

Game Of Thrones Episode Guide

NEW YORK TIMES BESTSELLER • The perfect holiday gift for fans of *A Song of Ice and Fire* and HBO's *Game of Thrones*—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin's masterwork—the most inventive and entertaining fantasy saga of our time—warrants one hell of an introduction. At long last, it has arrived with *The World of Ice & Fire*. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries, and daring rebellions that lead to the events of *A Song of Ice and Fire* and HBO's *Game of Thrones*. In a collaboration that's been years in the making, Martin has teamed with Elio M. García, Jr., and Linda Antonsson, the founders of the renowned fan site *Westeros.org*—perhaps the only people who know this world almost as well as its visionary creator. Collected here is all the accumulated knowledge, scholarly speculation, and inherited folk tales of maesters and septons, maegi and singers, including

- artwork and maps, with more than 170 original pieces
- full family trees for Houses Stark, Lannister, and Targaryen
- in-depth explorations of the history and culture of Westeros
- 100% all-new material, more than half of which Martin wrote specifically for this book

The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, *The World of Ice & Fire* is indeed proof that the pen is mightier than a storm of swords.

An official companion to the highly rated cable series offers new insights into its characters and storylines, providing hundreds of set photos, designs and insider accounts as well as actor and crew interviews that describe memorable scripted and unscripted moments from the first two seasons. (This book was previously listed in Forecast.) TV tie-in.

Are you looking for the Ultimate Game of Thrones Character Description Guide? This guide is for Ultimate Game of Thrones Fans. It is loaded with crucial information regarding the Game of Thrones that every fan needs to know!

Characters Include: 1. Eddard Stark 2. Robert Baratheon 3. Cersei Lannister 4. Tyrion Lannister 5. Arya Stark 6. Daenerys Targaryen 7. Jorah Mormont 8. Jon Snow 9. Stannis Baratheon 10. Jaime Lannister 11. Tywin Lannister 12. Catelyn Stark 13. Sansa Stark 14. Joffrey Baratheon 15. Bran Stark 16. Robb Stark 17. Theon Greyjoy 18. Sandor Clegane, aka The Hound 19. Petyr Baelish 20. Varys 21. Brienne 22. Margaery Tyrell 23. Samwell Tarly 24. Melisandre 25. Davos Seaworth 26. Ramsay Snow 27. Ygritte 28. Bronn Includes A Special Surprise At The End.

On January 10, 1999, a mobster walked into a psychiatrist's office and changed TV history. By shattering preconceptions about the kinds of stories the medium should tell, *The Sopranos* launched our current age of prestige television, paving the way for such giants as *Mad Men*, *The Wire*, *Breaking Bad*, and *Game of Thrones*. As TV critics for Tony Soprano's hometown paper, New Jersey's *The Star-Ledger*, Alan Sepinwall and Matt Zoller Seitz were among the first to write about the series before it became a cultural phenomenon. To celebrate the 20th anniversary of the show's debut, Sepinwall and Seitz have reunited to produce *The Sopranos Sessions*, a collection of recaps, conversations, and critical essays covering every episode. Featuring a series of new long-form interviews with series creator David Chase, as well as selections from the authors' archival writing on the series, *The Sopranos Sessions* explores the show's artistry, themes, and legacy, examining its portrayal of Italian Americans, its graphic depictions of violence, and its deep connections to other cinematic and television classics.

Monsters and the Supernatural: A Young Person's Guide will take you on a journey into remote corners of the globe and deep into man's belief of the supernatural. We'll look at different monsters and spirits, ghouls and critters, back through the ages. They can't be inventions because our imaginations aren't that rich.

