

Pocket Guide To The Empire

An A-Z pocket guide to all things mod, *Empire Made* features the people, the music, the films, the clothes, the haircuts, the clubs and, of course, the scooters. Illustrated with more than 100 photos as well as images of record sleeves, flyers, posters, and magazine covers, this book tells you everything you need to know about the 100 Club, The Avengers, Batman, Carnaby Street, The Kinks, Small Faces, Twiggy, The Who, and more. "One of the great virtues of *American/Medieval Goes North* is its wide range of contributors with fascinatingly diverse relationships to the main terms of analysis. There are academic scholars, poets, filmmakers, tribal elders, teachers at various levels; there are Indigenous people, people from settler colonial cultures, expats, immigrants. Their analytic and imaginative encounters with the North catch at the intensely symbolic and political charge of that locus. At a time when Medieval Studies cannot afford to ignore the period's popular uptake – cannot continue with business as usual in the face of white supremacists' brazen appropriations of the Middle Ages – this volume points to new possibilities for grappling with the uneasy relationships between the 'American' and the 'medieval'." – Prof Carolyn Dinshaw, New York University

A thrilling narrative of Winston Churchill's extraordinary and little-known exploits during the Boer War. Churchill arrived in South Africa in 1899, valet and crates of vintage wine in tow, there to cover the brutal colonial war the British were fighting with Boer rebels. But just two weeks after his arrival Churchill was taken prisoner ... The story of his escape is incredible enough, but then Churchill enlisted, returned to South Africa, fought in several battles, and ultimately liberated the men with whom he had been imprisoned. *Hero of Empire* is more than an adventure story, for the lessons Churchill took from the Boer War would profoundly affect twentieth-century history.

A must-buy book for everyone interested in history and skeletons in the regal cupboards. Discover fascinating facts about lust, greed, murder, envy and just plain stupidity. Read King Henry VIII's scurrilous letters to Anne Boleyn (thought he was interested in her mind? Think again). Whilst King Charles II was known as the Merry Monarch and Queen Elizabeth I's nickname, the Virgin Queen was rumored to be a misnomer, there was a darker side to the royal family, including murder and regicide was Queen Victoria's son really Jack the Ripper or did her surgeon do it? History will come alive with this fact-filled book.

A Pocket Guide to Christian History

Being Dragonborn

Fleeting Cities

The Pocket Guide to Saint Paul

We Sell Drugs

The Complete Pocket-Guide to Europe (Classic Reprint)

This book explores how we create deep maps, delving into the development of methods and approaches that move beyond standard two-dimensional cartography. Deep mapping offers a more detailed exploration of the world we inhabit. Moving from concept to practice, this book addresses the challenges of creating deep maps. It explores what methods are available, what technologies and approaches are favorable when designing deep maps, and what the practitioner during their construction. This book aims to create an open-ended way in which to understand complex problems through multiple perspectives, while providing a means to represent the physical properties of the real world and to respond to the needs of contemporary cartography. Contributions from leading experts in the spatial humanities, chapters focus on the linked layers of quantitative and qualitative data, maps, images, and sound that offer a dynamic view of past and present worlds. This innovative book is the first to offer these insights on the creation of deep maps. It will be a key point of reference for students and scholars in the digital and spatial humanities, geographers, cartographers, and digital humanists who work on spatiality, sensory experience, and perceptual learning.

Vols. 1898- include a directory of publishers.

