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91D - GIDEON CLARK

From the team that brought you *The Obstacle Is the Way* and *Ego Is the Enemy*, a beautiful daily devotional of Stoic meditations—an instant *Wall Street Journal* and *USA Today* Bestseller. Why have history's greatest minds—from George Washington to Frederick the Great to Ralph Waldo Emerson, along with today's top performers from Super Bowl-winning football coaches to CEOs and celebrities—embraced the wisdom of the ancient Stoics? Because they realize that the most valuable wisdom is timeless and that philosophy is for living a better life, not a classroom exercise. The *Daily Stoic* offers 366 days of Stoic insights and exercises, featuring all-new translations from the Emperor Marcus Aurelius, the playwright Seneca, or slave-turned-philosopher Epictetus, as well as lesser-known luminaries like Zeno, Cleanthes, and Musonius Rufus. Every day of the year you'll find one of their pithy, powerful quotations, as well as historical anecdotes, provocative commentary, and a helpful glossary of Greek terms. By following these teachings over the course of a year (and, indeed, for years to come) you'll find the serenity, self-knowledge, and resilience you need to live well.

Fantasy fiction. The first ever illustrated paperback of part three of Tolkien's epic masterpiece, *The Lord of the Rings*, featuring 15 colour paintings by Alan Lee.

A companion guide to THE TRIALS OF APOLLO series, set in the world of PERCY JACKSON. Camp Half-Blood FYI is the funny insider's guide to the demigod training camp in Long Island, narrated by none other than Percy Jackson himself, and other favourite characters will be heard from, too. In response to an awful camp orientation video created by the god Apollo, Percy Jackson and other residents of Camp Half-Blood answer such questions as "What is this place?" and "Do I get to keep the T-shirt?" Newbies can check out the section on the Divine Cabins, read up on Magical Landmarks, and consult the chapter of Training Arenas. But Camp Half-Blood Confidential explores much more than just the buildings and grounds. It includes info that can only be learned from those who live there. For instance, campers do not always co-exist in peace and harmony. The camp is not run with superior efficiency. Prophecies do not flow forth with great regularity. Sprinkled throughout are stories from heroes who have called Camp Half-Blood home or just passed through on their way to places unknown. Chiron himself introduces the book with a brief history of training based on his millennia of experience. And, of course, divine words of wisdom from the god Apollo himself are included, because the demigod authors would prefer not to be struck down by him, thank you very much.

This companion provides a definitive and cutting-edge guide to the study of imaginary and virtual worlds across a range of media, including literature, television, film, and games. From the *Star Trek* universe, Thomas More's classic *Utopia*, and J. R. R. Tolkien's *Arda*, to elaborate, user-created game worlds like *Minecraft*, contributors present interdisciplinary perspectives on authorship, world structure/design, and narrative. The Routledge Companion to *Imaginary Worlds* offers new approaches to imaginary worlds as an art form and cultural phenomenon, explorations of the technical and creative dimensions of world-building, and studies of specific worlds and worldbuilders.

Offers guidance to parents with children interested in the *Minecraft* video game, looking at what the game is, how it is played, how children can stay safe online, how it can benefit children, and how to manage time spent playing it.

Called back to his old stomping grounds in Los Angeles, former car thief Ray Lilly, who is now the grunt of a sorcerer responsible for destroying extradimensional predators, finds himself in way over his head as his former associates fall victim to a mysterious spell. Original.

