

Games Indians Play Why We Are The Way We Are

Mr. Babb, a descendant of resolute venturesome pioneer stock, entered upon an eventful boyhood in the untamed wilds of the western border of Texas in a locality and period when the mounted Indian marauder with his panoply of war and death was often seen silhouetted against the distant horizon, at a time when the spectre of tragedy and desolation, of atrocious massacre, mutilation, captivity, and torture, cast its terrifying shadow athwart the fireside of every pioneer home; when, unheralded, cunning monsters of vindictive savage hate, here and there among the settlers, in unguarded repose or fancied security, sprang from stealthy ambush, from the wood-land's dark border, the sheltering hillside and gulch, or the shadowy lustre of an unwelcome fateful full moon, amid and unheeding the shrieks of horror and frenzied slaughter, mingled with the cries of anguish and prayers of women and children kneeling before their doom, they struck with the fangs of the most vicious, merciless, and unreasoning beast, and in their unrestrained and unresisted madness and ferocity, they left in the crimson wake a sickening chapter of ghastly human wreckage of whole families exterminated, in either a fiendish butchery or revolting captivity without a counter part in all the annals of every race and age since the hour of the dawn of Christendom, if not since the world began.

Rich collection of 150 authentic American Indian games for boys and girls of all ages: running, relay, kicking, throwing and rolling, tossing and catching, guessing, group-challenge and many other games. 74 black-and-white illustrations.

This little book has inspired thousands of people around the world to find a sense of purpose and belonging. Shinn's distinct philosophy and practical approach included enlightening affirmations, timeless anecdotes, and action-based advice that are still relevant for the fast-paced world of today. According to her philosophy, Our thoughts, deeds, and words return to us sooner or later with astounding accuracy. Florence Scovel Shinn was a prominent and provocative twentieth-century leader of the New Thought movement, was known for her sage guidance on prosperity, intuition, relationships, and fulfillment.

With his irrelevant personality, laid-back approach, and penchant for the unexpected, Joe Maddon is a singular presence among Major League Baseball managers. Whether he's bringing clowns and live bear cubs to spring training or leading the Chicago Cubs to their first World Series victory in 108 years, Maddon is always one to watch. In Try Not to Suck, ESPN's Jesse Rogers and MLB.com's Bill Chastain fully explore Maddon's life and career, delving behind the scenes and dissecting that mystique which makes Maddon so popular with players and analysts alike. Packed with insight, anecdotes, and little-known facts, this is the definitive account of the curse-breaker and trailblazer at the helm of the Cubs' new era.

A Novel

Levels of the Game

How the Smartphone is Transforming the World's Largest Democracy

50 Indigenous Leaders, Dreamers, and Changemakers from Past and Present

Deep Play

Eleven Gods and a Billion Indians

If I Ever Get Out of Here

The author visits the Pine Ridge Reservation and shares his observations of the heroism, humor, and tough spirit that keeps these people afloat in the midst of crushing poverty.

A USA TODAY BESTSELLER A Publishers Weekly Best Book of the Year In this latest novel from Stephen Graham Jones comes a “ heartbreakingly beautiful story ” (Library Journal, starred review) of revenge, cultural identity, and the cost of breaking from tradition. Seamlessly blending classic horror and a dramatic narrative with sharp social commentary, The Only Good Indians is “ a masterpiece. Intimate, devastating, brutal, terrifying, warm, and heartbreaking in the best way ” (Paul Tremblay, author of A Head Full of Ghosts). This novel follows four American Indian men after a disturbing event from their youth puts them in a desperate struggle for their lives. Tracked by an entity bent on revenge, these childhood friends are helpless as the culture and traditions they left behind catch up to them in violent, vengeful ways. Labeled “ one of 2020 ’ s buzziest horror novels ” (Entertainment Weekly), this is a remarkable horror story “ will give you nightmares—the good kind of course ” (BuzzFeed).

