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Mass Effect 2 Legendary Edition - Strategy Guide Mass Effect: Revelation Mass Effect: Deception The Digital Role-Playing Game and Technical Communication Even on Mars The Sacred & the Digital Mass Effect: The Complete Comics Dante's Equation Mass Effect: Blasto: Eternity is Forever The Art of Mass Effect: Andromeda The Ghost Map Mass Effect Middlesex The Perfect Paragon The Dragon of New Orleans Mass Effect: Retribution Mass Effect 1 Legendary Edition - Strategy Guide I Kissed Dating Goodbye Mass Effect Ethical Artificial Intelligence from Popular to Cognitive Science City of Heroes: The Freedom Phalanx Beloved The Art of the Mass Effect Trilogy: Expanded Edition Puppies As a Hobby Mass Effect The Paragon Mindset The Dorito Effect The Art of The Mass Effect Universe Don't Wait for Washington Gaming Disability Mass Effect Mass Effect - Andromeda: Nexus Uprising Mass Effect: Discovery Dungeon Master's Guide II Miss Peregrine's Home for Peculiar Children Justice Wing A Guide to Video Game Movies Apeirogon: A Novel Mass Effect: The Complete Novels 4-Book Bundle Warriors

The series that revolutionised video game comics is back with canonical stories featuring the series' most beloved characters and connecting narrative dots within the Mass Effect trilogy. Featuring behind the scenes annotations by the creators, this deluxe oversized hardcover collects all of the Mass Effect: Foundation series, Mass Effect Free Comic Book Day 2013, Mass Effect: Blasto - Eternity is Forever (all Dark Horse) and a beautiful gallery section of covers, exclusive sketches, process drawings and more, making this essential for any Mass Effect fan! Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue. To get the full effect, you need this guide •Full mission & optional assignment walkthroughs •Massive galactic codex section for all the background you could want •All Achievements and how to get them •Mass Effect warfare secrets revealed Building upon existing materials in the "Dungeon Master's Guide," this title was specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. This book offers a unique interdisciplinary perspective on the ethics of 'artificial intelligence' - autonomous, intelligent, (and connected) systems, or AIs, applying principles of social cognition to understand the social and ethical issues associated with the creation, adoption, and implementation of AIs. As humans become entangled in sociotechnical systems defined by human and artificial agents, there is a pressing need to understand how trust is created, used, and abused. Compounding the difficulty in answering these questions, stakeholders directly or indirectly affected by these systems differ in their motivations, understanding, and values. This volume provides a comprehensive resource to help stakeholders understand ethical issues of designing and implementing AIs using an ethical sensemaking approach. Starting with the general technical affordances of AI, Dr. Jordan Richard Schoenherr considers the features of system design relating data integrity, selection and interpretation of algorithms, and the evolution processes that drive AIs innovation as a sociotechnological system. The poles of technophobia (algorithmic aversion) and technophilia (algorithmic preference) in the public perception of AIs are then described and considered against existing evidence, including issues ranging from the displacement and re-education needs of the human workforce, the impact of use of technology on interpersonal accord, and surveillance and cybersecurity. Ethical frameworks that provide tools for evaluating the values and outcomes of AIs are then reviewed, and how they can be aligned with ethical sensemaking processes identified by psychological science is explored. Finally, these disparate threads are brought together in a design framework. Also including sections on policies and guideline, gaming and social media, and Eastern philosophical frameworks, this is fascinating reading for students and academics in psychology, computer science, philosophy, and related areas, as well as professionals such as policy makers and those working with AI systems. "Despair stalks the streets of Paragon City. Five decades after Statesman and his allies first formed the Freedom Phalanx, that legendary group of heroes is no more and power-mad villains stand poised on the brink of ultimate victory. The fledgling hero Positron has a plan to stop them: rebuild the Freedom Phalanx. But the world's mightiest champions no longer see the point of battling alongside others, not when they have their own private wars to wage and personal demons to conquer. For Positron to forge a new Freedom Phalanx and save Paragon City from the schemes of the dreaded Tyranny Legion, he must first save Statesman, Manticore, and the other crime-busting legends from their greatest enemies--themselves."