

Bestiary 1 Columbia Games

This abundantly illustrated book is an illuminating exploration of the impact of medieval imagery on three hundred years of visual culture. From the soaring castles of Sleeping Beauty to the bloody battles of Game of Thrones, from Middle-earth in The Lord of the Rings to mythical beasts in Dungeons & Dragons, and from Medieval Times to the Renaissance Faire, the Middle Ages have inspired artists, playwrights, filmmakers, gamers, and writers for centuries. Indeed, no other historical era has captured the imaginations of so many creators. This volume aims to uncover the many reasons why the Middle Ages have proven so flexible—and applicable—to a variety of modern moments from the eighteenth through the twenty-first century. These “medieval” worlds are often the perfect ground for exploring contemporary cultural concerns and anxieties, saying much more about the time and place in which they were created than they do about the actual conditions of the medieval period. With over 140 color illustrations, from sources ranging from thirteenth-century illuminated manuscripts to contemporary films and video games, and a preface by Game of Thrones costume designer Michele Clapton, The Fantasy of the Middle Ages will surprise and delight both enthusiasts and scholars. This title is published to accompany an exhibition at the J. Paul Getty Museum at the Getty Center from June 21–September 11, 2022.

The gorgeously illustrated contemporary edition of an ancient Chinese text—for fans of fantastic beasts everywhere Fantastic Creatures of the Mountains and Seas is a new translation for contemporary readers of a classic Chinese text that is at once the geography of an ancient world, a bestiary of mythical creatures, and a book of cultural and medicinal lore. Illustrated throughout with more than 180 two-color drawings that are so sinuous they move on the page, it is a work for lovers of fantasy and mythology, ancient knowledge, fabulous beasts, and inspired art. The beings catalogued within these pages come from the regions of the known world, from the mountains and seas, the Great Wastelands, and the Lands Within the Seas that became China. They include spirits and deities and all sorts of strange creatures—dragons and phoenixes, hybrid beasts, some hideous or with a call like wood splitting, or that portend drought or flood or bounty; others whose flesh cures disease or fend off nightmares, or whose pelt guarantees many progeny. Drawn from The Classic of Mountains and Seas, Fantastic Creatures is the work of two members of China’s millennial generation, a young scholar and writer once known as the youngest “Genius of Chinese Cultural Studies” and an inspired illustrator trained in China and the United States, who together managed to communicate with the soul of a 4,000-year-old beast and have brought forth its strange beauty. Their work has been rendered into English by the foremost translator of modern Chinese literature in the West.

What if lactating snakes gestated inside fetuses? What if factory-farmed pigs were bred as giant, insentient cubes? What if the human spine generated methamphetamine capsules? These single page sequential images illustrate these and many other marvelous, hideous, enigmatic physiological mysteries. Each comics sequence is stitched together (pun intended) by a narrative thread that forms a strange and mesmerizing voyage through the body.

Written in the fearless voice of Detective Alex Cross, Alex Cross’s Trial is a #1 New York Times bestseller of murder, love, and above all, bravery. From his grandmother, Alex Cross has heard the story of his great uncle Abraham and his struggles for survival in the era of the Ku Klux Klan. Now, Alex passes the family tale along to his own children in a novel he’s written—a novel called Trial. As a lawyer in turn-of-the-century Washington D.C., Ben Corbett represents the toughest cases. Fighting against oppression and racism, he risks his family and his life in the process. When President Roosevelt asks Ben to return to his home town to investigate rumors of the resurgence of the Ku Klux Klan there, he cannot refuse. When he arrives in Eudora, Mississippi, Ben meets the wise Abraham Cross and his beautiful granddaughter, Moody. Ben enlists their help, and the two Crosses introduce him to the hidden side of the idyllic Southern town. Lynchings have become commonplace and residents of the town’s black quarter live in constant fear. Ben aims to break the reign of terror—but the truth of who is really behind it could break his heart. Written in the fearless voice of Detective Alex Cross, Alex Cross’s Trial is a gripping story of courage in the face of prejudice and terror.