An essential reference for all game designers, this 1938 classic is “ a fascinating account of ‘ man the player ’ and the contribution of play to civilization ” (Harper ’ s) In this classic evaluation of play that has become a “ must-read ” for those in game design, Dutch philosopher Johan Huizinga defines play as the central activity in flourishing societies. Like civilization, play requires structure and participants willing to create within limits. Starting with Plato, Huizinga traces the contribution of Homo Ludens, or “ man the player ” through Medieval Times, the Renaissance, and into our modern civilization. Huizinga defines play against a rich theoretical background, using cross-cultural examples from the humanities, business, and politics. Homo Ludens defines play for generations to come.

Examines the history of cricket in India, discussing the creation of the Twenty20 cricket league and the corruption and scandal that followed.

The Only Good Indians

The Holocaust, a Basketball Legacy, and an Unprecedented American Dream

In the Bosom of the Comanches

Games Indians Play

Dreams of a Billion

My Education in the Game

Try Not to Suck

With **A Natural History of the Senses**, Diane Ackerman let her free-ranging intellect loose on the natural world. Now in *Deep Play* she tackles the realm of creativity, by exploring one of the most essential aspects of our characters: the ability to play. "Deep play" is that more intensified form of play that puts us in a rapturous mood and awakens the most creative, sentient, and joyful aspects of our inner selves. As Ackerman ranges over a panoply of artistic, spiritual, and athletic activities, from spiritual rapture through extreme sports, we gain a greater sense of what it means to be "in the moment" and totally, transcendently human. Keenly perceived and written with poetic exuberance, *Deep Play* enlightens us by revealing the manifold ways we can enhance our lives.

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

An African American family in Cleveland, Ohio, listens on their new radio to the first game of the 1948 World Series, in which Larry Doby, the first black player in the American League, won the game for the Cleveland Indians.

Tim McCarver, major league baseball's premier analyst, has been surprising and delighting viewers for years with his remarkable insight. Fans who once were content to merely watch baseball were stimulated into wanting to think baseball as well. McCarver brings to the booth a combination of twenty-one years of major league service and nearly twenty more in broadcasting. There is nobody better at explaining the game than McCarver, and it is a rare game in which the viewer does not learn something new and unusual. Now he is putting down on paper all he knows about the sport, producing this unique perspective on how America's pastime should be played and watched. With his unmistakable wit and storytelling verve, McCarver succinctly explains the fundamentals and proper mechanics of baseball at the level necessary for success in the major leagues. Once the skills have been learned, the viewer can devise smart strategies, getting into the heads of the players, coaches, and managers: When should a player or manager be conservative or aggressive; what factors change as the count goes deeper; how do you set up an effective running game, and how can a defense try to sabotage it? This book is a gold mine for all fans, from brain surgeons and rocket scientists to beginners who want to start with the basics. (Even major leaguers will be able to pick up some pointers.) With a deeper knowledge and understanding of baseball, any fan will be able to watch it like a pro.

By the Grace of the Game

Prehistoric Games of North American Indians

The Exceptional, Extraordinary Baseball Life of Joe Maddon

A History of the Game

Why Football Matters

An Indian Baseball Story

The Indian Reorganization Act

In 1934, Commissioner of Indian Affairs John Collier began a series of "congresses" with American Indians to discuss his proposed federal bill for granting self-government to tribal reservations. In "The Indian Reorganization Act," Vine Deloria, Jr., compiled the actual historical records of those congresses and made available important documents of the premier years of reform in federal Indian policy as well as the bill itself.

Explains how Billy Beene, the general manager of the Oakland Athletics, is using a new kind of thinking to build a successful and winning baseball team without spending enormous sums of money.