--Back cover. The Perfect Paragon continues the tradition in M. C. Beaton's beloved Agatha Raisin mystery series—now a hit show on Acorn TV and public television. After being nearly killed by both a hired hit man and her former secretary, Agatha Raisin could use some low-key cases. So when Robert Smedley walks through the door, determined to prove that his wife is cheating, Raisin Investigations immediately offers to help. Trouble is, Agatha hates divorce cases--especially when the client is as pompous as Smedley--but she has a business to run and she's not about to turn away a paying customer. Unfortunately for Agatha, Mabel Smedley appears to be the perfect wife, young and pretty and a regular volunteer at church. Although Smedley's case doesn't look promising, Agatha's attentions are diverted when she stumbles across the body of missing teenager, Jessica Bradley. In a sudden gesture of kindness (and good public relations), Agatha offers to investigate Jessica's death free of charge. As Agatha juggles her two biggest cases, things are turned upside down when Robert Smedley is found poisoned in his office. The prime suspect, his sainted wife Mabel, immediately hires Agatha to find the real killer. With the help of her old friend, Sir Charles Fraith, and some newly hired staff, Agatha Raisin sets off on another adventure solving crime in the English Cotswolds. Picking up where the bestselling videogames left off, the Mass Effect novels take readers into the far reaches of outer space. From the prequel novel, Revelation, to the series capstone, Deception, these original adventures weave together a science fiction epic as they follow Starship Alliance commander David Anderson and his young protégée, scientist Kahlee Sanders, in their battle to save humanity. Packaged together for the first time, this exhilarating eBook bundle includes: REVELATION ASCENSION RETRIBUTION DECEPTION Since discovering a cache of Prothean technology on Mars in 2148, humanity has spread to the stars. Now, on the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy—one he won't live to tell about. Or so the enemy thinks. The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with its memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda! NEW YORK TIMES BESTSELLER • "A quite extraordinary novel. Colum McCann has found the form and voice to tell the most complex of stories, with an unexpected friendship between two men at its powerfully beating heart."—Kamila Shamsie, author of Home Fire FINALIST FOR THE DUBLIN LITERARY AWARD • LONGLISTED FOR THE BOOKER PRIZE • WINNER OF THE NATIONAL JEWISH BOOK AWARD • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Independent • The New York Public Library • Library Journal From the

National Book Award-winning and bestselling author of *Let the Great World Spin* comes an epic novel rooted in the unlikely real-life friendship between two fathers. Bassam Aramin is Palestinian. Rami Elhanan is Israeli. They inhabit a world of conflict that colors every aspect of their lives, from the roads they are allowed to drive on to the schools their children attend to the checkpoints, both physical and emotional, they must negotiate. But their lives, however circumscribed, are upended one after the other: first, Rami's thirteen-year-old daughter, Smadar, becomes the victim of suicide bombers; a decade later, Bassam's ten-year-old daughter, Abir, is killed by a rubber bullet. Rami and Bassam had been raised to hate one another. And yet, when they learn of each other's stories, they recognize the loss that connects them. Together they attempt to use their grief as a weapon for peace—and with their one small act, start to permeate what has for generations seemed an impermeable conflict. This extraordinary novel is the fruit of a seed planted when the novelist Colum McCann met the real Bassam and Rami on a trip with the non-profit organization Narrative 4. McCann was moved by their willingness to share their stories with the world, by their hope that if they could see themselves in one another, perhaps others could too. With their blessing, and unprecedented access to their families, lives, and personal recollections, McCann began to craft *Apeirogon*, which uses their real-life stories to begin another—one that crosses centuries and continents, stitching together time, art, history, nature, and politics in a tale both heartbreaking and hopeful. The result is an ambitious novel, crafted out of a universe of fictional and nonfictional material, with these fathers' moving story at its heart.

