

## Dantes Equation Jane Jensen

"With its peaceful, hardworking Amish population, Lancaster County, Pennsylvania, is a rural paradise. But former NYPD homicide detective Elizabeth Harris knows that evil lurks there--it's just easier to hide... By solving the murders of two local girls, Elizabeth has gained some trust from the Amish community. So she's the first person its members turn to when a fast and fatal illness takes hold, though many believe that the sickness stems from a hexerei--a curse placed by a practitioner of old-world folk magic. Elizabeth doesn't believe in curses, and when an entire Amish family is found dead, she begins to suspect something far more sinister. As the Centers for Disease Control and Prevention is called in to investigate, customers of a Philadelphia farmers market selling Amish raw milk start dying. Amid rapidly escalating panic, Elizabeth must peel away layers of superstition and fear to save the livelihood--and lives--of an entire community. Because what has happened isn't an accident of nature or an act of God, it's the handiwork of someone who has only just begun to kill.."--

By calling a temporary truce, Derek Sagan and the rebels thwarted the alien Corasian invasion. Enemies once again, the rebels have resumed their defiance and Sagan has returned to his campaign to topple the corrupt galactic government. He plans to set up Dion as king of the Starfire dynasty--and to place himself as the ruling power behind the throne. On a remote planetary sinkhole of sin and corruption, a small weapon--barely ten centimeters on a side--is hidden. If activated, this seemingly harmless crystal cube could tear a hole in the universe. . .and destroy the fabric of creation. Sagan wants it. Lady Maigrey wants it. And so does Abdiel, a cruel genius who commands a drugged army of mindless slaves. And now Dion is caught in this momentous struggle as he faces his greatest trial yet in his battle to gain the interstellar throne.

Can the past unlock the secrets of the present...? Anthony Price's most celebrated novel - winner of the CWA GOLD DAGGER. Paul Mitchell spends his days researching WWI; his quiet life in the library can hardly be in greater contrast to the carnage he studies. Until, that is, the present catches up with him in the shape of Dr Audley of the MOD. Why does Audley want to know what really happened during the battle for Hameau Ridge on the Somme in 1916? The answer is complex and dangerous...

Play is one of humanity's straightforward yet deceitful ideas: though the notion is unanimously agreed upon to be universal, used for man and animal alike, nothing defines what all its manifestations share, from childish playtime to on stage drama, from sporting events to market speculation. Within the author's anthropological field of work (Mongolia and Siberia), playing holds a core position: national holidays are called "Games," echoing in that way the circus games in Ancient Rome and today's Olympics. These games convey ethical values and local identity. Roberte Hamayon bases her analysis of the playing spectrum on their scrutiny. Starting from fighting and dancing, encompassing learning, interaction, emotion and strategy, this study heads towards luck and belief as well as the ambiguity of the relation to fiction and reality. It closes by indicating two features of play: its margin and its metaphorical structure. Ultimately revealing its consistency and coherence, the author displays play as a modality of action of its own. "Playing is no 'doing' in the ordinary sense" once wrote Johan Huizinga. Isn't playing doing something else, elsewhere and otherwise ?

Years after a mystic scientist and holocaust victim claims to have discovered a physical law of good and evil, American scientist Jill Talcott discovers something similar and teams up with a rabbi in her effort to avoid intelligence agents who would use her discovery to create weapons. Reprint.

Do you know what "quatrefoil" and "impolitic" mean? What about "halcyon" or "narcolepsy"? This book is a handy, easy-to-read reference guide to the proper parlance for any situation. In this book you will find: Words You Absolutely Should Know (covert, exonerate, perimeter); Words You Should Know But Probably Don't (dour, incendiary, scintilla); Words Most People Don't Know (schlimazel, thaumaturgy, epergne); Words You Should Know to Sound Overeducated (ad infinitum, nugatory, garrulity); Words You Probably Shouldn't Know (priapic, damnatory, labia majora); and more. Whether writing an essay, studying for a test, or trying to impress friends, family, and fellow cocktail party guests with their prolixity, you will achieve magniloquence, ebullience, and flights of rhetorical brilliance.

Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

Two years after his untimely death, Matthew Swift finds himself breathing once again, lying in bed in his London home. Except that it's no longer his bed, or his home. And the last time this sorcerer was seen alive, an unknown assailant had gouged a hole so deep in his chest that his death was irrefutable...despite his body never being found. He doesn't have long to mull over his resurrection, though, or the changes that have been wrought upon him. His only concern now is vengeance. Vengeance upon his monstrous killer and vengeance upon the one who brought him back.