The perfect gift for fans of HBO's *Game of Thrones*—a boxed set featuring the first four novels! George R. R. Martin's *A Song of Ice and Fire* series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by *Time* magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: *A GAME OF THRONES* *A CLASH OF KINGS* *A STORM OF SWORDS* *A FEAST FOR CROWS*

A graphic novel edition of *The Mystery Knight*, one of the thrilling Dunk and Egg novellas from George R. R. Martin's *A Knight of the Seven Kingdoms* and a prequel of sorts to *A Game of Thrones* "Every wedding needs a singer, and every tourney needs a mystery knight." Westeros is eerily peaceful. King Aerys I sits on the Iron Throne. A ravaging plague has abated. Yet beneath the surface, tensions linger sixteen years after a failed rebellion. In these restless times, noble hedge knight Ser Duncan the Tall—Dunk, to his friends—and his precocious boy squire, Egg, travel the Seven Kingdoms performing chivalrous deeds, though Egg's bloodline must be concealed at all costs. After heading north for Winterfell, Dunk and Egg are lured off the kingsroad by a wedding feast—and an unusually lucrative tournament. The champion jousting will claim a rare trophy indeed: a dragon's egg. Dunk, always better in a melee, would be satisfied with a hot meal, a cup of wine, and a purse full of coins. But a treasonous plot is more likely to hatch before another dragon ever stretches its wings. Someone's on to Egg. And a mystery knight with designs on an even bigger prize soon throws the entire affair into chaos.

Collection Editions: *A Game of Thrones* delves deeper into the world of Westeros, the characters, and the story, allowing the reader to become almost a part of the tale itself.

- THE LANDS OF WESTEROS
- THE HISTORY OF WESTEROS
- AGES
- CHARACTER BIOS
- THE GREAT HOUSES
- INDEPENDENTS AND PEOPLES OF WESTEROS
- THE STORIES BEHIND 'THE BROTHERS WITHOUT BANNERS', 'THE KINGSGUARD', AND DOZENS MORE
- CUSTOMS & LAWS OF THE SEVEN KINGDOMS
- THE SMALL COUNCIL
- FAITH OF WESTEROS
- DETAILED GUIDES TO EVERY EPISODE
- ACTOR BIOGRAPHIES
- STORIES OF THE GREAT BATTLES
- DIREWOLVES
- WEAPONS OF WESTEROS
- GREAT SWORDS
- COSTUMES
- MAPS AND LOCATIONS

With more than 320

individual chapters and guides, Collection Editions: A Game of Thrones is by far the largest, most detailed, and comprehensive guide to the show yet, giving the reader unparalleled access and information on every detail of the series. A must have for every fan of the show.

Ever wonder what it's like to attend a feast at Winterfell? Wish you could split a lemon cake with Sansa Stark, scarf down a pork pie with the Night's Watch, or indulge in honeyfingers with Daenerys Targaryen? George R. R. Martin's bestselling saga A Song of Ice and Fire and the runaway hit HBO series Game of Thrones are renowned for bringing Westeros's sights and sounds to vivid life. But one important ingredient has always been missing: the mouthwatering dishes that form the backdrop of this extraordinary world. Now, fresh out of the series that redefined fantasy, comes the cookbook that may just redefine dinner . . . and lunch, and breakfast. A passion project from superfans and amateur chefs Chelsea Monroe-Cassel and Sariann Lehrer—and endorsed by George R. R. Martin himself—A Feast of Ice and Fire lovingly replicates a stunning range of cuisines from across the Seven Kingdoms and beyond. From the sumptuous delicacies enjoyed in the halls of power at King's Landing, to the warm and smoky comfort foods of the frozen North, to the rich, exotic fare of the mysterious lands east of Westeros, there's a flavor for every palate, and a treat for every chef. These easy-to-follow recipes have been refined for modern cooking techniques, but adventurous eaters can also attempt the authentic medieval meals that inspired them. The authors have also suggested substitutions for some of the more fantastical ingredients, so you won't have to stock your kitchen with camel, live doves, or dragon eggs to create meals fit for a king (or a khaleesi). In all, A Feast of Ice and Fire contains more than 100 recipes, divided by region: • The Wall: Rack of Lamb and Herbs; Pork Pie; Mutton in Onion-Ale Broth; Mulled Wine; Pease Porridge • The North: Beef and Bacon Pie; Honeyed Chicken; Aurochs with Roasted Leeks; Baked Apples • The South: Cream Swans; Trout Wrapped in Bacon; Stewed Rabbit; Sister's Stew; Blueberry Tarts • King's Landing: Lemon Cakes; Quails Drowned in Butter; Almond Crusted Trout; Bowls of Brown; Iced Milk with Honey • Dorne: Stuffed Grape Leaves; Duck with Lemons; Chickpea Paste • Across the Narrow Sea: Biscuits and Bacon; Tyroshi Honeyfingers; Wintercakes; Honey-Spiced Locusts There's even a guide to dining and entertaining in the style of the Seven Kingdoms. Exhaustively researched and reverently detailed, accompanied by passages from all five books in the series and photographs guaranteed to whet your appetite, this is the companion to the blockbuster phenomenon that millions of stomachs have been growling for. And remember, winter is coming—so don't be afraid to put on a few pounds. Includes a Foreword by George R. R. Martin

