XBOX 360, Nintendo DS, and Playstation 3 computer entertainment system."--Cover.

How would you go about rebuilding a technological

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society from scratch? If our technological society collapsed tomorrow what would be the one book you would want to press into the hands of the postapocalyptic survivors? What crucial knowledge would they need to

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survive in the immediate aftermath and to rebuild civilization as quickly as possible? Human knowledge is collective, distributed across the population. It has built on itself for centuries, becoming vast and

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increasingly specialized. Most of us are ignorant about the fundamental principles of the civilization that supports us, happily utilizing the latest—or even the most basic—technology without

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having the slightest idea of why it works or how it came to be. If you had to go back to absolute basics, like some sort of postcataclysmic Robinson Crusoe, would you know how to re-create an internal combustion engine,

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put together a microscope, get metals out of rock, or even how to produce food for yourself? Lewis Dartnell proposes that the key to preserving civilization in an apocalyptic scenario is to provide a quickstart

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guide, adapted to cataclysmic circumstances. The Knowledge describes many of the modern technologies we employ, but first it explains the fundamentals upon which they are built. Every piece of technology

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rests on an enormous support network of other technologies, all interlinked and mutually dependent. You can't hope to build a radio, for example, without understanding how to acquire the raw materials it

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requires, as well as generate the electricity needed to run it. But Dartnell doesn't just provide specific information for starting over; he also reveals the greatest invention of them all—the

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phenomenal knowledge-generating machine that is the scientific method itself. The Knowledge is a brilliantly original guide to the fundamentals of science and how it built our modern world.

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Richochet River is set in a fictional Oregon town in the late 1960s. This completely revised edition is a coming-of-age story about teenagers preparing to break out of their small-town lives: Wade, the local sports hero;

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Jesse, his friend - the Indian kid and mythical athlete who applies his own rules to sports and life; and Lorna, Wade's sweetheart, who knows there's no hope in Calamus for a bright, independent

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girl. The river rushes past the town, linking the three friends with their pasts, their plans, and the world beyond.

This public domain book is an open and compatible implementation of the

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Uniform System of Citation.
Invitation to the Game
Modern Studies in Property
Law, Volume 10

Red Dead Redemption 2
The Most Dangerous Game
Digital Tools for Knowledge

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Construction in the
Secondary Grades

♥♥ The Most Dangerous
Game by Richard Connell ♥♥
The Most Dangerous Game,
also published as The Hounds
of Zaroff, is a short story by

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Richard Connell first published in Collier's magazine on January 19, 1924. It features a big-game hunter from New York who falls off a yacht and swims to an isolated island in the Caribbean where he is

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hunted by a Cossack aristocrat. The story is an adaptation of the big-game hunting safaris in Africa and South America that were fashionable among wealthy Americans in the 1920s. ♥♥

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The Most Dangerous Game by Richard Connell ♥♥ Big-game hunter Sanger Rainsford and his friend, Whitney, are traveling to the Amazon rainforest for a jaguar hunt. After a discussion about how

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they are "the hunters" instead of "the hunted," Whitney goes to bed and Rainsford hears gunshots. He climbs onto the yacht's rail and accidentally falls overboard, swimming to Ship-Trap Island, which is

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notorious for shipwrecks. On the island, he finds a palatial chateau inhabited by two Cossacks: the owner, General Zaroff, and his gigantic deaf-mute servant, Ivan. ♥♥ The Most Dangerous Game by

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Richard Connell ♥♥ Zaroff, another big-game hunter, knows of Rainsford from his published account of hunting snow leopards in Tibet. Over dinner, the middle-aged Zaroff explains that although he has

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been hunting animals since he was a boy, he has decided that killing big-game has become boring for him, so after escaping the Russian Revolution he moved to Ship-Trap Island and set it up to

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trick ships into wrecking themselves on the jagged rocks that surround it. He takes the survivors captive and hunts them for sport, giving them food, clothing, a knife, and a three-hour head start,

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and using only a small-caliber pistol for himself. Any captives who can elude Zaroff, Ivan, and a pack of hunting dogs for three days are set free. He reveals that he has won every hunt to date. Captives are

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offered a choice between being hunted or turned over to Ivan, who once served as official knouter for The Great White Czar. Rainsford denounces the hunt as barbarism, but Zaroff replies