"Connie Willis deploys the apparatus of science fiction to illuminate character and relationships, and her writing is fresh, subtle, and deeply moving."—The New York Times Book Review Findridy and Carson are two explorers sent to Boohte to survey the ridges and scrub-covered hills of the planet. Back home, their adventures are followed by countless breathless fans, but the reality is far less romantic as they deal with dust, nitpicking regulations, and uncooperative aliens. Teamed with a young intern whose specialty is mating customs, and a native guide of indeterminate gender, the group sets out for a previously unexplored sector of the planet. As they survey canyons and cataracts, battle dangers, and discover alien treasures, they will soon find themselves in alien territory of another kind: exploring the paths and precipices of sex. And love.

A galactic revolution has toppled the Starfire dynasty, and swept into power the harsh Democratic Republic. To support the murdered king is now punishable by death. But on distant worlds, the few surviving Guardians carry a dangerous secret: Somewhere in the galaxy, they shield the rightful heir to the throne. Stalking the hidden king is the Warlord, a

ruthless Republican general who wields the bloodsword. Only a few brave rebels dare to oppose him: young Dion, who fights to find his destiny; the mercenary Tusk; the outlaw commander Dixter; and the beautiful Lady Maigrey, the only person alive who can match the Warlord's cunning. Theirs is the ultimate battle against a star-spanning corruption—the ultimate sacrifice for the glory of the lost king's throne.

A ghost story, a psychological thriller and a tale of love rediscovered, from the bestselling author of SALMON FISHING IN THE YEMEN. Elizabeth has been married to Michael for ten years. She has adjusted to a fairly monotonous routine with her wealthy, decent but boring husband. Part of this routine involves occasional visits to Beinn Caorrun, the dank and gloomy house in a Scottish glen that Michael inherited. There are memories there that Michael will not share with her. But then Michael begins to change. It starts when he thinks he sees, in a picture, the figure of a girl on a landing. As he changes, life becomes so much more fun and Elizabeth sees glimpses of a man she can fall in love with at last. But who - or what - is changing Michael ...?

Amish country in Lancaster County, Pennsylvania, has always been a place of quiet beauty—until a shocking murder shatters the peace, and leaves a troubled detective picking up the pieces... After her husband is murdered, Detective Elizabeth Harris turns in her NYPD badge and moves back home, hoping that a quiet life in remote Pennsylvania Dutch country will help her overcome the dark memories of her ten years in New York. But when a beautiful, scantily clad “English” girl is found dead in the barn of a prominent Amish family, Elizabeth knows that she's uncovered an evil that could shake the community to its core. Elizabeth's boss is convinced this was the work of an “English,” as outsiders are called in Lancaster County. But Elizabeth isn't so sure. All she's missing is an actual lead—until another body is found: this time, a missing Amish girl. Now Elizabeth must track down a killer with deep ties to a community that always protects its own—no matter how deadly the cost...

The space-capable members of the Om'ray species converge on the Sona settlement, a situation that prompts the M'hiray to plan the evacuation of Cersi to prevent a disruption of the peace-keeping Agreement.

Perkins, a former chief economist at a Boston strategic-consulting firm, confesses he was an "economic hit man" for 10 years, helping U.S. intelligence agencies and multinationals cajole and blackmail foreign leaders into serving U.S. foreign policy and awarding lucrative contracts to American business.

Set in a future world where physical alterations and enhancements are part of everyday life, Ingrid Seastrom and Whispr are hunted by a killer, as they try to enter a research lab to discover the secret about the data-storage thread that binds them together.