From #1 New York Times bestselling author Brandon Sanderson, the *Mistborn* series is a heist story of political intrigue and magical, magical power. For a thousand years the ash fell and no flowers bloomed. For a thousand years the Skaa slaved in misery and lived in fear. For a thousand years the Lord Ruler, the "Sliver of Infinity," reigned with absolute power and ultimate terror, divinely invincible. Then, when hope was so long lost that only memory remained, a terribly scarred, heart-broken half-Skaa rediscovered it in the depths of the Lord Ruler's most hellish prison. Kelsier found in himself the powers of a Mistborn. A brilliant thief and natural leader, he turned his talents to the ultimate caper, with the Lord Ruler as his mark. Kelsier recruited the underworld's elite, the smartest and most trustworthy allomancers, each of whom shares one of his many powers, whom he relishes a high-stakes challenge. Only then does he reveal his ultimate dream, not just the greatest heist in history, but the downfall of the despotic Lord Ruler. But even with the best criminal crew ever assembled, Kel's plan looks more like the ultimate long shot, until luck brings a ragged orphan into his life. Like him, she's a half-Skaa orphan, but she's lived a much harsher life. Vin has learned to expect betrayal from everyone she meets. She will have to learn to trust, if Kel is to help her master powers of which she never dreamed. This saga dares to ask a simple question: if prophecy fails? Other Tor books by Brandon Sanderson: *The Cosmere*, *The Stormlight Archive*, *The Way of Kings*, *Words of Radiance*, *Edelstein* (Novella), *Oathbringer*, *The Mistborn* trilogy: *Mistborn: The Final Empire*, *The Well of Ascension*, *The Hero of Ages*, *Mistborn: The Wax and Steel*, *Alloy of Law*, *Shadows of Self*, *Bands of Mourning*, *Collection*, *Arcanum Unbounded*. Other *Cosmere* novels: *Elantris*, *Warbreaker*, *The Alcatraz* series: *Alcatraz vs. the Evil Librarians*, *The Scrivener's Bones*, *The Knights of Crystallia*, *The Shattered Lens*, *The Dark Talent*, *The Rithmatist* series: *The Rithmatist*. Other books by Brandon Sanderson: *The Reckoners*, *Steelheart*, *Firefight*, *Calamity*. At the Publisher's request, this title is currently not available for individual sale without Digital Rights Management Software (DRM) applied.

Berlitz Pocket Guide Turkey combines authoritative narrative detail with colour photography to help uncover the country's extraordinary history and glorious landscape. It provides visitors with everything they need to know about Turkey's key attractions, from the minarets that decorate vibrant Istanbul, to its remarkable range of archaeological sites, its varied landscape and picturesque beaches. Practical maps help those wishing to explore to get around. To inspire you, the book offers a rundown of Top 10 Attractions, followed by an itinerary for exploring the country. The What to Do chapter is a snapshot of ways to spend your spare time, from nightlife and shopping to sports. The book provides essential background information, including a brief history of the country and an Eating Out chapter covering its mouth-watering cuisine. Carefully chosen listings of the best hotels and restaurants and an A-Z of all the practical information you'll need.

Empire of Pain

Coins Encountered by the Apostle on His Travels

Ethics and Medievalism

The English Catalogue of Books [annual].

Pocket Guide to the Apocalypse

Reaper's Gale

THE INSTANT NEW YORK TIMES, USA TODAY, AND WALL STREET JOURNAL BESTSELLER From New York Times bestselling author Jay Kristoff comes *Empire of the Vampire*, the first illustrated volume of an astonishing new dark fantasy saga. From holy cup comes holy light; The faithful hand sets world aright. And in the Seven Martyrs' sight, Mere man shall end this endless night. It has been twenty-seven long years since the last sunrise. For nearly three decades, vampires have waged war against humanity; building their eternal empire even as they tear down our own. Now, only a few tiny sparks of light endure in a sea of darkness. Gabriel de León is a silversaint: a member of a holy brotherhood dedicated

to defending realm and church from the creatures of the night. But even the Silver Order could not stem the tide once daylight failed us, and now, only Gabriel remains. Imprisoned by the very monsters he vowed to destroy, the last silversaint is forced to tell his story. A story of legendary battles and forbidden love, of faith lost and friendships won, of the Wars of the Blood and the Forever King and the quest for humanity's last remaining hope: The Holy Grail.