Sentiment analysis research has been started long back and recently it is one of the demanding research topics. Research activities on Sentiment Analysis in natural language texts and other media are gaining ground with full swing. But, till date, no concise set of factors has been yet defined that really affects how writers' sentiment i.e., broadly human sentiment is expressed, perceived, recognized, processed, and interpreted in natural languages. The existing reported solutions or the available systems are still far from perfect or fail to meet the satisfaction level of the end users. The reasons may be that there are dozens of conceptual rules that govern sentiment and even there are possibly unlimited clues that can convey these concepts from realization to practical implementation. Therefore, the main aim of this book is to provide a feasible research platform to our ambitious researchers towards developing the practical solutions that will be indeed beneficial for our society, business and future researches as well.

Game of Thrones - Season 1 Episode Guide Season 1 of Game of Thrones consists of ten episodes, including a re-shot version of the pilot episode originally filmed in October 2009 and November 2009, and was otherwise filmed between July 23, 2010 and December 18, 2010. Season 1 had a budget of \$60 million. Season 1 of Game of Thrones was released on DVD and Blu-ray in the United States and United Kingdom on March 5, 2012, setting new sales records for first-week sales of a HBO series. On September 2, 2012, the first season of Game of Thrones won a Hugo Award for Best Dramatic Presentation. David Benioff and D.B. Weiss were the executive producers and show runners. The season premiered on April 17, 2011. Season 1 is mostly based on A Game of Thrones, the first book in the A Song of Ice and Fire series by George R.R. Martin.

TV Geek recounts the fascinating stories of cult-classic series, reveals the nerdy Easter eggs hidden in TV show sets, and demonstrates the awe-inspiring power of fandom, which has even been known to raise TV series from the dead. Subjects include: - How the live-action Star Wars TV show fell apart - The logistics and history of the crossover episode - The underrated geeky TV shows of the 1980s - The hidden details of Game of Thrones - Five Scandinavian crime thrillers that became binge hits - The Walking Dead, and the power of fandom TV series now have the same budgets, stars, audience figures and cultural impact as Hollywood movies, and TV Geek provides an insightful look at the fascinating history, facts and anecdotes behind the greatest (and not-so-great) shows. This is the ultimate, nerdy television guide for TV geeks everywhere.

Do you know how many post boxes there are in the UK? Could you guess how many times the word 'goat' appear in the King James Version of the bible? Fancy playing a game of charades where all of the books, films and plays are entirely made up? Now, look around the room. Is anyone there the kind of person who'll say 'I just don't understand this', when faced with something that's not just perfectly easy to understand, but is ... well, fun? Ask them to leave. Have they gone? Good. Now welcome inside the House of Games ... Featuring questions based on some of the most loved rounds from the hit BBC2 show, including Roonerspisms, Venn Will I Be Famous?, Dim Sums and Answer Smash, Richard Osman's House of Games Quiz Book is the ultimate test of wit, wisdom and imagination. Curated by Richard Osman and Alan Connor and featuring over 50 new and exclusive games to try out, this is your chance to step inside the House of Games and pitch your trivia skills against your family and friends. Quirky, unique and exactly the right amount of silly, House of Games contains hours of guaranteed fun!

