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If you want to land your kids in therapy, then by all means, give them everything under the sun. In his work as a family psychologist, Michael Carr-Gregg has noticed a worrying trend in our modern parenting styles, which sees kids running riot and parents running for cover. In our desire to give our kids the best, we may have given them way too much, and overlooked the importance of setting boundaries. He believes it's a recipe for disaster. In *Strictly Parenting*, Michael asks parents to take a good hard look at the way they are parenting - to toughen up and stop trying to be their kids' best friends. He instead offers practical evidence-based solutions on how to take back the reins and start making the most of the precious family years. With a user-friendly A-Z guide covering all the tricky issues that parents encounter over the years - everything from birthday parties and bedtimes to sex and drugs - this is an invaluable and very timely resource for parents of all school-aged kids.

Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of *Red Dead Redemption 2*. **GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD:** All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story **CHARTING THE WILDS:** Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here **100% COMPLETION:** Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion **VISUAL SOLUTIONS:** Supported by annotated 4K screenshots **COMPLETION ROADMAPS:** Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables **EXPERT ANALYSIS:** All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals – and so much more **EASE OF USE:** Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

Explains the missions, terrain, characters, weapons, and battle strategies of the underworld to help readers guide the devil-hunter Dante and his fellow warrior Lucia in their attempt to save humankind.

Features complete extras chapter that reveals various unlockables, emblems, explanation of the records system; and achievements and special game modes. This title includes Developer Behind-the-Scenes section; Dedicated Art section that contains material direct from the development team; Complete Inventory chapter; and, Complete Bestiary chapter.

Parallel Computing

Ghostbusters, the Video Game

Eastern Region

L. A. Noire

Devil May Cry 4

Minecraft for Beginners

Game Coding Complete

Solid Snake and his partner Otacon are lost at sea in the wake of a terrorist attack while rookie FOXHOUND operative Raiden is working to rescue the president from terrorist captors.

Galaxy S4 is amazing right out of the box, but if you want to get the most of out your S4 or S4 Mini, start here. With clear instructions and savvy advice from technology expert Preston Gralla, you'll learn how to go online, play games, listen to music, watch movies & TV, monitor your health, and answer calls with a wave of your hand. The important stuff you need to know: Be connected. Browse the Web, manage email, and download apps through WiFi or S4's 3G/4G network. Navigate without touch. Use Air Gestures with your hand, or scroll with your eyes using Smart Screen. Find new ways to link up. Chat, videochat, and add photos, video, or entire slideshows to text messages. Get together with Group Play. Play games or share pictures, documents, and music with others nearby. Create amazing images. Shoot and edit photos and videos—and combine images from the front and back cameras. Keep music in the cloud. Use Google Play Music to store and access tunes. Check your schedule. Sync the S4 with your Google and Outlook calendars.

Presents a guide to the characters, missions, strategy, and accessories of the video game.

Photographs, diagrams, physical descriptions, and details about habitat, season, and other characteristics facilitate the identification of eastern North America's wildflowers.

The Copyright Wars

Playstation 3

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies

White Knight Chronicles II

The Official Game of the Movie

Devil May Cry(tm) 2 Official Strategy Guide

Prima Official Guide

As the internet makes the world more accessible it also increases the possibility of cyber-bullying and stalking. Internet crime is a growing problem in our society. Hitchcock addresses how to prevent this unfortunate reality and crime by exploring the responses from the public, criminal justice system, and victims.

Analyzing the Social Web provides a framework for the analysis of public data currently available and being generated by social networks and social media, like Facebook, Twitter, and Foursquare. Access and analysis of this public data about people and their connections to one another allows for new applications of traditional social network analysis techniques that let us identify things like who are the most important or influential people in a network, how things will spread through the network, and the nature of peoples' relationships. Analyzing the Social Web introduces you to these techniques, shows you their application to many different types of social media, and discusses how social media can be used as a tool for interacting with the online public.