Millennial Monsters

Ashes If Middenheim

The Expanded Social Scientist’s Bestiary

Bear Markets and Beyond

Becoming Animal Beyond Docile and Brutal

BattlePlan Magazine

The Illustrated World of Tolkien

BattlePlan Magazine’sIssue 1Past Into Print Publishing

In the past decade, our rapidly changing world faced terrorism, global epidemics, economic and social strife, new communication technologies, immigration, and climate change to name a few. These fears and tensions reflect an evermore-interconnected global environment where increased mobility of people, technologies, and disease have produced great social, political, and economical uncertainty. The essays in this collection examine how monstrosity has been used to manage these rising fears and tensions. Analyzing popular films and television shows, such as True Blood, Twilight, Paranormal Activity, District 9, Battlestar Galactica, and Avatar, it argues that monstrous narratives of the past decade have become omnipresent specifically because they represent collective social anxieties over resisting and embracing change in the 21st century. The first comprehensive text that uses monstrosity not just as a metaphor for change, but rather a necessary condition through which change is lived and experienced in the 21st century, this approach introduces a different perspective toward the study of monstrosity in culture.

A comprehensive reference guide to the history, creatures, races, flora, and fauna of J. R. R. Tolkien’s imaginary worlds features more than a hundred black-and-white drawings and thirty-six full-color paintings by eleven of Europe’s best fantasy artists. Readers will meet the fascinating main characters featured in many myths and legends. Award-winning children’s book author and former U.S. Children’s Poet Laureate J. Patrick Lewis not only examines creatures of popular legends such as mummies, werewolves, and zombies, but he also introduces lesser-known-but-just-as-menacing monsters such as the Roc and the giant called King Tiam. Includes origins of the Frankenstein story as well as creatures such as the Loch Ness Monster, Baba Yaga, and the Phoenix. Monster, mystery, and fantasy fans of all ages will enjoy this alphabetical tribute.

Against the Darkmaster Core Rules

Paths of the Damned

Calabi-Yau Manifolds a Bestiary for Physicists

Araka-kalai

A Guide to Fabled Threats To, and Defenses Of, Naturalistic Social Science

A CHINESE CLASSIC

Silent Hill: The Engine, the second of the two inaugural studies in the Landmark Video Games series from series editors Mark J. P. Wolf and Bernard Perron, is both a close analysis of the first three Silent Hill games and a general look at the whole series. Silent Hill, with its first title released in 1999, is one of the most influential of the horror video game series. Perron situates the games within the survival horror genre, both by looking at the history of the genre and by comparing Silent Hill with such important forerunners as Alone in the Dark and Resident Evil. Taking a transmedia approach and underlining the designer’s cinematic and literary influences, he uses the narrative structure, the game mechanics, and the fiction, artifact, and gameplay emotions elicited by the games to explore the specific fears survival horror games are designed to provoke and how the experience as a whole has made the Silent Hill series one of the major landmarks of video game history.

A wolf’s howl is felt in the body. Frightening and compelling, incomprehensible or entirely knowable, it is a sound that may be heard as threat or invitation but leaves no listener unaffected. Toothsome fiends, interfering pests, or creatures wild and free, wolves have been at the heart of Canada’s national story since long before Confederation. Villain, Vermin, Icon, Kin contends that the role in which wolves have been cast ∫ monster or hero ∫ has changed dramatically through time. Exploring the social history of wolves in Canada, Stephanie Rutherford weaves an innovative tapestry from the varied threads of historical and contemporary texts, ideas, and practices in human-wolf relations, from provincial bounties to Farley Mowat’s iconic Never Cry Wolf. These examples reveal that Canada was made, in part, through relationships with nonhuman animals. Wolves have always captured the human imagination. In sketching out the connections people have had with wolves at different times, Villain, Vermin, Icon, Kin offers a model for more ethical ways of interacting with animals in the face of a global biodiversity crisis.