The USA TODAY bestseller is now in paperback with a new chapter on Global Warming! This all-encompassing guide to skeptical thinking from podcast host and academic neurologist at Yale University School of Medicine Steven Novella and his SGU co-hosts, which Richard Wiseman calls "the perfect primer for anyone who wants to separate fact from fiction." It is intimidating to realize that we live in a world overflowing with misinformation, bias, myths, deception, and flawed knowledge. There really are no ultimate authority figures—no one has the secret, and there is no place to look up the definitive answers to our questions (not even Google). Luckily, THE SKEPTICS' GUIDE TO THE UNIVERSE is your map through this maze of modern life. Here Dr. Steven Novella—along with Bob Novella, Cara Santa Maria, Jay Novella, and Evan Bernstein—will explain the tenets of skeptical thinking and debunk some of the biggest scientific myths, fallacies, and conspiracy theories—from anti-vaccines to homeopathy, UFO sightings to N-rays. You'll learn the difference between science and pseudoscience, essential critical thinking skills, ways to discuss conspiracy theories with that crazy co-worker of yours, and how to combat sloppy reasoning, bad arguments, and superstitious thinking. So are you ready to join them on an epic scientific quest, one that has taken us from huddling in dark caves to setting foot on the moon? (Yes, we really did that.) DON'T PANIC! With THE SKEPTICS' GUIDE TO THE UNIVERSE, we can do this together. "Thorough, informative, and enlightening, The Skeptic's Guide to the Universe inoculates you against the frailties and shortcomings of human cognition. If this book does not become required reading for us all, we may well see modern civilization unravel before our eyes."—Neil deGrasse Tyson "In this age of real and fake information, your ability to reason, to think in scientifically skeptical fashion, is the most important skill you can have. Read The Skeptics' Guide Universe; get better at reasoning. And if this claim about the importance of reason is wrong, The Skeptics' Guide will help you figure that out, too." --Bill Nye

The Unofficial Guide to Game of Thrones Simon and Schuster

Inspired by the Emmy® Award-winning credits sequence that opens each episode of the hit HBO® series, Game of Thrones: A Pop-Up Guide to Westeros is guaranteed to thrill the show's legions of fans. Featuring stunning pop-up recreations of several key locations from the

series, including the formidable castle of Winterfell, the lavish capital city King's Landing, and the Wall's stark majesty, this book—designed by renowned paper engineer Matthew Reinhart—takes you into the world of the series like never before. *Game of Thrones: A Pop-Up Guide to Westeros* features a total of five stunning spreads, which fold out to create a remarkable pop-up map of Westeros that is perfect for displaying. The book also contains numerous mini-pops that bring to life iconic elements of the show, such as direwolves, White Walkers, giants, and dragons. All the pops are accompanied by insightful text that relays the rich history of the Seven Kingdoms and beyond, forming a dynamic reference guide to the world of *Game of Thrones*. Visually spectacular and enthrallingly interactive, *Game of Thrones: A Pop-Up Guide to Westeros* sets a new standard for pop-up books and perfectly captures the epic scope and imagination of the series.

Set 300 years before the events in *A Song of Ice and Fire*, *FIRE AND BLOOD* is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever.

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the *Game of Thrones* television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, *INSIDER's* entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the *Game of Thrones* HBO series.

This miniature book fits right in your pocket and is filled with striking images and essential information for hunters, perfect for fans of the hit CW TV series *Supernatural*. Gorgeous images and key information from CW's long-running hit series *Supernatural* are at your fingertips with *Supernatural: Mini Guide to Saving People and Hunting Things*. This miniature three-inch guide to Sam and Dean Winchester's years on the road includes details about each season as well as facts that every hunter needs to know. Take a look back at over a decade of the brothers' travels as they faced creatures from Heaven, Hell, and everywhere in between with full-color photos, art, and more, making this the perfect collectible gift for all fans of *Supernatural*. Saving people, hunting things—it's the Winchester family business!

