

Creature Clash! Card Game

The first three volumes of the internationally bestselling Last Apprentice series! Thomas Ward is the seventh son of a seventh son. He is destined to battle the creatures of the dark: witches, boggarts, ghosts, and more. And he will, as the apprentice to the local Spook. But can he survive when so many apprentices have failed? This ebook collection of the acclaimed series that inspired the major motion picture Seventh Son includes Book One: Revenge of the Witch; Book Two: Curse of the Bane; and Book Three: Night of the Soul Stealer. What should you do if you meet a unicorn or a phoenix? Where would you look if you want to see a griffin or a hippogriff? How do you defend yourself if a minotaur or harpy attacks you? These mythical beasts may not be real, but what if they were? This handy field guide gives you everything you need to understand these fantastic creatures of the imagination.

Golding's iconic 1954 novel, now with a new foreword by Lois Lowry, remains one of the greatest books ever written for young adults and an unforgettable classic for readers of any age. This edition includes a new Suggestions for Further Reading by Jennifer Buehler. At the dawn of the next world war, a plane crashes on an uncharted island, stranding a group of schoolboys. At first, with no adult supervision, their freedom is something to celebrate. This far from civilization they can do anything they want. Anything. But as order collapses, as strange howls echo in the night, as terror begins its reign, the hope of adventure seems as far removed from reality as the hope of being rescued.

A beautiful hardback edition of the bestselling story about the very hungry caterpillar by Eric Carle with an audio CD, packaged in a sturdy slipcase. Read by Eric Carle himself with both straight reading and read-along tracks with music. The read-along track has a special sound to indicate when to turn the page.

The Very Hungry Caterpillar

A Field Guide to Griffins, Unicorns, and Other Mythical Beasts

World's Greatest Word Game

Americana & Collectibles

Godzilla Mad Libs

A Novel About the History of Philosophy

'There is a plot, Harry Potter. A plot to make most terrible things happen at Hogwarts School of Witchcraft and Wizardry this year.' Harry Potter's summer has included the worst birthday ever, doomy warnings from a house-elf called Dobby, and rescue from the Dursleys by his friend Ron Weasley in a magical flying car! Back at Hogwarts School of Witchcraft and Wizardry for his second year, Harry hears strange whispers echo through empty corridors - and then the attacks start. Students are found as though turned to stone... Dobby's sinister predictions seem to be coming true. Having now become classics of our time, the Harry Potter ebooks never fail to bring comfort and escapism to readers of all ages. With its message of hope, belonging and the enduring power of truth and love, the story of the Boy Who Lived continues to delight generations of new readers.

After the elf Rhys, who is perfect in every way and born to lord over the lower races, experiences a ritual gone awry, he emerges disfigured, becomes hunted by his own people, and must secure the help of those he had scorned.

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

The Kaiju (strange monster) film genre has a number of themes that go well beyond the "big monsters stomping on cities" motif. Since the seminal King Kong (1933) and the archetypal Godzilla (1954), kaiju has mined the subject matter of science run amok, militarism, capitalism, colonialism, consumerism and pollution. This critical examination of kaiju considers the entirety of the genre--the major franchises, along with less well known films like Kronos (1957), Monsters (2010) and Pacific Rim (2013). The author examines how kaiju has crossed cultures from its original folkloric inspirations in both the U.S. and Japan and how the genre continues to reflect national values to audiences.

Trading Card Games For Dummies

Readers, Writers, and the Digital Revolution

Game of Thrones

Guildpact

Sample Questions from OECD's PISA Assessments

Metamorphoses

In a world where the sun is frozen and the moon burns, an unlikely hero rises to free the Earth Mother from her chains. His path lies in shadows, his enemies' legion.

The first volume in the fantasy comic series, Luminous Ages. Published by popular Australian artist Anthony Christou