A stunning blend of visionary storytelling and majestic prose, *The Mark of Ran* is a new masterpiece of imaginative fiction. In this epic adventure, Paul Kearney records the voyages of a reluctant hero, a band of outcasts, and a quest into the unknown no one has ever dared before . . . In a world abandoned by its Creator, an ancient race once existed—one with powers mankind cannot imagine. Some believe they were the last of the angels. Others think they were demons. Rol Cortishane was raised in a remote fishing village with no idea of his true place in the world. But in his veins runs the blood of this long-forgotten race and he shares their dangerous destiny. Driven from home, accused of witchcraft and black magic, Rol takes refuge in the brooding tower sanctuary of the enigmatic Michal Psellos. There Rol is trained in the assassin's craft and tutored by the beautiful but troubled Rowen. It's no accident that Rol and Rowen have been brought together, but the truth about their past is a secret they will have to fight to discover. Now they've set their sights across the sea in search of the Hidden City and an adventure that will make them legends . . . if it doesn't kill them first. Praise for *The Mark of Ran* “[A] gritty fantasy swashbuckler . . . Kearney's crisp, often lyrical writing shines brightest when his characters take to the sea.”—Publishers Weekly “One of the very best fantasy writers around.”—Steven Erikson People had always told Ofelia what to do; for once she was going to do what she wanted. She refused to get on the cryo ships, refused to leave the only world she could call home. And when they finally came for her, she hid. Look out for more information about this title and others at [www.orbitbooks.co.uk](http://www.orbitbooks.co.uk)

In the 1990s, the Personal Computer (or PC) was on the rise in homes, and with it came new genres of play. Yet most of the games in these new genres featured fantasylands or humorous science fiction landscapes with low stakes and little to suggest the potential of the PC as a serious space for art and play. Jane Jensen's work and landmark Gabriel Knight series brought a new darkness and personality to PC gaming, offering a first powerful glimpse of what games could be as they came of age. As an author and designer, Jensen brought her approach as a designer-writer hybrid to the forefront of game design, with an approach to developing environments through detailed research to make game settings come to life, an attention to mature dilemmas and complex character development, and an audience-driven vision for genres reaching beyond the typical market approaches of the gaming industry. With a brand new interview with Jensen herself, Anastasia Salter provides the first ever look Jensen's impact and role in advancing interactive narrative and writing in the game design process.

An engineering professor who started out doing poorly in mathematical and technical subjects in school offers tools, tips and techniques to learning the creative and analytical thought processes that will lead to achievement in math and science. Original.

Hugo and Nebula award-winning author David Brin is one of the most eloquent, imaginative voices in science fiction. Now he returns with a new novel rich in texture, universal in theme, monumental in scope--pushing the genre to new heights. Young Maia is fast approaching a turning point in her life. As a half-caste var, she must leave the clan home of her privileged half sisters and seek her fortune in the world. With her twin sister, Leie, she searches the docks of Port Sanger for an apprenticeship aboard the vessels that sail the trade routes of the Stratoin oceans. On her far-reaching, perilous journey of discovery, Maia will endure hardship and hunger, imprisonment and loneliness, bloody battles with pirates and separation from her twin. And along the way, she will meet a traveler who has come an unimaginable

distance--and who threatens the delicate balance of the Stratoins' carefully maintained, perfect society.... Both exciting and insightful, *Glory Season* is a major novel, a transcendent saga of the human spirit.

With its peaceful, hardworking Amish population, Lancaster County, Pennsylvania, is a rural paradise. But former NYPD homicide detective Elizabeth Harris knows that evil lurks there—it's just easier to hide... By solving the murders of two local girls, Elizabeth has gained some trust in the Amish community. So, she's the first person its members turn to when a fast and fatal illness takes hold, though many believe that the sickness stems from a hexerei—a curse placed by a practitioner of old-world folk magic. Elizabeth doesn't believe in curses, and when an entire Amish family is found dead, she begins to suspect something far more sinister... As the CDC is called in to investigate, customers of a Philadelphia farmers market selling Amish raw milk start dying. Amid rapidly escalating panic, Elizabeth must peel away layers of superstition and fear to save the livelihood—and lives—of an entire community. Because what has happened isn't an accident of nature or an act of God, it's the handiwork of someone who has only just begun to kill...

No one can describe a wine like Karen MacNeil. Comprehensive, entertaining, authoritative, and endlessly interesting, *The Wine Bible* is a lively course from an expert teacher, grounding the reader deeply in the fundamentals—vine-yards and varietals, climate and terroir, the nine attributes of a wine's greatness—while layering on tips, informative asides, anecdotes, definitions, photographs, maps, labels, and recommended bottles. Discover how to taste with focus and build a wine-tasting memory. The reason behind Champagne's bubbles. Italy, the place the ancient Greeks called the land of wine. An oak barrel's effect on flavor. Sherry, the world's most misunderstood and underappreciated wine. How to match wine with food—and mood. Plus everything else you need to know to buy, store, serve, and enjoy the world's most captivating beverage.

