
Online Library Mortal Kombat Game Giant Bomb Reviews

Thank you very much for downloading **Mortal Kombat Game Giant Bomb Reviews**. Maybe you have knowledge that, people have search numerous times for their favorite books like this Mortal Kombat Game Giant Bomb Reviews, but end up in malicious downloads.

Rather than enjoying a good book with a cup of coffee in the afternoon, instead they juggled with some malicious bugs inside their laptop.

Mortal Kombat Game Giant Bomb Reviews is available in our book collection an online access to it is set as public so you can download it instantly.

Our books collection spans in multiple locations, allowing you to get the most less latency time to download any of our books like this one.

Merely said, the Mortal Kombat Game Giant Bomb Reviews is universally compatible with any devices to read

KEY=MORTAL - OSBORN KYLER

Focus On: 100 Most Popular Unreal Engine Games

e-artnow sro

Nano Meets Macro

Social Perspectives on Nanoscale Sciences and Technologies

CRC Press This book explores the enormous diversity in social perspectives on the emergence of nanoscale sciences and technologies. It points to four nodes of interest where nano meets macro: in the making, in the public eye, in the big questions, and in the tough decisions. Each node draws attention to important lines of research and pertinent issues. The book is designed for interdisciplinary teaching, but the richness of issues and perspectives makes it of interest to all researchers, practitioners, and non-academics wanting an introduction to social perspectives on nanoscale sciences and technologies.

Revisiting the "Nazi Occult"

Histories, Realities, Legacies

Boydell & Brewer New collection of essays promising to re-energize the debate on Nazism's occult roots and legacies and thus our understanding of German cultural and intellectual history over the past century.

Gaming Representation

Race, Gender, and Sexuality in Video Games

Indiana University Press Recent years have seen an increase in public attention to identity and representation in video games, including journalists and bloggers holding the digital game industry accountable for the discrimination routinely endured by female gamers, queer gamers, and gamers of color. Video game developers are responding to these critiques, but scholarly discussion of

representation in games has lagged far behind. Gaming Representation examines portrayals of race, gender, and sexuality in a range of games, from casuals like Diner Dash, to indies like Journey and The Binding of Isaac, to mainstream games from the Grand Theft Auto, BioShock, Spec Ops, The Last of Us, and Max Payne franchises. Arguing that representation and identity function as systems in games that share a stronger connection to code and platforms than it may first appear, the contributors to this volume push gaming scholarship to new levels of inquiry, theorizing, and imagination.

Mogworld

Dark Horse Comics In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams — and a team of programmers racing a deadline to hammer out the last few bugs in their AI. *Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, Jam—coming to bookstores in October 2012! *Ben "Yahtzee" Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. *Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing

Gardens of the Moon

Book One of The Malazan Book of the Fallen

Macmillan Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fundamentals of Game Design

New Riders To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. "Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I've seen for thinking about the relationships between core mechanics, gameplay, and player—one that I've found useful for both teaching and research." — Michael Mateas, University of California at Santa Cruz, co-creator of Façade

Hell Divers

Blackstone Publishing The New York Times and USA Today bestselling series They dive so humanity survives ... More than two centuries after World War III poisoned the planet, the final bastion of humanity lives on massive airships circling the globe in search of a habitable area to call home. Aging and outdated, most of the ships plummeted back to earth long ago. The only thing keeping the two surviving lifeboats in the sky are Hell Divers—men and women who risk their lives by skydiving to the surface to scavenge for parts the ships desperately need. When one of the remaining airships is damaged in an electrical storm, a Hell Diver team is deployed to a hostile zone called Hades. But there's something down there far worse than the mutated creatures discovered on dives in the past—something that threatens the fragile future of humanity.

