

Gladiators Pirates And Games Of Trust How Game Theory Strategy And Probability Rule Our Lives

Everything we need to know about metadata, the usually invisible infrastructure for information with which we interact every day. When “metadata” became breaking news, appearing in stories about surveillance by the National Security Agency, many members of the public encountered this once-obscure term from information science for the first time. Should people be reassured that the NSA “data about the caller, the recipient, the time, the duration, the location—and not recordings of the conversations themselves? Or does phone call metadata reveal more than it seems? In this book, Jeffrey Pomerantz offers an accessible and concise introduction to metadata. In the era of ubiquitous computing, metadata has become infrastructural, like the electrical grid or the highway system. We int “data about data.” It is a means by which the complexity of an object is represented in a simpler form. For example, the title, the author, and the cover art are metadata about a book. When metadata does its job well, it fades into the background; everyone (except perhaps the NSA) takes it for granted. Pomerantz explains what metadata is, and why it exists. He distinguishes among different ty and use—and examines different users and uses of each type. He discusses the technologies that make modern metadata possible, and he speculates about metadata’s future. By the end of the book, readers will see metadata everywhere. Because, Pomerantz warns us, it’s metadata’s world, and we are just living in it.

Princess. Captive. Gladiator. Always a Warrior. Fallon is the daughter of a proud Celtic king and the younger sister of the legendary fighter Sorcha. When Fallon was just a child, Sorcha was killed by the armies of Julius Caesar. On the eve of her seventeenth birthday, Fallon is excited to follow in her sister’s footsteps and earn her place in her father’s war band. She never gets the chance. Fallon is gladiators—owned by none other than Julius Caesar himself. In a cruel twist of fate, the man who destroyed Fallon’s family might be her only hope of survival. Now, Fallon must overcome vicious rivalries, deadly fights in and out of the arena, and perhaps the most dangerous threat of all: her irresistible feelings for Cai, a young Roman soldier and her sworn enemy. A richly imagined fantasy for fans

recounts Fallon’s gripping journey from fierce Celtic princess to legendary gladiator and darling of the Roman empire.

The authors of Thinking Strategically demonstrate how to apply the principles in game theory to achieve greater personal and professional successes, drawing on a diverse array of case studies to explain how to develop a win-oriented way of seeing the world.

Were the Romans who watched brutal gladiatorial games all that different from us? This book argues they were not.

Invisible Romans

Metadata

Practice Exercises with Answers

Magic Tree House 13: Racing With Gladiators

Foundry Miniatures Compendium

The Calculus Wars

A Graphic Guide

"I absolutely loved this book, both as a parent and as a nerd." —Jessica Lahey, author of The Gift of Failure As every parent knows, kids are surprisingly clever negotiators. But how can we avoid those all-too-familiar wails of “That’s not fair!” and “You can’t make me!”? In The Game Theorist’s Guide to Parenting, the award-winning journalist and father of five Paul Raeburn and the game theorist Kevin Zollman pair up to highlight tactics from the worlds of economics and business that can help parents break the endless cycle of quarrels and ineffective solutions. Raeburn and Zollman show that some of the same strategies successfully applied to big business deals and politics—such as the Prisoner’s Dilemma and the Ultimatum Game—can be used to solve such titanic, age-old parenting problems as dividing up toys, keeping the peace on long car rides, and sticking to homework routines. Raeburn and Zollman open each chapter with a common parenting dilemma. Then they show how carefully concocted schemes involving bargains and fair incentives can save the day. Through smart case studies of game theory in action, Raeburn and Zollman reveal how parents and children devise strategies, where those strategies go wrong, and what we can do to help raise happy and savvy kids while keeping the rest of the family happy too. Delightfully witty, refreshingly irreverent, and just a bit Machiavellian, The Game Theorist’s Guide to Parenting looks past the fads to offer advice you can put into action today.