An anthology of seventeen mystery-themed adventures for the world’s greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to pursue its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries (∫each one a doorway to adventure. Dare you cross that threshold? - 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep - Easy to run as stand-alone mini adventures or to drop into your home campaign - Adventures span play from levels 1 to 16 - Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it - Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for chadlers of levels ∫16. Each adventure can be run as a one-shot game, plugged into a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into a variety of existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

WINNER (SHORT BUSINESS BOOK OF THE YEAR)! ∫ THE BUSINESS BOOK AWARDS 2021 Unicorns, narwhals, yaks, cows and civets - what have all these creatures got to do with your hard-earned cash? Well, far more than you would think at first glance. They are all beasts that appear in the global economic ecosystem. They pop up as warnings, messages, signals and useful analogies in order to help us navigate what can sometimes be a confusing, closed-off world. In this book, BBC journalists Dtruti Shah and Dominic Bailey guide you through the confusing world of business jargon with a bold, graphic bestiary. As well as more familiar terms such as piggy bank, loan sharks and rat race, there are alligator spreads - which occur when an investor will never be able to make a profit on their transactions, or a lobster trap, which is a type of strategy a company will deploy in order to prevent a hostile takeover. There is even the memorable concept of ‘vampire squid’ given to Goldman Sachs.

Wolves and the Making of Canada

Animation ∫ Process, Cognition and Actuality

Medieval Bodies: Life and Death in the Middle Ages

1973: January-June

Fantastic Creatures of the Mountains and Seas

A Fantastic Creatures Alphabet

FLAMES OF FREEDOM Grim & Perilous RPG

Nietzsche’s use of metaphor has been widely noted but rarely focused to explore specific images in great detail. A Nietzschean Bestiary gathers essays devoted to the most notorious and celebrated beasts in Nietzsche’s work. The essays illustrate Nietzsche’s ample use of animal imagery, and link it to the dual philosophical purposes of recovering and revivifying human animality, which plays a significant role in his call for de-deifying nature. Visit our website for sample chapters!

From the author’s preface: “New manifolds are being created every moment, joining the menagerie . . . Our task therefore becomes taxonomy in part, guiding the interested reader through the web of known Calabi-Yau manifolds and preparing the more adventurous reader for a voyage into the jungle with many more beasts to be discovered.” The focus is on techniques and methods which will have long-lasting application. Acidic paper. Annotation copyrighted by Book News, Inc., Portland, OR

Follows the evolution of monsters throughout time from Behemoth and Leviathan to the post-human cyborgs of tomorrow, in order to understand the mysterious territory outside of rational thought.

From yaks and vultures to whales and platypuses, animals have played central roles in the history of British imperial work. The contributors to Animalia analyze twenty-six animals—domestic, feral, predatory, and mythical—whose relationship to imperial authorities and settler colonists reveals how the presumed racial supremacy of Europeans underwrote the history of Western imperialism. Victorian imperial authorities, adventurers, and colonists used animals as companions, military transportation, agricultural laborers, food sources, and status symbols. They also overhunted and destroyed ecosystems, laying the groundwork for what has come to be known as climate change. At the same time, animals such as lions, tigers, and mosquitoes interfered in the empire’s race, gendered, and political aspirations by challenging the imperial project’s sense of inevitability. Unconventional and innovative in form and approach, Animalia invites new ways to consider the consequences of imperial power by demonstrating how the politics of empire—in its racial, gendered, and sexualized forms—played out in mysterious relations across jurisdictions under British imperial control. Contributors. Neel Ahuja, Tony Ballantyne, Antoinette Burton, Utathya Chattopadhyaya, Jonathan Goldberg-Hiller, Peter Hansen, Isabel Hofmeyr, Anna Jacobs, Daniel Heath Justice, Dane Kennedy, Jaqieet Lally, Krista Maglen, Amy E. Martin, Renisa Mawani, Heidi J. Nast, Michael A. Osborne, Harriet Ritvo, George Robb, Jonathan Saha, and Sandra Swart, Angela Thompson