Game Architecture and Design

New Riders Pub A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Albion's Seed

Four British Folkways in America

Oxford University Press This fascinating book is the first volume in a projected cultural history of the United States, from the earliest English settlements to our own time. It is a history of American folkways as they have changed through time, and it argues a thesis about the importance for the United States of having been British in its cultural origins. While most people in the United States today have no British ancestors, they have assimilated regional cultures which were created by British colonists, even while preserving ethnic identities at the same time. In this sense, nearly all Americans are "Albion's Seed," no matter what their ethnicity may be. The concluding section of this remarkable book explores the ways that regional cultures have continued to dominate national politics from 1789 to 1988, and still help to shape attitudes toward education, government, gender, and violence, on which differences between American regions are greater than between European nations.

Midnight Tides

Book Five of The Malazan Book of the Fallen

Tor Books After decades of internecine warfare, the tribes of the Tiste Edur have at last united under the Warlock King of the Hiroth. There is peace--but it has been exacted at a terrible price: a pact made with a hidden power whose motives are at best suspect, at worst, deadly. To the south, the expansionist kingdom of Lether, eager to fulfill its long-prophesized renaissance as an Empire reborn, has enslaved all its less-civilized neighbors with rapacious hunger. All, that is, save one--the Tiste Edur. And it must be only a matter of time before they too fall--either beneath the suffocating weight of gold, or by slaughter at the edge of a sword. Or so destiny has decreed. Yet as the two sides gather for a pivotal treaty neither truly wants, ancient forces are awakening. For the impending struggle between these two peoples is but a pale reflection of a far more profound, primal battle--a confrontation with the still-raw wound of an old betrayal and the craving for revenge at its seething heart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Actionable Gamification

Beyond Points, Badges, and Leaderboards

Packt Publishing Ltd Learn all about implementing a good gamification design into your products, workplace, and lifestyle **Key Features** Explore what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios **Book Description** Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. **What you will learn** Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives **Who this book is for** Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

Rogue Warrior

Red Cell

Simon and Schuster A brilliant virtuoso of violence, Richard Marcinko rose through Navy ranks to create and command one of this country's most elite and classified counterterrorist units, SEAL TEAM SIX. Now this thirty-year veteran recounts the secret missions and Special Warfare madness of his worldwide military career -- and the riveting truth about the top-secret Navy SEALs. Marcinko was almost inhumanly tough, and proved it on hair-raising missions across Vietnam and a war-torn world: blowing up supply junks, charging through minefields, jumping at 19,000 feet with a chute that wouldn't open, fighting hand-to-hand in a hellhole jungle. For the Pentagon, he organized the Navy's first counterterrorist unit: the legendary SEAL TEAM SIX, which went on classified missions from Central America to the Middle East, the North Sea, Africa and beyond. Then Marcinko was tapped to create Red Cell, a dirty-dozen team of the military's most accomplished and decorated counterterrorists. Their unbelievable job was to test the defenses of the Navy's most secure facilities and installations. The result was predictable: all hell broke loose. Here is the hero who saw beyond the blood to ultimate justice -- and the decorated warrior who became such a maverick that the Navy brass wanted his head on a pole, and for a time, got it. Richard Marcinko -- ROGUE WARRIOR.

Trigger Happy

Videogames and the Entertainment Revolution

Arcade Publishing A thought-provoking cultural study of videogames traces the history of this popular form of entertainment and explains why videogames will become the dominant popular art form of the twenty-first century. Reprint.

Mortal Engines #1

Scholastic Australia Mortal Engines launched Philip Reeve's brilliantly imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground. Repackaged with a stunning double cover and eye-catching new look that features the famous recycled 'Old-Tech' of Reeve's fantastic world.

Evil Spy School

Simon and Schuster In the third book in the New York Times bestselling Spy School series, Ben gets kicked out of the CIA's spy school and enrolls with the enemy. During a spy school game of Capture the Flag, twelve-year-old Ben Ripley accidentally shoots a live mortar into the principal's office—and immediately gets himself expelled. Not long after going back to the boring real world, Ben gets an offer to join evil crime organization SPYDER. And he accepts. Ben can tell he's a key part of their sinister plan, but he's not quite sure what the plan is. Can Ben figure out what SPYDER is up to—and get word to the good guys without getting caught—before it's too late?