March AD 80. In Rome, the Emperor Titus has announced that there will be a hundred days of games to open his new amphitheatre (now known as the Colosseum). Flavia, Nubia and Lupus take this opportunity to go to Rome and search for their missing friend, Jonathan. Their search leads the young detectives straight to the games, where they must face wild beasts and gladiators to accomplish their mission.

Gain some insight into the game of life... Game Theory means rigorous strategic thinking. It is based on the idea that everyone acts competitively and in his own best interest. With the help of mathematical models, it is possible to anticipate the actions of others in nearly all life's enterprises. This book includes down-to-earth examples and solutions, as well as charts and illustrations designed to help teach the concept. In The Complete Idiot's Guide® to Game Theory, Dr. Edward C. Rosenthal makes it easy to understand game theory with insights into: ? The history of the disciple made popular by John Nash, the mathematician dramatized in the film A Beautiful Mind ? The role of social behavior and psychology in this amazing discipline ? How important game theory has become in our society and why In the first-ever Seven Seas history of the world's female buccaneers, Pirate Women: The Princesses, Prostitutes, and Privateers Who Ruled the Seven Seas tells the story of women, both real and legendary, who through the ages sailed alongside—and sometimes in command of—their male counterparts. These women came from all walks of life but had one thing in common: a desire for freedom. History has largely ignored these female swashbucklers, until now. Here are their stories, from ancient Norse princess Alfhild and warrior Rusla to Sayyida al-Hurra of the Barbary corsairs; from Grace O'Malley, who terrorized shipping operations around the British Isles during the reign of Queen Elizabeth I; to Cheng I Sao, who commanded a fleet of four hundred ships off China in the early nineteenth century. Author Laura Sook Duncombe also looks beyond the stories to the storytellers and mythmakers. What biases and agendas motivated them? What did they leave out? Pirate Women explores why and how these stories are told and passed down, and how history changes depending on who is recording it. It's the most comprehensive overview of women pirates in one volume and chock-full of swashbuckling adventures that pull these unique women from the shadows into the spotlight that they deserve.

The Luxury Strategy

Winning Decisions

Zar

How the Science of Strategic Thinking Can Help You Deal with the Toughest Negotiators You Know--Your Kids

A Guide to Game Theory

Strategy and Game Theory

The Complete Idiot's Guide to Game Theory

"One of the best Decision Making and Game Theory books of all time." —Reid Hoffman (LinkedIn founder) and Nassim Nicholas Taleb (author of Black Swan), BookAuthority
An accessible, light-hearted exploration of Game Theory—what it is, why it’s important, and how it can help us in our daily lives
Game Theory is the mathematical formalization of interactive decision-making—it assumes that each player’s goal is to maximize his/her benefit, whatever it may be. Players may be friends, foes, political parties, states, or any entity that behaves interactively, whether collectively or individually. One of the problems with game analysis is the fact that, as a player, it’s very hard to know what would benefit each of the other players. Some of us are not even clear about our own goals or what might actually benefit us. In Gladiators, Pirates, and Games of Trust, Haim Shapira shares humorous anecdotes and insightful examples to explain Game Theory, how it affects our daily lives, and how the different interactions between decision-makers can play out. In this book, you will:
• Meet Nobel Laureate John F. Nash and familiarize yourself with Nash equilibrium
• Learn the basic ideas of the art of negotiation
• Visit the gladiators’ ring and apply for a coaching position
• Build an airport and divide inheritance
• Issue ultimatums and learn to trust
• Review every aspect of the prisoner’s dilemma and learn about the importance of cooperation
• Learn how statistics bolster lies
• And much more
Provides an expansion of Turing’s original paper, a brief look at his life, and information on the Turing machine and computability topics.