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga. In the world of Justice Wing, heroes and villains have contended with one another for decades spanning four eras. Now, with the heroes in nadir, Super-archer Broadhead, one of the first prosahuman heroes (meaning he possesses no special powers) struggles to maintain his edge with a failing body. This struggle is compounded by a well deserved reputation for being a asshole (though usually not using the word 'butt') and for an incident that cost him his partnership with his sidekick and the respect of his peers many years before. And yet, through it all he continued to both fight to protect the innocent (admittedly usually while insulting them) and to continue to improve both his skills and his gear, under the basic ethos he always lived by: Plan your projects, create and test a prototype, produce the final result, then continually perfect the design with new models. Now, ten years after a worldwide disaster caused by a mad god's desperate attempt to destroy not just the world but the entire multiverse, Broadhead keeps himself held together with medication and black market super science. But, with a young super-archer named Darkhood coming up, continued estrangements, haunted by his past, and finally benched for his own safety and health, Broadhead finds himself plunging into increasingly vivid memories spanning all four eras -- the Emergence of the heroes, their Halcyon Days, the horrifying Apocalypse Agenda, and now Justice Wing In Nadir, reliving his worst mistakes. Seeking validation, he desperately watches a television program that tests and debunks super-feats in hopes they will prove Darkhood's greatest arrow-shot was impossible... only to have the one person he never thought would support Darkhood show up. After a life of pushing prosahuman heroes to train and prepare for all situations instead of grandstanding and making it up as they go along, Broadhead's last remaining legacy seems ready to crumble... along with his very life.

Content Warning: This story contains adult language, allusions to and discussions of verbal and emotional abuse, and (brief and entirely undetailed) references to physical abuse of a child. A lively and important argument from an award-winning journalist proving that the key to reversing North America's health crisis lies in the overlooked link between nutrition and flavor. In *The Dorito Effect*, Mark Schatzker shows us how our approach to the nation's number one public health crisis has gotten it wrong. The epidemics of obesity, heart disease, and diabetes are not tied to the overabundance of fat or carbs or any other specific nutrient. Instead, we have been led astray by the growing divide between flavor—the tastes we crave—and the underlying nutrition. Since the late 1940s, we have been slowly leeching flavor out of the food we grow. Those perfectly round, red tomatoes that grace our supermarket aisles today are mostly water, and the big breasted chickens on our dinner plates grow three times faster than they used to, leaving them dry and tasteless. Simultaneously, we have taken great leaps forward in technology, allowing us to produce in the lab the very flavors that are being lost on the farm. Thanks to this largely invisible epidemic, seemingly healthy food is becoming more like junk food: highly craveable but nutritionally empty. We have unknowingly interfered with an ancient chemical language—flavor—that evolved to guide our nutrition, not destroy it. With in-depth historical and scientific research, *The Dorito Effect* casts the food crisis in a fascinating new light, weaving an enthralling tale of how we got to this point and where we are headed. We've been telling ourselves that our addiction to flavor is the problem, but it is actually the solution. We are on the cusp of a new revolution in agriculture that will allow us to eat healthier and live longer by enjoying flavor the way nature intended. With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland, USA; BioWare in Edmonton, Alberta, Canada; and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications (“modding”) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games. Dr. Kiara T'Soni embarks on a dangerous mission to solve the mystery of her companion Commander Shepard's disappearance. As Commander Shepard of the SSV Normandy, take your elite recon squad across a galaxy in turmoil in a desperate race to stop the return of an enemy without mercy. Your only imperative is to preserve the safety of civilized life in the galaxy - at any cost. The guide for *Mass Effect 1* Legendary Edition features all there is to see and do including a walkthrough containing coverage of all Assignments, detailed breakdown of all the important