

Doki Doki Literature Club Wins Big With Awards And 1

The Unpredictability of Gameplay explores the many forms of unpredictability in games and proposes a comprehensive theoretical framework for understanding and categorizing non-deterministic game mechanics. Rather than viewing all game mechanics with unpredictable moments as a single concept, Mark R. Johnson develops a three-part typology for such mechanics, distinguishing between randomness, chance, and luck in gameplay, assessing games that range from grand strategy and MMORPGs to slot machines and card games. He also explores forms of unanticipated unpredictability, where elements of games fail to function as intended and create new forms of gameplay in the process. Covering a range of game concepts using these frameworks, The Unpredictability of Gameplay then explores three illustrative case studies: 1) procedural generation, 2) replay value and grinding, and 3) player-made practices designed to reduce the level of luck in non-deterministic games. Throughout, Johnson demonstrates the importance of looking more deeply at unpredictability in games and game design and the various ways in which unpredictability manifests while offering an invaluable tool for game scholars and game designers seeking to integrate unpredictability into their work.

After the burned body of mixed-blood boy Johnnie Sanders is discovered in 1878 Dodge City, Kansas, part-time policeman Wyatt Earp enlists the help of his professional-gambler friend Doc Holliday, in a novel that also features Doc's girlfriend, the Hungarian prostitute Kate Katarina Harony. Reprint. A best-selling novel.

Middle school terrifies Dylan till he unlocks a real-life world inside a video game. For fans of Ready Player One.

From controversial cryptozoologist and explorer Dr. Veronica Wigberht-Blackwater, The Compendium of Magical Beasts is a definitive field guide that explores the history, biology, and anatomy of mythological creatures. Approaching the fantastic with a scientific eye, Dr. Wigberht-Blackwater explains the history, habits, and biology of each creature's existence with equal attention to detail. Her research is accompanied by stunning scientific illustrations of each specimen's anatomy, providing a comprehensive view of creatures most often dismissed as pure fantasy. Combining biological fact with folklore, cultural studies, and history, this volume is crucial to science both fringe and mainstream. Locked in a dusty attic for almost a century, Dr. Wigberht-Blackwater's trailblazing work was recently discovered by writer Melissa Brinks, who spent months transcribing the journals she found. Brinks joined forces with artist Lily Seika Jones to digitize the doctor's amazingly detailed anatomical diagrams in order to share these revolutionary findings with the world for the first time. The Bestiary: Mermaid, Unicorn, Wild Man, Gnome, Werewolf, Troll, Fairy, Jackalope, Winged Horse, Centaur, Minotaur, Vampire, Dragon, Sea Monsters/Loch Ness/Kraken, Goblin, Sphinx, Phoenix, Harpy, Cyclops, Banshee, Incubus/Succubus, Nymph, Ghoul, Selkie, Kelpie

Scoby-Doo Team-Up

Kimi ni Todoke: From Me to You

The Compendium of Magical Beasts

The Japan Daily Mail

Involvement and Attitude in Japanese Discourse

Boss Fight Books #6
Povray Upl Super Mario Bros. Encyclopedia: The Official Guide to the First 30 Years is jam-packed with content from all seventeen Super Mario games--from the original Super Mario Bros. to Super Mario 3D World. Track the evolution of the Goomba, witness the introduction of Yoshi, and relive your favorite levels. This tome also contains an interview with producer Takashi Tezuka, tips to help you find every coin, star, sun, and mushroom--even explanations of glitches! With information on enemies, items, obstacles, and worlds from over thirty years of Mario, Super Mario Bros. Encyclopedia is the definitive resource for everything Super Mario!