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by claiming that "life is for the strong." Realizing he has no way out, Rainsford reluctantly agrees to be hunted. During his head start, Rainsford lays an intricate trail in the forest and then climbs a tree. Zaroff

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finds him easily, but decides to play with him as a cat would with a mouse, standing underneath the tree Rainsford is hiding in, smoking a cigarette, and then abruptly departing. ♥♥ The Most

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Dangerous Game by Richard Connell ♥♥ After the failed attempt at eluding Zaroff, Rainsford builds a Malay man-catcher, a weighted log attached to a trigger. This contraption injures Zaroff's

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shoulder, causing him to return home for the night, but he shouts his respect for the trap before departing. The next day Rainsford creates a Burmese tiger pit, which kills one of Zaroff's hounds. He

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sacrifices his knife and ties it to a sapling to make another trap, which kills Ivan when he stumbles into it. To escape Zaroff and his approaching hounds, Rainsford dives off a cliff into the sea; Zaroff,

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disappointed at Rainsford's apparent suicide, returns home. Zaroff smokes a pipe by his fireplace, but two issues keep him from the peace of mind: the difficulty of replacing Ivan and the

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uncertainty of whether Rainsford perished in his dive. The life and career of the legendary developer celebrated as the “godfather of computer gaming” and creator of Civilization, featuring his

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rules of good game design.
"Sid Meier is a foundation of what gaming is for me today."
— Phil Spencer, head of Xbox
Over his four-decade career, Sid Meier has produced some of the world's most popular

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video games, including Sid Meier's Civilization, which has sold more than 51 million units worldwide and accumulated more than one billion hours of play. Sid Meier's Memoir! is the story of an obsessive

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young computer enthusiast who helped launch a multibillion-dollar industry. Writing with warmth and ironic humor, Meier describes the genesis of his influential studio, MicroProse, founded in

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1982 after a trip to a Las Vegas arcade, and recounts the development of landmark games, from vintage classics like Pirates! and Railroad Tycoon, to Civilization and beyond. Articulating his

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philosophy that a video game should be “a series of interesting decisions,” Meier also shares his perspective on the history of the industry, the psychology of gamers, and fascinating insights into the

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creative process, including his rules of good game design. With our Unofficial Game Guide become an expert player and get unlimited coins! Plus learn everything there is to get the high score and much

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more! This guide is for anyone looking to play the game like the pros do. Are you frustrated with running out of coins? Or perhaps you are just looking to learn how to enjoy the game more? Spend ZERO actual

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guide will help you get a greater level of success. Don't delay, become a pro player today! Disclaimer: This guide is not associated, affiliated, or endorsed by the games original creator(s).

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With his insightful and wide-ranging theory of recognition, Axel Honneth has decisively reshaped the Frankfurt School tradition of critical social theory. Combining insights from philosophy, sociology,

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psychology, history, political economy, and culturalcritique, Honneth's work proposes nothing less than anaccount of the moral infrastructure of human sociality and itsrelation to the perils and promise of

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contemporary social life. This book provides an accessible overview of Honneth's main contributions across a variety of fields, assessing the strengths and weaknesses of his thought. Christopher Zurn

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clearly explains Honneth's multi-faceted theory of recognition and its relation to diverse topics: individual identity, morality, activist movements, progress, social pathologies, capitalism,

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justice, freedom, and critique. In so doing, he places Honneth's theory in a broad intellectual context, encompassing classic social theorists such as Kant, Hegel, Marx, Freud, Dewey,

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Adorno and Habermas, as well as contemporary trends in social theory and political philosophy. Treating the full range of Honneth's corpus, including his major new work on social freedom

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and democratic ethical life, this book is the most up-to-date guide available. Axel Honneth will be invaluable to students and scholars working across the humanities and social sciences, as well as anyone

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seeking a clear guide to the work of one of the most influential theorists writing today.

A Guide to African American Wellness

Sid Meier's Civilization III.