The Luxury Strategy, written by two world experts on the subject, provides the first rigorous blueprint for the effective management of luxury brands and companies at the highest level. It rationalizes those business models that have achieved profitability and unveils the original methods that were used to transform small family businesses such as Ferrari, Louis Vuitton, Cartier, Chanel, Armani, Gucci, and Ralph Lauren into profitable global brands. By defining the differences between premium and luxury brands and products, analysing the nature of true luxury brands and turning established marketing 'rules' upside down, it has established itself as the definitive work on the essence of a luxury brand strategy. This fully revised second edition of The Luxury Strategy explores the diversity of meanings of 'luxury' across different markets. It also now includes a section on marketing and selling luxury goods online and the impact of social networks and digital developments, cementing its position as the authority on luxury strategy.

Let the Games Begin!
GURPS Imperial Rome takes you to a world of adventure and intrigue, gladiators and glory. The sprawling Roman Empire is full of campaign options, from orgies in the decadent Roman villas to battles with pirates off the coast of Sicily. As an adventurer in the Imperial Age of Rome, you can . . . Journey through the narrow streets of the greatest city in the world. Haggle with shop owners, debate with senators on the floor of the Forum, or run through dark alleys with the infamous Roman gangs. Fight gruesome battles as a slave gladiator in the Colosseum - clashing with other warriors or dangerous beasts. Or race your chariot around the Circus Maximus, cheating death and vying for Imperial favor. Visit exotic provinces like Greece, Egypt, and Asia; and meet traveling thinkers, merchants, soldiers, and mysterious natives - from the barbarian Celts of northern Britain to the nomadic Berbers of Africa. March to war with the Roman legions, defending the borders against Carthaginian invaders or the savage Huns of Asia. Includes maps of Rome and its provinces, adventure ideas, and much more . . .

Gladiators, Pirates and Games of Trust

Learn Game Theory

Gladiators

Gladiator Clash (Time Hunters, Book 1)

The Game of Our Lives

Game Theory: A Very Short Introduction

A Guided Tour Through Alan Turing's Historic Paper on Computability and the Turing Machine

This book offers a gentle introduction to the mathematics of both sides of game theory: combinatorial and classical. The combination allows for a dynamic and rich tour of the subject united by a common theme of strategic reasoning. Designed as a textbook for an undergraduate mathematics class and with ample material and limited dependencies between the chapters, the book is adaptable to a variety of situations and a range of audiences. Instructors, students, and independent readers alike will appreciate the flexibility in content choices as well as the generous sets of exercises at various levels.

A Guide to Game Theory explains the important concepts and techniques without using mathematical language or methods. Using a wide range of examples and applications this book covers decision problems confronted by firms, employers, unions, footballers, partygoers, politicians, governments, non-governmental organisations and communities. Written for undergraduate students with little or no prior knowledge of game theory. This book supports any game theory module on an economics degree or indeed any course that addresses strategic problem solving.

Game Theory 101: The Complete Textbook is a no-nonsense, games-centered introduction to strategic form (matrix) and extensive form (game tree) games. From the first lesson to the last, this textbook introduces games of increasing complexity and then teaches the game theoretical tools necessary to solve them. Quick, efficient, and to the point, Game Theory 101: The Complete Textbook is perfect for introductory game theory, intermediate microeconomics, and political science.

Business revolves around making decisions, often risky decisions, usually with incomplete information and too often in less time than we need. Executives at every level, in every industry, are confronted with information overload, less leeway for mistakes, and a business environment that changes rapidly. In light of this increased pressure and volatility, the old-fashioned ways of making decisions—depending on intuition, common sense, and specialized expertise—are simply no longer sufficient. Distilling over thirty years of groundbreaking research, Winning Decisions, written by two seasoned business advisers and world leaders in behavioral decision studies, is a comprehensive, one-of-a-kind guide to the proven methods of making critical business decisions confidently, quickly—and correctly. Decision-making is a business skill which managers often take for granted in themselves and others—but it’s not as easy as some might think. The authors, whose expertise has been sought out by over a hundred companies, including Arthur Andersen, Hewlett-Packard, IBM, and Unilever, contend that decision-making, like any other skill, must be developed and honed if it is to be used effectively. Winning Decisions offers step-by-step analyses of how people typically make decisions, and provides invaluable advice on how to improve your chances of getting your next big decision right the first time. The book is packed with worksheets, tools, questionnaires, case studies, and anecdotes analyzing major decisions made by organizations like British Airways, NASA, Shell Oil, and Pepsi. Some of the proven, straightforward techniques covered in Winning Decisions include how to: Reframe issues to ensure that the real problem is being addressedImprove the quality and quantity of your options Convert expert yet conflicting opinions into useful insights Make diversity of views and conflict work to your advantage Foster efficient and effective group decision-making Learn from past decisions--your own and those of others With Winning Decisions, managers and other professionals now have access to a proven set of skills and strategies they need for making the right decision, right away.