New threats emerge to endanger the future of the Seven Kingdoms, as Daenerys Targaryen, ruling in the East, fights off a multitude of enemies, while Jon Snow, Lord Commander of the Night's Watch, faces his foes both in the Watch and beyond the great Wall of ice and stone.

Perfect for fans of *Bachelor Nation* and *Seinfeldia*, an illuminating deep dive into the most successful reality TV franchise of all time—*The Bachelor*. Since its premiere in 2002, ABC's *The Bachelor* has become a staple of American television. Now, discover the fascinating history of the show, uncover the ins and outs of the phenomenon that has become *Bachelor Nation*, and take a deeper look at what separates the winners from the losers. From how best to exit the limo on Night One, to strategies for making a run for the all-important First Impression Rose, to how to avoid being labeled a villain, this clear-eyed guide illustrates the rules and strategies any would-be contestant should know. The ultimate must-read for every fan, *How to Win the Bachelor* gives you an inside look at the franchise where The Rose holds all the power. **NEW YORK TIMES BESTSELLER** * Taking place nearly a century before the events of *A Game of Thrones*, *A Knight of the Seven Kingdoms* compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, *A Song of Ice and Fire*. **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED** These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals—in stature if not experience. Tagging along is his diminutive squire, a boy called Egg—whose true name is hidden from all he and Dunk encounter. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new illustrations by Gary Gianni, *A Knight of the Seven Kingdoms* is a must-have collection that proves chivalry isn't dead—yet. Praise for *A Knight of the Seven Kingdoms* "Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life."--Booklist "The real reason to check out this collection is that it's simply great storytelling. Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion."--Tech Times "Stirring . . . As Tolkien has his *Silmarillion*, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more."--Kirkus Reviews (starred review) "Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned."--Bustle "A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling *Song of Ice and Fire* saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series."--Publishers Weekly Raised by working-class immigrant parents and later exposed to Hollywood's most elite experts in every field, *Access Hollywood's*, *Today's*, and *Nightly News's* reporter Maria Menounos reveals her *EveryGirl* secrets on everything: her systems to organize life, manage time, and ascend the ladder of success; her lazy woman's workout; her weight-loss tips (how she lost forty pounds and kept it off); and her guide to styling yourself like the stars—a self-proclaimed *EveryGirl*, Maria often does her own hair and makeup for celebrity events. In *The EveryGirl's Guide to Life*, Maria shares personal experiences and photos from her life and professional journey as well as the various mantras, mottos, and philosophies she's adopted from the world's most impressive women. She gives advice on health, career, relationships, renovations, recreation, and more. From your carpet to the red carpet, Maria teaches the *EveryGirl* on a budget how to do it all, while living a healthier and happier life.

Game of Thrones was an international sensation, and has been looked at from many different angles. But to date there has been little research into its audiences: who they were, how they engaged with and responded to it. This book presents the findings of a major international research project that garnered more than 10,000 responses to an innovative 'qualiquantitative' questionnaire. Among its findings are: a new way of understanding the place and role of favourite characters in audiences' responses; new insights into the role of fantasy in encouraging thinking about our own world; and an account of two combined emotions – relish and anguish – which structure audiences' reactions to controversial elements in the series.

In this explosive sequel to the critically acclaimed blockbuster *BATMAN: WHITE KNIGHT* from writer/artist Sean Murphy, The Joker recruits Azrael to help him expose a shocking secret from the Wayne family's legacy—and to run Gotham City into the ground! As Batman rushes to protect the city and his loved ones from danger, the mystery of his ancestry unravels, dealing a devastating blow to the Dark Knight. Exciting new villains and unexpected allies will clash in this unforgettable chapter of the *White Knight* saga—and the truth about the blood they shed will shake Gotham to its core!