Toward the end of her year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaub's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plying in 1893. Every where good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the newly dependent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

The epic, Eisner Award-winning graphic novel about a jealous witch, a withering curse, and one girl's journey to save her family-- no matter the cost.
Recipient of the Eisner Award for Best Publication for Kids ages 9–12
When Vonceill's older brother, Elber, comes home to their family's Oklahoma farm after serving on the front lines of World War I, things aren't what she expects. His experiences have changed him into a serious and responsible man who doesn't have time for Vonceill anymore. He even marries the girl he had left behind. Then a mysterious and captivating woman shows up at the farm and confronts Elber for leaving her in France. When he refuses to leave his wife, she puts a curse on the family well, turning the entire town's water supply into saltwater. Who is this lady dressed all in white, what has she done to the farm, and what does Vonceill's old uncle Dell know about her? To find out, Vonceill will have to strike out on her own and delve deep into the world of witchcraft, confronting dangerous relatives, shapeshifting animals, a capricious Sugar Witch, and the Lady in White herself--the foreboding Salt Witch. The journey will change Vonceill, but along the way she'll learn a lot about love and what it means to grow up.
Hope Larson is the author and illustrator of the Eisner Award nominated All Summer Long and the illustrator of the Eisner Award winning A Wrinkle in Time: The Graphic Novel. Salt Magic is an utterly unique graphic fairy tale complete with striking illustrations by Rebecca Mock.
An ALSC Notable Children's Book
An ALA Graphic Novel's & Comics Round Table Top Ten Best Graphic Novels for Children

Ornamentalism offers one of the first sustained and original theories of Asiatic femininity. Examining ornamentality, in lieu of Orientalism, as a way to understand the representation, circulation, and ontology of Asiatic femininity, this study extends our vocabulary about the woman of colorbeyond the usual platitudes about objectification. By offering us a conceptual frame through which to focus on race without being solely beholden to flesh or skin, this study alters the foundational terms of feminism and places Asian femininity at the center of an entire epistemology of race. Bytracing a direct link between the making of artificial Asiatic femininity and a seemingly much more technological history of synthetic personhood in the West from the nineteenth to the twenty-first century, Ornamentalism shows how the construction of modern personhood in the multiple realms of law,culture, and art has been surprisingly indebted to this very marginal figure.Drawing from and speaking to the multiple fields of feminism, critical race theory, visual culture, performance studies, legal studies, Modernism, Orientalism, Object Studies and New Materialism, Ornamentalism will leave reader with a greater understanding of what it is to be in Americanculture.

Dooku: Jedi Lost (Star Wars)

Pick Any Path. 3,856 Story Possibilities.

A Novel

Salt Magic

My Heart Beats

Game World

Literary Nonfiction. Poetry. Fiction. Hybrid Genre. LGBTQIA Studies. VIDEOGAMES FOR HUMANS, curated and introduced by Twine author and games theorist merritt k, puts Twine authors, literary writers, and games critics into conversation with one another's work, reacting to, elaborating on, and being affected by the same. The result is an unprecedented kind of book about video games, one that has helped to jumpstart the discussions that will define the games culture of tomorrow. Featuring contributions from Aevee Bee, Alex Roberts, Anna Anthropy, Auria Harvey, Austin Walker, Avery Modaldno, Benji Bright, Bryan Reid, Cara Ellison, Cat Fitzpatrick, Christine Love, Elizabeth Sampat, Elizabeth Sampat, Emily Short, Eva Problems, Gaming Pixie, Imogen Binnie, Jeremy Lonien & Dominik Johann, Jeremy Penner, John Brindle, Katherine Cross, Kayla Unknown, Lana Polansky, Leigh Alexander, Leon Arnett, Lydia Neon, Maddox Pratt, Mary Hamilton, Matthew S. Burns, Mattie Brice, Michael Brough, Mike Joffe, Mira Simon, Naomi Clark, Nina Freeman, Olivia Vitolo, Patricia Hernandez, Pippin Barr, Riley MacLeod,

Rokashi Edwards, Slobane, Soha Kareem, Squinky, Tom McHenry, Tom Pizza, Winter Lake, and Zoe Quinn.