Fantasy & Science Fiction Coloring Books for Grown-Upsmario and other video games

The *Fairy Tale World* is a definitive volume on this ever-evolving field. The book draws on recent critical attention, contesting romantic ideas about timeless tales of good and evil, and arguing that fairy tales are culturally astute narratives that reflect the historical and material circumstances of the societies in which they are produced. The *Fairy Tale World* takes a uniquely global perspective and broadens the international, cultural, and critical scope of fairy-tale studies. Throughout the five parts, the volume challenges the previously Eurocentric focus of fairy-tale studies, with contributors looking at:

- the contrast between traditional, canonical fairy tales and more modern reinterpretations;
- responses to the fairy tale around the world, including works from every continent;
- applications of the fairy tale in diverse media, from oral tradition to the commercialized films of Hollywood and Bollywood;
- debates concerning the global and local ownership of fairy tales, and the impact the digital age and an exponentially globalized world have on traditional narratives;
- the fairy tale as told through art, dance, theatre, fan fiction, and film.

This volume brings together a selection of the most respected voices in the field, offering ground-breaking analysis of the fairy tale in relation to ethnicity, colonialism, feminism, disability, sexuality, the environment, and class. An indispensable resource for students and scholars alike, *The Fairy Tale World* seeks to discover how such a traditional area of literature has remained so enduringly relevant in the modern world.

8 year old Elijah takes you on an adventure as he and his best friend Jake have fun exploring and building within the video game of *Minecraft*. From unexpected turns to everyday activities, follow the story of their *Minecraft* life.

Survival is difficult in the perilous Nether and End dimensions, and you'll need to up your game if you want to make it back to the Overworld. The official *Minecraft: Guide to the Nether & the End* will teach you how to navigate the alien terrain, battle the native mobs and find rare blocks and items. With insider info and tips from the experts at Mojang, this is the definitive guide to the Nether and the End in *Minecraft*. 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*

NEW YORK TIMES BESTSELLER • The bestselling author of *Morning Star* returns to the Red Rising universe with the thrilling sequel to *Iron Gold*.

"Brown's plots are like a depth charge of nitromethane dropped in a bucket of gasoline. His pacing is 100% him standing over it all with a lit match and a smile, waiting for us to dare him to drop it."—NPR (Best Books of the Year) He broke the chains. Then he broke the world.... A decade ago Darrow led a revolution, and laid the foundations for a new world. Now he's an outlaw. Cast out of the very Republic he founded, with half his fleet destroyed, he wages a rogue war on Mercury. Outnumbered and outgunned, is he still the hero who broke the chains? Or will he become the very evil he fought to destroy? In his darkening shadow, a new hero rises. Lysander au Lune, the displaced heir to the old empire, has returned to bridge the divide between the Golds of the Rim and Core. If united, their combined might may prove fatal to the fledgling Republic. On Luna, the embattled Sovereign of the Republic, Virginia au Augustus, fights to preserve her precious democracy and her exiled husband. But one may cost her the other, and her son is not yet returned. Abducted by enemy agents, Pax au Augustus must trust in a Gray thief, Ephraim, for his salvation. Far across the void, Lyria, a Red refugee accused of treason, makes a desperate bid for freedom with the help of two unlikely new allies. Fear dims the hopes of the Rising, and as power is seized, lost, and reclaimed, the worlds spin on and on toward a new Dark Age. Don't miss any of Pierce Brown's *Red Rising Saga*: **RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE**

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.

This proceedings volume presents the latest research from the worldwide mass customization, personalization and co-creation (MCPC) community bringing together new thoughts and results from various disciplines within the field. The chapters are based on papers from The MCPC 2015 Conference where the emphasis was placed on "managing complexity." MCPC is now beginning to emerge in many industries as a profitable business model. But customization and personalization go far beyond the sheer individualization of products and become an extension of current business models and production styles. This book covers topics such as complexity management of knowledge-based systems in manufacturing design and production, sustainable mass customization, choice navigation, and product modeling. The chapters are contributed by a wide range of specialists, offering cutting-edge research, as well as insightful advances in industrial practice in key areas. The MCPC 2015 Conference had a strong focus on real life MCPC applications, and this proceedings volume reflects this. MCPC strategies aim to profit from the fact that people are different. Their objective is to turn customer heterogeneities into profit opportunities, hence addressing the current trend of long tail business models. Mass customization means to provide goods and services that best serve individual customers' personal needs with near mass production efficiency. This book brings together the latest from MCPC thought leaders, entrepreneurs, technology developers, and researchers that use these strategies in practice.