-With inside access and reporting, Sports Illustrated senior baseball writer and FOX Sports analyst Tom Verducci reveals how Theo Epstein and Joe Maddon built, led, and inspired the Chicago Cubs team that broke the longest championship drought in sports, chronicling their epic journey to become World Series champions--

A stunning work of narrative nonfiction, Carlisle vs. Army recounts the fateful 1912 gridiron clash that pitted one of America’s finest athletes, Jim Thorpe, against the man who would become one of the nation’s greatest heroes, Dwight D. Eisenhower. But beyond telling the tale of this momentous event, Lars Anderson also reveals the broader social and historical context of the match, lending it his unique perspectives on sports and culture at the dawn of the twentieth century. This story begins with the infamous massacre of the Sioux at Wounded Knee, in 1890, then moves to rural Pennsylvania and the Carlisle Indian School, an institution designed to “elevate” Indians by uprooting their youths and immersing them in the white man’s ways. Foremost among those ways was the burgeoning sport of football. In 1903 came the man who would mold the Carlisle Indians into a juggernaut: Glenn “Pop” Warner, the son of a former Union Army captain. Guided by Warner, a tireless innovator and skilled manager, the Carlisle eleven barnstormed the country, using superior team speed, disciplined play, and tactical mastery to humiliate such traditional powerhouses as Harvard, Yale, Michigan, and Wisconsin—and to, along the way, lay waste American prejudices against Indians. When a troubled young Sac and Fox Indian from Oklahoma named Jim Thorpe arrived at Carlisle, Warner sensed that he was in the presence of greatness. While still in his teens, Thorpe dazzled his opponents and gained fans across the nation. In 1912 the coach and the Carlisle team could feel the national championship within their grasp. Among the obstacles in Carlisle’s path to dominance were the Cadets of Army, led by a hardnosed Kansan back named Dwight Eisenhower. In Thorpe, Eisenhower saw a legitimate target; knocking the Carlisle great out of the game would bring glory both to the Cadets and to Eisenhower. The symbolism of this matchup was lost on neither Carlisle’s footballers nor on Indians across the country who followed their exploits. Less than a quarter century after Wounded Knee, the Indians would confront, on the playing field, an emblem of the very institution that had slaughtered their ancestors on the field of battle and, in defeating them, possibly regain a measure of lost honor. Filled with colorful period detail and fascinating insights into American history and popular culture, Carlisle vs. Army gives a thrilling, authoritative account of the events of an epic afternoon whose reverberations would be felt for generations. "Carlisle vs. Army is about football the way that The Natural is about baseball." –Jeremy Schaap, author of I

American Indian Lacrosse

Miko Kings

How Larry Doby Changed America's Game

The Real All Americans

Kick and Run

Understanding and Interpreting the Game So You Can Watch It Like a Pro

The Red Book;

A multi-generational family epic detailing history's only known journey from Auschwitz to the NBA When Lily and Alex entered a packed gymnasium in Queens, New York in 1972, they barely recognized their son. The boy who escaped to America with them, who was bullied as he struggled to learn English and cope with family tragedy, was now a young man who had discovered and secretly honed his basketball talent on the outdoor courts of New York City. That young man was Ernie Grunfeld, who would go on to win an Olympic gold medal and reach previously unimaginable heights as an NBA player and executive. In *By the Grace of the Game*, Dan Grunfeld, once a basketball standout himself at Stanford University, shares the remarkable story of his family, a delicately interwoven narrative that doesn't lack in heartbreak yet remains as deeply nourishing as his grandmother's Hungarian cooking, so lovingly described. The true improbability of the saga lies in the discovery of a game that unknowingly held the power to heal wounds, build bridges, and tie together a fractured Jewish family. If the magnitude of an American dream is measured by the intensity of the nightmare that came before and the heights of the triumph achieved after, then *By the Grace of the Game* recounts an American dream story of unprecedented scale. From the grips of the Nazis to the top of the Olympic podium, from the cheap seats to center stage at Madison Square Garden, from yellow stars to silver spoons, this complex tale traverses the spectrum of the human experience to detail how perseverance, love, and legacy can survive through generations, carried on the shoulders of a simple and beautiful game.

