

## Ign Holiday Gift Guide

*Ever since he was a child, Metal Gear Solid and Death Stranding creator Hideo Kojima was a voracious consumer of movies, music, and books. They ignited his passion for stories and storytelling, and the results can be seen in his groundbreaking, iconic video games. Now the head of independent studio Kojima Productions, Kojima’s enthusiasm for entertainment media has never waned. This collection of essays explores some of the inspirations behind one of the titans of the video game industry, and offers an exclusive insight into one of the brightest minds in pop culture. -- VIZ Media*
*The tour of Mont Blanc is one of Europe's most popular walks encircling the highest mountain in the Alps. This guide contains plans, summaries of each stage of the 106 mile route, where to find refreshments on the way and is made from waterproof paper.*
*#1 NEW YORK TIMES BESTSELLER • Discover the life-changing memoir that has inspired millions of readers through the Academy Award®-winning actor’s unflinching honesty, unconventional wisdom, and lessons learned the hard way about living with greater satisfaction. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE GUARDIAN “McConaughey’s book invites us to grapple with the lessons of his life as he did—and to see that the point was never to win, but to understand.”—Mark Manson, author of The Subtle Art of Not Giving a F\*ck I’ve been in this life for fifty years, been trying to work out its riddle for forty-two, and been keeping diaries of clues to that riddle for the last thirty-five. Notes about successes and failures, joys and sorrows, things that made me marvel, and things that made me laugh out loud. How to be fair. How to have less stress. How to have fun. How to hurt people less. How to get hurt less. How to be a good man. How to have meaning in life. How to be more me. Recently, I worked up the courage to sit down with those diaries. I found stories I experienced, lessons I learned and forgot, poems, prayers, prescriptions, beliefs about what matters, some great photographs, and a whole bunch of bumper stickers. I found a reliable theme, an approach to living that gave me more satisfaction, at the time, and still: If you know how, and when, to deal with life’s challenges—how to get relative with the inevitable—you can enjoy a state of success I call “catching greenlights.” So I took a one-way ticket to the desert and wrote this book: an album, a record, a story of my life so far. This is fifty years of my sights and seens, felts and figured-outs, cools and shamefuls. Graces, truths, and beauties of brutality. Getting away withs, getting caughts, and getting wets while trying to dance between the raindrops. Hopefully, it’s medicine that tastes good, a couple of aspirin instead of the infirmary, a spaceship to Mars without needing your pilot’s license, going to church without having to be born again, and laughing through the tears. It’s a love letter. To life. It’s also a guide to catching more greenlights—and to realizing that the yellows and reds eventually turn green too. Good luck. Delve into dungeons with this kit for the world’s greatest roleplaying game Delve into the Dungeons’ Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master’s screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen’s interior, with an emphasis on dungeon-delving.*

*Finding Solace in Dark Times*

*Hawkeye by Fraction and Aja: the Saga of Barton and Bishop*

*Greenlights*

*The Unofficial Legend Of Zelda Cookbook*

*Today Tonight Tomorrow*

*The Higher Frontier*

A guidebook for walking in the footsteps of Stevenson as he travelled through France's Velay and Cevennes regions accompanied by his faithful donkey, Modestine. At 140km, this route is ideal for people new to walking holidays. Starts at Le Puy, finishes at St Jean de Gard. A great route with a historic and literary feel.

Second Quest is a stand-alone graphic novella inspired by Zelda. It's an original story about a young woman from a small town in the sky who begins to suspect that the legends about her home aren't true.

"Open Game License version 1.0a"--4th unnumbered page.

"Batman created by Bob Kane with Bill Finger; Superman created by Jerry Siegel and Joe Shuster, by special arrangement with the Jerry Siegel family."

Star Wars: Women of the Galaxy

Batman Noir: Hush

Street Fighter X Sanrio: World View

Core Rulebook

The Creative Gene

An A - Z Book of Tips and Tricks the Official Guides Don't Teach You

Presents the concept art, scenery landscapes, and character designs of the video game.