India is like nowhere else on earth, boasting the snow-capped Himalayan Mountains in the north, arid deserts in the centre, palm-fringed beaches and lazy backwaters in the south. With well over 1 billion inhabitants, India is a fascinating melting pot of cultures and religions that is completely unique. Berlitz Pocket Guide India is a concise, full-colour travel guide that combines lively text with vivid photography to highlight the best that the country has to offer. Inside India Pocket Guide: Where To Go details all the key sights in the country, while handy maps on the cover flaps help you find your way around, and are cross-referenced to the text. Top 10 Attractions gives a run-down of the best sights to take in on your trip. Perfect Tour provides an itinerary of the country. What To Do is a snapshot of ways to spend your spare time, from hiking in the Himalayas, to marvelling at the Taj Mahal, to soaking up the sun on a beach in Goa. Essential information on India's culture, including a brief history of the country. Eating Out covers the country's best cuisine. Curated listings of the best hotels and restaurants. A-Z of all the practical information you'll need. About Berlitz: Berlitz draws on years of travel and language expertise to bring you a wide range of travel and language products, including travel guides, maps, phrase books, language-learning courses, dictionaries and kids' language products. A humorous look at our culture's ongoing obsession with the "End Times", features chapters such as "Apocalyptionary: A Glossary of the End Times" and "Fun with Eschatology." Original.

O'Reilly's Pocket Guides have earned a reputation as inexpensive, comprehensive, and compact guides that have the stuff but not the fluff. Every page of Linux Pocket Guide lives up to this billing. It clearly explains how to get up to speed quickly on day-to-day Linux use. Once you're up and running, Linux Pocket Guide provides an easy-to-use reference that you can keep by your keyboard for those times when you want a fast, useful answer, not hours in the man pages. Linux Pocket Guide is organized the way you use Linux: by function, not just alphabetically. It's not the 'bible of Linux'; it's a practical and concise guide to the options and commands you need most. It starts with general concepts like files and directories, the shell, and X windows, and then presents detailed overviews of the most essential commands, with clear examples. You'll learn each command's purpose, usage, options, location on disk, and even the RPM package that installed it. The Linux Pocket Guide is tailored to Fedora Linux--the latest spin-off of Red Hat Linux--but most of the information applies to any Linux system. Throw in a host of valuable power user tips and a friendly and accessible style, and you'll quickly find this practical, to-the-point book a small but mighty resource for Linux users.

The Elder Scrolls Online: Tales of Tamriel, Book I: The Land

Berlitz: Turkey Pocket Guide

American/Medieval Goes North

Cooking in World History

Berlitz Pocket Guide Naples, Capri & the Amalfi Coast

The Final Empire

Based on the award-winning The Elder Scrolls, The Infernal City is the first of two exhilarating novels following events that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year. Four decades after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—for wherever it falls, people die and rise again. And it is in Umbriel's shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may rest

This book explains the main elements of the Christian faith in a warm and approachable way, giving special attention to questions that are raised about the Christian faith in a multicultural and postmodern setting.

An accessible, down-to-earth introduction to the central aspects of Christian history, this Pocket Guide includes the stories of its key events and characters, bringing a wide range of chronological, geographical and doctrinal history vividly to life. From the early church to the twenty-first century, this concise and fascinating book is a lively survey of the world's most widespread religion. Covering topics as diverse as the Apostles and Constantine, the Celtic Church and the division between East and West, the Reformation and the Enlightenment to the modern age, this is an indispensable resource for understanding a truly global phenomenon: Christianity.

The British Empire, "the biggest empire in history" once ruled a quarter of the globe. It was built by an incredible array of swashbuckling soldiers and sailors, pirates and adventurers who finally get their due in H. W. Crocker III's panoramic and provocative view of four hundred years of history that will delight and amuse, educate and entertain. Strap on your pith helmet for a rollicking ride through some of history's most colorful events. Bet your teacher never told you: The Founding Fathers didn't rebel against British imperialism; they looked forward to the transfer of the great seat of Empire to America. The original Norman English invasion of Ireland was approved by the pope. Sir Charles Napier, commander in chief of the British Army in India, abolished the Hindu custom of widow-burning. Field Marshal Sir Gerald Templer's hearts and minds counter-insurgency strategy was instrumental in defeating the Communists in Malaya. The breakup of the British Empire led Winston Churchill to conclude that he had achieved nothing in his life.