What is the secret of talent? How do we unlock it? This groundbreaking work provides readers with tools they can use to maximize potential in themselves and others. Whether you're coaching soccer or teaching a child to play the piano, writing a novel or trying to improve your golf swing, this revolutionary book shows you how to grow talent by tapping into a newly discovered brain mechanism. Drawing on cutting-edge neurology and firsthand research gathered on journeys to nine of the world's talent hotbeds—from the baseball fields of the Caribbean to a classical-music academy in upstate New York—Coyle identifies the three key elements that will allow you to develop your gifts and optimize your performance in sports, art, music, math, or just about anything.

- **Deep Practice** Everyone knows that practice is a key to success. What everyone doesn't know is that specific kinds of practice can increase skill up to ten times faster than conventional practice.
- **Ignition** We all need a little motivation to get started. But what separates truly high achievers from the rest of the pack? A higher level of commitment—call it passion—born out of our deepest unconscious desires and triggered by certain primal cues. Understanding how these signals work can help you ignite passion and catalyze skill development.
- **Master Coaching** What are the secrets of the world's most effective teachers, trainers, and coaches? Discover the four virtues that enable these “talent whisperers” to fuel passion, inspire deep practice, and bring out the best in their students. These three elements work together within your brain to form myelin, a microscopic neural substance that adds vast amounts of speed and accuracy to your movements and thoughts. Scientists have discovered that myelin might just be the holy grail: the foundation of all forms of greatness, from Michelangelo's to Michael Jordan's. The good news about myelin is that it isn't fixed at birth; to the contrary, it grows, and like anything that grows, it can be cultivated and nourished. Combining revelatory analysis with illuminating examples of regular people who have achieved greatness, this book will not only change the way you think about talent, but equip you to reach your own highest potential.

Bestselling author Alan Dean Foster takes us back to the unplanned beginnings of the extraordinary *Humanx Commonwealth*... In the years after first contact, humans and the intelligent insectlike *Thranx* agree to a tentative sharing of ideas and cultures despite the ingrained repulsion they have yet to overcome. Thus, a slow, lengthy process of limited contact begins. Yet they never plan for a chance meeting between a misfit artist and a petty thief. *Desvendapur* is a talented *Thranx* poet who is bored with his life and needs new inspiration for his work. Venturing beyond the familiar, *Desvendapur* runs into *Cheelo Montoya*, a small-time criminal with big dreams of making a fast buck. Together they will embark upon a journey that will forever change their beliefs, their futures, and their worlds . . .

The first *Priscilla Hutchins* novel from Jack McDevitt, hailed by Stephen King as “the logical heir to Isaac Asimov and Arthur C. Clarke.” Humans call them the *Monument-Makers*. An unknown race, they left stunning alien statues on distant planets in the galaxy. Each relic is different. Each inscription defies translation. Yet all are heartbreakingly beautiful. And for planet Earth, on the brink of disaster, they may hold the only key to survival for the entire human race.

*Alexander the Fatherless*: nephew of the villainous King March of Cornwall, who murdered his father. Burning with vengeance, Alexander sets out on a journey to Camelot to seek justice from King Arthur. His path will lead him to the Dark Tower, where the sorceress Morgan le Fay lies in wait. Morgan seduces Alexander and sends him on a quest to Jerusalem to recover the Holy Grail - which she believes will help her take the throne. *Alice the Pilgrim*: daughter of a man who has sworn to journey to Jerusalem every three years, Alice grows to womanhood on the pilgrim's trail. And then she meets a boy who carries a cup - which he claims is the Holy Grail. Alice and her father will move heaven and earth to bring the Grail back to Britain. And Alexander will do anything to find it. Their quests will bring them together, and the day that Alexander and Alice meet will go down in legend. *The Prince & the Pilgrim* is the final installment of Mary Stewart's classic Arthurian Saga, a must-read for all fans of history, fantasy and great literature alike.