Introducing Game Theory

Blood Debts

The English Premier League and the Making of Modern Britain

What Is the Name of This Book?

Game Theory 101

Pirates to Darkest Africa : Rules, Campaigns, Painting Guides, and Terrain-making Ideas

Contender Book 2

This book is packed with rules, painting advice and ideas for making great-looking terrain. It will appeal to anyone interested in playing games such as exploration in Darkest Africa, fighting for survival and glory in Rome's gladiatorial arenas and plundering the West African coast with your band of cutthroat pirates. returncharacterreturncharacterOver the past twenty years or so, Foundry has published many articles on different subjects in many different magazines, some of which you may have seen but most of which I am sure you haven't. returncharacterreturncharacterOur guest Editor, Paul Sawyer, has sifted through those articles and has pulled a selection of them together in a nicely balanced book, themed to concentrate on Pirates and Darkest Africa, but covering other historical periods too: Aztecs, Gladiators, Greeks and Romans. returncharacterreturncharacterSo, if you want some simple fun rules to play, some ideas on terrain making and painting then this book is for you. Enjoy.returncharacterreturncharacter returncharacterreturncharacter REVIEWS returncharacterreturncharacter...absolutely stunning...another great book to add to anyone's collection. IPMS, 01/2009

When Captain Nova Ardis acquires the services of a dangerous, tattooed gladiator, she knows she's taking a risk-but she would do anything for family. Kove has survived most of his life in the gladiator arena and now, on the eve of winning his freedom, he is sold once again. At least being the captain's bodyguard shouldn't be too hard compared to the bloody life he's lived. ??? Danger At Every Turn . When she takes him to the forbidden planet and embarks on a mission to rescue her brother, Kove will have to call upon all his skills to keep himself-and the woman he's falling for-alive. ??? The Rise of the Gladiator is a clean, action-packed space opera series that will have you on the edge of your seat!Scroll Up And Grab Your Copy Today!

AD 63 Leonidas’s former trainer, Aemil, asks him to look into the disappearances of gladiators from his ludus. Leonidas and Cassia investigate, and soon uncover gruesome murders involving some of the wealthiest citizens of Rome. Leonidas pits his skills against an unknown killer who hunts gladiators from the back lanes of the Subura to prestigious villas atop Rome’s hills. He and Cassia must succeed in uncovering the murderer’s identity before Nero grows impatient and makes Leonidas pay for the chaos the killer has rained down upon his city.

Leonidas, freedman, once the most popular gladiator in Rome and champion of the games, now must fight for his life outside the arena. A man who owed him money was murdered, and Leonidas is a prime suspect. With the assistance of Cassia, daughter of a Greek scribe who was bestowed upon him as his slave, Leonidas fights for justice in the back lanes of Imperial Rome. Cassia has no idea how to cook and clean or mend and weave, but she is very good at finding things out and writing things down, able to work through a dozen mathematical problems by the time most people can think of a sentence. Knowing both intuitively and empirically that Leonidas is innocent of the murder, she resolves to help clear him of the crime. It’s the least she can do for a man who has proved to be far less brutal than his reputation and who protects all who come within his sphere. And if Leonidas loses, he faces a short, painful future back in the amphitheater, this time without hope of survival. A novella of the Leonidas the Gladiator mysteries.