HBO's *GAME OF THRONES* is one of the most remarkable success stories of recent television. Critically acclaimed, a ratings smash and going from strength to strength, the series will define fantasy for years to come. This second official companion book,

following the hugely successful *INSIDE HBO'S GAME OF THRONES*, gives fans new ways to enter the world of Westeros and discover more about the beloved (and reviled) characters and the electrifying plotlines. Hundreds of set photos, production and costume designs, storyboards and insider stories reveal how the show's creators translate George R.R. Martin's bestselling fantasy series for the screen. Featuring interviews with key actors and crew members that capture the best scripted and unscripted moments from seasons three and four, this special volume offers behind-the-scenes access to this ground-breaking and hugely successful series.

Come join the adventure in *Symbaroum*, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

The fifth book in the NYT bestselling *Expanse* series, *Nemesis Games* drives the crew of the *Rocinante* apart, and as they struggle to survive, the inner planets fall victim to an enemy's catastrophic plan. HUGO AWARD WINNER FOR BEST SERIES A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire, James Holden and the crew of the *Rocinante* must struggle to survive and get back to the only home they have left. *Nemesis Games* is a breakneck science fiction adventure following the bestselling *Cibola Burn*. The *Expanse* *Leviathan Wakes* *Caliban's War* *Abaddon's Gate* *Cibola Burn* *Nemesis Games* *Babylon's Ashes* *Persepolis Rising* *Tiamat's Wrath* *Leviathan Falls* *The Expanse Short Fiction* *The Butcher of Anderson Station* *Gods of Risk* *The Churn* *The Vital Abyss* *Strange Dogs* *Auberon*

Tom Bryce does what any decent person would do. He picks up a CD left behind on the train seat next to him, and attempts to return it to its owner. But he soon becomes the sole witness to a vicious murder. His young family is threatened with their lives if he goes to the police. Supported by his wife, Kellie, he bravely makes a statement to the murder enquiry team headed by Detective Superintendent Roy Grace, a man with demons of his own—including his missing wife—to contend with. And from that moment, the killing of the Bryce family becomes a mere formality—and a grisly attraction. Kellie and Tom's deaths have already been posted on the internet. You can log on and see them on a website. They are looking good dead. *Looking Good Dead* is another chilling page-turner in Peter James' bestselling mystery series.

NOW THE ACCLAIMED HBO SERIES *GAME OF THRONES*—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

This important and overdue book examines illuminated manuscripts and other book arts of the Global Middle Ages. Illuminated manuscripts and illustrated or decorated books—like today's museums—preserve a rich array of information about how premodern peoples conceived of and perceived the world, its many cultures, and everyone's place in it. Often a Eurocentric field of study, manuscripts are prisms through which we can glimpse the interconnected global history of humanity. *Toward a Global Middle Ages* is the first publication to examine decorated books produced across the globe during the period traditionally known as medieval. Through essays and case studies, the volume's multidisciplinary contributors expand the historiography, chronology, and geography of manuscript studies to embrace a diversity of objects, individuals, narratives, and materials from Africa, Asia, Australasia, and the Americas—an approach that both engages with and contributes to the emerging field of scholarly inquiry known as the Global Middle Ages. Featuring 160 color illustrations, this wide-ranging and provocative collection is intended for all who are interested in engaging in a dialogue about how books and other textual objects contributed to world-making strategies from about 400 to 1600.

