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In a futuristic military adventure a recruit goes through the roughest boot camp in the universe and into battle with the Terran Mobile Infantry in what historians would come to call the First Interstellar War Uncovering injustices built into our everyday surroundings Callous Objects unearths cases in which cities push homeless people out of public spaces through a combination of policy and strategic design. Robert Rosenberger examines such commonplace devices as garbage cans, fences, signage, and benches—all of which reveal political agendas beneath the surface. Such objects have evolved, through a confluence of design and law, to be open to some uses and closed to others, but always capable of participating in collective ends on a large scale. Rosenberger brings together ideas from the philosophy of technology, social theory, and feminist epistemology to spotlight the widespread anti-homeless ideology built into our communities and enacted in law. Forerunners: Ideas First is a thought-in-process series of breakthrough digital publications. Written between fresh ideas and finished books, Forerunners draws on scholarly work initiated in notable blogs, social media, conference plenaries, journal articles, and the synergy of academic exchange. This is gray literature publishing: where intense thinking, change, and speculation take place in scholarship. Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged. Materials Under Extreme Conditions: Recent Trends and Future Prospects analyzes the

chemical transformation and decomposition of materials exposed to extreme conditions, such as high temperature, high pressure, hostile chemical environments, high radiation fields, high vacuum, high magnetic and electric fields, wear and abrasion related to chemical bonding, special crystallographic features, and microstructures. The materials covered in this work encompass oxides, non-oxides, alloys and intermetallics, glasses, and carbon-based materials. The book is written for researchers in academia and industry, and technologists in chemical engineering, materials chemistry, chemistry, and condensed matter physics. Describes and analyzes the chemical transformation and decomposition of a wide range of materials exposed to extreme conditions Brings together information currently scattered across the Internet or incoherently dispersed amongst journals and proceedings Presents chapters on phenomena, materials synthesis, and processing, characterization and properties, and applications Written by established researchers in the field

With Earth threatened by extraterrestrial invasion, it's up to SG-1 to defend the planet. Get the inside scoop on the series and live the adventure. Meet the team from O'Neill, Carter and Jackson to Teal'c and join them on their top secret intergalactic missions as they uncover the mysteries of new planets and encounter never-seen-before races, some friendly, some hostile. Explore Stargate Command level-by-level, then sneak on board the spectacular Prometheus spaceship. Includes an exclusive DVD packed with Stargate material - every fan's dream. In essays that illuminate not only the recent past but shortcomings in today's intelligence assessments, sixteen experts show how prospective antagonists appraised each other prior to the World Wars. This cautionary tale, warns that intelligence agencies can do certain things very well--but other things poorly, if at all. Originally published in 1985. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

The long road home... Reeling from the shocking revelation at the end of STARGATE SG-1: Hostile Ground, Colonel O'Neill's team continues its quest to find a way home. But as SG-1 comes to terms with new

circumstances, they find themselves divided. With tensions mounting, the team undertakes a dangerous rescue mission on behalf of their new allies – – and O'Neill makes a decision that will threaten the future of his team. Meanwhile, fleeing the Goa'uld attack, Dr. Janet Fraiser negotiates a treacherous path as she and the other refugees struggle to survive on a barren new world. But she soon discovers that the most dangerous enemies of all are those who lie within...

Decades of research have demonstrated that the parent-child dyad and the environment of the family – which includes all primary caregivers – are at the foundation of children's well-being and healthy development. From birth, children are learning and rely on parents and the other caregivers in their lives to protect and care for them. The impact of parents may never be greater than during the earliest years of life, when a child's brain is rapidly developing and when nearly all of her or his experiences are created and shaped by parents and the family environment. Parents help children build and refine their knowledge and skills, charting a trajectory for their health and well-being during childhood and beyond. The experience of parenting also impacts parents themselves. For instance, parenting can enrich and give focus to parents' lives; generate stress or calm; and create any number of emotions, including feelings of happiness, sadness, fulfillment, and anger. Parenting of young children today takes place in the context of significant ongoing developments. These include: a rapidly growing body of science on early childhood, increases in funding for programs and services for families, changing demographics of the U.S. population, and greater diversity of family structure. Additionally, parenting is increasingly being shaped by technology and increased access to information about parenting. Parenting Matters identifies parenting knowledge, attitudes, and practices associated with positive developmental outcomes in children ages 0-8; universal/preventive and targeted strategies used in a variety of settings that have been effective with parents of young children and that support the identified knowledge, attitudes, and practices; and barriers to and facilitators for parents' use of practices that lead to healthy child outcomes as well as their participation in effective programs and services. This report makes recommendations directed at an array of stakeholders, for promoting the wide-scale adoption of effective programs and services for parents and on areas that warrant further research to inform policy and practice. It is meant to serve as a roadmap for the future of parenting policy, research, and