Presents interactive social applications on the web, and the types of analysis that are currently conducted in the study of social media. Covers the basics of network structures for beginners, including measuring methods for describing nodes, edges, and parts of the network. Discusses the major categories of social media applications or phenomena and shows how the techniques presented can be applied to analyze and understand the underlying data. Provides an introduction to information visualization, particularly network visualization techniques, and methods for using them to identify interesting features in a network, generate hypotheses for analysis, and recognize patterns of behavior. Includes a supporting website with lecture slides, exercises, and downloadable social network data sets that can be used to apply the techniques presented in the book.

This book explores the nature and importance of sound in virtual reality (VR). Approaching the subject from a holistic perspective, the book delivers an emergent framework of VR sound. This framework brings together numerous elements that collectively determine the nature of sound in VR; from various aspects of VR technology, to the physiological and psychological complexities of the user, to the wider technological, historical and sociocultural issues. Garner asks, amongst other things: what is the meaning of sound? How have fictional visions of VR shaped our expectations for present technology? How can VR sound hope to evoke the desired responses for such an infinitely heterogeneous user base? This book is for those with an interest in sound and VR, who wish to learn more about the great complexities of the subject and discover the contemporary issues from which future VR will surely advance.

Advances in Digital Forensics VI describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: Themes and Issues, Forensic Techniques, Internet Crime Investigations, Live Forensics, Advanced Forensic Techniques, and Forensic Tools. This book is the sixth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics, an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-one edited papers from the Sixth Annual IFIP WG 11.9 International Conference on Digital Forensics, held at the University of Hong Kong, Hong Kong, China, in January 2010.

The Librarian's Guide

Communication Styles

Strictly Parenting

Resident Evil 5

Bastard Culture!

PHP Beyond the Web

Culture's Software

Today's copyright wars can seem unprecedented. Sparked by the digital revolution that has made copyright—and its violation—a part of everyday life, fights over intellectual property have pitted creators, Hollywood, and governments against consumers, pirates, Silicon Valley, and open-access advocates. But while the digital

generation can be forgiven for thinking the dispute between, for example, the publishing industry and Google is completely new, the copyright wars in fact stretch back three centuries—and their history is essential to understanding today's battles. The Copyright Wars—the first major trans-Atlantic history of copyright from its origins to today—tells this important story. Peter Baldwin explains why the copyright wars have always been driven by a fundamental tension. Should copyright assure authors and rights holders lasting claims, much like conventional property rights, as in Continental Europe? Or should copyright be primarily concerned with giving consumers cheap and easy access to a shared culture, as in Britain and America? The Copyright Wars describes how the Continental approach triumphed, dramatically increasing the claims of rights holders. The book also tells the widely forgotten story of how America went from being a leading copyright opponent and pirate in the eighteenth and nineteenth centuries to become the world's intellectual property policeman in the late twentieth. As it became a net cultural exporter and its content industries saw their advantage in the Continental ideology of strong authors' rights, the United States reversed position on copyright, weakening its commitment to the ideal of universal enlightenment—a history that reveals that today's open-access advocates are heirs of a venerable American tradition. Compelling and wide-ranging, The Copyright Wars is indispensable for understanding a crucial economic, cultural, and political conflict that has reignited in our own time.

A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technology

Provides readers with tips, techniques, and strategies for Minecraft, including how to understand biomes, explore and trade in villages, mine redstone, and survive hunger through farming and mining.

The Future of the Internet--And How to Stop It

Game Engine Architecture, Second Edition

The Complete Official Guide Standard Edition

Sons of Liberty

Dig Into Minecraft with This (Parent-Approved) Guide Full of Tips, Hints, and Projects!

The 4-hour Chef

Red Dead Redemption 2

- Complete step-by-step mission analyses, illustrated with maps and screenshots.
- All hidden items and secret missions are exposed, with tips for completing strenuous side challenges.
- Complete lists of bonus modes, attack combos, and other extras.
- Full charts explore the mission ranking system, giving players the details and the exact scores needed to get the highest rank.

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . .

McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

- Want an unlicensed accelerator? Proton Packs, Ecto Goggles, and various other tools of the spectral trade detailed so you can bust better.
- Tobin's Spirit Guide: Files on every ghost, demon, and phantasm you'll encounter so you don't get slimed before your time.
- Covers: Xbox 360, PS3, PC, Wii, and PS2 versions all in one guide!

This extraordinary book explains the engine that has catapulted the Internet from backwater to ubiquity—and reveals that it is sputtering precisely because of its runaway success. With the unwitting help of its users, the generative Internet is on a path to a lockdown, ending its cycle of innovation—and facilitating unsettling new kinds of control. iPods, iPhones, Xboxes, and TiVos represent the first wave of Internet-centered products that can't be easily modified by anyone except their vendors or selected partners. These "tethered appliances" have already been used in remarkable but little-known ways: car GPS systems have been reconfigured at the demand of law enforcement to eavesdrop on the occupants at all times, and digital video recorders have been ordered to self-destruct thanks to a lawsuit against the manufacturer thousands of miles away. New Web 2.0 platforms like Google mash-ups and Facebook are rightly touted—but their applications can be similarly monitored and eliminated from a central source. As tethered appliances and applications eclipse the PC, the very nature of the Internet—its "generativity," or innovative character—is at risk. The Internet's current trajectory is one of lost opportunity. Its salvation, Zittrain argues, lies in the hands of its millions of users. Drawing on generative technologies like Wikipedia that have so far survived their own successes, this book shows how to develop new technologies and social structures that allow users to work creatively and collaboratively, participate in solutions, and become true "netizens."

Official Strategy Guide

How User Participation Transforms Cultural Production

Reality Is Broken

The Didactics of Audiovisual Translation

Advances in Digital Forensics VI

Metal Gear Solid 2

Three Centuries of Trans-Atlantic Battle

The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

While complementing other volumes in the BTL series in its exploration of the state of the art of translator training, this collection of essays is solely focused on audiovisual translation, one of the most complex and dynamic areas of the translation discipline. The book offers an easily accessible yet comprehensive introduction to the fascinating subject of translating films, video games and other audiovisual material. Offering a balance between theory and practice, the main aim of this volume is to provide a wealth of teaching and learning ideas in areas such as subtitling, dubbing, and voice-over without forgetting the newer fields of subtitling for the deaf and audio description for the blind. The Didactics of Audiovisual Translation offers exercises and more on a companion website, highlighting its fundamentally interactive approach, and the activities proposed can be adapted to different learning environments and used with different language combinations:

<https://benjamins.com/sites/btl.77>

This book offers instructions on a computer game of combat and survival using illustrations and maps of various scenes. The weapons being used are presented.

When Geert Hofstede famously defined culture as collective programming of the mind, the definition broadly referred to culture as such, including all the layers in his “onion” model. The title of this volume, Culture’s Software, represents a development of this original idea and was inspired by none other than Professor Hofstede himself. He used this phrase over thirty years later when lecturing to an international group of scholars gathered in Poland to debate the idea of cultural communication styles, which has, in recent years, been fruitfully discussed from a fresh perspective by scholars working within cognitive and cultural linguistics. The debate has given rise to this book, which will inspire further research into this fascinating subject.

Analyzing the Social Web

The Simple Path to Cooking Like a Pro, Learning Anything, and Living the Good Life

Minecraft For Dummies

What You Need to Know

The Art of Fallout 4

Fifth IFIP WG 11.9 International Conference on Digital Forensics, Orlando, Florida, USA, January 26-28, 2009, Revised Selected Papers

Why Games Make Us Better and How They Can Change the World

Provides information on missions, skills, equipment, characters, strategy, and tactics.