The sixth book in George R. R. Martin's critically acclaimed, world wide best-selling series *A SONG OF ICE AND FIRE* - the inspiration behind HBO's *GAME OF THRONES*. 'An absorbing, exciting read ... Martin's style is so vivid that you will be hooked within a few pages' *The Times*

The perfect read and perfect gift for *Game of Thrones* fans The official, definitive oral history of the blockbuster show from *Entertainment Weekly's* James Hibberd, endorsed by George R. R. Martin himself (who calls it "an amazing read"), reveals the one *Game of Thrones* tale that has yet to be told: the thirteen-year behind-the-scenes struggle to make the show. *Fire Cannot Kill a Dragon* shares the incredible, thrilling, uncensored story of *Game of Thrones*, from the creators' first meetings with George R. R. Martin and HBO through the series finale, including all the on-camera battles, off-camera efforts, and the many controversies in between. The book also features more than fifty candid new interviews, rare and stunning photos, and unprecedented access to the producers, cast, and crew who took an impossible idea and made it into the biggest show in the world.

The ultimate, definitive companion to the biggest TV series in the world - *Game of Thrones* _____ Delve deeper into Westeros than ever before. Covering all eight seasons, this remarkable volume offers a unique and exciting visual exploration of the world of *Game of Thrones*. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Filled with bold infographics, illuminating timelines, stunning photography, and insightful essays, this essential guide celebrates the many complexities of this extraordinary world.

From the brilliant mind of New York Times bestselling author David Yoon comes a lightning-fast and scorchingly observant thriller about how we can save ourselves from the very real perils of a virtual world. Max, a data whiz at the social media company Wren, has gotten a firsthand glimpse of the dark side of big tech. When he questions what his company does with the data they collect, he's fired...then black-balled across Silicon Valley. With time on his hands and revenge on his mind, Max and his longtime friend (and secretly the love of his life) Akiko, decide to get even by rebooting the internet. After all, in order to fix things, sometimes you have to break them. But when Max and Akiko join forces with a reclusive tech baron, they learn that breaking things can have unintended--and catastrophic--consequences.

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

Games of Thrones has quickly established itself as one of TV's most exciting shows - combining political intrigue and family dysfunction against an epic fantasy backdrop. HBO's lavish adaptation of George R.R. Martin's series of fantasy novels features a stellar cast, including Aidan Gillen, Peter Dinklage and Lena Headey, and chronicles the violent struggles between the kingdom's noble families as they attempt to control the Iron Throne. Hailed by critics and dubbed Sopranos meets The Lord of the Rings, Games of Thrones has cast its spell over audiences thanks to its memorable characters, surprise deaths and violent action - and this exhaustive guide will document the background dramas that have helped make Games of Thrones such a huge success. You'll also find biographies of the main actors, episode guides, an overview of how it has already become part of pop culture and an in-depth look into the compelling world that George R.R. Martin created, and much, much, more.

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series Game of Thrones premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50–60 minutes, largely of original content not found in George R. R. Martin's A Song of Ice and Fire series. Some material is adapted from the upcoming sixth novel The Winds of Winter and the fourth and fifth novels, A Feast for Crows and A Dance with Dragons. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content.

Six separate factions vie for control of the realm of the late Lord Eddard Stark, while an ancient form of magic, an everlasting winter, and an unearthly army threaten to return.

A phenomenal account, newly updated, of how twelve innovative television dramas transformed the medium and the culture at large, featuring Sepinwall's take on the finales of Mad Men and Breaking Bad. In The Revolution Was Televised, celebrated TV critic Alan Sepinwall chronicles the remarkable transformation of the small screen over the past fifteen years. Focusing on twelve innovative television dramas that changed the medium and the culture at large forever, including The Sopranos, Oz, The Wire, Deadwood, The Shield, Lost, Buffy the Vampire Slayer, 24, Battlestar Galactica, Friday Night Lights, Mad Men, and Breaking Bad, Sepinwall weaves his trademark incisive criticism with highly entertaining reporting about the real-life characters and conflicts behind the scenes. Drawing on interviews with writers David Chase, David Simon, David Milch, Joel Surnow and Howard Gordon, Damon Lindelof and Carlton Cuse, and Vince Gilligan, among others, along with the network executives responsible for green-lighting these groundbreaking shows, The Revolution Was Televised is the story of a new golden age in TV, one that's as rich with drama and thrills as the very shows themselves.

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