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Eyewitness Travel Family Guide London offers you the best things to see and do on a family vacation in London, from visiting magnificent sights such as St. Paul's Cathedral and Westminster Abbey to exploring the treasures housed in the National Gallery and Buckingham Palace, and brings those places alive for children with fun facts, quizzes, and cartoons. The major sights are treated as "hub" destinations and are followed by places of interest near the "hub," ideal for planning your day ahead. These spreads offer a pragmatic as well as enjoyable itinerary, giving children a real insight into the destination, but balanced with opportunities to let off steam at a nearby park or playground. All the practical information you need appears alongside the sight, including transportation information, budget tips, age range suitability, and where to eat. Each spread is bursting with insider knowledge and loaded with ideas for activities that will engage children, from treasure-hunt trails at the Foundling Museum to ice-skating at Somerset House in winter or dashing through the courtyard fountains in summer. Meanwhile, the most family-friendly, best-value accommodation options have been chosen with family budgets and needs in mind. Full-color throughout, with detailed maps of the main sightseeing areas for easy navigation and all the practical information you need for a fun, stress-free family vacation. Now

available in ePub format. Explore the geography, inhabitants, and legends of Dungeons & Dragons landscapes, from the challenges of the Forgotten Realms to spaces and places beyond, with this illustrated guide to adventurous travel. In this illustrated guide for new players, you'll be transported to the wondrous and magical realms of Dungeons & Dragons and given a one-of-a-kind course on all the places and portals adventurers can explore. Featuring fascinating lore and easy-to-follow explanations, young fans' imaginations will ignite as they discover the unique quests, challenges, and magic that await in each destination. With original, action-packed illustrations and advice on wilderness survival, creating overland maps, and the basics needed for any journey, this book provides the perfect introduction to young fans looking to traverse the worlds of D&D—and encourages them to create their own! Adventure exists in incredible locations, and Places & Portals will help you explore it all! Lists prices for children's books and includes information on publishers to assist in identification

From Victor Frankenstein to Lex Luthor, from Dr. Moreau to Dr. Doom, readers have long been fascinated by insane plans for world domination and the madmen who devise them. Typically, we see these villains through the eyes of good guys. This anthology, however, explores the world of mad scientists and evil geniuses—from their own wonderfully twisted point of view. An all-star roster of bestselling authors—including Diana Gabaldon, Daniel Wilson, Austin Grossman, Naomi Novik, and Seanan McGuire...twenty-two great storytellers all told—have produced a fabulous assortment of stories guaranteed to provide readers with hour after hour of high-octane entertainment born of the most megalomaniacal mayhem imaginable. Everybody loves villains. They're bad; they always stir the pot; they're much more fun than the good guys, even if we want to see the good guys win. Their fiendish schemes, maniacal laughter, and limitless ambition are legendary, but what lies behind those crazy eyes and wicked grins? How—and why—do they commit these nefarious deeds? And why are they so set on taking over the world? If you've ever asked yourself any of these questions, you're in luck: It's finally time for the madmen's side of the story. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy. Learn everything you need to: Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients. Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook

and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations. Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:

- Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
- New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subclasses and backgrounds specific to the Forgotten Realms.
- Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms.
- Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast.
- Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come.

Look for Sword Coast Adventurer's Guide to be available on November 3. The first systematic, comprehensive reference covering the ideas, genres, and concepts behind digital media. The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field. Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which