This book addresses the long discussed issue of Japanese interactive markers (traditionally called sentence-final particles) in a new light, and provides the comprehensive linguistic documentation of the interactional functions of seven interactive markers: ne, na, yo, sa, wa, zo and ze. By adopting three key notions, ‘involvement’, ‘formality’ and ‘gender’, the study not only reveals the functions and pragmatic effects of each marker, but also sheds light on some fundamental issues of the nature of spoken discourse in general, including how speakers collaborate with each other to create and sustain their conversations and how linguistic functions of verbal forms interface with sociocultural norms. This book will be of interest to students and scholars in a wide range of linguistic fields such as Japanese linguistics, pragmatics, sociolinguistics, discourse analysis and applied linguistics and to teachers and learners of Japanese and of a second/foreign language.

Another fart-astic installment in the middle-grade adventure series by #1 New York Times bestselling author Aaron Reynolds and illustrator Cam Kendall. The Great and Powerful Kevin has a new quest for our heroes...seek out another disgusting ingredient for his mysterious project. How is the Frostflung Mountains lies the lar of a fearsome dragon named Glacierbane. Pan, Moxie, Fart and TickTock must venture there and fish a dragon-digested object from deep within a pile of dragon doo. But Pan isn't having it. She's not sure why, but she doesn't trust Kevin. But when she learns of a kidnapped prince that needs rescuing from Glacierbane, suddenly this quest seems a whole lot more heroic. Our young heroes will face their toughest challenges yet as they team up with a valiant knight, brave the air-islands of Frostflung, fight yetis and snow goblins, solve puzzles and riddles, face a dragon, and seek the poo they need.

A collection that tracks the astonishing impact of one vernacular aesthetic category—the cute—on postwar and contemporary art. The Cute tracks the astonishing impact of a single aesthetic category on post-war and contemporary art, and on the vast range of cultural practices and discourses on which artists draw. From robots and cat videos to ice cream socials, The Cute explores the ramifications of an aesthetic “of” or “about” minomness—or what is perceived to be diminutive, subordinate, and above all, unthreatening—on the shifting forms and contents of art today. This anthology is the first of its kind to show how contemporary artists have worked on and transformed the cute, in ways that not only complexity its meaning, but also reshape their own artistic practices. Artists surveyed include Peggy Ahwesh, Cosima Von Bonin, Nayland Blake, Paul Chan, Adrian Howells, Juliana Huxtable, Larry Johnson, Mike Kelley, Dean Kenning, Wyndham Lewis, Jeff Koons, Sean-Kierre Lyons, Mammalian Diving Reflex, Alake Shilling, Annette Messager, Mariko Mori, Takashi Murakami, Charlemagne Palestine, David Robbins, Mika Rotenberg, Allen Ruppersberg, Jack Smith, Kara Walker, Andy Warhol, Yoshitomo Nara Writers include Sasha Archibald, Roland Barthes, Leigh Claire La Berge, Lauren Berlant, Ian Bogost, Jennifer Doyle, Lee Edelman, Adrienne Edwards, Lewis Gordon, Rosemarie Gariand-Thompson, Stephen Jay Gould, Lori Merish, John Morreall, Juliane Rebentisch, Frances Richard, Carrie Rickey, Friedrich Schiller, Peter Schjeldahl, Kanako Shiokawa, Angelik Vizzarrondo-Laboy, Kevin Young

Proven Writing Techniques for Role Playing Games, Online Games, First Person Shooters, and more

Earth-Chan and Friends

Doc

The Cute

Dream Daddy #1

A beautiful photographic board book featuring babies from all over the world and the sounds their hearts make as they beat with love. *No matter what language we speak, no matter where we live in the world, our hearts beat with the same rhythm. We may hear and say the sounds differently—dōki doki in Japanese, tu tump tu tump in Italian, dugeun dugeun in Korean, dhak dhak in Urdu, boum boum in French and thump thump in English—but when our hearts beat, all the sounds mean the same thing: you are alive and you are loved.*

Here is the final collection of Mr. Tim's fifth annual writing class at the Beavercreek Community Library in Beavercreek, Ohio. Includes fiction, illustrations, and poetry.