It's Marvel's most critically acclaimed comic in recent memory! Clint Barton, breakout star of a little Marvel movie you might have seen a while back, continues his fight for justice...and good rooftop BBQs! With Young Avenger Kate Bishop by his side, he's out to get some downti me from being one of Earth's Mightiest Heroes...but when the apartment building he's moved into, and the neighbors he's befriended, are threatened by a tracksuit-wearing, dog-abusing gang of Eastern European mobsters who say "bro" an awful lot, Clint must stand up and defend his new adopted family...any way he can. COLLECTING: HAWKEYE 1-22, ANNUAL 1; YOUNG AVENGERS PRESENTS 6

Our trios (new and old) are getting to know each other better—like Classic Betty and Veronica discovering that the newer versions of themselves actually AREN'T both trying to win over Archie's affections. There's a lot to take in in this brave, new world, but they've got a more pressing issue to deal with: Predator-Archie is quickly turning back into a Predator, and time is running out. Fortunately, the Riverdale Halloween Dance may be just the cover the gang(s) need.

Set in a dark fantastic past of myth and magic, Klaus tells the story of how Santa Claus really came to be. Where did he begin? What was he like when he was young? And what happens when he faces his greatest challenge? Drawing on Santa Claus' wilder roots in Viking lore and Siberian shamanism, taking in the creepier side of Christmas, and characters like the sinister Krampus, Klaus is Santa Claus: Year One.

I Am Error

Star Wars: Darth Vader by Charles Soule Omnibus

Hawkeye by Matt Fraction & David Aja Omnibus

From Monstrous to Dubious to Delicious, 195 Heroic Recipes to Restore Your Hearts!

Explore the Tour of Mont Blanc

The Book That Inspired the Hilarious Classic Film

*A beloved, bestselling classic of humorous and nostalgic Americana—the book that inspired the equally classic Yuletide film and the live musical on Fox. The holiday film A Christmas Story, first released in 1983, has become a bona fide Christmas perennial, gaining in stature and fame with each succeeding year. Its affectionate, wacky, and wryly realistic portrayal of an American family's typical Christmas joys and travails in small-town Depression-era Indiana has entered our imagination and our hearts with a force equal to It's a Wonderful Life and Miracle on 34th Street. This edition of A Christmas Story gathers together in one hilarious volume the gems of autobiographical humor that Jean Shepherd drew upon to create this enduring film. Here is young Ralphie Parker's shocking discovery that his decoder ring is really a device to promote Ovaltine; his mother and father's pitched battle over the fate of a lascivious leg lamp; the unleashed and unnerving savagery of Ralphie's duel in the show with the odious bullies Scut Farkas and Grover Dill; and, most crucially, Ralphie's unstoppable campaign to get Santa—or anyone else—to give him a Red Ryder carbine action 200-shot range model air rifle. Who cares that the whole adult world is telling him, “You'll shoot your eye out, kid”? The pieces that comprise A Christmas Story, previously published in the larger collections In God We Trust, All Others Pay Cash and Wanda Hickey's Night of Golden Memories, coalesce in a magical fashion to become an irresistible piece of Americana, quite the equal of the film in its ability to warm the heart and tickle the funny bone.*

*Lord Vader...rise! Picking up directly where Star Wars: Episode III Revenge of the Sith ends, follow Vader as he ascends to power as a Dark Lord of the Sith! Having lost everything dear to him and now more machine than man, Vader takes his first steps into a darker world -- beginning by eradicating the galaxy's remaining Jedi! But librarian Jocasta Nu is making a desperate effort to preserve the religion's legacy -- and the stirrings of a rebellion have begun in the Mon Cala system! To ensure the Emperor's grip on the galaxy is absolute, Vader must deal swiftly and brutally with any uprisings...but he has a goal of his own. And as darkness rises above Mustafar, scene of Vader's greatest defeat, will the man once called Anakin Skywalker realize his true destiny? COLLECTING: Darth Vader (2017) 1-25, Darth Vader Annual (2015) 2*