Games Indians PlayWhy we are the way we arePenguin UK

Lewis "Shoe" Blake is used to the joys and difficulties of life on the Tuscarora Indian reservation in 1975: the joking, the Fireball games, the snow blowing through his roof. What he's not used to is white people being nice to him -- people like George Haddonfield, whose family recently moved to town with the Air Force. As the boys connect through their mutual passion for music, especially the Beatles, Lewis has to lie more and more to hide the reality of his family's poverty from George. He also has to deal with the vicious Evan Reiningger, who makes Lewis the special target of his wrath. But when everyone else is on Evan's side, how can he be defeated? And if George finds out the truth about Lewis's home -- will he still be his friend? Acclaimed adult author Eric Gansworth makes his YA debut with this wry and powerful novel about friendship, memory, and the joy of rock 'n' roll.

Offers an inspirational portrait of the Native American football team of the Carlisle Indian Industrial School, a championship squad that included the legendary Jim Thorpe and that defeated its Ivy League opponents, in a history that is set against a backdrop of the early days of football and the rise and fall of Coach Glenn "Pop" Warner. Reprint. 25,000 first printing.

Notable Native People

The Game of Life and How to Play It

Congresses and Bills

Why we are the way we are

India Connected

The Absolutely True Diary of a Part-Time Indian

The Cubs Way

‘Raghnathan writes really well . . . there are rare instances where a reviewer thinks; I wish I could write like that. This is one of those rare instances’ –Bibek Debroy in Indian Express In a rare attempt to understand the Indianness of Indians—among the most intelligent people in the world; but also; to a dispassionate eye; perhaps the most baffling—V. Raghnathan uses the props of game theory and behavioural economics to provide an insight into the difficult conundrum of why we are the way we are. He puts under the scanner our attitudes towards rationality and irrationality; selflessness and selfishness; competition and cooperation; and collaboration and deception. Drawing examples from the way we behave in day-to-day situations; Games Indians Play tries to show how in the long run each one of us—whether businessmen; politicians; bureaucrats; or just plain us—stand to profit more if we were to assume a little self-regulation; give fairness a chance and strive to cooperate and collaborate a little more even if self-interest were to be our main driving force.

Eleven Gods and a Billion Indians goes deep into every Indian cricket tour since 1886—taking the reader backstage to when India played its first test in 1932, and bringing the story forward to the more contemporary IPL—to provide a complex and nuanced understanding of the evolution and maturity of the game. Equally, it comes with material that has have never entered the public domain so far—going behind the scenes of cases like Monkeygate, the suspension of Lalit Modi, spot-fixing, and the phase of judicial intervention. It carries not just reportage and analysis, but also player reminiscences, personal interviews, photographs and letters never known or discussed so far in Indian sporting discourse. Weaving together such material, Eleven Gods and a Billion Indians unflinchingly confronts questions that demand answering, among them: Has internal bickering impacted the on field performance of the Indian cricket team? Did some of our icons fail the country and the sport by trying to conceal important facts during the spot-fixing investigation? And does it matter to the ordinary fan who heads the BCCI as long as there is transparency and accountability in the system? In the end, in telling the story of the role of cricket in colonial and post-colonial Indian life, and the inter-relationship between those who patronize, promote, play and view the sport. Eleven Gods and a Billion Indians unravels the story of a nation now considered the financial nerve centre of world cricket.

It is 1907 in Ada, the queen city of Indian Territory. While white settlers are making plans to turn the Territory into the state of Oklahoma, the big story is Henri Day's all-Indian baseball team, the Miko Kings. Just as the team is poised to win the 1907 Twin Territories Pennant against their archrivals, the Seventh Cavalrymen. Miko Kings' Choctaw pitcher Hope Little Leader sees a storm blowing in. As the series heads into the ninth and final game, emotions (and betting) rise to a feverish pitch. Only Ada's quirky postal clerk, Ezol Day, understands that the outcome of this game will affect Indians – and baseball – for the next four generations. As Henri Day says, "This is where the twentieth-century Indian really begins, not in the abstractions of Congressional Acts, but on the prairie diamond."