The official *Minecraft: Guide to PVP Minigames* contains some of the best games for you to re-create and play with friends in your own world. When it comes to making your own fun in *Minecraft*, the player-versus-player minigame options are endless, and the only limit is your imagination. With insider info and tips from the experts at Mojang, this is the definitive guide to building and playing PVP minigames in *Minecraft*. 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*

Read this humorous, illustrated chapter-book diary to discover how one determined little *Minecraft* slime cube overcomes all obstacles to realize his greatest dream! What does *Minecraft* slime cube Slibertius—known as Bert—dream of becoming? The best fashion designer in the entire Overworld! But it's no easy feat to dress cubes that don't have arms or legs. In the pages of this unofficial *Minecraft* illustrated diary, you'll read about this and other obstacles Bert must overcome in pursuit of his dream, including some dangerous spiders and a witch who drives a hard bargain.

Discover 50 Amazing *Minecraft* Seeds ! Read on your PC, Mac, smart phone, tablet or Kindle device. You're about to discover how to use seeds to unlock amazing worlds for you to discover, as well as create some of your own! Here Is A Preview Of What You'll Find... Seeds to use for PC, Playstation, and Xbox Many worlds to explore Beautiful, inhospitable terrain to survive Entire worlds build on a cache of wealth Hidden strongholds Monsters! Loot! Much, much more! Don't wait - Buy this book and begin exploring some of the most interesting worlds *Minecraft* has to offer NOW! Scroll Up and Get Your Copy NOW! ----- Tags: *Minecraft*, *Minecraft* handbook, *minecraft* free books, *minecraft* app, *minecraft* books, *minecraft* pocket edition, *minecraft* free, *minecraft* comics, diary of a *minecraft* zombie, *minecraft*, *minecraft* seeds, *minecraft* seeds handbook, *minecraft* handbook, *minecraft* pocket edition, *minecraft* seeds for pe *minecraft* seeds pocket edition for pc *minecraft* secrets handbook *minecraft* seeds for xbox360 unofficial secrets handbook edition *minecraft* seeds book diary of a *minecraft*, *minecraft*, *minecraft* handbook, *minecraft* pocket edition, *minecraft* secrets, *minecraft* kitten, *minecraft* diary, *minecraft* ebooks, *minecraft* flash bones, *minecraft* for dummies, *minecraft* guide, *minecraft* jokes, *minecraft* handbook, *minecraft* herobrine, *minecraft* house ideas, *minecraft* hacks, *minecraft* house designs, diary of a *minecraft* iron golem, *minecraft* ideas invasion, diary of a *minecraft*, *minecraft* ultimate handbook, flash and bones *minecraft*, zombies, *minecraft* handbook, *minecraft* handbooks collection, *minecraft* handbook construction, *minecraft* mods, *minecraft* mems, diary of a *minecraft* kitten, *minecraft* handbook combat, *minecraft* legend, *minecraft* comics, *minecraft* zombie, *minecraft* books for kids, *minecraft* secrets, *minecraft* blockopedia, *minecraft* quest, *minecraft* redstone handbook, *minecraft* xbox 360, *minecraft* mods, *minecraft* construction handbook, unleashing *minecraft*, adventures in *minecraft*, *minecraft* guide, official *minecraft*