*An all-new Star Trek movie-era adventure featuring James T. Kirk! Investigating the massacre of a telepathic minority, Captain James T. Kirk and the crew of the U.S.S. Enterprise confront a terrifying new threat: faceless, armored hunters whose extradimensional technology makes them seemingly unstoppable. Kirk must team with the powerful telepath Miranda Jones and the enigmatic Medusans to take on these merciless killers in an epic battle that will reveal the true faces of both enemy and ally!*

*The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.*

*How books, movies, and music inspired the creator of Death Stranding and Metal Gear Solid*

*The Batman Files*

*A Christmas Story*

*Starfinder*

*My Recipes for Wellness and Healing, Inside and Out*

*Eat Better, Feel Better*

*Take a life-changing journey with a fashion insider through the neighborhoods of Paris—and become the most glamorous girl in town (without even trying). After spending much of her life mining the secrets of La Parisienne, Angie has discovered there are as many ways to be Parisian as there are arrondissements. Find out what Saint Germain women wear, where Canal Saint Martin girls shop and hang out with their friends, the décor tricks of the artistic ladies in Montmartre, and how to cook and entertain—as if you just rolled out of bed and onto the cobblestone streets of Le Marais... Featuring hundreds of stunning photographs and original fashion illustrations, as well as fabulous tips from celebrities, fashion designers, bloggers, chefs, and more!*

Scott Snyder's best-selling iconic Batman run gets collected in an omnibus format for the first time! Scott Snyder and Gregg Capullo's Batman stories - from Court of Owls to Zero Year - are presented together in this hard cover omnibus collection. Batman discovers a vast conspiracy with roots deep in the past of Gotham city. From the Court of Owls to the Joker, this collection covers a range of foes both old and new as readers follow Batman's adventures from the pen of Scott Snyder. Collects Batman #1-33

*On ConsolationFinding Solace in Dark TimesMetropolitan Books*

*Yippee-ki-yay . . . Discover the explosive story behind the creation of the Die Hard saga in this visually stunning, behind-the-scenes look at the adventures of detective John McClane. Thirty years after the release of the ground-breaking action film, Die Hard: The Ultimate Visual History takes an in-depth look at the entire Die Hard saga, from the original movie through to the hit sequels, comics, video games, and other extensions of hero John McClane's story. For the first time, Die Hard: The Ultimate Visual History tells the complete story of the making of Die Hard and its sequels, through exclusive interviews with the cast and crew of each film and a wealth of rare and unseen imagery, including set photography and concept art. Also exploring Die Hard comics, video games, and other merchandise, this book will tell the full story of the saga and its remarkable thirty-year legacy.*