choices, class builds and much more! - Full coverage of all the Main Missions. - Every Assignment covered. - In-depth look at the major choices and consequences of each. - Full details on how to romance Ashley, Kaiden or Liara - Class builds to get the most out of your chosen class. - Details on every Talent. - How to spec your squad. - Breakdown of all Paragon and Renegade opportunities. - Trophy/Achievement guide. Mars is where the majority of what remains of the human race now reside in the 23rd century, along side of the mutants that descend from humans and are of kin to them. They live together in all peace, harmony and licentiousness, as no shame is left surrounding sexuality, and the red planet takes matter-of-fact ease and pleasure in its prurience, which is enjoyed between humans, mutants and sexbots alike. For what else could fill the void of living in domes on such a dry, barren planet as Mars? As for the roller-coaster ride of murder and mayhem that protagonist Don Power and his best friend, Clive, are thrown onto in an already bizarre-as-can-be, futuristic world, you will have to read to find out. Enjoy the ride! The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. *Mass Effect's* vibrant world is teeming with conflict, and always on the edge of tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series *Discovery* which follows the Turian soldier Tiran Kandros. This book compiles all of the *Mass Effect* comic book series in one affordable, accessible, and comprehensive format--a must buy for fans of the *Mass Effect* universe and BioWare. Collects *Mass Effect: Redemption* #1-4, *Mass Effect: Evolution* #1-4, *Mass Effect: Invasion* #1-4, *Mass Effect: Homeworlds* #1-4, *Mass Effect: Foundation* #1-13, and *Mass Effect: Discovery* #1-4. Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on 'harvesting' the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths - and weaknesses - by

studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out. Joshua Harris's first book, written when he was only 21, turned the Christian singles scene upside down...and people are still talking. More than 800,000 copies later, *I Kissed Dating Goodbye*, with its inspiring call to sincere love, real purity, and purposeful singleness, remains the benchmark for books on Christian dating. Now, for the first time since its release, the national #1 bestseller has been expanded with new content and updated for new readers. Honest and practical, it challenges cultural assumptions about relationships and provides solid, biblical alternatives to society's norm. Clear, stylish typeset, with user-friendly links to referenced Scripture. He has "a lover in every port and a gun in every tentacle"! Blasto the Hanar Spectre, the most beloved action hero in the galaxy, makes his comics debut with a nonstop thrill-ride of white-knuckle excitement! Blasto serves justice on an explosive platter in this top secret mission to the planet Virmire accompanied by the beautiful and deadly asari Cerulean Star! Be sure to check out our blog for other N7 Day awesomeness, like a chance to win a Google Nexus 7 tablet! A cursed dragon shifter, a terminal cancer patient, and a forbidden love that promises to save them both... if they don't kill each other first. — 2020 RONE award winner BEST PARANORMAL ROMANCE LONG — 2020 Independent Publisher Book Award for BEST ROMANCE E-BOOK New Orleans: city of intrigue, supernatural secrets, and one enigmatic dragon. A deadly curse.... For 300 years, Gabriel Blakemore has survived in New Orleans after a coup in his native realm of Paragon scattered him and his dragon siblings across the globe. Now a voodoo curse threatens to end his immortal existence. His only hope is to find an antidote, one that may rest in a mortal woman. A lifesaving gift... After five years of unsuccessful treatment for her brain cancer, death is a welcome end for Raven Tanglewood. Her illness has become a prison her adventurous spirit cannot abide. Salvation comes in the form of Gabriel, who uses dragon magic to save her. A harrowing price... To Raven, the bond that results from Gabriel's gift is another kind of captivity. Can Gabriel win Raven's love and trust in time to awaken the life-saving magic within her? Or will his fiery personality and possessive ways drive her from his side and seal his fate? * * * "Fans of paranormal romance will get swept up in this quick, steamy romance and the intriguing mystery wrapped in magic.