A scandalously talented stage performer, a practiced seductress of both men and women, and the flamboyant author of some of the greatest works of twentieth-century literature, Colette was our first true superstar. Now, in Judith Thurman's *Secrets of the Flesh*, Colette at last has a biography worthy of her dazzling reputation. Having spent her childhood in the shadow of an overpowering mother, Colette escaped at age twenty into a turbulent marriage with the sexy, unscrupulous Willy—a literary charlatan who took credit for her bestselling *Claudine* novels. Weary of Willy's sexual domination, Colette pursued an extremely public lesbian love affair with a niece of Napoleon's. At forty, she gave birth to a daughter who bored her, and in her seventies she seduced her teenage stepson, and in her eighties she flirted with the Nazi occupiers of Paris, even though her beloved third husband, a Jew, had been arrested by the Gestapo. And all the while, this incomparable woman poured forth a torrent of masterpieces, including *Gigi*, *Sido*, *Cheri*, and *Break of Day*. Judith Thurman, author of the *National Book Award*-winning biography of Isak Dinesen, portrays Colette as a thoroughly modern woman: frank in her desires, fierce in her passions, forever reinventing herself. Rich with delicious gossip and intimate revelations, shimmering with grace and intelligence, *Secrets of the Flesh* is one of the great biographies of our time. **NOTE: This edition does not include a photo insert.**

The Digital Dialectic is an interdisciplinary *journal session* about our visual and *and* intellectual cultures as the computer *recodes* technologies, media, and art forms. Unlike *purely*academic texts on new media, the book includes contributions by scholars, artists, *and*entrepreneurs, who combine *theoretical investigations* with *hands-on analysis of the possibilities*(and limitations) of new technology. The key concept is the *digital dialectic*: a method to *ground*the insights of theory in the constraints of practice. The essays *move beyond* journalistic *reportage*and *hype* into *serious* but *accessible* discussion of new technologies, new media, and new *cultural*forms.

The King in Yellow

Super Mario Encyclopedia: The Official Guide to the First 30 Years

The Worst Unicorn Book in the Whole Entire World

Ornamentalism

Meanwhile

Japan Weekly Mail

In this choose-your-own adventure graphic novel, a boy stumbles on the laboratory of a mad scientist who asks him to choose between testing a mind-reading device, a time machine, and a doomsday machine.

The story of a young girl, Earth-chan, our mother planet, who studies at Planetarium College together with other planets and stars, and is the only one to have tiny creatures - humans - inhabit her hair. Due to such difference from the other planets, Earth-chan is often bullied. Yet, she still adores the little humans that live in her hair and often cause harm to her. Earth-chan lives a common school life in Planetarium College together with her planet friends. She strives hard to become a star, and is admired by a boy from the junior class - Moon-kun.How will the events shape out? Which boy will Earth-chan end up with? How will humans learn to live together with their mother planet? Find out with these marvellous adventures of Earth-chan and her friends!--The cover art belongs to tsuyohina, an amazing contemporary artist on deviantart.com.

A Parent's Guide to Amino AppsDavid C Cook

Jared Fogel was six, and will continue to be America's weight loss icon. As an obese college student in Indiana he lost 245 pounds on a self-devised diet of Subway sandwiches. Since 2000, he has appeared thousands of times on national television as the spokesperson for Subway's Eat healthy Larry; and he's slated to continue in this role indefinitely. In fact, Subway worried that he might be getting overexposed and decided to discontinue him. Sales fell off. Jared was quickly r runs Jared for six or eight weeks every three months. His book is not so much a diet book (his diet was pretty simple to grasp - eat Subway sandwiches) but it's more a motivational, self-help book which offers hope to people who want to change their lives. Jared has also appeared on Oprah, Larry King Live, the Today Show, Good Morning America, the Jane Pauly Show and has made hundreds of speaking appearances and public appearances at sports and civic events. Jared's less All Change Your Mind to Change Your Life See the Big Picture Change is for Life The Harder You Work, the Luckier You Get