*The Ultimate Unofficial Encyclopedia for Minecrafters*

*On Consolation*

*This Must Be the Place*

*Archie vs Predator 2 #2*

*Archie vs Predator 2 #2*

*Archie vs Predator 2 #2*

*Archie vs Predator 2 #2*

*Archie vs Predator 2 #2*

*The creator of one of the most innovative and best-selling video games of all time gives an unvarnished look into the process in this one-of-a-kind compilation. Before Prince of Persia was a best-selling video game franchise and a Disney movie, it was an Apple II computer game created and programmed by one person, Jordan Mechner. Mechner's candid and revealing journals from the time capture the journey from his parents’ basement to the forefront of the fast-growing 1980s video game industry... and the creative, technical, and personal struggles that brought the prince into being and ultimately into the homes of millions of people worldwide. Now, on the 30th anniversary of Prince of Persia’s release, Mechner looks back at the journals he kept from 1985 to 1993, offering new insights into the game that established him as a pioneer of cinematic storytelling in the industry. This beautifully illustrated and annotated collector’s edition includes: 300 pages of Jordan’s original journals, Present-day margin notations by Jordan adding explanation, context, and affectionate cartoons of real-life characters, Archival visuals illustrating the stages of the game’s creation, Work-in-progress sketches, rotoscoped animation, screen shots, interface design, memos, and more, A full-color 32-page "Legacy" section in which Jordan and fans share Prince of Persia memories from the past 30 years, including the Ubisoft games and Disney movie. The Making of Prince of Persia is both a tribute to a timeless classic, and an indelible look at the creative process that will resonate with retro-gaming fans, game developers, and writers, artists, and creators of all stripes. They are heroes and villains, Sith and Jedi, senators and scoundrels, mothers, mercenaries, artists, pilots. . . . The women of the Star Wars galaxy drive its stories and saga forward at every level. This beautifully illustrated, fully authorized book profiles 75 fascinating female characters from across films, fiction, comics, animation, and games. Featuring Leia Organa, Rey, Ahsoka Tano, Iden Versio, Jyn Erso, Rose Tico, Maz Kanata, and many more, each character is explored through key story beats, fresh insights, and behind-the-scenes details by author Amy Ratcliffe. Also showcasing more than 100 all-new illustrations by a dynamic range of female and non-binary artists, here is an inspiring celebration of the characters that help create a galaxy far, far away. • INCLUDING CHARACTERS FROM SOLO: A STAR WARS STORY AND STAR WARS: RESISTANCE •INCLUDES CHARACTERS VISUALIZED HERE FOR THE FIRST TIME Amy Ratcliffe is the managing editor of Nerdist and a contributor to StarWars.com, and has written for outlets such as Star Wars Insider and IGN. She's a host at Star Wars Celebration and cohosts the Lattes with Leia podcast. When she's not visiting a galaxy far, far away, she lives in Los Angeles, California. Contributing artists: • Alice X. Zhang • Amy Beth Christenson • Annie Stoll • Annie Wu • Christina Chung • Crissy Cheung • Eli Baumgartner • Elsa Charretier • Geneva Bowers • Jennifer Aberin Johnson • Jen Bartel • Jenny Parks • Karen Hallion • Little Corvus • Sara Alfaceeh • Sara Kipin • Sarah Wilkinson • Viv Tanner © & TM LUCASFILM LTD. Used Under Authorization.*

By the New York Times bestselling author of Hacks for Minecrafters! How many books can pull you away from the same old YouTube videos and get you excited about reading? You'll be surprised at how quickly you can learn hundreds of new tricks and tips! Want to know where you'll find the most diamonds or how to protect your villagers at night? This A-Z reference is a quick guide to all the tips you want to know, including: How to spawn and kill the Wither boss How to rescue a baby zombie villager How to make a portal without a diamond pickaxe How to make a secret passageway using paintings This is the greatest, unparalleled guide especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga and games like Terraria and Pokemon GO, ideal for both the young newcomer and the seasoned player. From abandoned mineshafts to mini-games, mods, and zombie sieges, The Ultimate Unofficial Encyclopedia for Minecrafters reveals expert tricks of the trade for gamers. This exciting book will cover everything players need to know about mining, farming, building, villagers, the Nether, and more! A big book of players’ hacks for Minecrafters organized in an easy-to-reference encyclopedia format, this book will show readers the ins and outs of the game, how to survive and thrive, and various mods that can improve play. The book is illustrated with screenshots throughout, making it easy for new and experienced Minecrafters to build, fight, protect, and survive in their creative worlds.

THE MAN OF STEEL AGAINST THE DARK KNIGHT! Superman and Batman are usually allies, but when they do have to go toe-to-toe, it’s the ultimate battle of brains versus brawn! Can an ordinary man take down an opponent with the power of a god? Can even superpowers prevail against a tactical genius who is never less than ten steps ahead? From all-star comic talents Frank Miller, Geoff Johns, Jim Lee, Jeph Loeb, Scott Snyder, Greg Capullo and more, these stories tackle the oldest fan debate in comics: Who would win–Superman or Batman? Collects stories from JUSTICE LEAGUE #2, BATMAN #612, SUPERMAN/BATMAN #78, BATMAN #35-36, BATMAN: THE DARK NIGHT RETURNS #4 and MAN OF STEEL #4.