[Book Life]" -Publisher's Weekly "An impressive mix of Greek mythology, Vodoun rituals, and the distinctive mystique of New Orleans, past and present. It's a compelling start to what seems destined to be an entertaining series." - InD'tale Crowned Heart Review "I loved this steamy, fast paced paranormal romance. I need a dragon of my very own." - Kim Loraine, Best Selling Author of The Fallen Angel Trilogy "Magic, adventure, and romance fly off the pages of The Dragon of New Orleans!" - Britt Franks Red Hatter Book Blog "...rich in magic, legend and love so if you like paranormal then this one I highly recommend." - Becky Bookworm Blog "The romance burns slowly, and the suspense will keep you glued to the pages." - Uncaged Reviews "Wow, what a ride! ...a captivating, highly entertaining story about love, letting go and sacrifice." - Konny, Goodreads reviewer "Reading Dragon of New Orleans made me feel right at home in my adopted city, and I can't wait for the next one. This is a fantastic start of a new urban fantasy series." -NYT Bestselling Author Deanna Chase * * * Topics: dragon shifter romance series, romance saga, romantic suspense, series starter, first in series, romance series, romance saga, romantic family saga, new release, shapeshifter romance with sex, New Orleans, Voodoo, paranormal romance dragons, shifter romance, dragon shifter romance series, romance ebook, romance series, top romance reads, bestselling, fantasy romance, paranormal elements, contemporary fantasy, urban fantasy, HEA, Genevieve Jack, Genevieve Jack Dragons, Witches, Magic, Love, strong heroine, alpha hero, family, cancer survivor, steamy romance, emotional romance, new adult paranormal romance, forbidden romance, romance fiction, top ebooks in romance, top ebooks in paranormal, romance books, romance, award winning romance, USA Today bestseller, Paranormal Romance witches, paranormal romance shifters Series Perfect for fans of Amelia Hutchins, Alisa Woods, Donna Grant, Christine Feehan, Jessie Donovan, M. Flynn, Mac Flynn, Thea Harrison, Gena Callahan, Milly Weaver, J.K. Harper, Anna Craig, Michelle M. Pillow, Mandy M. Roth, JR Ward, Kresley Cole, Ilona Andrews, Jayne Faith, Renee Rose, Vanessa Vale, Brenda K Davies, Layla Nash, Sherilee Gray, Abigail Owen, Terry Bolryder, T. S. Joyce, Zoe Chant, Charlene Hartnady, Eve Langlais, Evangeline Anderson, Milly Taiden, Alexandra Ivy Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series! Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games--including the award-winning "Lair of the Shadow Broker" from Mass Effect 2 and the fan-favorite "Citadel" from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming! This book explores the opportunities and challenges people with disabilities experience in the context of digital games from the perspective of three related areas: representation, access and inclusion, and community. Drawing on key concerns in disability media studies, the book brings together scholars from disability studies and game studies, alongside game developers, educators, and disability rights activists, to reflect upon the increasing visibility of disabled characters in digital games. Chapters explore the contemporary gaming environment as it relates to disability on platforms such as Twitch, Minecraft, and Tinglyou, while also addressing future possibilities and pitfalls for people with disabilities within gaming given the rise of virtual reality applications, and augmented games such as Pokémon Go. The book asks how game developers can attempt to represent diverse abilities, taking games such as BlindSide and Overwatch as examples. A significant collection for scholars and students interested in the critical analysis of digital games, this volume will be of interest across several disciplines including game studies, game design and development, internet, visual, cultural, communication and media studies, as well as disability studies. "It is the summer of 1854. Cholera has seized London with unprecedented intensity. A metropolis of more than 2 million people, London is just emerging as one of the first modern cities in the world. But lacking the infrastructure necessary to support its dense population - garbage removal, clean water, sewers - the city has become the perfect breeding ground for a terrifying disease that no one knows how to cure." "As their neighbors begin dying, two men are spurred to action: the Reverend Henry Whitehead, whose faith in a benevolent God is shaken by the seemingly random nature of the victims, and Dr. John Snow, whose ideas about contagion have been dismissed by the scientific community, but who is convinced that he knows how the disease is being transmitted. The Ghost Map chronicles the outbreak's spread and the desperate efforts to put an end to the epidemic - and solve the most pressing medical riddle of the age."