Imperial Expositions in Fin-de-Siècle Europe

A Pocket Guide to Pigeon Watching

Mistborn

Empire of the Vampire

The Beginners Guide

The Alchemy of US Empire

Avatar, the last airbender is an American animated television series, set in an Asian-influenced world of martial arts and magic. This book includes facts and trivia, and a quiz to determine which character you are most like, and a "map" to help you track who has a crush on whom.

Throughout this engaging narrative, full of a colorful cast of characters, from the mansion living suburbanites to the junk haulers themselves, Ferrell makes a persuasive argument about the dangers of over-consumption.

How often do I need to water my Bonsai tree? Should I prune my tree? Although caring for a Bonsai tree is not nearly as difficult as most people believe, you need to learn about some basic techniques in order to keep your tree thriving. Our beginners guide contains all the essential information you need in order to succeed. It covers the basic techniques, well illustrated with over two hundred images, and explains everything you need to know in an understandable way. The book includes: - Over 200 stunning images - Over 100 pages - Explanations of the basic techniques and tools - Care guides on the 10 most popular tree species - Background on the history, definition and styles Bonsai Empire is the world's most visited Bonsai website and has provided beginners with quality information for over a decade. We have developed this guide to help you get a taste of this fascinating and living art, and hope you'll enjoy it as much as we do! Walter Pall: "Now here is the ultimate book to lead beginners. I am happy to have been able to contribute to this"

Rachel Laudan tells the remarkable story of the rise and fall of the world's great cuisines—from the mastery of grain cooking some twenty thousand years ago, to the present—in this superbly researched book. Probing beneath the apparent confusion of dozens of cuisines to reveal the underlying simplicity of the culinary family tree, she shows how periodic seismic shifts in "culinary philosophy"—beliefs about health, the economy, politics, society and the gods—prompted the construction of new cuisines, a handful of which, chosen as the cuisines of empires, came to dominate the globe. Cuisine and Empire shows how merchants, missionaries, and the military took cuisines over mountains, oceans, deserts, and across political frontiers. Laudan's innovative narrative treats cuisine, like language, clothing, or architecture, as something constructed by humans. By emphasizing how cooking turns farm products into food and by taking the globe rather than the nation as the stage, she challenges the agrarian, romantic, and nationalistic myths that underlie the contemporary food movement.

A Pocket Guide to European History

Earth and Water in Transit

Critical Essays on The Elder Scrolls V: Skyrim

The Infernal City: An Elder Scrolls Novel

The Politically Incorrect Guide to the British Empire

Winner of the 2020 Hugo Award for Best Novel A Locus, and Nebula Award nominee for 2019 A Best Book of 2019: Library Journal, Polygon, Den of Geek An NPR Favorite Book of 2019 A Guardian Best Science Fiction and Fantasy Book of 2019 and "Not the Booker Prize" Nominee A Goodreads Biggest SFF Book of 2019 and Goodreads Choice Awards Nominee "A Memory Called Empire perfectly balances action and intrigue with matters of empire and identity. All around brilliant space opera, I absolutely love it."—Ann Leckie, author of Ancillary Justice Ambassador Mahit Dzmare arrives in the center of the multi-system Teixcalaanli Empire only to discover that her predecessor, the previous ambassador from their small but fiercely independent mining Station, has died. But no one will admit that his death wasn't an accident—or that Mahit might be next to die, during a time of political instability in the highest echelons of the imperial court. Now, Mahit must discover who is behind the murder, rescue herself, and save her Station from Teixcalaan's unceasing expansion—all while navigating an alien culture that is all too seductive, engaging in intrigues of her own, and hiding a deadly technological secret—one that might spell the end of her Station and her way of life—or rescue it from annihilation. A fascinating space opera debut novel, Arkady Martine's A Memory Called Empire is an interstellar mystery adventure. "The most thrilling ride ever. This book has everything I love."—Charlie Jane Anders, author of All the Birds in the Sky And coming soon, the brilliant sequel, A Desolation Called Peace! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Imperial expositions held in fin-de-siècle London, Paris and Berlin were knots in a world wide web.