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(Annotated)

The Official Guide to Sid
Meier's Civilization

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*The Garland Handbook of
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comprised of essays from The Garland Encyclopedia of World Music: Volume 4, Southeast Asia (1998). Largely revised and updated, the essays offer detailed, regional

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*studies of the different
musical cultures of
Southeast Asia and
examine the ways in
which music helps to
define the identity of
this particular area.*

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Part one provides an in-depth introduction to the area of Southeast Asia and explores a series of issues and processes, such as colonialism, mass media,

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spirituality, and war. The articles in this section are important in gaining historical, political, and social perspective. Part two focuses on mainland

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*Southeast Asia, with
essays representing
Cambodia, Thailand,
Laos, Burma, Peninsular
Malaysia, Vietnam,
Singapore, and the
minority peoples of*

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*mainland Southeast Asia.
Part three focuses on
island Southeast Asia,
dividing the area into
three sections:
Indonesia, the
Philippines, and Borneo.*

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In addition to offering a detailed study of the music of each area, it also offers recent perspectives on the gamelan and theater traditions of Indonesia.

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Questions for Critical Thinking at the end of each major section guide and focus attention on what issues - musical and cultural - arise when one studies the

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*music of Southeast Asia
- issues that might not
occur in the study of
other musics of the
world. An accompanying
compact disc offers
musical examples from*

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Southeast Asia.

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Lord of the Flies

Sidmeier's Civilization

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IV

Civilization V Guide

Sid Meier's Civilization

The Garland Handbook of

Southeast Asian Music

Sid Meier's Memoir!: A

Life in Computer Games

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Digital Tools for Knowledge Construction in the Secondary Grades was written for teachers who wish to gain a better understanding of how to integrate technology into their classrooms from a student-centered perspective. When done so, students must take more control of, and

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therefore more responsibility for, their learning. This book is divided into two sections. Part I provides a foundation and rationale for student-centered learning, instructional strategies for technology integration, and using this approach to help teachers assess their students in meeting academic

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standards. Part II includes foundational technology information and appropriate use of digital tools for communication, collaboration, research, publishing, and even games for learning. This text provides methods and examples of technology integration that supports students'

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achievement of national academic standards by using today's digital tools for communication, collaboration, research and publishing. When students learn how to become knowledgeable global digital citizens they gain the requisite skills for tomorrow's creative thinkers, problem

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solvers, and decision makers.

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searing, post-apocalyptic novel about a father and son's fight to survive, this "tale of survival and the miracle of goodness only adds to McCarthy's stature as a living master. It's gripping,

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frightening and, ultimately, beautiful" (San Francisco Chronicle). A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination

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is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. The Road is the profoundly moving story of a journey. It

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boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love.

Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of: ultimate destructiveness, desperate

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tenacity, and the tenderness that keeps two people alive in the face of total devastation.

Golding's iconic 1954 novel, now with a new foreword by Lois Lowry, remains one of the greatest books ever written for young adults and an unforgettable classic for readers of any

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age. This edition includes a new Suggestions for Further Reading by Jennifer Buehler. At the dawn of the next world war, a plane crashes on an uncharted island, stranding a group of schoolboys. At first, with no adult supervision, their freedom is something to celebrate. This far from

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civilization they can do anything they want. Anything. But as order collapses, as strange howls echo in the night, as terror begins its reign, the hope of adventure seems as far removed from reality as the hope of being rescued.

d Sid Meier's Civilization II. This book

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complements the existing book, "Civilization II: The Official Strategy Guide". It covers advanced tactics and strategies for this complex game.

Advanced Strategies

Connecting Curriculum To All Learners

Sid Meier's Civilization Revolution

Ricochet River

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The Indigo Book

Reclaiming Our Health

Krakauer's page-turning bestseller explores a famed missing person mystery while unraveling the larger riddles it holds: the profound pull of the American wilderness on our imagination; the allure of high-risk

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activities to young men of a certain cast of mind; the complex, charged bond between fathers and sons. "Terrifying... Eloquent... A heart-rending drama of human yearning." —New York Times In April 1992 a young man from a well-to-do family hitchhiked to Alaska and walked

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alone into the wilderness north of Mt. McKinley. He had given \$25,000 in savings to charity, abandoned his car and most of his possessions, burned all the cash in his wallet, and invented a new life for himself. Four months later, his decomposed body was found by a

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moose hunter. How Christopher Johnson McCandless came to die is the unforgettable story of Into the Wild. Immediately after graduating from college in 1991, McCandless had roamed through the West and Southwest on a vision quest like those made by his

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heroes Jack London and John Muir. In the Mojave Desert he abandoned his car, stripped it of its license plates, and burned all of his cash. He would give himself a new name, Alexander Supertramp, and, unencumbered by money and belongings, he would be free to

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wallow in the raw, unfiltered experiences that nature presented. Craving a blank spot on the map, McCandless simply threw the maps away. Leaving behind his desperate parents and sister, he vanished into the wild. Jon Krakauer constructs a clarifying prism through which he

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reassembles the disquieting facts of McCandless's short life.