The Ultimate RV Logbook

The Art of Destiny

Love Journal

Dispatches & Food from the Home Front

Booksmart

Shop, Dine & Live...Parisian Style

*“A dizzying, intimate romance.” —Kirkus Reviews (starred review) “Funny, tender, and romantic.” —Publishers Weekly (starred review) The Hating Game meets Nick and Norah’s Infinite Playlist by way of Morgan Matson in this unforgettable romantic comedy about two rival overachievers whose relationship completely transforms over the course of twenty-four hours. Today, she hates him. It’s the last day of senior year. Rowan Roth and Neil McNair have been bitter rivals for all of high school, clashing on test scores, student council elections, and even gym class pull-up contests. While Rowan, who secretly wants to write romance novels, is anxious about the future, she’d love to beat her infuriating nemesis one last time. Tonight, she puts up with him. When Neil is named valedictorian, Rowan has only one chance at victory: Howl, a senior class game that takes them all over Seattle, a farewell tour of the city she loves. But after learning a group of seniors is out to get them, she and Neil reluctantly decide to team up until they’re the last players left—and then they’ll destroy each other. As Rowan spends more time with Neil, she realizes he’s much more than the awkward linguistics nerd she’s sparred with for the past four years. And, perhaps, this boy she claims to despise might actually be the boy of her dreams. Tomorrow...maybe she’s already fallen for him.*

*Timely and profound philosophical meditations on how great figures in history, literature, music, and art searched for solace while facing tragedies and crises, from the internationally renowned historian of ideas and Booker Prize finalist Michael Ignatieff When we lose someone we love, when we suffer loss or defeat, when catastrophe strikes—war, famine, pandemic—we go in search of consolation. Once the province of priests and philosophers, the language of consolation has largely vanished from our modern vocabulary, and the places where it was offered, houses of religion, are often empty. Rejecting the solace of ancient religious texts, humanity since the sixteenth century has increasingly placed its faith in science, ideology, and the therapeutic. How do we console each other and ourselves in an age of unbelief? In a series of lapidary meditations on writers, artists, musicians, and their works—from the books of Job and Psalms to Albert Camus, Anna Akhmatova, and Primo Levi—esteemed writer and historian Michael Ignatieff shows how men and women in extremity have looked to each other across time to recover hope and resilience. Recreating the moments when great figures found the courage to confront their fate and the determination to continue unafraid, On Consolation takes those stories into the present, movingly contending that we can revive these traditions of consolation to meet the anguish and uncertainties of our precarious twenty-first century.*

*Learn the ways of the world through the wisdom of Street Fighter x Hello Kitty and Friends. Life is not a video game. But don’t you sometimes wish it was? The characters of Street Fighter, with the help of Hello Kitty and Friends, have lived through countless battles and learned many life lessons along the way. Now you can learn how to live like a warrior too! Reads L to R (Western Style) for all ages.*