The Ice Dragon is an enchanting tale of courage and sacrifice for young readers and adults by the wildly popular author of the #1 New York Times bestselling Song of Ice and Fire series, George R.R. Martin. Lavish illustrations by acclaimed artist Luis Royo enrich this captivating and heartwarming story of a young girl and her dragon. In the world of A Song of Ice and Fire the ice dragon was a creature of legend and fear, for no

man had ever tamed one. When it flew overhead, it left in its wake desolate cold and frozen land. But Adara was not afraid. For Adara was a winter child, born during the worst freeze that anyone, even the Old Ones, could remember. Adara could not remember the first time she had seen the ice dragon. It seemed that it had always been in her life, glimpsed from afar as she played in the frigid snow long after the other children had fled the cold. In her fourth year she touched it, and in her fifth year she rode upon its broad, chilled back for the first time. Then, in her seventh year, on a calm summer day, fiery dragons from the North swooped down upon the peaceful farm that was Adara's home. And only a winter child—and the ice dragon who loved her—could save her world from utter destruction. This new edition of *The Ice Dragon* is sure to become a collector's item for fans of HBO's megahit *Game of Thrones*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ovid's magnificent panorama of the Greek and Roman myths—presented by a noted poet, scholar, and critic. Prized through the ages for its splendor and its savage, sophisticated wit, *The Metamorphoses* is a masterpiece of Western culture—the first attempt to link all the Greek myths, before and after Homer, in a cohesive whole, to the Roman myths of Ovid's day. Horace Gregory, in this modern translation, turns his own poetic gifts toward a deft reconstruction of Ovid's ancient themes, using contemporary idiom to bring to today's reader all the ageless drama and psychological truths vividly intact.

GameAxis Unwired

Creature Clash! Card Game

Lorwyn Cycle

Ender's Game

A Family History (Book of Thrones) (Volume 1 & 2)

Star Wars: Galaxy's Edge: A Crash of Fate

Look out, there's a giant ANIMAL-like creature destroying the city! Oh wait, that's just Godzilla Mad Libs! Godzilla attack! This classic franchise gets the Mad Libs treatment as the larger-than-life kaiju stomps its way to shelves! Relive the fun and terror of this essential film series through 21 hilarious fill-in-the-blank stories that are perfect for die-hard supporters and the new generation of fans alike.

The award-winning writer of *White Tears* and *The Impressionist* takes an ultra-contemporary turn with the story of an Indian computer programmer whose luxurious fantasies about life in America are shaken when he accepts a California job offer. Lonely and naïve, Arjun spends his days as a lowly assistant virus-tester, pining away for his free-spirited colleague, Christine. Arjun gets laid off like so many of his Silicon Valley peers, and in an act of desperation to keep his job, he releases a mischievous but destructive virus around the globe that has major unintended consequences. As world order unravels, so does Arjun's sanity, in a rollicking cataclysm that reaches Bollywood and, not so coincidentally, the glamorous star of Arjun's favorite Indian movie.

One-of-a-kind source for checklists of every single CCG printed in English, along with accurate prices for more than 75,000 cards.

This book presents all the publicly available questions from the PISA surveys. Some of these questions were used in the PISA 2000, 2003 and 2006 surveys and others were used in developing and trying out the assessment.

A Critical Study of Cinema's Biggest Monsters

Ravnica Cycle

The Kaiju Film

Odyssey

Who Fears Death

Fatal Alliance

Game of Thrones: A Family History Volumes I & II recounts the epic tales of six of the largest and most prestigious houses in the series. Learn how the Targaryens originally took control of the Seven Kingdoms, and how the Lannisters came to be masters of Casterly Rock. Chart the development of the Starks, first as Kings in the North then as king makers under their popular Lord, Eddard Star. See how the Baratheons, the Martells and the Tyrells each conquered and held the rich, fertile kingdoms of the Stormlands, Dorne, and the Reach, and just why it is that the families of *Game of Thrones* are eager to avenge themselves on one another.

A YA novel filled with adventure and romance set in the world of *Galaxy's Edge*, the *Star Wars*-themed land coming to Disneyland and Walt Disney World in 2019. Izzy and Jules were childhood friends, climbing the spires of Batuu, inventing silly games, and dreaming of adventures they would share one day. Then, Izzy's family left abruptly, without even a chance to say goodbye. Izzy's life became one of constant motion, traveling from one world to the next, until her parents were killed and she became a low-level smuggler to make ends meet. Jules remained on Batuu, eventually becoming a farmer like his father, but always yearning for something more. Now, thirteen years after she left, Izzy is returning to Batuu. She's been hired to deliver a mysterious parcel, and she just wants to finish the job and get gone. But upon arrival at Black Spire Outpost she runs smack into the one person who still means something to her after all this

time: Jules. The attraction between them is immediate, yet despite Jules seeming to be everything she's ever needed, Izzy hesitates. How can she drag this good-hearted man into the perilous life she's chosen? Jules has been trying to figure out his future, but now all he knows for certain is that he wants to be with Izzy. How can he convince her to take a chance on someone who's never left the safety of his homeworld? When Izzy's job goes wrong, the two childhood friends find themselves on the run. And all their secrets will be revealed as they fight to stay alive...