Level Up!

The Guide to Great Video Game Design

John Wiley & Sons Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

Sophie's World

A Novel About the History of Philosophy

Farrar, Straus and Giroux 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.

The Plague Year

America in the Time of COVID

Knopf Beginning with the absolutely critical first moments of the outbreak in China, and ending with an epilogue on the vaccine rollout and the unprecedented events between the election of Joseph Biden and his inauguration, Lawrence Wright's The Plague Year surges forward with essential information--and fascinating historical parallels--examining the medical, economic, political, and social ramifications of the COVID-19 pandemic.

Racing the Beam

The Atari Video Computer System

MIT Press A study of the relationship between platform and creative expression in the Atari VCS. The Atari Video Computer System dominated the home video game market so completely that “Atari” became the generic term for a video game console. The Atari VCS was affordable and offered the flexibility of changeable cartridges. Nearly a thousand of these were created, the most significant of which established new techniques, mechanics, and even entire genres. This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives. Studies of digital media have rarely investigated platforms—the systems underlying computing. This book (the first in a series of Platform Studies) does so, developing a critical approach that examines the relationship between platforms and creative expression. Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges: Combat, Adventure, Pac-Man, Yars' Revenge, Pitfall!, and Star Wars: The Empire Strikes Back. They describe the technical constraints and affordances of the system and track developments in programming, gameplay, interface, and aesthetics. Adventure, for example, was the first game to represent a virtual space larger than the screen (anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto), by allowing the player to walk off one side into another space; and Star Wars: The Empire Strikes Back was an early instance of interaction between media properties and video games. Montfort and Bogost show that the Atari VCS—often considered merely a retro fetish object—is an essential part of the history of video games.

Air Force Gator

Dan Ryckert With a storied military pedigree and unmatched war record, Air Force Gator achieved worldwide fame and legendary status among his peers. After falling into a years-long depression fueled by booze and pills, the alligator pilot is inspired to clean up his act and return to action after the tragic events of September 11th. When a former partner goes off the grid and threatens to shake the foundations of the United States, Air Force Gator is forced to return from the Middle East to face him head-on. Can Air Force Gator stop his old partner Gustav, or will the dastardly crocodile's plan for a reptilian revolution succeed?

Primal Rage

The Avatars

Berkley In 1994, "Primal Rage" was named Video Arcade Game of the Year. In 1997, Boulevard's "Primal Rage" novel hits stores as the game's "sequel"--involving characters introduced in the book--hits home video.

The Psychosocial Implications of Disney Movies

MDPI In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

Grave Mercy

Houghton Mifflin Harcourt In the fifteenth-century kingdom of Brittany, seventeen-year-old Ismae escapes from the brutality of an arranged marriage into the sanctuary of the convent of St. Mortain, where she learns that the god of Death has blessed her with dangerous gifts--and aviolent destiny.

Billy Lynn's Long Halftime Walk

A Novel

Harper Collins New York Times Bestseller Now a Major Motion Picture “Brilliantly done . . . grand, intimate, and joyous.” —New York Times Book Review “Mothers, father, sons, and daughters: read this giant-hearted novel.” —MARIA SEMPLE, author of Where’d You Go, Bernadette Three minutes and forty-three seconds of intensive warfare with Iraqi insurgents—caught on tape by an embedded Fox News crew—has transformed the eight surviving men of Bravo Squad into America’s most sought-after heroes. Now they’re on a media-intensive nationwide tour to reinvigorate public support for the war. On this rainy Thanksgiving Day, the Bravos are guests of a Dallas football team, slated to be part of the halftime show. Among the Bravos is nineteen-year-old Specialist Billy Lynn. Surrounded by patriots sporting flag pins on their lapels and support our troops bumper stickers, he is thrust into the company of the team’s owner and his coterie of wealthy colleagues; a born-again cheerleader; a veteran Hollywood producer; and supersized players eager for a vicarious taste of war. Over the course of this day, Billy will drink and brawl, yearn for home and mourn those missing, face a heart-wrenching decision and discover pure love and a bitter wisdom far beyond his years. Poignant, riotously funny, and exquisitely heartbreaking, Billy Lynn’s Long Halftime Walk is a searing and powerful novel that has cemented Ben Fountain’s reputation as one of the finest writers of his generation.