In considering exactly what takes place in creative writing classrooms, this collection of 22 essays reexamines the profession of writing teacher and ponders why certain practices and contexts prevail. The essays and their authors are as follows: "Introduction: Of Radishes and Shadows, Theory and Pedagogy" (Hans Ostrom); (1) "The Workshop and Its Discontents" (Francois Camoin); (2) "Reflections on the Teaching of Creative Writing: A Correspondence" (Eugene Garber and Jan Ramjerdi); (3) "The Body of My Work Is Not Just a Metaphor" (Lynn Domina); (4) "Life in the Trenches: Perspectives from Five Writing Programs" (Ann Turkle and others); (5) "Theory, Creative Writing, and the Impertinence of History" (R. M. Berry); (6) "Teaching Creative Writing if the Shoe Fits" (Katharine Haake); (7) "Pedagogy in Penumbra: Teaching, Writing, and Feminism in the Fiction Workshop" (Gayle Elliott); (8) "Literary Theory and the Writer" (Jay Parini); (9) "Creativity Research and Classroom Practice" (Linda Sarbo and Joseph M. Moxley); (10) "On Seeing the Green Parrot and the Green Salad" (Alice G. Brand); (11) "It Is Ourselves That We Remake: Teaching Creative Writing in Prison" (Diane Kendig); (12) "Voice(s) in Writing:

Symphony and/or Cacophony" (Carl Leggo); (13) "Crossing the Lines: On Creative Composition and Composing Creative Writing" (Wendy Bishop); (14) "Voices from the Writing Center: Risky Business/Safe Places" (Julie Neff); (15) "Voices from the Writing Center: Storytelling in the Writing Center" (Beverly Conner); (16) "Voices from the Writing Center: It's Okay To Be Creative--A Role for the Imagination in Basic-Writing Courses" (Lea Masiello); (17) "Oral Literature in the Teaching of Creative Writing" (Maxine Clair); (18) "Without a Net: Collaborative Writing" (Linda Tomol Pennisi and Patrick Lawler); (19) "Reading the Creative Writing Course: The Teacher's Many Selves" (Patrick Bizzaro); (20) "The MFA Graduate as Composition Instructor: A Self-Analysis" (David Starkey); (21) "The End of Books" (Robert Coover); (22) "Riding the Bus in Silicon Valley: Building Virtual Worlds" (Sarah Jane Sloane); and "Afterword--Colors of a Different Horse: On Learning to Like Teaching Creative Writing" (Wendy Bishop). A comprehensive selected bibliography of resources for teaching creative writing is appended. (NKA)

Gold Medal Winner, Business Fable, 2012 Axiom Business Book Awards A personal leadership fable on applying principles of Zen to work & life choices. The Shibumi Strategy is a little book about a big breakthrough. It tells the story of a hardworking family man who finds himself in crisis when his company closes. Through his struggle, and guidance from unlikely sources, he learns subtle lessons in the form of "personal zen" principles, coming to understand that it is often the involuntary challenge, the setbacks, that harbor the power to transform. When approached as an opportunity — no easy task when simple survival is the first order of business—unforeseen trials can sometimes result in an altogether new lease on life. Shows how "personal leadership" can lead to real (and not always easy) breakthroughs Includes key lessons on commitment, preparation, struggle, breakthrough, and transformation Is based on Shibumi, a Japanese word without literal definition that describes the height of personal excellence, elegant performance, and effortless effectiveness. For those struggling with personal breakthroughs, The Shubimi Strategy offers a new way to face work and life challenges for balanced solutions.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • Karen Lord is one of today's most brilliant young talents. Her science fiction, like that of predecessors Ursula K. Le Guin and China Miéville, combines star-spanning plots, deeply felt characters, and incisive social commentary. With *The Galaxy Game*, Lord presents a gripping adventure that showcases her dazzling imagination as never before. On the verge of adulthood, Rafi attends the Lyceum, a school for the psionically gifted. Rafi possesses mental abilities that might benefit people . . . or control them. Some wish to help Rafi wield his powers responsibly; others see him as a threat to be contained. Rafi's only freedom at the Lyceum is Wallrunning: a game of speed and agility played on vast vertical surfaces riddled with variable gravity fields. Serendipity and Ntenman are also students at the Lyceum, but unlike Rafi they come from communities where such abilities are valued. Serendipity finds the Lyceum as much a prison as a school, and she yearns for a meaningful life beyond its gates. Ntenman, with his quick tongue, quicker mind, and a willingness to bend if not break the rules, has no problem fitting in. But he too has his reasons for wanting to escape. Now the three friends are about to experience a moment of violent change as seething tensions between rival star-faring civilizations come to a head. For Serendipity, it will challenge her ideas of community and self. For Ntenman, it will open new opportunities and new dangers. And for Rafi, given a chance to train with some of the best Wallrunners in the galaxy, it will lead to the discovery that there is more to Wallrunning than he ever suspected . . . and more to himself than he ever dreamed. Praise for *The Galaxy Game* "There is a weight and grace to [Lord's] prose that put me in mind of pewter jewelry."—NPR "This novel is a satisfying exercise in being off-balance, a visceral lesson in how to fall forward and catch yourself in an amazing new place."—The Seattle Times "A smart science fictional fable as inventive and involving as it is finally vital."—Tordotcom