practice in the United States. A detailed description of the three-month defense of Bataan, the siege of Corregidor, the soldier's life in the crowded intimacy of Malinta Tunnel, MacArthur's evacuation, and the surrender of 78,000 American and Allied troops. THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America! The long road home...Reeling from the shocking revelation at the end of STARGATE SG-1: Hostile Ground, Colonel O'Neill's team continues its quest to find a way home. But as SG-1 comes to terms with new circumstances, they find themselves divided. With tensions mounting, the team undertakes a dangerous rescue mission on behalf of their new allies - and O'Neill makes a decision that will threaten the future of his team. Meanwhile, fleeing the Goa'uld attack, Dr. Janet Fraiser negotiates a treacherous path as she and the other refugees struggle to survive on a barren new world. But she soon discovers that the most dangerous enemies of all are those who lie within... From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making

you homicidal • you got drunk at the holiday party Praise for Ask a Manager
“A must-read for anyone who works . . . [Alison Green’s] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work.”—Booklist (starred review) “The author’s friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers’ lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience.”—Library Journal (starred review) “I am a huge fan of Alison Green’s Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of The No Asshole Rule and The Asshole Survival Guide “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of Broke Millennial: Stop Scraping By and Get Your Financial Life Together

In the future, earth's warriors have conquered the heavens. But on a distant world, Humanity is in chains ... Many millennia ago, the human race was enslaved by the An -- a fearsome alien people whose cruel empire once spanned the galaxies, until they were defeated and consigned to oblivion. But a research mission to the planet Ishtar has made a terrifying -- and fatal -- discovery: the Ahanu, ancestors of the former masters, live on, far from the reach of Earth -- born weapons and technology ... and tens of thousands of captive human souls still bow to their iron will. Now Earth's Interstellar Marine Expeditionary Unit must undertake a rescue operation as improbable as it is essential to humankind's future, embarking on a ten-year voyage to a hostile world to face an entrenched enemy driven by dreams of past glory and intent once more on domination. For those who, for countless generations, have known nothing but toil and subjugation must be granted, at all costs, the precious gift entitled to all of their star-traveling kind: freedom! The Stargate SG-1 team find themselves transported to a world where they must solve a series of riddles and avoid deadly traps in order to travel home. Pursued by Goa'uld and Jaffa, it is a race against death to the finish line. A New York Times / National Bestseller "America's funniest science writer" (Washington Post) Mary Roach explores the science of keeping human beings intact, awake, sane, uninfected, and uninfested in the bizarre and extreme

circumstances of war. Grunt tackles the science behind some of a soldier's most challenging adversaries—panic, exhaustion, heat, noise—and introduces us to the scientists who seek to conquer them. Mary Roach dodges hostile fire with the U.S. Marine Corps Paintball Team as part of a study on hearing loss and survivability in combat. She visits the fashion design studio of U.S. Army Natick Labs and learns why a zipper is a problem for a sniper. She visits a repurposed movie studio where amputee actors help prepare Marine Corps medics for the shock and gore of combat wounds. At Camp Lemmonier, Djibouti, in east Africa, we learn how diarrhea can be a threat to national security. Roach samples caffeinated meat, sniffs an archival sample of a World War II stink bomb, and stays up all night with the crew tending the missiles on the nuclear submarine USS Tennessee. She answers questions not found in any other book on the military: Why is DARPA interested in ducks? How is a wedding gown like a bomb suit? Why are shrimp more dangerous to sailors than sharks? Take a tour of duty with Roach, and you'll never see our nation's defenders in the same way again.

Based on the blockbuster film, Showtime's "StarGate SG-1" series starring Richard Dean Anderson has been picked up by Fox for a Fall 1998 premiere with a two-year commitment. Colonel Jack O'Neill lives in retirement, one year after his interplanetary expedition to Abydos. But when a hostile force of aliens resembling the late Ra and his Chulakins invades Earth through the StarGate and eliminate this new threat. Back in Abydos, O'Neill is reunited with Egyptologist Daniel Jackson to help the team determine from which world through the StarGate this new danger originated. An introverted young girl finds her voice through reading and the power of imagination in this stunning debut picture book. How do you find your voice, when no one seems to be listening? In David Ouimet's spellbinding debut, a young girl struggles to make herself heard, believing she is too insignificant and misunderstood to communicate with the people in her life. Anxious about how she thinks she should look and speak, the girl stays silent, turning to books to transport her to a place where she is connected to the world, and where her words hold power. As she soon discovers, her imagination is not far from reality, and the girl realizes that when she is ready to be heard, her voice will ring loud and true. Ouimet's stirring and haunting illustrations masterfully capture how it feels to be a lonely, self-conscious child unsure of how to claim a space in the world. Since its development shaped by the turmoil of the World Wars and