Muslims in the Western Imagination

M is for Monster

The Terror Engine

Alex Cross’s TRIAL

Issue 1

Japanese Toys and the Global Imagination

Powered by Zweihander RPG

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical table-top playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski’s The Witcher, George R.R. Martin’s Game of Thrones, Glen Cook’s Black Company, Myke Cole’s The Armored Saint, Robert E. Howard’s Solomon Kane, Scott Lynch’s Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that’s left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

The (Expanded) Social Scientist’s Bestiary addresses a number of important theoretical and philosophical issues in the social sciences from the perspective of contemporary philosophy of science. This expanded and revised edition contains four new chapters tackling such contemporary beasts as Popperian rules, narrative research, and various forms of constructivism. The chapters presented in this volume are, as far as possible, self-contained so that each chapter can be consulted without the necessity of having read the others, thus making this volume an invaluable guide for faculty members and graduate students in the whole of the social sciences and related applied fields. The ashes still cool and the wounds still heal after the onslaught of Archaon and the forces of Chaos Undivided-but Middenheim still stands! Perched atop the massive height of the Ulric’sberg, the defenders of the Empire threw back the Chaos hordes.

Monster in the Closet is a history of the horrors film that explores the genre’s relationship to the social and cultural history of homosexuality in America. Drawing on a wide variety of films and primary source materials including censorship files, critical reviews, promotional materials, fanzines, men’s magazines, and popular news weeklies, the book examines the historical figure of the movie monster in relation to various medical, psychological, religious and social models of homosexuality. While recent work within gay and lesbian studies has explored how the genetic tropes of the horror film intersect with popular culture’s understanding of queerness, this is the first book to examine how the concept of the monster queer has evolved from era to era. From the gay and lesbian sensibilities encoded into the form and content of the classical Hollywood horror film, to recent films which play upon AIDS-related fears. Monster in the Closet examines how the horror film started and continues, to demonize (or quite literally “monsterize”) queer sexuality, and what the pleasures and “costs” of such representations might be both for individual spectators and culture at large.

Dragon’s Lair and the Fantasy of Interactivity

The Third Son

A bestiary of business terms

Pierre de Beauvais’ Bestiary

Visisectionary

An Unnatural History of Our Worst Fears

Storytelling in Video Games

With wit, wisdom, and a sharp scalpel, Jack Hartnell dissects the medieval body and offers a remedy to our preconceptions. Just like us, medieval men and women worried about growing old, got blisters and indigestion, fell in love, and had children. And yet their lives were full of miraculous and richly metaphorical experiences radically different from our own, unfolding in a world where deadly wounds might be healed overnight by divine intervention, or where the heart of a king, plucked from his corpse, could be held aloft as a powerful symbol of political rule. In this richly illustrated and unusual history, Jack Hartnell uncovers the fascinating ways in which people thought about, explored, and experienced their physical selves in the Middle Ages, from Constantinople to Cairo and Canterbury. Unfolding like a medieval pageant, and filled with saints, soldiers, caliphs, queens, monks and monstrous beasts, this book throws light on the medieval body from head to toe—revealing the surprisingly sophisticated medical knowledge of the time. Bringing together medicine, art, music, politics, philosophy, religion, and social history, Hartnell’s work is an excellent guide to what life was really like for the men and women who lived and died in the Middle Ages. Perfumed and decorated with gold, fetishized or tortured, powerful even beyond death, these medieval bodies are not passive and buried away; they can still teach us what it means to be human. Some images in this ebook are not displayed due to permissions issues.

This book revives a neglected video game classic through a critical examination of its design, its makers, its recording medium, and its imagery. The investigation of these facets reveals a game shaped by the demands of its context and is instructive for contemporary debates in media studies.