Bridging the fields of conservation, art history, and museum curating, this volume contains the principal papers from an international symposium titled "Historical Painting Techniques, Materials, and Studio Practice" at the University of Leiden in Amsterdam, Netherlands, from June 26 to 29, 1995. The symposium—designed for art historians, conservators, conservation scientists, and museum curators worldwide—was organized by the Department of Art History at the University of Leiden and the Art History Department of the Central Research Laboratory for Objects of Art and Science in Amsterdam. Twenty-five contributors representing museums and conservation institutions throughout the world provide recent research on historical painting techniques, including wall painting and polychrome sculpture. Topics cover the latest art historical research and scientific analyses of original techniques and materials, as well as historical sources, such as medieval treatises and descriptions of painting techniques in historical literature. Chapters include the painting methods of Rembrandt and Vermeer, Dutch 17th-century landscape painting, wall paintings in English churches, Chinese paintings on paper and canvas, and Tibetan thangkas. Color plates and black-and-white photographs illustrate works from the Middle Ages to the 20th century.

Art Does art leave you cold? And is that what it's supposed to do? Or is a painting meant to move you to tears? Hemingway was reduced to tears in the midst of a drinking bout when a painting by James Thurber caught his eye. And what's bad about that? In *Pictures and Tears*, art historian James Elkins tells the story of paintings that have made people cry. Drawing upon anecdotes related to individual works of art, he provides a chronicle of how people have shown emotion before works of art in the past, and a meditation on the curious tearlessness with which most people approach art in the present. Deeply personal, *Pictures and Tears* is a history of emotion and vulnerability, and an inquiry into the nature of art. This book is a rare and invaluable treasure for people who love art. Also includes an 8-page color insert.

Just as Gabriel Knight is settling into his ancestral home in Germany, the local authorities request his help in investigating the death of a young girl who appears to have been killed by an escaped zoo wolf, but the truth is far more sinister. Original.

"We never saw them coming. Entire cities disappeared in the blink of an eye, leaving nothing but dust and rubble. When an alien race came to make Earth theirs, they brought with them a weapon we had no way to fight, a universe-altering force known as thelemity. It seemed nothing could stop it--until we discovered we could wield the power, too. Five hundred years later, the Earth is locked in a grinding war of attrition"--

Chris Wooding, author of the thrilling novel *Retribution Falls*, returns to a fantastical world of spectacular sky battles and high-flying heroics for another epic adventure. Deep in the heart of the Kurg rainforest lies a long-forgotten wreck. On board, behind a magically protected door, an elusive treasure awaits. Good thing Darian Frey, captain of the airship *Ketty Jay*, has the daemonist Crake on board. Crake is their best chance of getting that door open—if they can sober him up. For a prize this enticing, Frey is willing to brave the legendary monsters of the forbidding island and to ally himself with a partner who's even less trustworthy than he is. But what's behind that door is not what any of the fortune hunters expect, any more than they anticipate their fiercest competitor for the treasure—a woman from Frey's past who also happens to be the most feared pirate in the skies.

In a world of modern, involved, caring parents, why are so many kids aggressive and cruel? Where is intelligence hidden in the brain, and why does that matter? Why do cross-racial friendships decrease in schools that are more integrated? If 98% of kids think lying is morally wrong, then why do 98% of kids lie? What's the single most important thing that helps infants learn language? *NurtureShock* is a groundbreaking collaboration between award-winning science journalists Po Bronson and Ashley Merryman. They argue that when it comes to children, we've mistaken good intentions for good ideas. With impeccable storytelling and razor-sharp analysis, they demonstrate that many of modern society's strategies

for nurturing children are in fact backfiring--because key twists in the science have been overlooked. Nothing like a parenting manual, the authors' work is an insightful exploration of themes and issues that transcend children's (and adults') lives.