*#1 NEW YORK TIMES BESTSELLER • Giada De Laurentiis shares how her unique approach to wellness completely transformed her relationship with food—featuring 100 recipes to boost gut health and immunity and nourish your mind, body, and spirit. This book is the culmination of a ten-year journey. . . . I’ve made a conscious effort to take control of my health because it had finally become impossible to ignore the fact that the choices (or lack thereof ) I’d been making for the past twenty years just weren’t working for me anymore. In Giada’s most personal book yet, she gives you an inside look at her path to wellness and how she maintains a balanced life. Giada walks you through how to select food that can actually make you feel better and curate a personalized wellness routine to support a healthy mind and body. She shows you her own process of reconfiguring her diet to control inflammation—and how you can use the same steps to turn your life around. Giada also includes information on how to use complementary wellness tactics like intermittent fasting, meditation, and other self-care routines to optimize your well-being. Giada devotes an entire chapter to her 3-day reboot—which she follows several times a year—and offers more than two dozen dairy-free, sugar-free, and gluten-free recipes to accompany the plan, as well as a 21-day menu outline that makes good, healthy cooking easy to implement at home. Even though it’s so much more than a cookbook, Eat Better, Feel Better also offers 100 new recipes. ?from Italian-influenced ones like Fusilli with Chicken and Broccoli Rabe and Pan-Roasted Pork Chops with Cherry and Red Wine Sauce to her everyday healthy favorites including Quinoa Pancakes; Sheet Pan Parmesan Shrimp and Veggies; Roasted Cauliflower and Baby Kale Salad; and Chocolate and Orange Brown Rice Treats. Eat Better, Feel Better is the perfect jumpstart to wellness.*

*Magic for the Resistance*

*Krampus*

*The Nintendo Family Computer / Entertainment System Platform*

*Bright Lights Paris*

*Klaus*

*Rituals and Spells for Change*

From the author of the Spell to Bind Donald Trump and All Those Who Abet Him–the spell that became a social media phenomenon viewed by millions of people–this book provides spells, rituals, and fascinating historical examples designed to help you put your magical will to work to make the world a better place today. These magical workings for social justice can be used by activists of any spiritual or religious background. With ideas for altars, meditations, community organizing, self-care, and more, Magic for the Resistance offers a toolkit for magical people or first-time spellcasters who want to manifest equality and peace. If you’ve ever felt disillusioned or burned out because of the slow progress of social change, this magical work can nurture and support you, sharpening your focus and resolve for a more sustained, long-term activism. In addition to influencing the outside world, these rituals bring you in closer alignment with your higher spiritual consciousness–because transforming your society begins with transforming yourself. Includes spells for: Racial justice Women’s rights LGBTQ rights Antifascism Environmentalism Immigration Refugee support Nonviolence Praise: "Vote. Organize. March. Protest. Boycott. Resist.

Be an activist for your beliefs. Then put your magic where your mouth is! You might want to start by reading Magic for the Resistance."–Lon Milo DuQuette

Rachael Ray presents 125+ recipes straight from her home kitchen in upstate New York, with personal stories on loss, gratitude, and the special memories that make a house a home. "I wanted to write this book because for the first time in my fifty-two years, everyone on the planet was going through the same thing at the same time. We were all feeling the same fear, heartsickness, worry, and sadness, but due to the nature of the virus, it was hard to connect. I connect through cooking, and I noticed that’s what many others were doing as well. We took to the kitchen to share something of ourselves—and cooking became the discipline, diversion, and devotion that got us through." You may think you know Rachael Ray after decades of TV appearances and dozens of books, but 2020 changed us all and it changed her, too—her life and her direction. During the early months of the pandemic in upstate New York, far away from her New York City television studio, Rachael Ray and her husband, John, went to work in their home kitchen hosting the only cooking show on broadcast TV. At her kitchen counter, with the help of her iPhone cameraman (John), Rachael produced more than 125 meals—everything from humble dishes composed of simple pantry items (One-Pot Chickpea Pasta or Stupid Good, Silly Easy Sausage Tray Bake) to more complex recipes that satisfy a craving or celebrate a moment (Porcini and Greens Risotto or Moroccan Chicken Tagine). This Must Be the Place captures the words, recipes, and images that will forever shape this time for Rachael and her family, offering readers inspiration to rethink and rebuild what home means to them now.