The Loch Ness Monster, bigfoot and the yeti have long held a fascination for people the world over. Debates about their actual existence or what they might really be have continued for decades, if not centuries. Known also as cryptids, they have spawned a body of research known as cryptozoology. This entertaining book looks at the evidence of these mysterious monsters and others and explores what they might really be (if they exist at all), why they have been represented as they have and the development of cryptozoology and how it has collected data to discover more about these unknown creatures.

Beginning with the structural features of design and play, this book explores video games as both compelling examples of story-telling and important cultural artifacts. The author analyzes fundamentals like immersion, world building and player agency and their role in crafting narratives in the Mass Effect series, BioShock, The Last of Us, Fallout 4 and many more. The text-focused “visual novel” genre is discussed as a form of interactive fiction.

A Nietzschean Bestiary

Canadian Books in Print. Author and Title Index

Villain, Vermin, Icon, Kin

Hunting Monsters

The Columbia Granger’s Index to Poetry in Anthologies

A Reader

Monster Culture in the 21st Century

Tolkien’s works have inspired artists for generations and have given rise to myriad interpretations of the rich and magical worlds he created. The Illustrated World of Tolkien gathers together artworks and essays from expert illustrators, painters and etchers, and fascinating and scholarly writing from renowned Tolkien expert David Day, and is an exquisite reference guide for any fan of Tolkien’s work, Tolkien’s world and the imaginative brilliance his vision inspired.

A red fox stands poised at the edge of a woodchuck den, his ears perked for danger as two pudgy fox cubs frolic nearby. A mother black bear and her cubs hibernate beneath a felled tree. A barred owl snags a hapless cottontail from a meadow with its precise talons. In The Quarry Fox and Other Tales of the Wild Catskills, Leslie T. Sharpe trains her keen eye and narrative gifts on these and other New York wildlife through her tales of close observations as a naturalist living in the Great Western Catskills. The Quarry Fox is the first in-depth study of Catskill wildlife since John Burroughs invented the genre of nature-writing, in which Sharpe weaves her experiences with the seasons, plants, and creatures with the natural history of each organism, revealing their sensitivity to and resilience against the splendor and cruelty of Nature.Sharpe’s frank, scientific observations join with her deeply felt connection to these creatures to instill in readers an appreciation of the undaunted and variegated beauty of the Catskills and camaraderie with its animals. From contemplating the importance of milkweed for monarchs to lay their eggs to reveling in the first steps of a wobbly fawn, The Quarry Fox is a celebration of the natural world and our place in it.

Battleplan was an ambitious magazine devoted to providing variants, scenarios, and articles on game strategy for wargaming products by a variety of publishers. Published between 1987 and 1989, the magazine had a great deal of content to appeal to war gamers, including articles and materials for Ambush!, Squad Leader, Advanced Squad Leader, Up Front, and many other games. The periodical lasted nine issues, before it was folded into the Wargamer, Volume 2 periodical. In this inaugural issue, published in March/April 1987, the contents include: Letter from the Editor Squad Leader Scenarios - "One if by Air, Two if by Sea" and "Blunting the Spearhead" Solitaire Up Front - Flamethrower Defense Scenario Overlord 1943 - Variant for AH Fortress Europa (Includes countersheet insert) Battle for Leyte - Scenario for SSG Carriers at War A House Restored - Rules variants for GDW A House Divided (part 1 of 3) The Russian Campaign - Political variants for AH Russian Campaign (includes countersheet insert) Holding the Line - Scenario for Task Force’s Armor at Kursk Field Marshal - Variant situation cards and weather effects for Jedko Games Field Marshal by John Edwards (Includes card inserts) Combat Cards II - Escalation variant for Yaquinto WWII card game Warlords of the World - Tournament scenario context for Panther game Warlords Quick and Dirty Variants - Collection of variants for World in Flames, Third Reich, and Operation Konrad Solo Wargames Gamer’s Guide Classified Ads Writer’s Guidelines Inserts: Fortress Europa Variant “Overlord ‘43” Countersheet, Russian Campaign II Variant Counters, Field Marshal Variant Situation Cards, Charles Roberts and H.G. Wells Award Ballot, “One if by Air, Two if by Sea” and “Blunting the Spearhead” Squad Leader Scenarios.