--BOOK JACKET. From the author of Judgment Day and creator of the popular Gabriel Knight computer games comes an edge-of-the-seat science-fiction thriller that weaves together elements of the Kabbalah and physics with doorways to other worlds. Attitude, belief and mindset are all attributes that separate the average sales people from the elite. Having a strong sales team is what separates a surviving enterprise from a thriving business. No matter your current approach to sales, The Paragon Mindset is the book that will help you to not only sell more, but will also help you to achieve more. Filled with solid advice, techniques and sales boosting skill sets, The Paragon Mindset is the book to help you to increase your sales. "Somalia is one of the world's most desolate, sun-scorched lands, inhabited by fierce and independent-minded tribesmen. It was here that Gerald Hanley spent the Second World War, charged with preventing bloodshed between feuding tribes at a remote out-station. Rations were scarce, pay infrequent and his detachment of native soldiers near-mutinuous." "In these extreme conditions seven British officers committed suicide, but Hanley describes the period as the 'most valuable time' of his life. With intense curiosity and open-mindedness, he explores the effects of loneliness. He comes to understand the Somalis' love of fighting and to admire their contempt for death. 'Of all the races of Africa,' he says, 'there cannot be one better to live among than the most difficult, the proudest, the bravest, the vainest, the most merciless, the friendliest: the Somalis.'"--BOOK JACKET. The thrilling prequel to the award-winning video game from BioWare Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading

to the stars; the newest interstellar species, struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station; smoking ruins littered with bodies and unanswered questions. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base—hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy . . . one he won't live to tell about. Or so the enemy thinks. BONUS: This edition includes an excerpt from Drew Karpysyn's *Mass Effect: Ascension*. Spanning eight decades and chronicling the wild ride of a Greek-American family through the vicissitudes of the twentieth century, Jeffrey Eugenides' witty, exuberant novel on one level tells a traditional story about three generations of a fantastic, absurd, lovable immigrant family -- blessed and cursed with generous doses of tragedy and high comedy. But there's a provocative twist. Cal, the narrator -- also Callie -- is a hermaphrodite. And the explanation for this takes us spooling back in time, through a breathtaking review of the twentieth century, to 1922, when the Turks sacked Smyrna and Callie's grandparents fled for their lives. Back to a tiny village in Asia Minor where two lovers, and one rare genetic mutation, set our narrator's life in motion. *Middlesex* is a grand, utterly original fable of crossed bloodlines, the intricacies of gender, and the deep, untidy promptings of desire. It's a brilliant exploration of divided people, divided families, divided cities and nations -- the connected halves that make up ourselves and our world. An original novel written by Hugo Award-winning author N. K. Jemisin and *Mass Effect* creative director Mac Walters Lieutenant Cora Harper joined the Systems Alliance to develop and enhance her powerful biotic talents. She was assigned to the asari commando unit Talein's Daughters, where she honed her abilities to become a skilled and deadly huntress. Returning to Earth, Cora finds herself a stranger among other humans, and joins the Andromeda Initiative as Alec Ryder's second-in-command. The mission will send 100,000 colonists on a one-way, 600-year-long journey into the unknown. When essential—and dangerous—tech is stolen, Cora is assigned to recover it before it can be used against the Initiative, and end the mission before it can begin. Copyright © 2017 Electronic Arts Inc. EA, the EA logo, *Mass Effect*, *Mass Effect: Andromeda*, BioWare and the BioWare logo are trademarks of Electronic Arts Inc. All Rights Reserved. Winner of the Pulitzer Prize, Toni Morrison's *Beloved* is a spellbinding and dazzlingly innovative portrait of a woman haunted by the past. Sethe was born a slave and escaped to Ohio, but eighteen years later she is still not free. She has borne the unthinkable and not gone mad, yet she is still held captive by memories of Sweet Home, the beautiful farm where so many hideous things happened. Meanwhile Sethe's house has long been troubled by the angry, destructive ghost of her baby, who died nameless and whose tombstone is engraved with a single word: *Beloved*. Sethe works at beating back the past, but it makes itself heard and felt incessantly in her memory and in the lives of those around her. When a mysterious teenage girl arrives, calling herself *Beloved*, Sethe's