A representative from the Vatican questions the seeming "Day of Judgment," asking if it is in fact the hand of God, or something more human, when just after the millennium, a group of pilgrims of all faiths journeys to the Mexican village of Santa Pelagia to witness a miraculous vision, including twenty-four people who experience their own apocalyptic dream that the Day of Judgment is at hand. Originally published as Millennium Rising. Reprint.

An effective blend of carefully explained theory and practical applications, this text imparts the fundamentals of both information theory and data compression. Although the two topics are related, this unique text allows either topic to be presented independently, and it was specifically designed so that the data compression section requires no prior knowledge of information theory. The treatment of information theory, while theoretical and abstract, is quite elementary, making this text less daunting than many others. After presenting the fundamental definitions and results of the theory, the authors then apply the theory to memoryless, discrete channels with zeroth-order, one-state sources. The chapters on data compression acquaint students with a myriad of lossless compression methods and then introduce two lossy compression methods. Students emerge from this study competent in a wide range of techniques. The authors' presentation is highly practical but includes some important proofs, either in the text or in the exercises, so instructors can, if they choose, place more emphasis on the mathematics. Introduction to Information Theory and Data Compression, Second Edition is ideally suited for an upper-level or graduate course for students in mathematics, engineering, and computer science. Features: Expanded discussion of the historical and theoretical basis of information theory that builds a firm, intuitive grasp of the subject Reorganization of theoretical results along with new exercises, ranging from the routine to the more difficult, that reinforce students' ability to apply the definitions and results in specific situations. Simplified treatment of the algorithm(s) of Gallager and Knuth Discussion of the information rate of a code and the trade-off between error correction and information rate Treatment of probabilistic finite state source automata, including basic results, examples, references, and exercises Octave and MATLAB image compression codes included in an appendix for use with the exercises and projects involving transform methods Supplementary materials, including software, available for download from the authors' Web site at [www.dms.auburn.edu/compression](http://www.dms.auburn.edu/compression)

Just after the millennium, a group of pilgrims of all faiths journey to the Mexican village of Santa Pelagia to witness a miraculous vision, including twenty-four people who experience their own apocalyptic dream that the Day of Judgment is at hand.

Set in a chillingly realistic far-future world, and featuring a gritty antihero even more frightening than the evil empire he serves as soldier and assassin, Death's Head is sure to be one of the most talked-about novels of the year. David Gunn is loaded—and he shoots to kill. At the top of the galactic pecking order is the United Free, a civilization of awe-inspiring technological prowess so far in advance of other space-faring powers as to seem untouchable gods. Most of the known universe has fallen under their inscrutable sway. The rest is squabbled over by two empires: one ruled with an iron fist by OctoV, a tyrant who appears to his followers as a teenage boy but is in reality something very different, the other administered by the Uplifted, bizarre machinelike intelligences, and their no-longer-quite-human servants, cyborgs known as the Enlightened. Sven Tveskoeg, an ex-sergeant demoted for insubordination and sentenced to death, is a vicious killer with a stubborn streak of loyalty. Sven possesses a fierce if untutored intelligence and a genetic makeup that is 98.2 percent human and 1.8 percent . . . something else. Perhaps that "something else" explains how quickly he heals from even the worst injuries or how he can communicate telepathically with the ferox, fearsome alien savages whose natural fighting abilities regularly outperform the advanced technology of their human enemies. Perhaps it is these unique abilities that bring Sven to the attention of OctoV. Drafted into the Death's Head, the elite enforcers of OctoV's imperial will, Sven is given a new lease on life. Armed with a SIG diablo—an intelligent gun—and an illegal symbiont called a kyp, Sven is sent to a faraway planet, the latest battleground between the Uplifted and OctoV. There he finds himself in the midst of a military disaster, one that will take all his courage—and all his firepower—to survive. But an even deadlier struggle is taking place, a struggle that will draw the attention of the United Free. Sven knows he is a pawn, and pawns have a bad habit of being sacrificed. But Sven is nobody's sacrifice. And even a pawn can checkmate a king. Praise for Death's Head "The finest military science-fiction debut in years."—Kirkus Reviews "Hardboiled, laser-blasting science fiction as it's meant to be."—Charlie Huston, author of Caught Stealing and Already Dead

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