Book One in the Galaxy Gladiators Alien Abduction Romance Series

A Gladiator's Tale

Pirate Women

How Game Theory, Strategy and Probability Rule Our Lives (16pt Large Print Edition)

Social Psychology and the Crowd at the Roman Games

A Leonidas the Gladiator Mystery

Matt DeVos and Deborah A. Kent

This vibrant and gripping history ultimately exposes how these twin mathematical giants (Newton, Leibniz) were proud, brilliant, at times mad, and in the end completely human.

This textbook presents worked-out exercises on game theory with detailed step-by-step explanations. While most textbooks on game theory focus on theoretical results, this book focuses on providing practical examples in which students can learn to systematically apply theoretical solution concepts to different fields of economics and business. The text initially presents games that are required in most courses at the undergraduate level and gradually advances to more challenging games appropriate for masters level courses. The first six chapters cover complete-information games, separately analyzing simultaneous-move and sequential-move games, with applications in industrial economics, law, and regulation. Subsequent chapters dedicate special attention to incomplete information games, such as signaling games, cheap talk games, and equilibrium refinements, emphasizing common steps and including graphical illustrations to focus students' attention on the most relevant payoff comparisons at each point of the analysis. In addition, exercises are ranked according to their difficulty, with a letter (A-C) next to the exercise number. This allows students to pace their studies and instructors to structure their classes accordingly. By providing detailed worked-out examples, this text gives students at various levels the tools they need to apply the tenets of game theory in many fields of business and economics. This text is appropriate for introductory-to-intermediate courses in game theory at the upper undergraduate and master's level.

This book provides many humorous anecdotes and insightful examples of how our daily lives are affected by Game Theory. Game Theory is the mathematical formalization of interactive decision-making - it assumes that each player's goal is to maximize his/her benefit, whatever it may be. Players may be friends, foes, political parties, states, or an...

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Break the Rules of Marketing to Build Luxury Brands

Unchosen

The Complete Textbook

The Lure of the Arena

The Art of Strategy

Newton, Leibniz, and the Greatest Mathematical Clash of All Time

The Spartacus War

Games are everywhere: Drivers maneuvering in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are playing an auctioning game. The supermarket's price for corn flakes is decided by playing an economic game. This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-breaking field that analyzes how theorist, explains the theory in a way that is both entertaining and non-mathematical yet also deeply insightful, revealing how game theory can shed light on everything from social gatherings, to ethical decision-making, to successful card-playing strategies, to calculating the sex ratio among bees. With mini-biographies of many fascinating, and occasionally eccentric Beautiful Mind--this book offers a concise overview of a cutting-edge field that has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science. About the Series: Oxford's Very Short Introductions offers concise and original introductions to a wide range of subjects--from IS Not simply a textbook of definitions, each volume provides trenchant and provocative--yet always balanced and complete--discussions of the central issues in a given topic. Every Very Short Introduction gives a readable evolution of the subject in question, demonstrating how it has developed and influenced society. Whatever the area of study, whatever the topic th will likely prove indispensable.

Master strategic thinking and gain competitive advantage. Have you ever wondered how to make better decisions and solve problems with more ease? Learn Game Theory shares the well-hidden secrets of great decision-makers.Use Logic and Reason to Manage Uncertainty.Life is full of uncertainty. You don't know what lies ahead. But you can learn to control the c discover new ways to think about - and solve - problems more efficiently than ever before. Discover how strategic games model real-life behavior. You would be surprised how many game theory concepts affect your life.Game theory is a management device that helps rational decision-making.Game Theory is a branch of mathematics dedicated to the study of rational from psychology, economics, and politics to military strategy, business, and even retail pricing! It focuses on conflict and cooperation between intelligent, rational players, analyzing how to optimize one's decisions, taking into account others' actions.This book won't just give you theoretical knowledge. It will teach you practical life skills! The logical deductions used in based on strategic analysis.Become Confident in Your Decision-Making Skills.Albert Rutherford is an internationally bestselling author and a retired corporate executive. His books draw on various sources, from corporate system building, strategic analysis, scientific research, and his life experience. He has been building and improving systems his whole adult life and b accuracy.What's the best way to ask for a raise?How to choose a date spot with your partner avoiding friction?How do top athletes choose their best moves?How do companies like Nike or Adidas optimize their sales strategy?Extraordinary decisions will lead to outstanding success. Use the principles of game theory to have more confidence in your choices. Learn t abundance of relevant examples. It will help you get shrewd by applying strategic thinking and make better decisions based on logic and analysis. Learn Game Theory and make better business decisions, improve your relationships, understand people around you, and get out of sticky situations more effectively!