This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy

and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Red Thunder

The On and Off the Field Story of Cricket in India and Beyond

India and the Olympic Games

Carlisle vs. Army
Just as Good

Moneyball (Movie Tie-in Edition) (Movie Tie-in Editions)

Jake is a mountain man in 1838 Colorado who finds he is dying from Cancer. He isn't given much time to live, and doc says it is going to be painful. He sends him off with some medicine to help cope with the pain. Instead of going home to die, Jake decides to set out on a last adventure to find the perfect secluded valley for his final resting place. His best friend, Joe Barnes, won't let him go alone, and he brings along a deaf mute girl named Beth. Along the way they save some children from hostile Indians, guide a wagon train to safety, spend time with old friends, and settle an old score with a past friend.

Bestselling author Sherman Alexie tells the story of Junior, a budding cartoonist growing up on the Spokane Indian Reservation. Determined to take his future into his own hands, Junior leaves his troubled school on the rez to attend an all-white farm town high school where the only other Indian is the school mascot. Heartbreaking, funny, and beautifully written, The Absolutely True Diary of a Part-Time Indian, which is based on the author's own experiences, coupled with poignant drawings by Ellen Forney that reflect the character's art, chronicles the contemporary adolescence of one Native American boy as he attempts to break away from the life he was destined to live. With a forward by Markus Zusak, interviews with Sherman Alexie and Ellen Forney, and four-color interior art throughout, this edition is perfect for fans and collectors alike.

An accessible and educational illustrated book profiling 50 notable American Indian, Alaska Native, and Native Hawaiian people, from NBA star Kyrie Irving of the Standing Rock Lakota to Wilma Mankiller, the first female principal chief of the Cherokee Nation Celebrate the lives, stories, and contributions of Indigenous artists, activists, scientists, athletes, and other changemakers in this beautifully illustrated collection. From luminaries of the past, like nineteenth-century sculptor Edmonia Lewis—the first Black and Native American female artist to achieve international fame—to contemporary figures like linguist jessie little doe baird, who revived the Wampanoag language, Notable Native People highlights the vital impact Indigenous dreamers and leaders have made on the world. This powerful and informative collection also offers accessible primers on important Indigenous issues, from the legacy of colonialism and cultural appropriation to food sovereignty, land and water rights, and more. An indispensable read for people of all backgrounds seeking to learn about Native American heritage, histories, and cultures, Notable Native People will educate and inspire readers of all ages.

Traces the evolution of the sport from the pre-colonial era to the founding in 2001 of a professional outdoor league as told from the perspectives of the people behind each development step, citing its Mohawk origins, efforts toward its popularization, its coaching endeavors, and the impact of women and minorities.

The Game

Subarctic to Mesoamerica

Our Team

On the Rez

Little Brother of War

Cricket, Corruption, and the Turbulent Rise of Modern India

The World Book Encyclopedia

The riveting story of four men—Larry Doby, Bill Veeck, Bob Feller, and Satchel Paige—whose improbable union on the Cleveland Indians in the late 1940s would shape the immediate postwar era of Major League Baseball and beyond. In July 1947, not even three months after Jackie Robinson debuted on the Brooklyn Dodgers, snapping the color line that had segregated Major League Baseball, Larry Doby would follow in his footsteps on the Cleveland Indians. Though Doby, as the second Black player in the majors, would struggle during his first summer in Cleveland, his subsequent turnaround in 1948 from benchwarmer to superstar sparked one of the wildest and most meaningful seasons in baseball history. In intimate, absorbing detail, Luke Epplin’s Our Team traces the story of the integration of the Cleveland Indians and their quest for a World Series title through four key participants: Bill Veeck, an eccentric and visionary owner adept at exploding fireworks on and off the field; Larry Doby, a soft-spoken, hard-hitting pioneer whose major-league breakthrough shattered stereotypes that so much of white America held about Black ballplayers; Bob Feller, a pitching prodigy from the Iowa cornfields who set the template for the athlete as businessman; and Satchel Paige, a legendary pitcher from the Negro Leagues whose belated entry into the majors whipped baseball fans across the country into a frenzy. Together, as the backbone of a team that epitomized the postwar American spirit in all its hopes and contradictions, these four men would captivate the nation by storming to the World Series--all the while rewriting the rules of what was possible in sports.