handbook, minecraft diary, minecraft official guide, diary of a minecraft, minecraft novel, flash and bones minecraft, how to play minecraft, minecraft controls , mods for minecraft, minecraft blocks, minecraft recipies, minecraft ladder, minecraft boat, minecraft character skins, minecraft survival mode, minecraft fence, minecraft bucket, minecraft items, minecraft creative mode, minecraft chest, minecraft single player commands, minecraft walkthrough, minecraft crafting guide, minecraft cheat codes, minecraft crafting recipes, minecraft building guide, minecraft cheat codes, minecraft crafting recipes, minecraft tnt, minecraft adventure, minecraft stories, minecraft diary, minecraft collection, minecraft series, minecraft book kids, minecraft pc, minecraft demo, minecraft commands, minecraft herobrine, computer games, freegames, minecraft skin maker, minecraft game, how to make a minecraft server, minecraft online, minecraft book, minecraft movie, minecraft house, minecraft song, minecraft video, minecraft id list, mods for minecraft, minecraft books, minecraft castle, minecraft fence, minecraft papercraft, minecraft music, minecraft forum, minecraft 2, minecraft skin creator, play minecraft, minecraft workbench, best minecraft seeds, games like minecraft, minecraft xbox, free casino slots, minecraft download free, minecraft sword, minecraft, minecraft handbook, minecraft pocket edition, diary of a minecraft, flash and bones minecraft, mods for minecraft pocket edition, minecraft handbook secrets, minecraft skindex, seeds for minecraft, minecraft survival servers, minecraft building ideas, free minecraft games, how to play minecraft

This collected volume gathers a broad spectrum of social science and information science articles about Facebook. It looks into facets of users, such as age, sex, and culture, and into facets of use, e.g. privacy behavior after the Snowden affair, unfriending on Facebook, or Facebook addiction, as well as into quality perceptions. Written by leading scholars investigating the impact of Web 2.0., this volume is highly relevant for social media researchers, information scientists, and social scientists, and, not least, for everyone interested in Facebook-related topics.

*UNOFFICIAL GUIDE*Do you want to dominate the game and your opponents?Do you struggle with making resources and cash?Do you want the best items?Would you like to know how to download and install the game?If so, we have got you covered.We will walk you through the game, provide professional strategies and tips, as well as all the secrets in the game.What You'll Discover Inside:- How to Download & Install the Game.- Professional Tips and Strategies.- Beat Levels.- Beat Levels.- Unlock Karts!- Get 1st Place!- Cheats and Hacks. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Resources. - PLUS MUCH MORE! So, what are you waiting for? Once you grab a copy of our guide, you'll be dominating the game in no time at all! Get your Pro tips now.--> Scroll to the top of the page and click add to cart to purchase instantly

A Parent's Guidebook to Minecraft® Is Minecraft® a game? A computerized construction toy? This book helps you understand exactly what Minecraft® is, why kids love it, and why it may offer much more than what you've come to expect from a game. A Parent's Guidebook to Minecraft® is written for parents, caregivers, educators, and anyone else who has kids swept up in the Minecraft® phenomenon. This handbook explains how to install, set up, and play the game, so that even adults with minimum computer literacy can step in and help their children—and play alongside them. Moving beyond the basics, this practical guide explores larger questions such as online safety, be it playing in multi-player worlds or posting on forums or YouTube. It also examines the social and academic advantages to be found in Minecraft® and offers realistic solutions to challenges such as time management and conflicts over computer use. With a simple, friendly, and open style, A Parent's Guidebook to Minecraft® offers practical help and new ways to connect with children who play this exciting and creative game. You'll learn to Make playing Minecraft® a rewarding experience for your kids—and the entire family. Set limits and ensure the computer doesn't become a source of conflict. Take advantage of the social aspects of Minecraft® and keep your kids safe online. Gather supplies, craft items, and build structures. Avoid monsters—or just remove them from the game. Set up a server in your home. Minecraft® is a trademark of Mojang Synergies/Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies/Notch Development AB.

Synthesizes and re-examines the evolution of the human pelvis, which sits at the interface between locomotion and childbirth.