When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain wh sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

For nearly thirty years, readers seeking answers to fundamental questions about the nature of existence have turned to Rabbi Adin Steinsaltz's The Thirteen Petalled Rose. This contempory classic opens new vistas for understanding the relationship of G-d to man, and how moral human beings should conduct their lives. The Thirteen Petalled Rose addresses profound Holiness, The Search for the Self and the Relatinship Between the Physical and Spiritual World. Rabbi Steinsaltz's vast knowledge of science, psychology, mysticism and philosophy come together in The Thirteen Petalled Rose, as he translates ancient Kabbalistic concepts into an intelligible language for a new generation of spiritual seekers.

The Riddle of Dracula and Other Logical Puzzles

The History and Legacy of Ancient Rome's Most Famous Warriors

The Fascinating Math Behind Decision-Making

The Princesses, Prostitutes, and Privateers Who Ruled the Seven Seas

The Thirteen Petalled Rose

The Roman Gladiators

An authoritative account from an expert author: The Spartacus War is the first popular history of the revolt in English. The Spartacus War is the extraordinary story of the most famous slave rebellion in the ancient world, the fascinating true story behind a legend that has been the inspiration for novelists, filmmakers, and revolutionaries for 2,000 years. Starting with only seventy-four men, a gladiator named Spartacus incited a rebellion that threatened Rome itself. With his fellow gladiators, Spartacus built an army of 60,000 soldiers and controlled the southern Italian countryside. A charismatic leader, he used religion to win support. An ex-soldier in the Roman army, Spartacus excelled in combat. He defeated nine Roman armies and kept Rome at bay for two years before he was defeated. After his final battle, 6,000 of his followers were captured and crucified along Rome's main southern highway. The Spartacus War is the dramatic and factual account of one of history's great rebellions. Spartacus was beaten by a Roman general, Crassus, who had learned how to defeat an insurgency. But the rebels were partly to blame for their failure. Their army was large and often undisciplined; the many ethnic groups within it frequently quarreled over leadership. No single leader, not even Spartacus, could keep them all in line. And when faced with a choice between escaping to freedom and looting, the rebels chose wealth over liberty, risking an eventual confrontation with Rome's most powerful forces. The result of years of research, The Spartacus War is based not only on written documents but also on archaeological evidence, historical reconstruction, and the author's extensive travels in the Italian countryside that Spartacus once conquered.

Join Tom on an incredible treasure hunt through time and battle history 's mightiest warriors. The first book in a new time-travelling series – perfect for fans of Beast Quest.

The Game of Our Lives is a masterly portrait of soccer and contemporary Britain. Soccer in the United Kingdom has evolved from a jaded, working-class tradition to a sport at the heart of popular culture, from an economic mess to a booming entertainment industry that has conquered the world. The changes in the game, David Goldblatt shows, uncannily mirror the evolution of British society. In the 1980s, soccer was described as a slum game played by slum people in slum stadiums. Such was the transformation over the following twenty-five years that novelists, politicians, poets, and bankers were all declaring their footballing loyalties. At one point, the Palace let it be known that the queen -- like her mother, Prince Harry, the chief rabbi, and the archbishop of Canterbury -- was an Arsenal fan. Soccer permeated the national life like little else, an atavistic survivor decked out in New Britain flash, a social democratic game in a cutthroat, profit-driven world. From the goals, to the players, to the managers, to the money, Goldblatt describes how the English Premier League (EPL) was forged in Margaret Thatcher's Britain by an alliance of the big clubs -- Arsenal, Liverpool, Manchester United, Chelsea, Tottenham Hotspur -- the Football Association, and Rupert Murdoch's Sky TV. Goldblatt argues that no social phenomenon traces the momentous economic, social, and political changes of post-Thatcherite Britain in a more illuminating manner than soccer, and The Game of Our Lives provides the definitive social history of the EPL -- the most popular soccer league in the world.