The Divine Comedy

Academy Sketches

Batman: Arkham Knight Genesis

DC Blasting out of the smash-hit video game BATMAN: ARKHAM KNIGHT comes an action-packed look at the game’s mysterious antihero, the Arkham Knight! He is Gotham City’s newest vigilante, and his deadly tactics put him in direct opposition to Batman. But the Knight’s connections to the Caped Crusader run deep—and he has much more planned than just cleaning up Gotham’s crime. The Arkham Knight is here to make Batman—and every one of his allies—pay for what they did to him. So who is the Knight and why does he hate Batman so much? Writer Peter J. Tomasi (GREEN LANTERN CORPS) along with artists Alisson Borges (LOBO) and Dexter Soy (MORTAL KOMBAT X) delve deep into the psychology and history of the villain (or is it hero?) of the hit game—a must-read for any fans of Rocksteady’s acclaimed Arkham trilogy! Collects BATMAN: ARKHAM KNIGHT GENESIS #1-6.

Storyplaying

Agency and Narrative in Video Games

Walter de Gruyter Incontestably, future narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.

Drake's Journal

Inside the Making of Uncharted 3

Inside the making of Uncharted 3 by Nolan North, aka (Drake)

Hoover

An Extraordinary Life in Extraordinary Times

Vintage "An exemplary biography—exhaustively researched, fair-minded and easy to read. It can nestle on the same shelf as David McCullough's Truman, a high compliment indeed." —The Wall Street Journal The definitive biography of Herbert Hoover, one of the most remarkable Americans of the twentieth century—a wholly original account that will forever change the way Americans understand the man, his presidency, his battle against the Great Depression, and their own history. An impoverished orphan who built a fortune. A great humanitarian. A president elected in a landslide and then resoundingly defeated four years later. Arguably the father of both New Deal liberalism and modern conservatism, Herbert Hoover lived one of the most extraordinary American lives of the twentieth century. Yet however astonishing, his accomplishments are often eclipsed by the perception that Hoover was inept and heartless in the face of the Great Depression. Now, Kenneth Whyte vividly recreates Hoover's rich and dramatic life in all its complex glory. He follows Hoover through his Iowa boyhood, his cutthroat business career, his brilliant rescue of millions of lives during World War I and the 1927 Mississippi floods, his misconstrued presidency, his defeat at the hands of a ruthless Franklin Roosevelt, his devastating years in the political wilderness, his return to grace as Truman's emissary to help European refugees after World War II, and his final vindication in the days of Kennedy's "New Frontier." Ultimately, Whyte brings to light Hoover's complexities and contradictions—his modesty and ambition, his ruthlessness and extreme generosity—as well as his profound political legacy. Hoover: An Extraordinary Life in Extraordinary Times is the epic, poignant story of the deprived boy who, through force of will, made himself the most accomplished figure in the land, and who experienced a range of achievements and failures unmatched by any American of his, or perhaps any, era. Here, for the first time, is the definitive biography that fully captures the colossal scale of Hoover's momentous life and volatile times.

Adventures of Superman (1987-2006) #465

DC Comics Enjoy this great comic from DC's digital archive!

Shatnerquake

After a reality bomb goes off at the first ever ShatnerCon, all of the characters ever played by William Shatner are suddenly sucked into our world. Their mission: hunt down and destroy the real William Shatner. Featuring: Captain Kirk, T.J. Hooker, Denny Crane, Priceline Shatner, Cartoon Kirk, Rescue 9-1-1 Shatner, singer Shatner, and many more. No costumed con-goer will be spared in their wave of destruction, no red shirt will make it out alive, and not even the Klingons will be able to stand up to a deranged Captain Kirk with a light saber. But these Shatner-clones are about to learn a hard lesson . . . that the real William Shatner doesn't take crap from anybody. Not even himself.