The Worst Book in the Whole Entire World

Inside the Mind of an American Family

The Billboard

Winning Through Losing: 13 Lessons for Turning Your Life Around

New Essays on New Media

Interactive markers

Each time Markkie gets a new neighbor he's excited to make a new friend, but the giraffe who just moved in downstairs seems to be a real grump, in a tale that shows how a little misunderstanding can be solved by simple communication.

Amino, though not well known in the adult world, is highly popular with teens and preteens. This guide will help you understand Amino in order to have helpful conversations with your kids about it. It will answer these questions you may have: What is it? How does it work? Is it safe? What are its dangers? Why are teens drawn to it? Should we let our kids use it? Parent Guides are your one-stop shop for biblical guidance on teen culture, trends, and struggles. In 15 pages or fewer, each guide tackles issues your teens are facing right now—things like doubts, the latest apps and video games, mental health, technological pitfalls, and more. Using Scripture as their backbone, these Parent Guides offer compassionate insight to teens' world, thoughts, and feelings, as well as discussion questions and practical advice for impactful discipleship.

100 edgy spells and rituals to help you get what you want—whether it's money, love, revenge, happiness, or whatever else your heart desires. It's time to get what you want on your own terms. From making more questions, fighting wrongs, getting revenge, and finding much-deserved happiness, the magic in Hex Your Ex can help you accomplish everything you want—your way. Learn how to practice magic safely and properly, and use what you've learned to better yourself and your life. With over 100 spells, rituals, and hexes, such as a magic balm to heal a broken heart, a spell to stop a cheating lover, a potion for quick cash, a freedom from fear ritual, and even a spell for sweet dreams—plus many more! Each spell, charm, or ritual is specially created to help you achieve your goals, no matter what they may be. With tips on when to cast each spell, what kind of props to use to make spells extra potent, and more, you'll be living the life of your dreams faster than you can say Abracadabra!

Everyone's body goes through changes at some point in their lives, but Satsuki's situation is anything but normal! As the daughter of a vampire and a succubus, Satsuki's carnal cravings start to grow as her body demands fluids from those around her! Luckily, she has her childhood friend Kazuma watching her back to make sure she doesn't cross the line, but quick ticks of sweat are no longer cutting it. Kazuma suggests semen could curb her appetite, and is willing to take one for the team, but he might soon regret his offer once her demon switch is flipped!

Hex Your Ex

Hidden Valley Road

Jared, the Subway Guy

Secrets of the Flesh

The Unpredictability of Gameplay

Super Mario Bros. 2

OH NO!! You found The Worst Book in the Whole Entire World! Well, since you're already here I may as well tell you about it... Poor Nameless tries to explain to the reader why this book is simply the WORST book in the whole entire world. Will he succeed in his noble quest? Is he the reason this book is the worst?? Will it have a happy ending or the worst ending ever??? The Worst Book in the Whole Entire World is a humorous and witty tale for young and seasoned readers. Whatever you do though, don't read it out loud! You may catch wind of these words: toot, stinky, booger, and booty. You've been warned, but you'll still want to see what happens next!

How Nintendo Mario-ified an existing Japanese NES game to create Super Mario Bros. 2.