Katharyn Blair crafts a fiercely feminist fantasy with a horrifying curse, swoon-worthy sea captains, and the power of one girl to choose her own fate in this contemporary standalone adventure that's perfect for fans of The Fifth Wave and Seafire, and for anyone who has ever felt unchosen. For Charlotte Holloway, the world ended twice. The first was when her childhood crush, Dean, fell in love—with her older sister. The second was when the Crimson, a curse spread through eye contact, turned the majority of humanity into flesh-eating monsters. Neither end of the world changed Charlotte. She 's still in the shadows of her siblings. Her popular older sister, Harlow, now commands forces of survivors. And her talented younger sister, Vanessa, is the Chosen One—who, legend has it, can end the curse. When their settlement is raided by those seeking the Chosen One, Charlotte makes a reckless decision to save Vanessa: she takes her place as prisoner. The word spreads across the seven seas—the Chosen One has been found. But when Dean 's life is threatened and a resistance looms on the horizon, the lie keeping Charlotte alive begins to unravel. She 'll have to break free, forge new bonds, and choose her own destiny if she has any hope of saving her sisters, her love, and maybe even the world. Because sometimes the end is just a new beginning.

Gurps Imperial Rome

The Last Gladiatrix

The Challenger

A Primer to Strategic Thinking and Advanced Decision-Making.

The Game Theorist's Guide to Parenting

A Discourse on the Essence of Jewish Existence and Belief

The Annotated Turing

The stakes are higher than ever in The Challenger, the second book in the Contender YA trilogy by the New York Times bestselling author of the Summoner series, Taran Matharu. The first battle is over, but the Game is just beginning... Cade Carter and his friends have survived the qualifying round of the mysterious overlords' twisted games, decimated by the loss of so many of their comrades during the fight. But they have no time to mourn, for the next round of trials is about to begin. When the group discovers that their next foe will be even more ferocious than the last, Cade leads them on a quest out into their strange new world to find anything that might give them an edge. But what they find in the wilds could prove to be even more dangerous than the impending battle... The stakes are higher than ever in this thrilling sequel to The Chosen.

Now master librarians, Jack and Annie are sent on a mission to find a lost story - in ancient Rome! It seems peaceful until the ground shakes and they realise they're there on the day that Mount Vesuvius erupts and they're in danger of being buried !

Snatched from Earth. Bound for slavery. Can love offer escape? Kidnapped from Earth, aboard a slave ship, Anya is thrown into a cell with Zar, a handsome half-lion gladiator, and forced to breed or be killed. Zar's life is an unbroken nightmare consisting of sleep, eat, fight, repeat. He's not interested in helping Anya, and he's definitely not interested in love. Except she's the first female to ever touch his heart-or remind him he has a soul. If you like hot alpha aliens, kick-ass Earth women who mastermind insurrections, and sexy action romance, check out Zar, the first book in the paranormal romance Galaxy Gladiators series. This standalone book contains steamy sex scenes with a guaranteed happily ever after, no cheating, and no cliffhanger. Buy Zar to begin exploring the galaxy with Anya and Zar today! Trigger warning: Anya and Zar are forced to mate; these scenes are delicately handled.