"The classic of modern science fiction"--Front cover.

You might have heard of the basilisk and the griffin, but what about the basiffin? This fantastical flipbook collects together magical and mythical creatures from all over the world, then lets you mix and match their fronts and backs to create even more wondrous beasts of your own! From the wolpertinger and nekomata to the thunderbird and the cockatrice, this mixed-up magical bestiary has over 1,000 possible creations to fascinate, bewitch, and beguile.

American and Japanese Atomic Cinema, 1951-1967

A KeyForge Anthology

Gaming Culture(s) in India

Apocalypse Then

KeyForge: Tales From the Crucible

One guild ravages the streets. Teysa leads another to "cleans" them. And Agrus Kos doesn't give a damn. But as he watches the guilds nip and tear at each other like snakes . . . something clicks. Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do. From the Paperback edition.

Covers 150 years of product development with a strong emphasis on the history and production of American manufacturers. A team of experts provides current values, along with collector insights for hundreds of items.

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Revenge of the Witch, Curse of the Bane, Night of the Soul Stealer

A Fantastical Flipbook of Extraordinary Beasts

The Epic of Gilgamesh

The Rape of the Lock

Last Apprentice 3-Book Collection

A Better Pencil

A bit of magic, a sprinkling of adventure, and a whole lot of heart collide in All the Impossible Things, Lindsay Lackey's extraordinary middle-grade novel about a young girl navigating the foster care system in search of where she belongs.

"Wise and wondrous, this is truly a novel to cherish." —Katherine Applegate, New York Times—bestselling author of Wishtree An Indies Introduce Selection Red's inexplicable power over the wind comes from her mother. Whenever Ruby "Red" Byrd is scared or angry, the wind picks up. And being placed in foster care, moving from family to family, tends to keep her skies stormy. Red knows she has to learn to control it, but can't figure out how. This time, the wind blows Red into the home of the Grooves, a quirky couple who run a petting zoo, complete with a dancing donkey and a giant tortoise. With their own curious gifts, Celine and Jackson Groove seem to fit like a puzzle piece into Red's heart. But just when Red starts to settle into her new life, a fresh storm rolls in, one she knows all too well: her mother. For so long, Red has longed to have her mom back in her life, and she's quickly swept up in the vortex of her mother's chaos. Now Red must discover the possible in the impossible if she wants to overcome her own tornadoes and find the family she needs. A Parents' Choice Award, Silver Honor, 2015 Combine these playing cards to create crazy new creatures out of real-life animals! Add up the points for the newly formed creature and then stage attacks against the creatures in other players' hands. The highest score wins! Promoting math skills, strategic game play, and creativity, Creature Clash! ensures hours of fun for the whole family.

Now optioned as a TV series for HBO, with executive producer George R. R. Martin! An award-winning literary author enters the world of magical realism with her World Fantasy Award-winning novel of a remarkable woman in post-apocalyptic Africa. In a post-apocalyptic Africa, the world has changed in many ways; yet in one region genocide between tribes still bloodies the land. A woman who has survived the annihilation of her village and a terrible rape by an enemy general wanders into the desert, hoping to die. Instead, she gives birth to an angry baby girl with hair and skin the color of sand. Grippled by the certainty that her daughter is different—special—she names her Onyesonwu, which means "Who fears death?" in an ancient language. It doesn't take long for Onye to understand that she is physically and socially marked by the circumstances of her conception. She is Ewu—a child of rape who is expected to live a life of violence, a half-breed rejected by her community. But Onye is not the average Ewu. Even as a child, she manifests the beginnings of a remarkable and unique magic. As she grows, so do her abilities, and during an inadvertent visit to the spirit realm, she learns something terrifying: someone powerful is trying to kill her. Desperate to elude her would-be murderer and to understand her own nature, she embarks on a journey in which she grapples with nature, tradition, history, true love, and the spiritual mysteries of her culture, and ultimately learns why she was given the name she bears: Who Fears Death.