Jackson Pollock

Interviews, Articles, and Reviews

The Museum of Modern Art Published to accompany the exhibition Jackson Pollock held the Museum of Modern Art, New York, from 1 November 1998 to 2 February 1999.

Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs In Gaming

Lulu Press, Inc In *Diversifying Barbie and Mortal Kombat*, the third edited volume in the series that includes *From Barbie to Mortal Kombat* and *Beyond Barbie and Mortal Kombat*, we expand the discussions on gender, race, and sexuality in gaming. We include intersectional perspectives on the experiences of diverse players, non-players and designers and promote inclusive designs for broadening access and participation in gaming, design and development. Contributors from media studies, gender studies, game studies, educational design, learning sciences, computer science, and game development examine who plays, how they play, where and what they play, why they play (or choose not to play), and with whom they play. This volume further explores how we can diversify access, participation and design for more inclusive play and learning.

Superman (1939-1986) #19

DC Comics Superman must battle a new villain who has invented a machine that can materialize two-dimensional figures out of the comics to rob for him.

Mockingjay (Hunger Games, Book Three)

Scholastic Inc. The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins.

Weapons of Math Destruction

How Big Data Increases Inequality and Threatens Democracy

Broadway Books Longlisted for the National Book Award New York Times Bestseller A former Wall Street quant sounds an alarm on the mathematical models that pervade modern life -- and threaten to rip apart our social fabric We live in the age of the algorithm. Increasingly, the decisions that affect our lives--where we go to school, whether we get a car loan, how much we pay for health insurance--are being made not by humans, but by mathematical models. In theory, this should lead to greater fairness: Everyone is judged according to the same rules, and bias is eliminated. But as Cathy O'Neil reveals in this urgent and necessary book, the opposite is true. The models being used today are opaque, unregulated, and uncontestable, even when they're wrong. Most troubling, they reinforce discrimination: If a poor student can't get a loan because a lending model deems him too risky (by virtue of his zip code), he's then cut off from the kind of education that could pull him out of poverty, and a vicious spiral ensues. Models are propping up the lucky and punishing the downtrodden, creating a "toxic cocktail for democracy." Welcome to the dark side of Big Data. Tracing the arc of a person's life, O'Neil exposes the black box models that shape our future, both as individuals and as a society. These "weapons of math destruction" score teachers and students, sort resumes, grant (or deny) loans, evaluate workers, target voters, set parole, and monitor our health. O'Neil calls on modelers to take more responsibility for their algorithms and on policy makers to regulate their use. But in the end, it's up to us to become more savvy about the models that govern our lives. This important book empowers us to ask the tough questions, uncover the truth, and demand change. -- Longlist for National Book Award (Non-Fiction) - - Goodreads, semi-finalist for the 2016 Goodreads Choice Awards (Science and Technology) -- Kirkus, Best Books of 2016 -- New York Times, 100 Notable Books of 2016 (Non-Fiction) -- The Guardian, Best Books of 2016 -- WBUR's "On Point," Best Books of 2016: Staff Picks -- Boston Globe, Best Books of 2016, Non-Fiction

The Fellowship of the Ring

Being the First Part of The Lord of the Rings

Frodo Baggins, bearer of the Ring of Power that would enable the evil Sauron to destroy all that is good in Middle-earth, takes on the task of carrying the Ring to Mount Doom to oversee its destruction. A new cover features artwork from the upcoming film adaptation of "The Lord of the Rings: The Fellowship of the Ring, " starring Elijah Wood, Sir Ian McKellen, Cate Blanchett, and Liv Tyler, scheduled for release in December. Copyright © Libri GmbH. All rights reserved.

Firestorm

Penguin The crew of the USS Walker, led by Lieutenant Commander Matthew Reddy, upholds their promise to defend and protect the Allies as they face a new threat from the "Holy Dominion" and their devastating new weapon.