The incredible tale of a little game that shook the international gaming world—now with new material including a behind-the-scenes look at the sale to Microsoft. For this second edition, the story has been enriched with more Minecraft than ever—a new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence. His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich. Then in 2009 a strange little project of his quickly grew into a worldwide phenomenon and, in just a few short years, turned its maker into an international icon. Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age—improbable success, fast money, and the power of digital technology to shake up a rock-solid industry. It's a story about being lost and finding your way, of breaking the rules and swimming against the current. It's about how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.

Mein Kampf ("My Struggle") is an important historical document which should not be forgotten, it remains important to educated and explain clearly what this work set out to achieve. This book is the political manifesto and philosophical autobiography of Adolf Hitler. It became known as the 'bible' of National Socialism (Nazism) in Germany's Third Reich. The first volume, entitled "The Settlement "Revenge" was written in 1924 in the Bavarian fortress of Landsberg am Lech. It highlights the First World War, and the "betrayal" of Germany's collapse in 1918; it also expresses Hitler's racist ideology as well as revenge against France. It was considered proper to own a copy and to give one to newlyweds or to celebrate any similar occasion. Revelations concerning the nature of his character and his blueprint for Germany's future served as a warning to the world. A warning that was mostly ignored. This book contains both volumes and has been fully translated to English.

There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, *How People Learn: Brain, Mind, Experience, and School: Expanded Edition* was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific un-

derstanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. *How People Learn II: Learners, Contexts, and Cultures* provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. *How People Learn II* will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

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.

What exactly happens in the life of a Minecraft Spider Jockey? Experience the daily life of a Minecraft Spider jockey This diary book is a great read or gift for a Minecraft lover of any age! *** Read It FREE With Kindle Unlimited Or Prime Membership *** Don't have kindle? No worries! Read it on your PC, Mac, Tablet Or Smartphone! ----- Additional Tags: Minecraft, Minecraft handbook, minecraft free books, minecraft app, minecraft books, minecraft pocket edition, minecraft free, minecraft comics, diary of a minecraft zombie, minecraft, minecraft seeds, minecraft seeds handbook, minecraft handbook, minecraft pocket edition, minecraft seeds for pe minecraft seeds pocket edition for pc minecraft secrets handbook minecraft seeds for xbox360 unofficial secrets handbook edition minecraft seeds book diary of a minecraft, minecraft, minecraft handbook, minecraft pocket edition, minecraft secrets, minecraft kitten, minecraft diary, minecraft ebooks, minecraft flash bones, minecraft for dummies, minecraft guide, minecraft jokes, minecraft handbook, minecraft herobrine, minecraft house ideas, minecraft hacks, minecraft house designs, diary of a minecraft iron golem, minecraft ideas invasion, diary of a minecraft, minecraft ultimate handbook, flash and bones minecraft, zombies, minecraft handbook, minecraft handbooks collection, minecraft handbook construction, minecraft mods, minecraft mems, diary of a minecraft kitten, minecraft handbook combat, minecraft legend, minecraft comics, minecraft zombie, minecraft books for kids, minecraft secrets, minecraft blockopedia, minecraft quest, minecraft redstone handbook, minecraft xbox 360, minecraft mods, minecraft construction handbook, unleashing minecraft, adventures in minecraft, minecraft guide, official minecraft handbook, minecraft diary, minecraft official guide, diary of a minecraft, minecraft novel, flash and bones minecraft, how to play minecraft, minecraft controls , mods for minecraft, minecraft blocks, minecraft recipies, minecraft ladder, minecraft boat, minecraft character skins, minecraft survival mode, minecraft fence, minecraft bucket, minecraft items, minecraft creative mode, minecraft chest, minecraft single player commands, minecraft walkthrough, minecraft crafting guide, minecraft cheat codes, minecraft crafting recipes, minecraft building guide, minecraft cheat codes, minecraft crafting recipes, minecraft tnt, minecraft adventure, minecraft stories, minecraft diary, minecraft collection, minecraft series, minecraft book kids, minecraft pc, minecraft demo, minecraft commands, minecraft herobrine, computer games, freegames, minecraft skin maker, minecraft game, how to make a minecraft server, minecraft online, minecraft book, minecraft movie, minecraft house, minecraft song, minecraft video, minecraft id list, mods for minecraft, minecraft books, minecraft castle, minecraft fence, minecraft papercraft, minecraft music, minecraft forum, minecraft 2, minecraft skin creator, play minecraft, minecraft workbench, best minecraft seeds, games like minecraft, minecraft xbox, free casino slots, minecraft download free, minecraft sword, minecraft, minecraft handbook, minecraft pocket edition, diary of a minecraft, flash and bones minecraft, mods for minecraft pocket edition, minecraft handbook secrets