*Includes pictures of art depicting important people, places, and events. *Describes the different classes of Roman gladiators and the armor and weaponry they used. *Describes gladiatorial combat and the myths and misconceptions about the fight. *Includes footnotes and a bibliography for further reading. "He vows to endure to be burned, to be bound, to be beaten, and to be killed by the sword." - The gladiator's oath, according to Petronius in the Satyricon. Gladiators are somewhat synonymous with ancient Rome, and even thousands of years after they performed on the sands, when people are asked about Roman culture, many think about and refer to the bloody spectacles of men fighting to the death in the arena. Gladiatorial combat is often regarded as barbaric, and most find it very difficult to comprehend how people could have enjoyed watching something so violent, but nevertheless, the spectacle still intrigues and fascinates people today, whether in movies like Gladiator or television shows about Spartacus. Gladiatorial combat traces its origins back to the early Republican period from the 5th-3rd century B.C., but it's still unclear where these combats first appeared. Credit has been given to both the Etruscans in northern Italy and the Campanians in southern Italy, though the first recorded gladiatorial combat occurred in the 3rd century B.C. at the funeral of D. Junius Brutus Pera. His sons organized a combat between three different pairs of gladiators who fought at their father's grave, but exactly what these first gladiatorial combats were supposed to represent remains unclear. Some believe that the spilling of human blood was a way of offering a sacrifice to the dead, while others suggest that the contests themselves were a funeral offering in honor of the dead. Gladiatorial combat began in the Republican period and was associated with death and burial, but due to its popularity it became an organized form of entertainment in the Imperial Age, and even as the gladiators were considered low class, they were also admired, leading to some Roman men and women volunteering to become gladiators. Whatever the original role of gladiatorial combats, they thrilled Roman audiences for many centuries. Each match usually pitted one type of gladiator against a different type of gladiator, with each having their own kind of armor, weaponry and fighting style. For example, the retiarius was a gladiator that used a net, dagger and trident as his offensive weapons, while only wearing a protective guard over his left arm for protection. The retiarius would typically fight against the secutor, a gladiator armed with a sword, large shield, helmet and protective covering on his right arm and left leg. Therefore, a retiarius sacrificed armor for quickness in battle, while the secutor did the opposite. Although people often think of gladiators fighting to the death, the outcome of gladiatorial combats was not always fatal for one of the participants. If a gladiator fought well, the sponsor of the show could spare him, particularly if the crowd desired it. The fact that the outcome of matches was never the same and the crowd could help determine the result of the match certainly added to the Roman public's pleasure, making it a lot less surprising that such an abhorrent spectacle still fascinated the modern world. The Roman Gladiators: The History and Legacy of Ancient Rome's Most Famous Warriors examines the history of the gladiators and the games they participated in, explaining what life and death was like for the men who fought in Rome's most famous form of entertainment. Along with pictures depicting important people, places, and events, you will learn about gladiators like you never have before.

Forbidden Planet- Rise of the Gladiator Book 1

How Game Theory, Strategy and Probability Rule Our Lives

A Game Theorist's Guide to Success in Business & Life

Getting It Right the First Time

The Roman Mysteries: The Gladiators from Capua

The Valiant

Robert Knapp brings to light the laboring men, housewives, prostitutes, freedmen, slaves, soldiers, and gladiators who formed the backbone of the ancient Roman world, and the outlaws and pirates who lay beyond it. The lives of these invisible Romans emerge from graffiti, incantations, fables, astrological writings, and even the New Testament.

In the dust and death of the Collosseum, a slave fights for freedom, a soldier fights for his life, and they both fight for the love that has been forbidden. Captured and enslaved by a Roman legion, Xanthe never expects to end up training for the Colosseum floor, but every night after the day's march, she is put through her paces by a Roman soldier who challenges her, tests her, and excites her. Titus is drawn to Xanthe, her fire and her spirit, so he breaks one of his rules and brings notice on himself, offering to train her as a gladiatrix to spare her a courtesan's role. But training her, working with her, soon becomes too much. Titus knows the penalty for taking property that does not belong to him, but how long can he resist? Describes who gladiators were, how they were chosen, what fighting styles they employed, how they were trained, and what a typical game might look like.