Admitting an interest that borders on obsession, he searches for the clues to the drives and desires that propelled McCandless. When McCandless's innocent mistakes turn out to be irreversible and fatal,

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he becomes the stuff of tabloid headlines and is dismissed for his naiveté, pretensions, and hubris. He is said to have had a death wish but wanting to die is a very different thing from being compelled to look over the edge. Krakauer brings McCandless's

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uncompromising pilgrimage out of the shadows, and the peril, adversity, and renunciation sought by this enigmatic young man are illuminated with a rare understanding--and not an ounce of sentimentality. Mesmerizing, heartbreaking, Into the Wild is a

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tour de force. The power and luminosity of Jon Krakauer's stoytelling blaze through every page.

Have you ever wondered if that game you love was made into a movie? Flip this book open and find out! Explore the fascinating

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journey of your favorite video games as they make their way to the silver screen! This comprehensive guide contains information on over forty big-screen adaptations of popular video games, including the histories of the series that inspired

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them. Covering four decades of movies, readers can learn about some of the most infamous movies in video game history, with genres such as horror, martial arts, comedy and children's animation ensuring there's plenty of trivia and analysis to keep gamers hooked.

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With nearly two-hundred full color stills, posters and screenshots, the book is a go-to guide to discovering facts about some of the biggest box office hits and the most disappointing critical bombs in history. From bizarre science fiction like Super Mario Bros. to the

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latest big budget releases like Monster Hunter, and dozens in between, A Guide to Video Game Movies should please film buffs and die-hard game fans alike. Whether you're looking for rousing blockbuster action, family-friendly entertainment or a late-night B-

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movie to laugh at with your friends, you're bound to find a movie to fit your taste. Put down your controller and grab your popcorn! The new updated version of the highly successful Sid Meier's Civilization. This book includes discussions of the new game

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report features will be included as well as a foray into the map editor for players to create and build their own worlds.

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res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here 100% COMPLETION: Treasure hunts, gunslingers, robberies,

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chapter features key questions and application activities to make coverage especially practical across grade levels and learner populations. Among the topics included: Building successful learning experiences online.

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principles lie at the foundation of our program.”—from the Foreword by Pete Carroll

“An interactive and empowering book” to help African American men and women create a new vision of better health and navigate the health care system (BET.com). According to

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the federal Office of Minority Health, African Americans “are affected by serious diseases and health conditions at far greater rates than other Americans.” In fact, African Americans suffer an estimated 85,000 excess deaths every year from diseases we know how to

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prevent: heart disease, stroke, cancer, high blood pressure, and diabetes. In this important and accessible book, Dr. Michelle Gourdine provides African Americans with the knowledge and guidance they need to take charge of their wellbeing. Reclaiming Our Health

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begins with an overview of the primary health concerns facing African Americans and explains who is at greatest risk of illness.

Expanding on her career and life experiences as an African American physician, Dr. Gourdine presents key insights into the ways African

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American culture shapes health choices—how beliefs, traditions, and values can influence eating choices, exercise habits, and even the decision to seek medical attention. She translates extensive research into practical information and presents readers with concrete steps

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for achieving a healthier lifestyle, as well as strategies for navigating the health-care system. This interactive guide with illustrations is a vital resource for every African American on how to live a healthier and more empowered life, and an indispensable handbook for health-

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care providers, policy makers, and others working to close the health gap among people of color. Says Gourdine, "I wrote this book to empower our community to solve our own health problems and save our own lives."