Matt Fraction and David Aja’s complete, acclaimed run in a single sharpshooting volume! Clint Barton continues his fight for justice -- and good rooftop BBQs! With Young Avenger Kate Bishop by his side, he's out to get some downtime from being one of Earth's Mightiest Heroes -- but when the apartment building he's moved into, and the neighbors he's befriended, are threatened by a tracksuit-wearing, dog-abusing gang of Eastern European mobsters who say "bro" an awful lot, Clint must stand up and defend his new adopted family...any way he can. It's Hawkgy, Katie-Kate, Pizza Dog and friends against the Clown, Madame Masque, the Tracksuit Draculas and more in a fantastic, Eisner Award-winning reinvention of the arrowed Avenger! Bro, you read this book. Okay, bro? COLLECTING: Hawkeye (2012) 1-22, Hawkeye (2013) Annual 1, Young Avengers Presents (2008) 6

Meet the Krampus, yuletide terror and punisher of wicked children. Long imprisoned for his outdated methods, the holiday horror suddenly finds himself freed and tasked with a mission: recover the stolen power of the Secret Society of Santa Clauses! With his flying wolf Stutgaard, the Krampus crosses the globe, encountering various figures of winter lore and uncovering a sinister scheme to topple the Santas and change Christmas as we know it forever. Collects KRAMPUS! #1-5 and extras, including all-new material.

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Second Quest

Batman vs. Superman: The Greatest Battles

The Best Rver Travel Logbook for Logging RV Campsites and Campgrounds to Reference Later. an Amazing Tool for Rving, Especially for Fulltime Rvers.

The Robert Louis Stevenson Trail

Hundreds of Real-World Lessons for Success and Happiness

**The colors are drained and the shadows come alive in this stark take on a dark classic! Presented in its original pencils and ink artwork by industry legend Jim Lee, BATMAN NOIR: HUSH highlights the grim, gritty atmosphere of Batman and Gotham City, and pits the Dark Knight against a city overrun with its legendary villains. As the likes of the Joker, Killer Croc, Poison Ivy and more throw Batman’s life into chaos, little do they know they have become pawns to the enigmatic Hush in an elaborate game of revenge against Bruce Wayne. This truly unforgettable story by two of comics’ top talents, writer Jeph Loeb (BATMAN: THE LONG HALLOWEEN, SUPERMAN/BATMAN) and artist Jim Lee (JUSTICE LEAGUE: ORIGINS, SUPERMAN UNCHAINED), presents the Caped Crusader’s most personal case yet in stark black and white! Collects BATMAN #609-619 in black and white.**

**Rollicking campus adventures for the world’s greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it’s up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven’s campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven**

**The ultimate log book for RVers who want to keep great records of where they’ve been! Record campground information like: Hookups available Bathhouse conditions Amenities Road Conditions Campsite conditions Management/Staff Info Booking/Cancellation Notes Local Area Notes Sightseeing Notes and A LOT more! There’s even extra space to add your own notes for each site! Great for RVing in: Class A Motorhomes Class C Motorhomes Travel Trailer RV 5th Wheel RV Class B Motorhome Custom Vans This book is an amazing tool for your travel adventures. We, as full-time RVers ourselves, wanted to produce something that would actually be useful for other RV travelers. Our goal was to create a place where you can record all of the great (and sometimes not so great) notes & impressions of your camping spots as you wander about in your RV. We made this book a place to store information but also easily find those notes again later, so we incorporated an easy-to-use referencing system, organized by U.S. state (or you can fill in your own regions). This way, when you need to look back on your notes from two, three, or even 20 years later, you will be able to quickly find them. Here’s how to use this book: Log Your Stays: Turn to the first log and start writing! Use our prompted notes and checkoffs to record basic information and then also add your own notes as a refresher for your memory later. We didn’t make space for every possible scenario (there are so many!) So, use the extra space to write down anything you think you might want to know later. For instance, you may note more things like low/high water pressure, road noise, or management/staff names & notes. Did you spend way too much on laundry here? Make a note of it! Did you see a sasquatch walk casually through your campground on Friday night? Make a note of it! And share the picture! You did get one, right? Our Referencing System: It’s so simple! Let’s begin with the Site Logs. Each Site Log has a number in the corner. When you log a campsite, take a second to record that site’s Log Number in the back of the book in its reference section. Most reference sections are simply a state. However, some states are larger (and more popular) than others, so we broke them down into smaller regions for even quicker reference. For instance, we’ve broken Texas down to 5 regions: North, West, Central, Gulf Coast & Panhandle. Maintenance Logs: In the back of the book, there are pages dedicated for recording RV maintenance. Just record the date, service performed, mileage, and any other notes there so you have that information later. Praise for The Ultimate RV Logbook: "In the past, I tried to keep track of campground details using our Google Calendar...but, we’ve gotten really bad about recording the details. What I really needed was this." ">Let’s Travel Family RV Travel Blog "We were keeping similar notes in a blank notebook, but our entries were always inconsistent and we always forgot to note something. With "The Ultimate RV Logbook" we will be able to keep consistent records in neat and organized fashion." - Exploring The Local Life, RV Travel Blog**