This volume critically analyses the multiple lives of the 'gamer' in India. It explores the 'everyday' of the gaming life from the player's perspective, to not just understand how the games are consumed but also analyses how the gamer influences the products' many (virtual) lives. Using an intensive ethnographic approach and in-depth interviews, this volume, Situates the practice of gaming under a broader umbrella of digital leisure activities and foregrounds the proliferation of gaming as a new media form and cultural artifact; Critically questions the term 'gamer', and the many debates surrounding the gamer tag, to expand on how the gaming identity is constructed and expressed; Details participants' gaming habits, practices and contexts from a cultural perspective and analyses the participants' responses to emerging industry trends, reflections on playing practices and their relationships to friends, communities and networks in gaming-spaces; Examines the offline and online spaces of gaming as sites of contestation between developers of games and the players. A holistic study, covering one of the largest video game bases in the world, this volume will be of great interest to scholars and researchers of cultural studies, media and communication studies, science and technology studies, as well as be of great appeal to the general reader.

Scrye Collectible Card Game Checklist and Price Guide

Clash of the Titans

Creatures of Will and Temper

Antique Trader's Guide to Games & Puzzles

Harry Potter and the Chamber of Secrets

Fahrenheit 451

Your next stop--mutants, monsters, and mushroom clouds. America, the only country to have dropped the Bomb, and Japan, the only country to have suffered its wrath, naturally portray the nuclear threat through different cinematic lenses, and Apocalypse Then shows the view from both sides of the Pacific. American science fiction films of the 1950s and 1960s generally argue that it is possible to put the nuclear genie back in the bottle, whereas Japanese science fiction films of the same period assert that once freed, the nuclear genie could never again be imprisoned. With this viewpoint in mind, this book examines the genre movies of these two countries released between 1951 and 1967 that spotlight the nuclear threat, running the gamut from Godzilla to Dr. Strangelove, from The Mysterians to The Incredible Shrinking Man, from The Last War to On the Beach.

This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in The Force Unleashed debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don't bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged.

A Better Pencil puts our complex, still-evolving hate-love relationship with computers and the internet into perspective, describing how the digital revolution influences our reading and writing practices, and how the latest technologies differ from what came before.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

Myth Match

Luminous Ages

All the Impossible Things

Transmission

Digital Play in Everyday Life

The War of the Worlds

Take a whirlwind tour to the incredible planet of a million fantasy races, the Crucible, in this wild science fantasy anthology from the hit new game, KeyForge. Welcome to the Crucible – an artificial planet larger than our sun – an growing patchwork of countless other worlds, filled with creatures, sentient beings and societies stolen from across universe by the mythical Architects. Across this dizzying juxtaposition of alien biospheres, the enigmatic and godlike Archons seek to unlock the secrets at the heart of the Crucible. Everyone else is just trying to survive... Explore ten of adventure in a realm where science and magic team up, of discovery and culture clash, featuring mad Martian scientists, cybernetic surgeons, battle reenactors, elven thieves, private investigators, goblins, saurian monsters, and newly arrived human Star Alliance.

"A delightful, dark, and entertaining romp . . . Molly Tanzer is at the top of her form in this beautifully constructed novel."--Jeff VanderMeer, best-selling author of the Southern Reach trilogy Victorian London is a place of fluid social roles, vibrant arts culture, fin-de-sicle wonders . . . and dangerous underground diabolic cults. Fencer Evadne Gray cares for none of the former and knows nothing of the latter when she's sent to London to chaperone her younger aspiring art critic Dorina. At loose ends after Dorina becomes enamored with their uncle's friend, Lady Henrietta "He Wotton, a local aristocrat and aesthete, Evadne enrolls in a fencing school. There, she meets George Cantrell, an

experienced fencing master like she's always dreamed of studying under. But soon, George shows her something more than fancy footwork--he reveals to Evadne a secret, hidden world of devilish demons and their obedient servants. George has dedicated himself to eradicating demons and diabolists alike, and now he needs Evadne's help. But as she learns more, Evadne begins to believe that Lady Henry might actually be a diabolist . . . and even worse, she suspects Dorinda might have become one too. Combining swordplay, the supernatural, and Victorian high society, *Creatures of Will and Temper* reveals a familiar but strange London in a riff on Oscar Wilde's *The Picture of Dorian Gray* that readers won't forget. "An artful, witty, Oscar Wilde pastiche with the heart of a paranormal thriller."--Diana Gabaldon, best-selling author of *Outlander*

PISA Take the Test Sample Questions from OECD's PISA Assessments

A Novel

Sophie's World

The Ice Dragon

Chronicles Of Hate

Lord of the Flies