A Choice 2015 Outstanding Academic Title Throughout history, Muslim men have been depicted as monsters. The portrayal of humans as monsters helps a society delineate who belongs and who, or what, is excluded. Even when symbolic, as in post-9/11 zombie films, Muslim monsters still function to define Muslims as non-human entities. These are not depictions of Muslim men as malevolent human characters, but rather as creatures that occupy the imagination -- non-humans that exhibit their wickedness outwardly on the skin. They populate medieval tales, Renaissance paintings, Shakespearean dramas, Gothic horror novels, and Hollywood films. Through an exhaustive survey of medieval, early modern, and contemporary literature, art, and cinema, Muslims in the Western Imagination examines the dehumanizing ways in which Muslim men have been constructed and represented as monsters, and the impact such representations have on perceptions of Muslims today. The study is the first to present a genealogy of these creatures, from the demons and giants of the Middle Ages to the hunchbacks with filed teeth that are featured in the 2007 film 300, arguing that constructions of Muslim monsters constitute a recurring theme, first formulated in medieval Christian thought. Sophia Rose Arjana shows how Muslim monsters are often related to Jewish monsters, and more broadly to Christian anti-Semitism and anxieties surrounding African and other foreign bodies, which involves both religious bigotry and fears surrounding bodily difference. Arjana argues persuasively that these dehumanizing constructions are deeply embedded in Western consciousness, existing today as internalized beliefs and practices that contribute to the culture of violence--both rhetorical and physical--against Muslims.

An Epic Journey through Imaginary Medieval Worlds

The Fantasy of the Middle Ages

Catalog of Copyright Entries. Third Series

Homosexuality and the Horror Film

The Art of the Digital Narrative

On Monsters

Revised Core Rulebook

Mongoose stirred the roleplaying community when, in 2006, it announced the return of RuneQuest - one of the most loved and respected game systems of all time. That new edition introduced several changes to the basic system and brought RuneQuest to a new and wider community of gamers. Now, in 2009, Mongoose is delighted to announce the release of RuneQuest II. This new edition of the classic game has taken just about every aspect of the first edition, scrutinised it, revised it, and restructured it to bring RuneQuest aficionados and new players alike the very best incarnation of the classic games engine. RuneQuest fans will not be disappointed in the attention lavished on this edition. This edition comes as a stunning leather-bound luxury hardback as standard, ensuring every player has a true collector’s item on their shelves.

“Clear your schedule! The Third Son is your next obsessive read. Julie Wu’s book reads like an instant classic.” —Lydia Netzer, author of Shine Shine Shine In the middle of a terrifying air raid in Japanese-occupied Taiwan, Saburo, the least-favored son of a Taiwanese politician, runs through a forest for cover. It’s there he stumbles on Yoshiko, whose descriptions of her loving family are to Saburo like a glimpse of paradise. Meeting her is a moment he will remember forever, and for years he will try to find her again. When he finally does, she is by the side of his oldest brother and greatest rival. In Saburo, author Julie Wu has created an extraordinary character, determined to fight for everything he needs and wants, from food to education to his first love. The Third Son is a sparkling and moving story about a young boy with his head in the clouds who, against all odds, finds himself on the frontier of America’s space program. “An appealing coming-of-age story packed with vivid historical detail.” —The Christian Science Monitor “A boy growing up in Japanese-occupied Taiwan in the 1940s will do anything to escape his tormenting family and reconnect with his first love in this compelling work of fiction.” —O: The Oprah Magazine “Deceptively simple, deeply compelling . . . An unusually awful sibling rivalry, a stunningly pure and inspiring love story.” —The Boston Globe “Wu presents an alluring story that hits all the right emotional buttons and maintains readers’ empathy from the first page to the last.” —Kirkus Reviews