Conceptualizing expositions as meta-media, Fleeting Cities constitutes a transnational and transdisciplinary investigation into how modernity was created and displayed, consumed and disputed in the European metropolis around 1900.

The Infernal City: An Elder Scrolls Novel Del Rey

Excerpt from The Complete Pocket-Guide to Europe 3 Francs are used, under different names, in the following countries: France, Belgium, Switzerland, Italy, Greece, Roumania, Serbia, Bulgaria, and the coins marked E in Spain. The two coins of and 25 pesetas (or francs) are used only in Spain. About the Publisher Forgotten Books publishes hundreds of thousands of rare and classic books. Find more at www.forgottenbooks.com This book is a reproduction of an important historical work. Forgotten Books uses state-of-the-art technology to digitally reconstruct the work, preserving the original format whilst repairing imperfections present in the aged copy. In rare cases, an imperfection in the original, such as a blemish or missing page, may be replicated in our edition. We do, however, repair the vast majority of imperfections successfully; any imperfections that remain are intentionally left to preserve the state of such historical works.

Book Seven of The Malazan Book of the Fallen

Hero of the Empire

Berlitz Pocket Guide India (Travel Guide eBook)

Bonsai

The Ultimate Pocket Guide

United States, British Empire, U.S.S.R., France, China, Poland

A clash of warriors draws closer as Rhulad Sengar, the Emperor of a Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his Machiavellian chancellor. Against this backdrop, a band of fugitives seek a way out of the empire, but on

Disorderly, rowdy, exhilarating - Naples, the capital of the Italian South, is like nowhere else. The Bay of Naples has its own charms, from the dazzling island of Capri to slumbering volcanoes, world-class archaeological sites and the stunning Amalfi Coast. Berlitz Pocket Guide Naples, Capri and the Amalfi Coast is a thoroughly updated, full-colour travel guide that combines lively text with vivid photography to highlight the best that the region has to offer. Inside Pocket Guide Naples, Capri & the Amalfi Coast: Where To Go details all the key sights in the region, while handy maps on the cover flaps help you find your way around, and are cross-referenced to the text. Top 10 Attractions gives a run-down of the best sights to take in on your trip. Perfect Day provides an itinerary of the city of Naples. What To Do is a snapshot of ways to spend your spare time, from strolling Naples' maze of cobbled alleys in search of Baroque masterpieces or a slice of authentic pizza to living the high life in Capri or visiting the evocative ruins at Pompeii. Essential information on Naples' culture, including a brief history of the region. Eating Out covers the region's best cuisine. Curated listings of the best hotels and restaurants. A-Z of all the practical information you'll need. About Berlitz: Berlitz draws on years of travel and language expertise to bring you a wide range of travel and language products, including travel guides, maps, phrase books, language-learning courses, dictionaries and kids' language products.

This history of US-led international drug control provides new perspectives on the economic, ideological, and political foundations of a Cold War American empire. US officials assumed the helm of international drug control after World War II at a moment of unprecedented geopolitical influence embodied in the growing economic clout of its pharmaceutical industry. *We Sell Drugs* is a study grounded in the transnational geography and political economy of the coca-leaf and coca-derived commodities market stretching from Peru and Bolivia into the United States. More than a narrow biography of one famous plant and its equally famous derivative products—Coca-Cola and cocaine—this book situates these commodities within the larger landscape of drug production and consumption.

Examining efforts to control the circuits through which coca traveled, Suzanna Reiss provides a geographic and legal basis for considering the historical construction of designations of legality and illegality. The book also argues that the legal status of any given drug is largely premised on who grew, manufactured, distributed, and consumed it and not on the qualities of the drug itself. Drug control is a powerful tool for ordering international trade, national economies, and society's habits and daily lives. In a historical landscape animated by struggles over political economy, national autonomy, hegemony, and racial equality, *We Sell Drugs* insists on the socio-historical underpinnings of designations of legality to explore how drug control became a major weapon in asserting control of domestic and international affairs.

The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, *Skyrim* is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing *Skyrim*, in many ways, is akin to "playing" 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

Inside the Urban Underground of Dumpster Diving, Trash Picking, and Street Scavenging
A Memory Called Empire

Empire of Scrounge

Develop a Passive Income Empire: Complete Beginners Guide to Building Riches Through Multiple Streams

Publishers Weekly

The Pocket Guide to Mischief

Guide to the life and travels of the Apostle Paul from both theological and numismatic perspectives. Traces his various missionary tours and the coins he would have encountered on his travels. Includes colour and black-and-white photos, maps, bibliography and index. Authors are numismatists

specialising in coins relating to the early history of Christianity. Lewis has an honours degree in Divinity from the University of London and is a medical practitioner on the Gold Coast, Queensland. Bolden's expertise is in the area of coin restoration and identification. Both are members of the Australian Numismatic Society.

The greatest leaders and geniuses in history were mischief makers. They were the brave women who looked at how unfair the world was and said, " I can do better than that. " They were the stalwart men who saw stupidity and asked, " Why do we have to do it that way? " And they were the delightful children who ganged up on the neighborhood bully and hit him with wet noodles until he said, " Uncle! " Yes, history's mischief makers had the courage to point out that things like slavery, global warming, and turtleneck sweaters are bad. And they also pulled off some of the greatest hoaxes and practical jokes of all time. Their achievements include the Boston Tea Party, the " War of the Worlds " radio broadcast of 1938, and the Cheese Whiz Disaster of 2008. In honor of them, we introduce The Pocket Guide to Mischief, the perfect addition to any prankster's collection, as well as a fun-filled how-to for the budding troublemaker in all of us.

For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. I: The Land takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

NATIONAL BOOK CRITICS CIRCLE NOMINEE • A NEW YORK TIMES NOTABLE BOOK OF THE YEAR • NEW YORK TIMES BEST SELLER • A grand, devastating portrait of three generations of the Sackler family, famed for their philanthropy, whose fortune was built by Valium and whose reputation was destroyed by OxyContin. From the prize-winning and bestselling author of Say Nothing The history of the Sackler dynasty is rife with drama—baroque personal lives; bitter disputes over estates; fistfights in boardrooms; glittering art collections; Machiavellian courtroom maneuvers; and the calculated use of money to burnish reputations and crush the less powerful. The Sackler name has adorned the walls of many storied institutions—Harvard, the Metropolitan Museum of Art, Oxford, the Louvre. They are one of the richest families in the world, known for their lavish donations to the arts and the sciences. The source of the family fortune was vague, however, until it emerged that the Sacklers were responsible for making and marketing a blockbuster painkiller that was the catalyst for the opioid crisis. Empire of Pain begins with the story of three doctor brothers, Raymond, Mortimer and the incalculably energetic Arthur, who weathered the poverty of the Great Depression and appalling anti-Semitism. Working at a barbaric mental institution, Arthur saw a better way and conducted groundbreaking research into drug treatments. He also had a genius for marketing, especially for pharmaceuticals, and bought a small ad firm. Arthur devised the marketing for Valium, and built the first great Sackler fortune. He purchased a drug manufacturer, Purdue Frederick, which would be run by Raymond and Mortimer. The brothers began collecting art, and wives, and grand residences in exotic locales. Their children and grandchildren grew up in luxury. Forty years later, Raymond ' s son Richard ran the family-owned Purdue. The template Arthur Sackler created to sell Valium—co-opting doctors, influencing the FDA, downplaying the drug ' s addictiveness—was employed to launch a far more potent product: OxyContin. The drug went on to generate some thirty-five billion dollars in revenue, and to launch a public health crisis in which hundreds of thousands would die. This is the saga of three generations of a single family and the mark they would leave on the world, a tale that moves from the bustling streets of early twentieth-century Brooklyn to the seaside palaces of Greenwich, Connecticut, and Cap d ' Antibes to the corridors of power in Washington, D.C. Empire of Pain chronicles the multiple investigations of the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. Empire of Pain is a masterpiece of narrative reporting and writing, exhaustively documented and ferociously compelling. It is a portrait of the excesses of America ' s second Gilded Age, a study of impunity among the super elite and a relentless investigation of the naked greed and indifference to human suffering that built one of the world ' s great fortunes.

Pocket Guide of Uniform Insignia

The Secret History of the Sackler Dynasty

The Pocket Guide to Royal Scandals

Foundations, Approaches, and Methods

Cuisine and Empire

Getting to Know the World's Most Misunderstood Bird

You don't need to travel to experience the joy of bird-watching: just take a look at the pigeons in your nearby park! With this fun, quirky, and scientifically correct field guide to the most common bird in most cities, you'll learn to see pigeons and doves (they're the same thing) with a bird-watcher's expertise, understanding their fascinating behavior and appreciating nature right outside your window.

Digital gaming's cultural significance is often minimized much in the same way that the Middle Ages are discounted as the backward and childish precursor to the modern period. Digital Gaming Reimagines the Middle Ages challenges both perceptions by examining how the Middle Ages have persisted into the contemporary world via digital games as well as analyzing how digital gaming translates, adapts, and remediates medieval stories, themes, characters, and tropes in interactive electronic environments. At the same time, the Middle Ages are reinterpreted according to contemporary concerns and conflicts, in all their complexity. Rather than a distinct time in the past, the Middle Ages form a space in which theory and narrative, gaming and textuality, identity and society are remediated and reimagined. Together, the essays demonstrate that while having its roots firmly in narrative traditions, neomedieval gaming—where neomedievalism no longer negotiates with any reality beyond itself and other medievalisms—creates cultural palimpsests, multiply-layered trans-temporal artifacts. Digital Gaming Re-imagines the Middle Ages demonstrates that the medieval is more than just a stockpile of historically static facts but is a living, subversive presence in contemporary culture.

Essays on the modern reception of the Middle Ages, built round the central theme of the ethics of medievalism.

Make Massive Profits Online - Without Punching a Clock! Do you want to work from home? Would you like to make money in your sleep? Are you curious about the passive income lifestyle? If so, this is the book for you! In Simon Wolf's Passive Income: Develop A Passive Income Empire: Complete Beginners Guide To Building Riches Through Multiple Streams, you'll find out how to set yourself free from the daily grind. Today's communication technologies have opened up a wealth of options for making money online. It's time to reach for something better! You can take advantage of many amazing new business niches: - Kindle Publishing - Amazon FBA - Niche Websites - Affiliate Marketing - Email Marketing - and even Udemy Online Courses! Read Passive Income NOW to find out how to exploit your many opportunities for internet income! With little or no capital investment, you can start your own business, develop a profitable company, and sit back and watch the dollars roll in! Don't wait another second to start building your online empire - Order Passive Income: Develop A Passive Income Empire: Complete Beginners Guide To Building Riches Through Multiple Streams

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The Boer War, a Daring Escape, and the Making of Winston Churchill

Digital Gaming Re-imagines the Middle Ages

Passive Income

The Handy Parka Pocket Guide to All Things Mod!

The Elder Scrolls Series

Making Deep Maps