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Cheats and Hacks. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! All versions of this guide have screenshots to help you better understand the game. There is no other guide that is as comprehensive

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The Road

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Readers' Guide

The Book of Five Rings is a text on kenjutsu and the martial arts in general, written by the Japanese swordsman

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Miyamoto Musashi around 1643. Written over three centuries ago by a Samurai warrior, the book has been hailed as a limitless source of psychological insight for businessmen-or anyone who

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***relies on strategy and tactics
for outwitting the competition.
This book contains a
collection of papers presented
at the Twelfth Biennial Modern
Studies in Property Law
Conference held at University***

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***College London in April 2018.
The conference and its
published proceedings are an
established forum for property
lawyers from around the world
to showcase the latest
research. This collection***

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includes a keynote address by Dame Elizabeth Gloster, former Vice President of the Court of Appeal (Civil Division), on technology in property law. It also includes plenary addresses by

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Professor Henry Smith on the architecture of property law and the challenge of compiling the American Law Institute's Fourth Restatement of Property, and by Her Honour Judge Karen Walden-Smith on

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the role of the first instance judge in property cases. Sixteen further chapters address a wide range of issues, including the theory and taxonomy of land law, the re-evaluation of land

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obligations, the nature and operation of equitable property rights and shares, the role of property in commerce, comparative approaches to leases and trusts, and contemporary issues in land

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registration. Collectively, the chapters demonstrate the vibrancy, diversity and importance of property law and of current research in the subject.

Red Dead Redemption is a

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Western epic, set at the turn of the 20th century when the lawless and chaotic badlands began to give way to the expanding reach of government and the spread of the Industrial Age. A follow up

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to the 2004 hit Red Dead Revolver, this game tells the story of former outlaw John Marston, taking players on a great adventure across the American frontier. Inside the guide: - Complete guide to

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every mission in the storyline.
- A complete breakdown of what you need to do to earn that coveted 100% completion rate. - ***All of the cheats.*** - ***Essential multiplayer tips and advice.*** - ***Mini-Game Strategies***

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and more.

Despite the prevalence of video games set in or inspired by classical antiquity, the medium has to date remained markedly understudied in the disciplines of classics and

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ancient history, with the role of women in these video games especially neglected. Women in Classical Video Games seeks to address this imbalance as the first book-length work of scholarship to

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examine the depiction of women in video games set in classical antiquity. The volume surveys the history of women in these games and the range of figures presented from the 1980s to the modern day,

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alongside discussion of issues such as historical accuracy, authenticity, gender, sexuality, monstrosity, hegemony, race and ethnicity, and the use of tropes. A wide range of games of different

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types and modes are discussed, with particular attention paid to the Assassin's Creed franchise's 21st-century ventures into classical antiquity (first in Origins (2017), set in

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Hellenistic Egypt, and then in Odyssey (2018), set in classical Greece), which have caught the imagination not only of gamers, but also of academics, especially in relation to their accompanying

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***educational Discovery Modes.
The detailed case studies
presented here form a
compelling case for the
indispensability of the medium
to both reception studies and
gender studies, and offer***

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nuanced answers to such questions as how and why women are portrayed in the ways that they are.

***Civilization V Game Guide
Unofficial
Into the Wild***

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***Prima's Official Strategy Guide
The Complete Official Guide
Standard Edition
Advanced Strategies : Prima's
Official Strategy Guide. Play
the world
Catalog of Copyright Entries.***

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Third Series

Taking its cue from the original Civilization games, players start with a stone-age tribe and build up to a nuclear powered empire with new units and government types. This guide includes detailed

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information on all technologies, government types and units. Readers will learn the quickest path to achieve advancements in every aspect of the game, like government type, religion and technology.

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Unemployed after high school in the highly robotic society of 2154, Lisse and seven friends resign themselves to a boring existence in their "Designated Area" until the government invites them to play The Game.

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The Rough Guide to Videogames is the ultimate guide to the world's most addictive pastime. Both a nostalgic look at the past and a celebration of the latest in joystick-wrecking wonders, this book covers the full story from the first arcade

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machines to the latest digital delights. Easy access to 75 of the greatest games of all time, from Civilization and Pro Evolution Soccer to We Love Katamari and World of Warcraft. The guide profiles the stories behind the

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software giants, famous creators and the world ' s favourite characters, including Mario, Lara Croft and Sonic the Hedgehog. All the gadgets and devices for consoles, hand-helds, phones and PCs are explored as well as the

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wider world of gaming, from websites and movies to books.
The Classic Guide to the Mental Side of Peak Performance
The Knowledge
The Rough Guide to South Africa, Lesotho & Swaziland

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A Guide to Video Game Movies
Official Strategy Guide