Animation - Process, Cognition and Actuality presents a uniquely philosophical and multi-disciplinary approach to the scholarly study of animation, by using the principles of process philosophy and Deleuzian film aesthetics to discuss animation practices, from early optical devices to contemporary urban design and installations. Some of the original theories presented are a process-philosophy based theory of animation, a cognitive theory of animation, a new theoretical approach to the animated documentary, an original investigative approach to animation, and unique considerations as to the convergence of animation and actuality. Numerous animated examples (from all eras and representing a wide range of techniques and approaches - including television shows and video games) are examined, such as Fantastic Mr. Fox (2009), Madame Tullii-Putili (2007), Gertrie the Dinosaur (1914), The Peanuts Movie (2015), Grand Theft Auto V (2013) and Dr. Katz: Professional Therapist (1995–2000). Divided into three sections, each to build logically upon each other, Dan Torre first considers animation in terms of process and process philosophy, which allows the reader to contemplate animation in a number of unique ways. Torre then examines animation in more conceptual terms in comparing it to the processes of human cognition. This is followed by an exploration of some of the ways in which we might interpret or ‘read’ particular aspects of animation, such as animated performance, stop-motion, anthropomorphism, video games, and various hybrid forms of animation. He finishes by guiding the discussion of animation back to the more tangible and concrete as it considers animation within the context of the actual world. With a genuinely distinctive approach to the study of animation, Torre offers fresh philosophical and practical insights that prompt an engagement with the definitions and dynamics of the form, and its current literature.

FLAMES OF FREEDOM is an American Gothic horror tabletop role-playing game, based on the award-winning ZWEIHÄNDER RPG. It is the dawn of the American Revolutionary War of 1776. A tangled web of conspiracy spans North America. It does not matter what your creed, color, culture, faith or gender is—all stand together in the war for survival. Every Rebel patriot holds Thomas Paine’s Common Sense aloft as they take up arms against the British Empire. The city of Boston is occupied by the Red Coats, surrounded by Rebel militias. But as the revolution has begun, something far more mysterious stirs. Agents of the occult entreat both the Continental Army and British Empire. Freemasons conspire in the City of Brotherly Love. Maryland is in the throes of a witch hunt by the Knights Templar. Amid the chaos, other grim fairy tales have emerged. Ghouls have been tunneling beneath Boston. There are sightings of witches in the Great Dismal Swamp. Indigenous sachem speak of devils who walk among the living. The Leeds Devil haunts the Pine Barrens of New Jersey. And worse still, a shadowy collective called “The Mandoag” seeks to consume all, Loyalists and Rebels alike. In this game, most people have either chosen to deny the supernatural or rationalize it away. A rare few accept it for what it is to act. You are among those heroes and destined for greatness... or death. This alternative history game includes most of what you need to play: a player’s handbook, a game master’s guide, a bestiary, and an introductory adventure set in Boston. All that’s left are a few friends, pencils and a handful of dice. FLAMES OF FREEDOM is an American Gothic horror tabletop role-playing game, based on the award-winning ZWEIHÄNDER RPG.?

“Chrono” Series

A Medieval Book of Beasts

Cryptozoology and the Reality Behind the Myths

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)

Tolkien Bestiary

Silent Hill

An Anti-Imperial Bestiary for Our Times

Millennial Monsters explores the global popularity of Japanese consumer culture—including manga (comic books), anime (animation), video games, and toys—and questions the make-up of fantasies nand capitalism that have spurred the industry’s growth.

This is an English translation of the short version of the French Bestiary of Pierre de Beauvais. The original text, the Physiologus was probably written during the 2nd century, in Greek, then translated to Latin, and then translated into Old French by de Beauvais. These are stories of animals given as symbols of Man’s eternal fears and hopes. This bestiary can be used as a means of understanding the thought processes of people in the

Middle Ages.

Monsters in the Closet

RuneQuest II

Animalia

The Quarry Fox

ZWEIHÄNDER Grim & Perilous RPG

A Novel

Harm Manor