In a world of users that routinely click “I Agree” buttons, librarians may be the lone voice raising an alert to the privacy, use, and ownership issues arising in connection with the design and implementation of digital rights management (DRM) technologies. DRM reflects the efforts of copyright owners to prevent the illegal distribution of copyrighted material – an admirable goal on its face. A common misunderstanding is that DRM is copyright law. It is not. Rather it is a method of preventing copyright infringement; however, if unchecked, DRM has the potential to violate privacy, limit ownership rights, and undermine the delicate balance of rights and policies established by our current system of copyright. All three of these arenas are critical for both librarians and their users. Reflecting the shift from ownership to access, libraries are increasingly providing access to rights-protected digital content. Libraries strive to provide access to rights-protected content in a manner that protects both the content creator and the privacy of the user. DRM encompasses a variety of technologies and strategies utilized by content owners and managers to limit access to and the use of rights-protected content. Librarians need to understand DRM to effectively enable users to access and use rights-protected digital content while at the same time protecting the privacy of the user. Designed to address the practical operational and planning issues related to DRM, this guide explores the critical issues and challenges faced by librarians. After reading it, librarians will better understand: the digital content rights protection scheme; the various DRM technologies and how they are used; how to use authentication and authorization standards, strategies, and technologies; and, the privacy and security issues related to DRM. Edited by two librarians who also hold law degrees, this is a best practices guide for front-line librarians on how to best respond to the impact of DRM schemes on collection development, staffing, budget, service, and other library

concerns.

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of *Game Engine Architecture* provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, *The Last of Us* The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, *Game Engine Architecture, Second Edition* gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Silent Hill: The Terror 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 techniques of imagery, sound, and music employed; 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.

Digital Rights Management

The Performance Economy

The Last of Us

Past, Present and Future

Silent Hill

Final Fantasy X-2

Prima Official Game Guide

The novelization of the highly anticipated God of War game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimagining of God of War deconstructs the core elements that defined the series--satisfying combat; breathtaking scale; and a powerful narrative--and fuses them anew.

BradyGames' White Knight Chronicles 2 Official Strategy Guide includes the following: Torn by Civil War While Balandor celebrates the return of its princess, Grazel turns his nefarious gaze westward, backing the traitorous red army in the Farian civil war. With the tide of battle turning against him, Faria's rightful ruler Lorias commands his trusted general Scardigne to spirit away his mysterious ward. Comprehensive Walkthrough - We lead you step-by-step through the entire game from start to finish—Make your way across the world with familiar friends and new allies. Highly Detailed Maps - Our maps show you just where to find important places, items, and resources for every location you visit. ALL-Encompassing Armory- Complete armor sets, categorized items, weapon lists, and comprehensive Georama pieces. Complete Quest Guide - Discover just where to go and what you need to do to acquire and complete every quest, errand, and bounty. Expert Boss & Enemy Strategies - All the tactics and tips you need to defeat each and every foe you face. FREE E-GUIDE - Check inside for details on how to download your free e-guide for White Knight Chronicles.

Bethesda Game Studios, the award-winning creators of *Fallout® 3* and *The Elder Scrolls V: Skyrim®*, welcome you to the world of *Fallout® 4* - their most ambitious game ever, and the next generation of open-world gaming. The Art of *Fallout 4* is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.

Curious about Minecraft, but not sure where to start? This book is just what you need. With its open-ended game play, massive world and dedicated fan base, Minecraft is a richly rewarding experience—once you get the hang of it. With easy-to-follow instructions, tips and tricks from the experts behind the game, *Minecraft for Beginners* will help you survive and thrive. You'll learn

how to find food, build a shelter, mine for materials and craft armor, swords and other equipment, plus get the inside scoop on places to go and the monsters you'll encounter. What are you waiting for? Begin your Minecraft adventure today! This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners

God of War - The Official Novelization

Cyberbullying and the Wild, Wild Web

The Terror Engine

The Visual Guide to Minecraft

Advances in Digital Forensics V

Echoes of Other Worlds: Sound in Virtual Reality

Galaxy S4: The Missing Manual

This updated and revised edition outlines strategies and models for how to use technology and knowledge to improve performance, create jobs and increase income. It shows what skills will be required to produce, sell and manage performance over time, and how manual jobs can contribute to reduce the consumption of non-renewable resources.