The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame *Zelda II: The Adventure of Link*, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic mesage was a programming flaw, but it was actually a clumsy Japanese-English translation of “My Name is Error,” a benign programmer’s joke. In *I AM ERROR* Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo’s translation challenges were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo’s first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the “translation” problems faced while adapting the Famicom for the U.S. videogame market as the redesigned Entertainment System; Nintendo’s breakthrough console title *Super Mario Bros.* and its remarkable software innovations; the introduction of Nintendo’s short-lived proprietary disk format and the design repercussions on *The Legend of Zelda*; Nintendo’s efforts to extend their console’s lifespan through cartridge augmentations; the Famicom’s Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled.

**D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)**

**D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit**

**Journals 1985 - 1993**

**Batman by Scott Snyder & Greg Capullo Omnibus**

**The Making of Prince of Persia**

**Die Hard: the Ultimate Visual History**

*Unearthed from the depths of the Batcave by Mathew K. Manning, The Batman Files begins with Wayne’s childhood drawings and continues along a time line of significant events in Batman’s life. Complete and authentic in every way possible, all of Batman’s friends and foes—from Poison Ivy, Catwoman, the Riddler, and Penguin, to the Joker, Batgirl, Mr. Freeze, and of course, Robin—appear throughout the dossier to provide a framework of the Caped Crusader’s entire career. Completely outlining Batman’s war on crime, The Batman Files includes in-depth computer files, news articles, crime scene photos, blueprints, schematics, and actual maps of Gotham City that were collected, and in many cases even drawn, by the Caped Crusader himself. High production values include black matte gilding, as well as a high-tech fabric cover--complete with a metallic Batman emblem to secure the secret contents within. Each detail of Batman’s life is carefully and faithfully detailed with the involvement of DC Comics inside The Batman Files--destined to be the must-have gift for every avid Batman fan and collector.*

*What are life’s most important lessons? It’s time to get booksmart! Frank Sonnenberg, one of America’s “Top Thought Leaders” and influential small-business experts, reveals his best strategies for unleashing your full potential and achieving success and happiness in life. Sonnenberg provides practical, rock-solid advice that will help you strengthen relationships, achieve life balance, boost your career, improve your mental health, grow a business, develop a sound reputation, navigate tough times, and lead a more productive and meaningful life. This is what readers are saying: "Buy it; read it; live it. Then you'll want to give copies to those you really care about. I guarantee you won't regret it." BOB VANOUREK Award-winning author and five-times corporate CEO "If you buy only one book this year, get BOOKSMART. It simplifies the complicated, and it gives meaningful answers to our questions about success and happiness." LOLLY DASKAL Founder and President, Lead From Within "One of The Most Inspiring Women in the World!" The Huffington Post "As a professional book reviewer for various eminent international journals, I read thousands of books. This is definitely one of the most inspiring! I strongly recommend it." PROFESSOR M.S. RAO, PhD Father of “Soft Leadership” and the author of 30 books*

*Batman by Scott Snyder and Greg Capullo Omnibus Vol. 2*