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: -Use fundamental data structures like lists, tuples, and maps -Organize and reuse your code with functions and modules -Use control structures like loops and conditional statements -Draw shapes and patterns with Python's turtle module -Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Hello, this is Stampy--Minecraft superstar and host of the gaming channel Stampy! Introducing the one and only official book about YouTube sensation Stampy--by Stampy himself! From the worlds of Minecraft and Halo to Disney Infinity and Skylanders, Stampy's lovely world grows more fun every day. That's why Stampy's Lovely Book is full of games, activities, hilarious jokes, and exclusive info about Stampy's friends. There's a Stampy cake bake (of course!), a comic strip, silly challenges to try with your friends, and much more. If you're one of Stampy's 6.5 million fans, then you NEED this book!

"Gloriously dark and romantic." —Roshani Chokshi, New York Times bestselling author of *The Star-Touched Queen* "An alluring and seductive fairy tale." —Justina Ireland, New York Times bestselling author of *Dread Nation* "Horrorifying, heartbreaking, and heartwarming, a lush fairy tale rooted in a moral quandary." —Kirkus Reviews (starred review) "An eerie, consuming tale of sacrifice and faith. Haunting and unique." —Booklist "Evocative." —BCCB Once, a witch made a pact with a devil. The legend says they loved each other, but can the story be trusted at all? Find out in this lush, atmospheric fantasy novel that entwines love, lies, and sacrifice. Long ago, a village made a bargain with the devil: to ensure their prosperity, when the Slaughter Moon rises, the village must sacrifice a young man into the depths of the Devil's Forest. Only this year, the Slaughter Moon has risen early. Bound by duty, secrets, and the love they share for one another, Mairwen, a spirited witch; Rhun, the expected saint; and Arthur, a restless outcast, will each have a role to play as the devil demands a body to fill the bargain. But the devil these friends find is not the one they expect, and the lies they uncover will turn their town—and their hearts—inside out.

You can count on Rick Steves to tell you what you really need to know when traveling in Naples and the Amalfi Coast. In this compact guide, Rick Steves covers the essentials of Naples and the Amalfi Coast, including Pompeii, Vesuvius, Positano, and Amalfi Town. Visit Naples' Archaeological Mu-

seum, the Pompeii Forum, or the cathedrals and beaches of the Amalfi coast. You'll get Rick's firsthand advice on the best sights, eating, sleeping, and nightlife, and the maps and self-guided tours will ensure you make the most of your experience. More than just reviews and directions, a Rick Steves Snapshot guide is a tour guide in your pocket. Rick Steves Snapshot guides consist of excerpted chapters from Rick Steves European country guidebooks. Snapshot guides are a great choice for travelers visiting a specific city or region, rather than multiple European destinations. These slim guides offer all of Rick's up-to-date advice on what sights are worth your time and money. They include good-value hotel and restaurant recommendations, with no introductory information (such as overall trip planning, when to go, and travel practicalities).

A book that goes beyond basic-level play of the popular Minecraft computer game covers such topics as automating all aspects of mining, harvesting and building tasks; generating infinite ores on demand; building mob spawners and traps for fast experience gains; sharing one's creations with the world and much more. Original.

Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft. You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit. The adventures aren't limited to the virtual - you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi® Build houses, structures, and make a 3D duplicating machine Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Build a custom game controller using a BBC micro:bit™ Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey.

The long-awaited, first OFFICIAL guide to the online gaming sensation, Minecraft! You're alone in a mysterious new world, full of hidden dangers. You have only minutes to find food and shelter before darkness falls and the monsters come looking for you. What do you do? This official handbook might just save your life. Learn how to find resources; make a shelter; craft tools, armor, and weapons, and protect yourself from monsters. With tips from Minecraft experts, including developer Jeb and creator Notch himself, this is the definitive guide to surviving your first few days in Minecraft.

Covering more than 80 countries around the world, this book provides a compelling, contemporary snapshot of how people in other countries are using the Internet, social media, and mobile apps. • Demonstrates that while the Internet and the human desire to connect with others is universal, people in different cultures and regions have different preferences for what, where, and how they communicate online • Identifies the ways in which the Internet and social media have profoundly impacted the world economically, culturally, and politically • Chronicles the development of major social media innovations that have shaped online environments

The official Minecraft: Guide to Exploration will help you survive. Learn how to find resources, craft equipment and protect yourself from hostile mobs. The world of Minecraft is waiting to be explored. But danger lurks around every corner and survival can prove difficult for even the bravest adventurer.

er. With insider info and tips from the experts at Mojang, this is the definitive guide to exploration for new Minecrafters.

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Since its official release in 2011, Minecraft has sold over 48 million copies across all gaming platforms. The premise of Minecraft is simple: destroy, collect, build and interact in a world made entirely of colored cubes. Unlike Lego blocks or other construction toys, Minecraft's digital play space allows for virtually limitless creation without the cost and limitations of physical building materials. Developer Mojang's generous policies toward modification and other uses of their intellectual property also engender enthusiasm and creativity from fans who make music, art and animation inspired by the software. The first essays in this collection cover Minecraft's origins, describing its relationship to other video games and toys and examining the learning models implicit in its design. Later essays describe and theorize the various ways players interact with the software, which simultaneously presents them with structural constraints and limitless possibilities. NOT OFFICIAL MINECRAFT PRODUCT. NOT APPROVED BY OR ASSOCIATED WITH MOJANG.

Who knew that math could be so cool? Minecraft is an educational game full of mathematical concepts. Inside this book, you will find fun, Minecraft themed kid-appealing math problems to solve. With over 90 math problems on topics from jungle temples to creeper battles, this book bursts with math that looks nothing like school. The book will help children practice the essential math skills they learn in school. Provides practice at all the major topics for Grades 3-5 with emphasis on division, addition, subtraction and relationships among fractions, decimals, and percentages. Spatial awareness, area and volume measurement are covered too. The idea is to make it easy for teachers or parents to supplement what kids are learning in school with complementary math problems that are more engaging and fun.

NEW YORK TIMES BESTSELLER • This official Minecraft novel is an action-packed thriller! When a new virtual-reality version of the game brings her dreams—and doubts—to life, one player must face her fears. Bianca has never been good at following the plan. She's more of an act-now, deal-with-the-consequences-later kind of person. But consequences can't be put off forever, as Bianca learns when she and her best friend, Lonnie, are in a terrible car crash. Waking up in the hospital, almost paralyzed by her injuries, Bianca is faced with questions she's not equipped to answer. She chooses instead to try a new virtual-reality version of Minecraft that responds to her every wish, giving her control over a world at the very moment she thought she'd lost it. As she explores this new realm, she encounters a mute, glitching avatar she believes to be Lonnie. Bianca teams up with Esme and Anton, two kids who are also playing on the hospital server, to save her friend. But the road to recovery isn't without its own dangers. The kids are swarmed by mobs seemingly generated by their fears and insecurities, and now Bianca must deal with the uncertainties that have been plaguing her: Is Lonnie really in the game? And can Bianca help him return to reality? 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: Mobestary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners