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KEY=TERRY - PORTER THOMAS

VIRTUAL PROPHET

Game Is Life *Inside the Game, players struggle to survive in a world where technology no longer functions. On Tygon, fans are unable to view what is occurring. Trew and Danielle rush to save both realities, but they are unable to know what the other is doing. The fate of reality depends on a Game, and time is about to run out...*

VIRTUAL PROPHET

THE GAME IS LIFE, #4

Inside the Game, players struggle to survive in a world where technology no longer functions. On Tygon, fans are unable to view what is occurring inside the Game. Trew and Danielle rush to save both realities, but they are unable to know what the other is doing. The fate of reality depends on a Game, and time is about to run out...

THE GAME

Game Is Life *He didn't know he was playing. Zack was just living his life. It was really a game. When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything. Zack was disoriented when he woke up. They had welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death. They said he was seventeen. What was this "best score" they kept going on about? Where was this place? Who were these people? And why did they keep talking about the next game? You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end. Get book 1 now.*

DIGITAL EVOLUTION

Game Is Life *The Game is Life - Book 6 Ten years have passed on Tygon since the Virtual Prophet woke the Dreamers. Games of life and death continue and the stakes for winning - or losing - promise to affect the inhabitants across three realities.*

DIGITAL HERETIC

Game Is Life *Two worlds are shaken by events set in motion during Zack's final play. Fans across Tygon watch as the consequences of his actions ripple through both realities. Will his widow step up to lead the movement that he created? The lives of billions rest on the decisions made by children inside the Game ...*

INTERLUDE-BRANDON

Game Is Life *Brandon Strayne Brilliant computer programmer, businessman, and world leader. Where did this mysterious man come from? Before there was the Game, there was a boy... This takes the story of the Game even further by showing you how it all started! "A must read for all fans of the Game is Life Series."*

THE MERCHANT OF VENICE

Cambridge University Press *The New Cambridge Shakespeare* appeals to students worldwide for its up-to-date scholarship and emphasis on performance. The series features line-by-line commentaries and textual notes on the plays and poems. Introductions are regularly refreshed with accounts of new critical, stage and screen interpretations. This second edition of *The Merchant of Venice* retains the text and Introduction prepared by M. M. Mahood and features a new introductory section by Charles Edelman. Where Mahood focuses in her Introduction on the expectations of the play's first audience and on our modern experience of seeing and hearing the drama performed, Edelman explores the play's sexual politics. He also foregrounds recent scholarship on the position of Jews in Shakespeare's time and surveys the international scope and diversity of theatrical interpretations of the text in the 1980s and 1990s. He pays particular attention to the ways in which directors and actors tackle the troubling figure of Shylock.

THE LAST TOWN ON EARTH

HarperCollins UK Set against the dual backdrop of World War I and the devastating 1918 influenza epidemic, *'The Last Town On Earth'* is a brilliantly drawn tale of morality and patriotism in a time of upheaval.

SHADOWS

Game Is Life Dawn belongs to a secret group of teenagers who play a cloak and dagger game on their cell phones. Her world is turned upside down when the players' actions begin to affect reality, and not in good ways...

THE LAND BEYOND THE SEA

Pan Macmillan Filled with drama and battle, tragedy and romance, Sharon Penman's *The Land Beyond the Sea* tells the epic tale of a clash of cultures that will resonate with readers today. 1172. The Kingdom of Jerusalem, also known as Outremer – the land beyond the sea. A young realm, Outremer was baptized in blood when the men of the First Crusade captured Jerusalem from the Saracens in 1099. The crusaders who stayed have adapted to an utterly new world: a landscape of blazing heat, exotic customs and enemies who are also neighbours. Seeking retribution for the massacre in 1099, Saladin, leader of the vast Saracen army, launches a campaign to reclaim the sacred land from its current ruler, Baldwin IV. But while the young king proves to be intelligent, courageous and dedicated to the welfare and protection of his people, he lives his life under the terrible affliction of leprosy which has plagued him from an early age. While the scheming of rival factions and fierce political deception plague the halls of the royal court, the ever-present threat from Saladin weighs heavily on the young king's shoulders. Furthermore, there are few that Baldwin can trust, including the archbishop William of Tyre and Lord Balian d'Ibelin, a charismatic leader who has been one of the few to maintain the peace. But war is coming . . .

THE PILGRIM JOURNEY

A HISTORY OF PILGRIMAGE IN THE WESTERN WORLD

Lion Books Pilgrimage in the Western world is enjoying a growing popularity, perhaps more so now than at any time since the Middle Ages. *The Pilgrim Journey* tells the fascinating story of how pilgrimage was born and grew in antiquity, how it blossomed in the Middle Ages and faltered in subsequent centuries, only to re-emerge stronger than before in modern times. James Harpur describes the pilgrim routes and sacred destinations past and present, the men and women making the journey, the many challenges of travel, and the spiritual motivations and rewards. He also explores the traditional stages of pilgrimage, from preparation, departure, and the time on the road, to the arrival at the shrine and the return home. At the heart of pilgrimage is a spiritual longing that has existed from time immemorial. *The Pilgrim Journey* is both the colourful chronicle of numerous pilgrims of centuries past searching for heaven on earth, and an illuminating guide for today's spiritual traveller.

FINNEGANS WAKE

Oxford University Press In Chapelizod, a suburb of Dublin, an innkeeper and his family are sleeping. Around them and their dreams there swirls a vortex of world history, of ambition and failure, desire and transgression, pride and shame, rivalry and conflict, gossip and mystery.

THE COLLECTOR'S DAUGHTER

HarperCollins UK *From the internationally bestselling author comes a tale of long-buried secrets and a discovery that will change everything, perfect for fans of Dinah Jefferies and Lucinda Riley.*

COBA

A CLASSIC MAYA METROPOLIS

Elsevier *Coba*

MOVEMENT FOR ACTORS (SECOND EDITION)

Simon and Schuster *In this updated rich resource for actors, renowned movement teachers and directors reveal the physical skills needed for the stage and the screen. Readers will gain remarkable insights into the physical skills and techniques used in a wide variety of performance styles through ready-to-use exercises and approaches. Included in this new edition are chapters covering: Stage combat Yoga for actors Martial arts Body-mind centering Authentic movement Bartenieff fundamentals Grotowski-based movement Those who want to pursue serious training will be able to consult the appendix for listings of the best teachers and schools in the country. This inspiring collection is a must-read for all actors, directors, and teachers of theater looking for stimulation and new approaches. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.*

CYBER

Game Is Life *The Game is Life - Book 7 Deceived by a trusted colleague, Loredana Cyber, heir to the world's largest entertainment company, walks away from big business and vows never to return. When a young programmer on the verge of perfecting an incredible new technology comes to her for help, she must decide; remain anonymous, or return to an arena that betrayed her. Also available in The Game is Life series: 1- The Game 2- Digital Heretic 3- Interlude-Brandon 4- Virtual Prophet 5- Shadows 6- Digital Evolution 7- Cyber 8- Fragmented*

TOWERS

Humanity Survived... Barely, and thanks to networks of gigantic Tower systems created to surround small villages with a protective barrier of lethal energy. It kept everything out. And everyone in. Sixteen years have passed, and a girl born the night the world fell apart learns that she has a strange talent. The Towers can speak. and she is the only one who can hear them...

VIENNA BLOOD

(VIENNA BLOOD 2)

Random House *The hit novels behind the major new TV series Vienna Blood _____ Vienna, 1902. Vienna is in the grip of the worst winter for years. Amid the snow and ice, a killer embarks upon a bizarre campaign of murder. Vicious mutilation, a penchant for arcane symbols, and a seemingly random choice of victim are his most distinctive peculiarities. Detective Inspector Oskar Rheinhardt summons a young disciple of Freud - his friend Dr. Max Liebermann - to assist him with the case. The investigation draws them into the sphere of Vienna's secret societies - a murky underworld of German literary scholars, race theorists, and scientists inspired by the new English evolutionary theories. At first, the killer's mind seems impenetrable - his behaviour and cryptic clues impervious to psychoanalytic interpretation; however, gradually, it becomes apparent that an extraordinary and shocking rationale underlies his actions ... Against this backdrop of mystery and terror, Liebermann struggles with his own demons. The treatment of a patient suffering from paranoia erotica and his own fascination with the enigmatic Englishwoman Amelia Lydgate raise doubts concerning the propriety of his imminent marriage. To resolve the dilemma, he must entertain the unthinkable - risking disgrace and accusations of cowardice.*

WILL SAVE THE GALAXY FOR FOOD

Dark Horse Comics *A not-quite epic science fiction adventure about a down-on-his luck galactic pilot caught in a cross-galaxy struggle for survival! Space travel just isn't what it used to be. With the*

invention of Quantum Teleportation, space heroes aren't needed anymore. When one particularly unlucky ex-adventurer masquerades as famous pilot and hate figure Jacques McKeown, he's sucked into an ever-deepening corporate and political intrigue. Between space pirates, adorable deadly creatures, and a missing fortune in royalties, saving the universe was never this difficult! From the creator of Mogworld and Jam! Benjamin Richard "Yahtzee" Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is perhaps best known for his acerbic video game review series, Zero Punctuation, for The Escapist.

DIGITAL MEDIA AND SOCIETY

AN INTRODUCTION

John Wiley & Sons *The rise of digital media has been widely regarded as transforming the nature of our social experience in the twenty-first century. The speed with which new forms of connectivity and communication are being incorporated into our everyday lives often gives us little time to stop and consider the social implications of those practices. Nonetheless, it is critically important that we do so, and this sociological introduction to the field of digital technologies is intended to enable a deeper understanding of their prominent role in everyday life. The fundamental theoretical and ethical debates on the sociology of the digital media are presented in accessible summaries, ranging from economy and technology to criminology and sexuality. Key theoretical paradigms are explored through a broad range of contemporary social phenomena - from social networking and virtual lives to the rise of cybercrime and identity theft, from the utopian ideals of virtual democracy to the Orwellian nightmare of the surveillance society, from the free software movement to the implications of online shopping. As an entry-level pathway for students in sociology, media, communications and cultural studies, the aim of this work is to situate the rise of digital media within the context of a complex and rapidly changing world.*

THE JOHNS HOPKINS GUIDE TO DIGITAL MEDIA

JHU Press *The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.*

SLEEPING GIANTS

THEMIS FILES

Penguin UK ***A must-read thriller for lovers of The Passage, World War Z, The Martian or Interstellar** What happens when you make a discovery that changes everything? Deadwood, USA. A girl sneaks out just before dark to ride her new bike. Suddenly, the ground disappears beneath her. Waking up at the bottom of a deep pit, she sees an emergency rescue team above her. The people looking down see something far stranger... "We always look forward. We never look back." That girl grows up to be Dr. Rose Franklyn, a brilliant scientist and the leading world expert on what she discovered. An enormous, ornate hand made of an exceptionally rare metal, which predates all human civilisation on the continent. "But this thing ... it's different. It challenges us. It rewrites history." An object whose origins and purpose are perhaps the greatest mystery humanity has ever faced. Solving the secret of where it came from - and how many more parts may be out there - could change life as we know it. "It dares us to question what we know about ourselves." But what if we were meant to find it? And what happens when this vast, global puzzle is complete...? "About everything." * * * 'Bursts at the seams with big ideas. A sheer blast from start to finish. I haven't had this much fun reading in ages' Blake Crouch, author of the Wayward Pines trilogy 'A stellar debut which masterfully blends sci-fi, political thriller and apocalyptic fiction. So much more than the sum of its parts - a page-turner of the highest order' Kirkus Reviews 'Reminiscent of The Martian and World War Z, this is a luminous conspiracy yarn that shoots for (and lands among) the stars' Pierce Brown, author of Red Rising*

A HISTORY OF MANAGEMENT THOUGHT

Taylor & Francis *Of all the sciences and social sciences, management is the one that most deliberately turns its back on the past. Yet management as we know it today did not spring into life fully formed. Management has more than just a present; it also has a past, and a future, and all three are inextricably linked. This book charts the evolution of management as an intellectual discipline, from ancient times to the present day. Contemporary management challenges, including sustainability, technology and data, and legitimacy are analysed through an historical lens and with the benefit of new case studies. The author helps readers understand how the evolution of management ideas has interacted with changes in society. By framing management's history as one of challenge and response, this*

new edition is the perfect accompaniment for students and scholars seeking meaningful study in the business school and beyond. Essential reading as a core textbook in management history, the book is also valuable supplementary reading across the humanities and social sciences.

MODERN MUSIC AND AFTER

Oxford University Press *Over three decades, Paul Griffiths's survey has remained the definitive study of music since the Second World War; this fully revised and updated edition re-establishes Modern Music and After as the preeminent introduction to the music of our time. The disruptions of the war, and the struggles of the ensuing peace, were reflected in the music of the time: in Pierre Boulez's radical reformation of compositional technique and in John Cage's development of zen music; in Milton Babbitt's settling of the serial system and in Dmitry Shostakovich's unsettling symphonies; in Karlheinz Stockhausen's development of electronic music and in Luigi Nono's pursuit of the universally human, in Iannis Xenakis's view of music as sounding mathematics and in Luciano Berio's consideration of it as language. The initiatives of these composers and their contemporaries opened prospects that haven't yet stopped unfolding. This constant expansion of musical thinking since 1945 has left us with no singular history of music; Griffiths's study accordingly follows several different paths, showing how and why they converge and diverge. This new edition of Modern Music and After discusses not only the music of the fifteen years that have passed since the previous edition, but also the recent explosion of scholarly interest in the latter half of the twentieth century. In particular, the book has been expanded to incorporate the variety of responses to the modernist impasse experienced by composers of the 1980s and 1990s. Griffiths then moves the book into the twenty-first century as he examines such highly influential composers as Helmut Lachenmann and Salvatore Sciarrino. For its breadth, wealth of detail, and characteristic wit and clarity, the third edition of Modern Music and After is required reading for the student and the enquiring listener.*

GAMBLING DEBT

University Press of Colorado *Gambling Debt is a game-changing contribution to the discussion of economic crises and neoliberal financial systems and strategies. Iceland's 2008 financial collapse was the first case in a series of meltdowns, a warning of danger in the global order. This full-scale anthropology of financialization and the economic crisis broadly discusses this momentous bubble and burst and places it in theoretical, anthropological, and global historical context through descriptions of the complex developments leading to it and the larger social and cultural implications and consequences. Chapters from anthropologists, sociologists, historians, economists, and key local participants focus on the neoliberal policies—mainly the privatization of banks and fishery resources—that concentrated wealth among a select few, skewed the distribution of capital in a way that Iceland had never experienced before, and plunged the country into a full-scale economic crisis. Gambling Debt significantly raises the level of understanding and debate on the issues relevant to financial crises, painting a portrait of the meltdown from many points of view—from bankers to schoolchildren, from fishers in coastal villages to the urban poor and immigrants, and from artists to philosophers and other intellectuals. This book is for anyone interested in financial troubles and neoliberal politics as well as students and scholars of anthropology, sociology, economics, philosophy, political science, business, and ethics. Publication supported in part by the National Science Foundation.*

CARTOGRAPHIES OF THE ABSOLUTE

John Hunt Publishing *Can capital be seen? Cartographies of the Absolute surveys the disparate answers to this question offered by artists, film-makers, writers and theorists over the past few decades. It zones in on the crises of representation that have accompanied the enduring crisis of capitalism, foregrounding the production of new visions and artefacts that wrestle with the vastness, invisibility and complexity of the abstractions that rule our lives.*

POLITICS OF CATASTROPHE

GENEALOGIES OF THE UNKNOWN

Routledge *This book argues that catastrophe is a particular way of governing future events – such as terrorism, climate change or pandemics – which we cannot predict but which may strike suddenly, without warning, and cause irreversible damage. At a time where catastrophe increasingly functions as a signifier of our future, imaginaries of pending doom have fostered new modes of anticipatory knowledge and redeployed existing ones. Although it shares many similarities with crises, disasters, risks and other disruptive incidents, this book claims that catastrophes also bring out the very limits of knowledge and management. The politics of catastrophe is turned towards an unknown future, which must be imagined and inhabited in order to be made palpable, knowable and actionable. Politics of Catastrophe critically assesses the effects of these new practices of knowing and governing catastrophes to come and challenges the reader to think about the possibility of an alternative politics of catastrophe. This book will be of interest to students of critical security studies, risk theory, political theory and International Relations in general.*

THE MYTH OF THE QUEER CRIMINAL

Routledge *The Myth of the Queer Criminal* documents over a century of writings by sociologists, psychologists, criminologists, and forensic scientists, in Europe and the United States, who asserted that LGBT persons were innately and uniquely criminal. Applying the tools of narratology and queer theory, Jeffery P. Dennis examines the ten types of queer criminal that have appeared in seminal texts, both literary and scientific, over the past 140 years - beginning with Lombroso's *Criminal Man* (1876) and extending to postmodern criminologists and contemporary textbooks. Each type is named after its defining characteristic. The pederast, for example, was believed to be a master-criminal, leading vast criminal empires. The degenerate, intellectually and morally corrupted, was perceived as a symptom or cause of societal decay. The silly, lispng pansy was a figure of ridicule, rather than of dread. The traitor was murderous and depraved, prepared to destroy democratic institutions worldwide. The book aims to contextualize this mythology, revealing the motivations of the agents behind it, the influence of broader preoccupations and anxieties of the age, and its societal, political and cultural impact. This carefully researched, meticulously written history of the queer criminal will be of interest to students and researchers in criminology, gender studies, queer studies, and the history of sexuality.

TERRORISM, CRIME, AND PUBLIC POLICY

Cambridge University Press *Terrorism, Crime, and Public Policy* describes the problem of terrorism; compares it to other forms of aggression, particularly crime and war; and discusses policy options for dealing with the terrorism. It focuses on the causes of terrorism with the aim of understanding its roots and providing insights toward policies that will serve to prevent it. The book serves as a single-source reference on terrorism and as a platform for more in-depth study, with a set of discussion questions at the end of each chapter. Individual chapters focus on the nature of terrorism, theories of aggression and terrorism, the history of terrorism, the role of religion, non-religious extremism and terrorism, the role of technology, terrorism throughout the modern world, responses to terrorism, fear of terrorism, short-term approaches and long-term strategies for preventing terrorism, balancing security and rights to liberty and privacy, and pathways to a safer and saner 21st century.

SOFT POWER

THE MEANS TO SUCCESS IN WORLD POLITICS

Hachette UK Joseph Nye coined the term "soft power" in the late 1980s. It is now used frequently—and often incorrectly—by political leaders, editorial writers, and academics around the world. So what is soft power? Soft power lies in the ability to attract and persuade. Whereas hard power—the ability to coerce—grows out of a country's military or economic might, soft power arises from the attractiveness of a country's culture, political ideals, and policies. Hard power remains crucial in a world of states trying to guard their independence and of non-state groups willing to turn to violence. It forms the core of the Bush administration's new national security strategy. But according to Nye, the neo-conservatives who advise the president are making a major miscalculation: They focus too heavily on using America's military power to force other nations to do our will, and they pay too little heed to our soft power. It is soft power that will help prevent terrorists from recruiting supporters from among the moderate majority. And it is soft power that will help us deal with critical global issues that require multilateral cooperation among states. That is why it is so essential that America better understands and applies our soft power. This book is our guide.

THE RESILIENT CITY

HOW MODERN CITIES RECOVER FROM DISASTER

Oxford University Press In 1871, the city of Chicago was almost entirely destroyed by what became known as The Great Fire. Thirty-five years later, San Francisco lay in smoldering ruins after the catastrophic earthquake of 1906. Or consider the case of the Jerusalem, the greatest site of physical destruction and renewal in history, which, over three millennia, has suffered wars, earthquakes, fires, twenty sieges, eighteen reconstructions, and at least eleven transitions from one religious faith to another. Yet this ancient city has regenerated itself time and again, and still endures. Throughout history, cities have been sacked, burned, torched, bombed, flooded, besieged, and leveled. And yet they almost always rise from the ashes to rebuild. Viewing a wide array of urban disasters in global historical perspective, *The Resilient City* traces the aftermath of such cataclysms as: --the British invasion of Washington in 1814 --the devastation wrought on Berlin, Warsaw, and Tokyo during World War II --the late-20th century earthquakes that shattered Mexico City and the Chinese city of Tangshan --Los Angeles after the 1992 riots --the Oklahoma City bombing --the destruction of the World Trade Center. Revealing how traumatized city-dwellers consistently develop narratives of resilience and how the pragmatic process of urban recovery is always fueled by highly symbolic actions, *The Resilient City* offers a deeply informative and unsentimental tribute to the dogged persistence of the city, and indeed of the human spirit.

THE ROLE OF MUSIC IN EUROPEAN INTEGRATION

CONCILIATING EUROCENTRISM AND MULTICULTURALISM

Walter de Gruyter GmbH & Co KG *The volume focuses on music during the process of European integration since the Second World War. Often music in Europe is defined by its relation to the concept of Occidentalism (Musik im Abendland; western music). The emphasis here turns rather to recent manifestations of its evolvement in ensembles, events, musical organisations and ideas; questions of unity and diversity from Bergen to Tel Aviv, from Lisbon to Baku; and deals with the tension between local, regional and national music within the larger confluence of European music. The status of classical and avante-garde music, and to a degree rock and pop, during Europe's development the past sixty years are also reviewed within the context of eurocentrism - the domination of European music within world music, a term propagated by anthropologists and ethnomusicologists several decades ago and based on multiculturalism. Conversely, the search for a musical European identity and the ways in which this search has in turn been influenced by multiculturalism is an ongoing, dynamic process.*

NOBODY COMES BACK

A NOVEL OF THE BATTLE OF THE BULGE

Forge Books *Donn Pearce, the author of Cool Hand Luke, again revisits the subject of men under tremendous pressure, living and dying according to oppressive circumstances. Now, he brings you another tragic hero, thrust out of the only world he knew and forced to create one on his own terms . . . or die trying. Toby Parker was America's unwanted son. Only sixteen years old, he was too young to be enlisted in the army, but old enough to know that he didn't want to return to the life he knew: moving from new home to new home, neglected by his mother, ignored by his father, overlooked by everyone else. The war overseas promised exotic locations and adventure, but what it delivered was something else entirely. The Nazis were beginning to fall back, and the war was all but over. But the fighting still raged on in pockets of Europe. Out of the critical focus on France, only one last position needed to hold: the city of Bastogne. Thrown into battle almost immediately upon arrival, he soon found himself wounded and alone, struggling to survive and looked upon to lead. It was here that Toby was to learn what war really was, and what kind of man he was destined to become. Many American boys went into World War II, and each one lived their own nightmare, critically shaped by what they experienced. Told with gritty authenticity, Donn Pearce captures the very essence of what it means to be caught under the worst circumstances imaginable, while having the strength and humanity to rise above them. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

BEYOND WORDS

ILLUMINATED MANUSCRIPTS IN BOSTON COLLECTIONS

Featuring illuminated manuscripts from nineteen Boston-area institutions, Beyond Words provides a sweeping overview of the history of the book in the Middle Ages and Renaissance, as well as a guide to its production, illumination, functions, and readership. With over 150 manuscripts on display, Manuscripts for Pleasure & Piety at the McMullen Museum focuses on lay readership and the place of books in medieval society. The High Middle Ages witnessed an affirmation of the visual and, with it, empirical experience. There was an explosion of illumination. Various types of images, whether in prayer or professional books, attest to the newfound importance of visual demonstration in matters of faith and science alike."

RAVE CULTURE AND RELIGION

Routledge *The collection provides insights on developments in post-traditional religiosity (especially 'New Age' and 'Neo-Paganism') through studies of rave's Gnostic narratives of ascensionism and re-enchantment, explorations of the embodied spirituality and millennialist predispositions of dance culture, and investigations of transnational digital-art countercultures manifesting at geographic locations as diverse as Goa, India, and Nevada's Burning Man festival. Contributors examine raving as a new religious or revitalization movement; a powerful locus of sacrifice and transgression; a lived bodily experience; a practice comparable with world entheogenic rituals; and as evidencing a new Orientalism. Rave Culture and Religion will be essential reading for advanced students and academics in the fields of sociology, cultural studies and religious studies.*

THE LIGHTS OF PRAGUE

Titan Books *For readers of VE Schwab and The Witcher, science and magic clash in atmospheric gaslight-era Prague. In the quiet streets of Prague all manner of otherworldly creatures lurk in the*

shadows. Unbeknownst to its citizens, their only hope against the tide of predators are the dauntless lamplighters - a secret elite of monster hunters whose light staves off the darkness each night. Domek Myska leads a life teeming with fraught encounters with the worst kind of evil: pijavica, bloodthirsty and soulless vampiric creatures. Despite this, Domek finds solace in his moments spent in the company of his friend, the clever and beautiful Lady Ora Fischer - a widow with secrets of her own. When Domek finds himself stalked by the spirit of the White Lady - a ghost who haunts the baroque halls of Prague castle - he stumbles across the sentient essence of a will-o'-the-wisp captured in a mysterious container. Now, as its bearer, Domek wields its power, but the wisp, known for leading travellers to their deaths, will not be so easily controlled. After discovering a conspiracy amongst the pijavice that could see them unleash terror on the daylight world, Domek finds himself in a race against those who aim to twist alchemical science for their own dangerous gain.

LIFE RESET

A LITRPG NOVEL

After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin! Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him. His thorough knowledge of the game's world and his unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster!

SHADE

THE EXIGENCY CHRONICLES: BOOK 3

Beyond the Barrier Luna dreamed of life outside her village, but never imagined how different it would be out there. Facing intrigue and danger, she must navigate her way through a world she does not understand in order to save those she loves.

CADICLE OMNIBUS (VOLUMES 1 - 3)

AN EPIC SPACE OPERA SERIES

Createspace Independent Publishing Platform The galaxy-spanning Taran Empire is in the throes of a secret interdimensional war... When Cris Sietinen leaves Tararia as a teenager to learn more about his prohibited telekinetic abilities, he thinks he's started a new life. Years later, he learns that freedom was always an illusion--he and his family are at the center of an elaborate galactic conspiracy orchestrated by the governing Priesthood. Genetic engineering, political manipulation, and preordained destinies converge when Cris and his son Wil learn of a secret interdimensional war against the mysterious Bakzen. But the real enemy may be far closer to home. With knowledge of the Priesthood's hidden agenda and its disastrous political ramifications for the Taran empire, Cris and Wil embark on a mission to save their civilization from certain destruction. This omnibus contains the first three volumes in the Cadicle space opera series, an epic science-fantasy space opera spanning three generations across sixty years.

THE WARD

Independently Published Alex Wolfson Legendary titan of business and industry around the globe. Said to possess a net worth greater than the twenty wealthiest countries in the world. It is rumoured that his control over world leaders and governments is absolute. An icon of his age, a name known to all. Yet no one has ever seen his face, or heard his voice. Until now... An incorruptible senator forced to choose between maintaining her morals or living. A computer genius finally recognized for his skill and offered his heart's desire for a price that might be more than he is willing to pay. And a retired special ops soldier enticed to return to a life of danger and bloodshed Alex Wolfson appears to each and sets them on a path that may lead to the world's salvation, or its destruction.