As India gears up for the 2020 Tokyo Olympics, the country will focus once again on the moments of glory we have had on the largest sports arena in the world, featuring such stalwarts as Abhinav Bindra, Mary Kom and PV Sindhu. But it will also be time to ask again the question we ask ourselves every four years: why does a country of a billion plus have so little to show for itself at the Olympics?Dreams of a Billion gives the reader an inside view of what goes on backstage in the Indian Olympics world, alongside a quick history of how India has fared at the Olympics over the past century, and a look at how the Indian Olympics world has changed in the last decade. Which brings us to the question: How good is India’s preparation for Tokyo 2020? Can Tokyo be the gamechanger Indian sport wants it to be and hopes it will be?

To understand the aboriginal roots of lacrosse, one must enter a world of spiritual belief and magic where players sewed inchworms into the innards of lacrosse balls and medicine men gazed at miniature lacrosse sticks to predict future events, where bits of bat wings were twisted into the stick’s netting, and where famous players were—and are still—buried with sticks. Here Thomas Vennum brings this world to life.

Growing up Jewish in London with a difficult home life, Jonathan Wilson had plenty of reasons to feel he didn’t belong, and one reason to feel certain he did: football. Wilson discovered his love for the game as a young boy: through his adolescence and adulthood and well into his later years it remained an important part of his life. Football became Wilson’s international passport, helping him find friends and community and solace all over the globe, from England to Israel to the US. Whether working on a kibbutz or teaching literature to young Americans, traveling through Russia or raising children, the sport remained a constant in his life. Kick and Run is a gripping, funny, sometimes heartbreaking account of a life well lived and a game played, if not always masterfully, then certainly with the utmost passion. Chosen by Clive Sinclair as a Best Book of 2013 in The Times Literary Supplement.

The Team That Changed a Game, a People, a Nation

The Zen of Building the Best Team in Baseball and Breaking the Curse

The Great Tamasha

A Study of the Play-Element in Culture

Games of the North American Indians

Jim Thorpe, Dwight Eisenhower, Pop Warner, and the Forgotten Story of Football’s Greatest Battle

HOLLIS MCCALISTER SUMMER CAMP

Classic Clifford reissued!Out of all the holidays, Emily Elizabeth and Clifford like Halloween the most. They play games, trick-or-treat in the neighborhood, and tell ghost stories. Best of all, they can wear costumes! Clown, witch, knight, or ghost--what will Clifford decide to dress up as this year?

Acclaimed essayist Mark Edmundson reflects on his own rite of passage as a high school football player to get to larger truths about the ways America’s Game shapes its men Football teaches young men self-discipline and teamwork. But football celebrates violence. Football is a showcase for athletic beauty and physical excellence. But football damages young bodies and minds, sometimes permanently. Football inspires confidence and direction. But football instills cockiness, a false sense of superiority. The athlete is a noble figure with a proud lineage. The jock is America at its worst. When Mark Edmundson’s son began to play organized football, and proved to be very good at it, Edmundson had to come to terms with just what he thought about the game. Doing so took him back to his own childhood, when as a shy, soft boy growing up in a blue-collar Boston suburb in the sixties, he went out for the high school football team. Why Football Matters is the story of what happened to Edmundson when he tried to make himself into a football player. What does it mean to be a football player? At first Edmundson was hapless on the field. He was an inept player and a bad teammate. But over time, he got over his fears and he got tougher. He learned to be a better player and came to feel a part of the team, during games but also on all sorts of escapades, not all of them savory. By playing football, Edmundson became what he and his father hoped he’d be, a tougher, stronger young man, better prepared for life. But is football-instilled toughness always a good thing? Do the character, courage, and loyalty football instills have a dark side? Football, Edmundson found, can be full of bounties. But it can also lead you into brutality and thoughtlessness. So how do you get what’s best from the game and leave the worst behind? Why Football Matters is moving, funny, vivid, and filled with the authentic anxiety and exhilaration of youth. Edmundson doesn’t regret playing football for a minute, and cherishes the experience. His triumph is to be able to see it in full, as something to celebrate, but also something to handle with care. For anyone who has ever played on a football team, is the parent of a player, or simply is reflective about its outsized influence on America, Why Football Matters is both a mirror and a lamp.