could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures. Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware. Steve Rabin's Game AI Pro 360: Guide to Character Behavior gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology that covers character behavior in game AI. This volume is complete with articles by leading game AI programmers that focus on individual AI behavior such as character interactions, modelling knowledge, efficient simulation, difficulty balancing, and making decisions with case studies from both commercial and indie games. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online Science fiction and fantasy is one of the most challenging--and rewarding!--genres in the bookstore. But with New York Times bestselling author Philip Athans and fantasy giant R. A. Salvatore at your side, you'll create worlds that draw your readers in--and keep them reading! Just as important, you'll learn how to prepare your work for today's market. Drawing on his years of experience as one of the most acclaimed professionals in publishing, Wizards of the Coast editor Athans explains how to set your novel apart--and break into this lucrative field. From devising clever plots and building complex characters to inventing original technologies and crafting alien civilizations, Athans gives you the techniques you need to write strong, saleable narratives. Plus! Athans applies all of these critical lessons together in an unprecedented deconstruction of a never-before-published tale by the one and only R. A. Salvatore! There are books on writing science fiction and fantasy, and then there's this book--the only one you need to create strange, wonderful worlds for your own universe of readers! This official strategy guide to Neverwinter Nights: Shadows of Undrentide provides comprehensive character coverage and development strategies; a step-by-step walkthrough for the entire game; expert battle tactics; and a complete bestiary to defeat every monster. Praise for Erin M. Evans's first book, *The God Catcher*: "Extremely entertaining, *The God Catcher* was a great surprise for me. Evans' fluent style glues this book in the reader's hands. With an action-packed story and vivid characters, it quickly becomes a page-turner." --Speculative Book Review [The story] flowed wonderfully and it was fast paced and exciting. . . . Every subplot or side story all seemed natural and fitting. . . . I loved the characters. Everything was described well enough to give you an idea and it allowed for your imagination to create the rest. It's as vivid and as abstract as you can get, all thanks to the descriptions. --Read Between the Lines "Under Evans' pen, the city of Waterdeep really comes to life on the page; full of everything that a city needs to be a thriving home for a great story. . . . Evans proves to be a bit of a master at laying the seeds for one plot and then having it turn into something else when you're not expecting it (even though it ends up looking like it was going that way the whole time)." --Graeme's Fantasy Book Review Overview: Rejected at birth and raised in a village of tiefling misfits, Farideh expects a life without friends, love, or control over her

destiny. Then she makes a pact with a devil named Lorcan, and everything changes. Lorcan promises all she ever dreamed of and asks for nothing in return. Her twin sister Havilar urges Farideh to resist the devil's sway. But Farideh's not so sure. Lorcan may be dangerous but the power he offers is exhilarating. In the ruins of Neverwinter, Farideh's doubts get tangled up in a devilish snare six layers deep. A succubus playing human pawns against an otherworldly foe sees the twins as obstacles in her path. And Lorcan's monstrous sisters have their eyes on the city—and on Farideh. There's no time to question her pact with Lorcan—it will take every ounce of Farideh's newfound powers to get out of Neverwinter alive. [Read More](#): If you are looking for more from Erin M. Evans, search for "The God Catcher" her debut novel about a woman who may be a dragon—or who may just be criminally insane. If you are looking for more kickass heroines, search for "Gauntlgrym" by R.A. Salvatore, featuring the alluring and powerful Dahlia Sin'Felle who squares off against the legendary Drizzt Do'Urden. If you are looking for more epic fantasy series, search for "Homeland" by R.A. Salvatore, the first book in the epic Legend of Drizzt. If you are looking for more sword and sorcery, search for "Sword of the Gods" by Bruce R. Cordell, the story of an angel given mortal flesh to act as an assassin for gods who no longer exist. If you are looking for more stories set in the Forgotten Realms, search for "Twilight Falling" by Paul Kemp, about Erevis Cale, an assassin with a conscience. For more about Erin M. Evans, go to Dungeonsanddragons.com From the Paperback edition. A note about the price: This book is of a rare nature, not for the general public, and the author has priced it accordingly. Less affluent readers are invited to pursue used copies or contact the author directly. A pragmatic reference replete with tips and easy-to-digest tidbits from folklore, physics, and literature, this Field Guide is at once a commonplace book, a work of refined playfulness and wit, and ultimately a self-help tool for centering and opening awareness through active listening. Blending the author's signature sensitivity to the awe and magic wrapped up in folkloric phenomena with a tongue-in-cheek bending of scientific principles to his fanciful purpose, this concise book uniquely balances humor, scholarship, spirituality, and imagination. As readers open their ears and awaken their inner senses, they are guided to effortlessly attune to whispers of the soul. Readers may set off in search of hearing a unicorn, but through deep listening they are likely to encounter their higher selves. Dozens of easy-to-grasp, deceptively sensible illustrations expertly marry science and whimsy. Delightful, enchanting, and unique, it is perhaps the ultimate in whimsical zoology. From notable geek girl Sam Maggs, *The Fangirl's Guide to the Universe* is the ultimate handbook for teens living the nerdy life. Fandom, pop culture, feminism, cosplay, cons, books, memes, podcasts, vlogs, OTPs and RPGs and MMOs and more—there's never been a better time to be a fangirl, or a better guide to navigate the wide universe of fandoms. This handbook is packed with tips, playthroughs, and cheat codes, including: · How to make nerdy friends · How to rock cosplay · How to write fanfic with feels · How to defeat internet trolls · How to attend your first con And more! Featuring wisdom from Sam and insightful interviews with fangirl faves like Danielle Paige, Rainbow Rowell, and Preeti Chhibber, *The Fangirl's Guide to the Universe* highlights the joys of fandom community and offers a fun, feminist take on the often male-dominated world of geekdom. This refreshed edition updates *The Fangirl's Guide to the Galaxy* including new interviews. Journalists, stop playing guessing games! Inside the answers to your most pressing questions await:

Videogame, one word or two? Xbox, XBox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism. Drizt joins Bruenor on his quest for the fabled dwarven kingdom of Gauntlgrym: ruins said to be rich with ancient treasure and arcane lore. But before they even get close, another drow and dwarf pair stumbles across it first: Jarlaxle and Athrogate. In their search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help, and from the last people they ever thought to fight alongside again: Drizt and Bruenor.

BradyGames' Neverwinter Nights 2 Official Strategy Guide includes the following: A complete walkthrough of the entire game. Detailed area maps. In-depth item and equipment lists. Expert boss strategies to defeat even the toughest enemy. Extensive bestiary. Unbeatable tactics for each mode of gameplay. Platform: PC Genre: Role-Playing Game This product is available for sale in North America only. Wilson and Coleman provide clear and comprehensive instructions to all types of online games: science-fiction; strategy; action; classics; puzzles; fantasy; and role-playing. Find out what hardware and software is needed to play these games, and get tips for the most popular titles and where to find them. BradyGames' Neverwinter Nights 2 World Editor, companion to the Neverwinter Nights 2 Official Strategy Guide, includes the following: Extensive guidance on how to build a world. Detailed information on the entire Neverwinter Nights 2 toolset. Complete instructions of how to form the script necessary to run the created world. Assists in making a realistic campaign. Platform: PC Genre: Role-Playing Game This product is available for sale in North America only. The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines

to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key data. BradyGames' *Neverwinter Nights: Hordes of the Underdark Official Strategy Guide* features a complete walkthrough to lead players through the entire game. Comprehensive bestiary and armory. Expert character development coverage. Plus, unique character templates for every class and more! Special full-color format allows for the sharpest screenshots! Using Linux doesn't have to be hard. The book introduces you to the five most popular desktop distributions and covers essential topics such as configuring video cards screen resolution, sound, and wireless networking. Laptop issues are covered, too. Explore desktop apps, including browsers, IM, and email clients with the same functionality as those used on Windows. This unique take on quests, incorporating literary and digital theory, provides an excellent resource for game developers. Focused on both the theory and practice of the four main aspects of quests (spaces, objects, actors, and challenges) each theoretical section is followed by a practical section that contains exercises using the *Neverwinter Night The Rough Guide to Videogames* is the ultimate guide to the world's most addictive pastime. Both a nostalgic look at the past and a celebration of the latest in joystick-wrecking wonders, this book covers the full story from the first arcade machines to the latest digital delights. Easy access to 75 of the greatest games of all time, from *Civilization* and *Pro Evolution Soccer* to *We Love Katamari* and *World of Warcraft*. The guide profiles the stories behind the software giants, famous creators and the world's favourite characters, including Mario, Lara Croft and Sonic the Hedgehog. All the gadgets and devices for consoles, hand-helds, phones and PCs are explored as well as the wider world of gaming, from websites and movies to books. Are games worthy of academic attention? Can they be used effectively in the classroom, in the research laboratory, as an innovative design tool, as a persuasive political weapon? *Game Mods: Design Theory and Criticism* aims to answer these and more questions. It features chapters by authors chosen from around the world, representing fields as diverse as architecture, ethnography, puppetry, cultural studies, music education, interaction design and industrial design. How can we design, play with and reflect on the contribution of game mods, related tools and techniques, to both game studies and to society as a whole? *Medievalism* examined in a variety of genres, from fairy tales to today's computer games. As medievalism is refracted through new media, it is often radically transformed. Yet it inevitably retains at least some common denominators with more traditional responses to the middle ages. This latest volume of *Studies in Medievalism* explores this phenomenon with a special section on computer games, examining digital echoes of the medieval past in subjects ranging from the sovereign ethics of empire in *Star Wars* to gender identity in on-line role playing. Medievalism in more conventional venues is also addressed, ranging from early French fairy tales to nineteenth-century neo-Byzantine murals. Great innovation and extraordinary continuity are thus juxtaposed not only within each article but also across the volume as a whole, in yet further testimony to the exceptional flexibility and enduring

relevance of medievalism. CONTRIBUTORS: ALICIA C. MONTOYA, ALBERT D. PIONKE, GRETCHENKREHLING MCKAY, CHENE HEADY, BRUCE C. BRASINGTON, STEFANO MENGOZZI, CAROL L. ROBINSON, OLIVER M. TRAXEL, AMY S. KAUFMAN, BRENT MOBERLY, KEVIN MOBERLY, LAURYN S. MAYER

The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design--from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms. Describes examples of interactive games offered by: ImagiNation Network, America Online, CompuServe, Prodigy and GENie.

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. Plunkett's InfoTech Industry Almanac presents a complete analysis of the technology business, including the convergence of hardware, software, entertainment and telecommunications. This market research tool includes our analysis of the major trends affecting the industry, from the rebound of the global PC and server market, to consumer and enterprise software, to super computers, open systems such as Linux, web services and network equipment. In addition, we provide major statistical tables covering the industry, from computer sector revenues to broadband subscribers to semiconductor industry production. No other source provides this book's easy-to-understand comparisons of growth, expenditures, technologies, imports/exports, corporations, research and other vital subjects. The corporate profile section provides in-depth, one-page profiles on each of the top 500 InfoTech companies. We have used our massive databases to provide you with unique, objective analysis of the largest and most exciting companies in: Computer Hardware, Computer Software, Internet Services, E-Commerce, Networking, Semiconductors, Memory, Storage, Information Management and Data Processing. We've been working harder than ever to gather data on all the latest trends in information technology. Our research effort includes an exhaustive study of new technologies and discussions with experts at dozens of innovative tech companies. Purchasers of the printed book or PDF version may receive a free CD-ROM database of the corporate profiles, enabling export of vital corporate data for mail merge and other uses. In a lively style, Lichty leads an in-depth tour of AOL's vast resources peppered with valuable tips and amusing asides. This book is the complete guide to AOL's features and services within Windows 95. In addition, readers receive a free, one-month subscription to AOL and 20 hours free online time for investigating AOL and Windows 95's new capabilities. This guide includes information on: how to find anything, anywhere (the easy way); how to send e-mail; how to browse sports; news and travel information; how to download the latest

software (for free); create you own web page, plus a directory of more than 600 web sites.

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