Use your existing web-based PHP skills to write all types of software: CLI scripts, desktop software, network servers, and more. This book gives you the tools, techniques, and background necessary to write just about any type of software you can think of, using the PHP you know. PHP Beyond the Web shows you how to take your knowledge of PHP development for the web and utilise it with a much wider range of software systems. Enjoy the benefits of PHP after reading this book: save money by redeploying existing skills, not learning new ones; save time and increase productivity by using a high-level language; and make money by providing your clients a full-stack service (not just websites). PHP is no longer just a great scripting language for websites, it's now a powerful general-purpose programming language. Expand your use of PHP into your back-end systems, server software, data processing services, desktop interfaces, and more. What You'll Learn Write interactive shell scripts Work with system daemons Write desktop software Build network servers Interface with electronics using PHP and the Raspberry Pi Manage performance, deployment, licensing, and system interaction Discover the software tools for development and get other great sources of technical information and help Who This Book Is For Experienced PHP programmers or experienced programmers interested in leveraging PHP outside the web development context. /div

Provides readers with tips, techniques, and strategies for playing Minecraft, including how to construct a shelter, furnish buildings, manage farms, craft and enchant items, and create redstone projects.

Digital forensics deals with the acquisition, preservation, examination, analysis and presentation of electronic evidence. Networked computing, wireless communications and portable electronic devices have expanded the role of digital forensics beyond traditional computer crime investigations. Practically every crime now involves some aspect of digital evidence; digital forensics provides the techniques and tools to articulate this evidence. Digital forensics also has myriad intelligence applications. Furthermore, it has a vital role in information assurance - investigations of security breaches yield valuable information that can be used to design more secure systems. Advances in Digital Forensics V describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: themes and issues, forensic techniques, integrity and privacy, network forensics, forensic computing, investigative techniques, legal issues and evidence management. This book is the fifth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics, an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-three edited papers from the Fifth Annual IFIP WG 11.9 International Conference on Digital Forensics, held at the National Center for Forensic Science, Orlando, Florida, USA in the spring of 2009. Advances in Digital Forensics V is an important resource for researchers, faculty members and graduate students, as well as for practitioners and individuals engaged in research and development efforts for the law enforcement and intelligence communities.

National Audubon Society Field Guide to North American Wildflowers

Sixth IFIP WG 11.9 International Conference on Digital Forensics, Hong Kong, China, January 4-6, 2010, Revised Selected Papers

Peter Jackson's King Kong

Everything you need to know about raising school-age kids

Architectures, Algorithms, and Applications

Full Coverage OF L.A. Noire: Celebrating the launch of an enhanced L.A. Noire for a new generation with this indispensable guide providing analysis and strategy for the latest versions, including: - New Collectibles and Their Locations - Updated Achievements & Trophies - Brand New Control Schemes, Including VR and Nintendo Switch, with Touch & Gesture Commands The Complete Experience: Collected in one place for the very first time, we provide in-depth coverage of L.A. Noire in its entirety, including every additional case and all new collectibles! The VR Case Files: Each of the seven select cases featured in L.A. Noire: The VR Case Files is revealed in full detail, with gameplay tips and strategies to take on the role of Cole Phelps in virtual reality. Every Mission: A complete walkthrough to rising through the ranks and solving every case with a perfect score. We'll guide you from Patrol, through the Traffic, Homicide, and Vice desks, all the way to the story's thrilling climax. City Maps: Find everything you're looking for. We identify locations for all Landmarks and Collectibles, as well as critical mission waypoints. Vehicle Showroom: Stats for all vehicles and where to find them, including the hidden cars you will not discover on your own! Discover New Items and Abilities: Find out how to get your hands on every new Detective Suit and where to find every Golden Vinyl and Novel Cover. Detective Training: This is your essential resource to collecting evidence, interrogating suspects, and using intuition to uncover the truth. Plus: coverage of all Street Crimes, Outfits, and everything you need for 100% Completion! Free eGuide Included: Mobile-friendly eGuide for strategy on the go, all optimized for a second-screen experience.

Presents a practical but unusual guide to mastering food and cooking featuring recipes and cooking tricks from world-renowned chefs.