This account of a tennis match played by Arthur Ashe against Clark Graebner at Forest Hills in 1968 begins with the ball rising into the air for the initial serve and ends with the final point. McPhee provides a brilliant, stroke-by-stroke description while examining the backgrounds and attitudes which have molded the players’ games.

Former chief CNN India correspondent and award-wining journalist Ravi Agrawal takes readers on a journey across the Subcontinent, through its remote rural villages and its massive metropolises, seeking out the nexuses of change created by smartphones, and with them connection to the internet. As always with India, the numbers are staggering: in 2000, 20 million Indians had access to the internet; by 2017, 465 million were online, with three Indians discovering the internet every second. By 2020, India’s online community is projected to exceed 700 million, and more than a billion Indians are expected to be online by 2025. In the course of a single generation, access to the internet has progressed from dial-up connections on PCs, to broadband access, wireless, and now 4G data on phones. The rise of low-cost smartphones and cheap data plans has meant the country leapfrogged the baby steps their Western counterparts took toward digital fluency. The results can be felt in every sphere of life, upending traditions and customs and challenging conventions. Nothing is untouched, from arranged marriages to social status to business start-ups, as smartphones move the entire economy from cash-based to credit-based. Access to the internet is affecting the progress of progress itself. As Agrawal shows, while they offer immediate and sometimes mind-altering access to so much for so many, smartphones create no immediate utopia in a culture still driven by poverty, a caste system, gender inequality, illiteracy, and income disparity. Internet access has provided greater opportunities to women and changed the way in which India’s many illiterate poor can interact with the world, but it has also meant that pornography has become more readily available. Under a government keen to control content, it has created tensions. And in a climate of hypernationalism, it has fomented violence and even terrorism. The influence of smartphones on "the world’s largest democracy" is nonetheless pervasive and irreversible, and India Connected reveals both its dimensions and its implications.

Jake Hardy

Handbook of American Indian Games

Homo Ludens

The Epic Story of Four Men and the World Series That Changed Baseball

Memoir with Soccer Ball

Tim McCarver’s Baseball for Brain Surgeons and Other Fans

Clifford’s Halloween

Widely acknowledged as the best hockey book ever written and lauded by Sports Illustrated as one of the Top 10 Sports Books of All Time, The Game is a reflective and thought-provoking look at a life in hockey. Intelligent and insightful, former Montreal Canadiens goalie and former President of the Toronto Maple Leafs, Ken Dryden captures the essence of the sport and what it means to all hockey fans. He gives us vivid and affectionate portraits of the characters — Guy Lafleur, Larry Robinson, Guy Lapointe, Serge Savard, and coach Scotty Bowman among them — that made the Canadiens of the 1970s one of the greatest hockey teams in history. But beyond that, Dryden reflects on life on the road, in the spotlight, and on the ice, offering up a rare inside look at the game of hockey and an incredible personal memoir. This commemorative edition marks the 20th anniversary of The Game’s original publication. It includes black and white photography from the Hockey Hall of Fame and a new chapter from the author. Take a journey to the heart and soul of the game with this timeless hockey classic.

Steeped in authentic cultural traditions and spiritual beliefs, this rich and wonderful historical novel follows the times and trials of a family band of the Schi'tsu'umsh Indians, now called the Coeur d'Alene Tribe in northern Idaho. Through a boy named Sun Bear and his sister, Rainbow Girl, the band's oral stories are told as it struggles to hold onto what is precious and sacred about life.

Lacrosse