terrible secret explodes into the present. Combining the visionary power of legend with the unassailable truth of history, Morrison's unforgettable novel is one of the great and enduring works of American literature. Have you ever wondered if that game you love was made into a movie? Flip this book open and find out! Explore the fascinating journey of your favorite video games as they make their way to the silver screen! This comprehensive guide contains information on over forty big-screen adaptations of popular video games, including the histories of the series that inspired them. Covering four decades of movies, readers can learn about some of the most infamous movies in video game history, with genres such as horror, martial arts, comedy and children's animation ensuring there's plenty of trivia and analysis to keep gamers hooked. With nearly two-hundred full color stills, posters and screenshots, the book is a go-to guide to discovering facts about some of the biggest box office hits and the most disappointing critical bombs in history. From bizarre science fiction like *Super Mario Bros.* to the latest big budget releases like *Monster Hunter*, and dozens in between, *A Guide to Video Game Movies* should please film buffs and die-hard game fans alike. Whether you're looking for rousing blockbuster action, family-friendly entertainment or a late-night B-movie to laugh at with your friends, you're bound to find a movie to fit your taste. Put down your controller and grab your popcorn! The *Mass Effect* trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the *Mass Effect* saga with *The Art of the Mass Effect Universe!* Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including *Mass Effect 3*) *The Art of the Mass Effect Universe* is the most complete companion available to gaming's most compelling series! An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for. *Currently Updating for Legendary Edition* This guide for *Mass Effect 2* Legendary Edition features all there is to see and do including a walkthrough containing coverage of all the main campaign Missions, Assignments, as well as a detailed breakdown of all the important choices, class builds and much more! Featuring (July 2021 update): - A complete walkthrough for the entire main campaign, including all recruitment/loyalty Missions, as well as details on weapons, resources and research projects found during each Mission. - Every Assignment covered. - Updated media and formatting for the Legendary Edition. - In-depth look at the major choices and consequences - long term and short term - of each. - Full details on all possible Romances. - In-depth class builds for Shepard with an emphasis on Insanity difficulty strategies. - Details on every Power. - Builds for all squad mates. - Trophy/Achievement guide. The #1 New York Times best-selling series. Bonus features • Q&A with author Ransom Riggs • Eight pages of color stills from the film • Sneak preview of *Hollow City*, the next novel in the series A mysterious island. An abandoned orphanage. A strange collection of very curious photographs. It all waits to be discovered in *Miss Peregrine's Home for Peculiar Children*, an unforgettable novel that mixes fiction and photography in a thrilling reading experience. As our story opens, a horrific family tragedy sets sixteen-year-old Jacob journeying to a remote island off the coast of Wales, where he discovers the crumbling ruins of *Miss Peregrine's Home for Peculiar Children*. As Jacob explores its abandoned bedrooms and hallways, it becomes clear that the children were more than just peculiar. They may have been dangerous. They may have been quarantined on a deserted island for good reason. And somehow—impossible though it seems—they may still be alive. A spine-tingling fantasy illustrated with haunting vintage photography, *Miss Peregrine's Home for Peculiar Children* will delight adults, teens, and anyone who relishes an adventure in the shadows. "A tense, moving, and wondrously strange first novel. The photographs and text work together brilliantly to create an unforgettable story."—John Green, New York Times best-selling author of *The Fault in Our Stars* "With its *X-Men: First Class*-meets-time-travel story line, David Lynchian imagery, and rich, eerie detail, it's no wonder *Miss Peregrine's Home for Peculiar Children* has been snapped up by Twentieth Century Fox. B+"—Entertainment Weekly "'Peculiar' doesn't even begin to cover it. Riggs' chilling, wondrous novel is already headed to the movies."—People "You'll love it if you want a good thriller for the summer. It's a mystery, and you'll race to solve it before Jacob figures it out for himself."—Seventeen

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