#1 NEW YORK TIMES BESTSELLER • OPRAH’S BOOK CLUB PICK • ONE OF GO’S TOP 50 BOOKS OF LITERARY JOURNALISM IN THE 21st CENTURY • The heartrending story of a midcentury American family with twelve children, six of them diagnosed with schizophrenia, that became science’s great hope in the quest to understand the disease. “Reads like a medical detective journey and sheds light on a topic so many of us face: mental illness.” —Oprah Winfrey Don and Mimi Calabi spent their childhood in the shadow of their father’s illness. After World War II, Don’s work with the Air Force brought them to Colorado, where their twelve children perfectly spanned the baby boom: the oldest born in 1945, the youngest in 1965. In those years, there was an established script for a family like the Galvins—aspiration, hard work, upward mobility, domestic harmony—and they worked hard to play their parts. But behind the scenes was a different story: psychological breakdown, sudden shocking violence, hidden abuse. By the mid-1970s, six of the ten Galvin boys, one after another, were diagnosed as schizophrenic. How could all this happen to one family? What took place inside the house on Hidden Valley Road was so extraordinary that the Galvins became one of the first families to be studied by the National Institute of Mental Health. Their story offers a shadow history of the science of schizophrenia, from the era of institutionalization, lobotomy, and the schizophrenogenic mother to the search for genetic markers for the disease, always amid profound disagreements about the nature of the illness itself. And unbeknownst to the Galvins, samples of their DNA informed decades of genetic research that continues today, offering paths to treatment, prediction, and even eradication of the disease for future generations. With clarity and compassion, bestselling and award-winning author Robert Kolker uncovers one family’s unforgettable legacy of suffering, love, and hope.

“Much Abird About Nothing.” It’s college reunion time! Who’d have thought that it’s already been fifteen years since Keg-Stand Craig and the new Dad on the block went to college? This one’s like a buddy cop comedy, only there are no cops and more avoiding old flames while trying to stifle an existential breakdown, bro.

Twine Authors in Conversation

Monthly Girls' Nozaki-kun

Okie-dokie, Artichokie!

The California Register

And 100+ Other Spells to Right Wrongs and Banish Bad Luck for Good

A Life of Colette

Kurumi's got it all--looks, popularity and friends. But underneath Kurumi's friendly exterior is a manipulative girl who'll do anything to get what she wants! And she wants Kazehaya! Will Kurumi's plotting drive Kazehaya and Sawako apart, or will it instead draw them even closer together? -- VIZ Media

*Delve into the history of the sinister Count Dooku in the original script to the thrilling Star Wars audio production! Darth Tyranno, Count of Serenno. Leader of the Separatists. A red saber, unsheathed in the dark. But who was he before he became the right hand of the Sith? As Dooku courts a new apprentice, the hidden truth of the Sith Lord's past begins to come to light. Dooku's life began as one of privilege—born within the stony walls of his family's estate, orbited by the Funeral Moon where the bones of his ancestors lie interred. But soon, his Jedi abilities are recognized, and he is taken from his home to be trained in the ways of the Force by the legendary Master Yoda. As he hones his power, Dooku rises through the ranks, befriending fellow Jedi Sifo-Dyas and taking a Padawan of his own, the promising Qui-Gon Jinn—and tries to forget the life that he once led. But he finds himself drawn by a strange fascination with the Jedi Master Lene Kostana, and the mission she undertakes for the Order: finding and studying ancient relics of the Sith, in preparation for the eventual return of the deadliest enemies the Jedi have ever faced. Caught between the rise of the Jedi, the ancient responsibilities of his lost home, and the alluring power of the relics, Dooku struggles to stay in the light—even as the darkness begins to fall. This is a unicorn tale like no other...because this is THE WORST Unicorn Book in the Whole Entire World! Nameless the Rock has now found himself stuck in a book with a unicorn...or is the unicorn stuck in a book with Nameless!?!? What could be so bad about a unicorn book? Are there really too many unicorn books in the world Is this student a magical and majestic creature or just a horse...with a horn...on its head The Worst Unicorn Book in the Whole Entire World is a humorous and witty tale for young and seasoned readers. Come see what is in store for Nameless in this new adventure in this quirky, silly and a little ridiculous easy reader for children. The Entire World Books series is geared towards ages 3-9 and is great for beginner and reluctant readers. Boys, girls, primary school students, adults, and parents can enjoy this new quirky and silly children's book series. **DISCLAIMER: this book is not meant to be educational or considered a literary classical masterpiece by any means. This story is the worst AND these illustrations are the worst. That's the idea! However, if you and your child have a clever and unique sense of humor then this very well may be the book for you. Think "The Book with No Pictures" humor, but with ...ictures...***

#1 Best Black Women. *The book also has a foreword and afterword and Q&A with a founder of reproductive justice. As a play and book, The Billboard is a cultural force that treats abortion as more than pro-life or pro-choice.*
The Billboard is about a fictional Black women's clinic in Chicago's Englewood neighborhood on the South Side and its fight with a local gaffly running for City Council who puts up a provocative billboard: "Abortion is genocide. The most dangerous place for a Black child is his mother's womb," spurring on the clinic to fight back with their own provocative sign: "Black women take care of their families by taking care of themselves. Abortion is self-care.

My Hero Academia: Vigilantes, Vol. 11

The Digital Dialectic

Interactive Storytelling for Video Games

A Parent's Guide to Amino Apps

The Nirvana Effect

Video games for Humans

JINKIES! When their investigation of possible Man-Bat sightings leads to a run-in with the Dynamic Duo themselves, Scooby-Doo and the Mystery Inc. gang are invited to join the society of super detectives known as the Mystery Analysts of Gotham City! The team from the Mystery Machine couldn't be more excited to meet their idols, and when the villainous Scarecrow attacks at their very first meeting, Scooby may finally realize his dream of fighting crime as the amazing Dog Wonder! From the super-powered squad of writer Sholly Fisch (ALL-NEW BATMAN: BRAVE AND THE BOLD) and artist Dario Brizuela (GREEN LANTERN: THE ANIMATED SERIES) comes six all-new adventures featuring everyone's favorite teen detectives in SCOOBY-DOO TEAM-UPI Collects issues #1-6 of some of the greatest!And most unlikely!Nsuper-unions ever!

Fans of stories centered on the conflict between the virtual and the real will find plenty to enjoy. — Publishers Weekly No one goes out anymore. Society is sheltered indoors. The economy is in ruins. People spend their lives addicted to a breakthrough virtual reality technology, desperate for escapism in a troubled world. The Nirvana Effect has taken over. Aaron and Clarissa are members of a subculture of realists who resist the lure of a fake utopia. They watch in horror as the technology spreads across the country with willing participants who easily forgive freedoms for false pleasures. When the young couple discovers a plot to enforce compliance for mind control, the battle for free will begins. What started as a playful diversion turns deadly. The future of the human race is at stake. FLAME TREE PRESS is the new fiction imprint of Flame Tree Publishing. Launched in 2018 the list brings together brilliant new authors and the more established, the award winners, and exciting, original voices.

What really makes a video game story interactive? What's the best way to create an interactive story? How much control should players be given? Do they really want that control in the first place? Do they even know what they want-or are their stated desires at odds with the unconscious preferences? All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy X, and Metal Gear Solid), and how players interact with them, and in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives.With interactive Storytelling for Video Games, you'll

The Umetarou Nozaki party heads for the sun and surf! When the group tags along for the drama club's training camp, summer fun runs amok, and seasonal gags abound, whether at the beach, at an inn, or even in the bath! And if that's not enough drama, the story of the spring day Chiyo fell in love with a certain rather dense young man is finally told!

Flip the Thrst Switch

An Anatomical Study of Cryptozoology's Most Elusive Beings

Fart Quest: The Dragon's Dookie

Don't Judge This Book by Its Cover

With Pop possessed and wreaking havoc as Bee Pop, Koichi must push his Quirk to the limits to try to save her. The pressure is on, because if Pop won't fulfill the duplicitous Number 6's plans, this evil villain is more than willing to sacrifice her. The chaos downtown has also drawn the attention of Endeavor, the fiery number two hero, and his scorched-earth methods of dealing with trouble make no distinction between villain and vigilante! -- VIZ Media