suspicion of new technologies such as film and radio, political communication has become a hybrid field largely devoted to connecting the dots among political rhetoric, politicians and leaders, voters' opinions, and media exposure to better understand how any one aspect can affect the others. In *The Oxford Handbook of Political Communication* Kate Kenski and Kathleen Hall Jamieson bring together leading scholars, including founders of the field of political communication Elihu Katz, Jay Blumler, Doris Graber, Max McCombs, and Thomas Paterson, to review the major findings about subjects ranging from the effects of political advertising and debates and understandings and misunderstandings of agenda setting, framing, and cultivation to the changing contours of social media use in politics and the functions of the press in a democratic system. The essays in this volume reveal that political communication is a hybrid field with complex ancestry, permeable boundaries, and interests that overlap with those of related fields such as political sociology, public opinion, rhetoric, neuroscience, and the new hybrid on the quad, media psychology. This comprehensive review of the political communication literature is an indispensable reference for scholars and students interested in the study of how, why, when, and with what effect humans make sense of symbolic exchanges about sharing and shared power. The sixty-two chapters in *The Oxford Handbook of Political Communication* contain an overview of past scholarship while providing critical reflection of its relevance in a changing media landscape and offering agendas for future research and innovation.

START-UP NATION addresses the trillion dollar question: How is it that Israel-- a country of 7.1 million, only 60 years old, surrounded by enemies, in a constant state of war since its founding, with no natural resources-- produces more start-up companies than large, peaceful, and stable nations like Japan, China, India, Korea, Canada and the UK? With the savvy of foreign policy insiders, Senor and Singer examine the lessons of the country's adversity-driven culture, which flattens hierarchy and elevates informality-- all backed up by government policies focused on innovation. In a world where economies as diverse as Ireland, Singapore and Dubai have tried to re-create the "Israel effect", there are entrepreneurial lessons well worth noting. As America reboots its own economy and can-do spirit, there's never been a better time to look at this remarkable and resilient nation for some impressive, surprising clues. Shortly after Daniel Jackson returns from his time among the ascended Ancients, he volunteers to join

an archaeological survey of Chinese ruins on P3Y-702. But after accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of the Goa'uld Lord Yu. Blaming himself for Daniel's capture, Jack O'Neill vows to go to any lengths to get him back - even if it means taking matters into his own hands. A compelling, illuminating and evocative history of Singapore—the world's most successful city-state. In 1965, Singapore's GDP per capita was on a par with Jordan. Now it has outstripped Japan. After the Second World War and a sudden rupture with newly formed Malaysia, Singapore found itself independent - and facing a crisis. It took the bloody-minded determination and vision of Lee Kuan Yew, its founding premier, to take a small island of diverse ethnic groups with a fragile economy and hostile neighbours and meld it into Asia's first globalised city. Lion City examines the different faces of Singaporean life - from education and health to art, politics and demographic challenges - and reveals how in just half a century, Lee forged a country with a buoyant economy and distinctive identity. It explores the darker side of how this was achieved too; through authoritarian control that led to it being dubbed 'Disneyland with the death penalty'. Jeevan Vasagar, former Singapore correspondent for the Financial Times, masterfully takes us through the intricate history, present and future of this unique diamond-shaped island one degree north of the equator, where new and old have remained connected. Lion City is a personal, insightful and definitive guide to the city, and how its extraordinary rise is shaping East Asia and the rest of the world. Watch your step... It was meant to be an easy mission, a walk in the park. But SG-1's first trip off-world after Colonel O'Neill's return from Edora (STARGATE SG-1: One Hundred Days) proves to be anything but easy. Trapped for a covert assignment, O'Neill must conceal the truth from his team at all costs. So when Dr Daniel Jackson is injured and the mission begins to go awry, tensions quickly reach a breaking point. Stranded on a hostile planet, and desperate to find a way home before it's too late, O'Neill leads his fractured team on a desperate journey across a barren and forsaken world. Faced with an enemy more vicious than anything they've encountered before, only SG-1's strength as a unit will keep them alive – – if the secret O'Neill is hiding doesn't tear them apart first... This report was prepared for the Working Group on the Crime of Aggression at the 8th session of Preparatory Commission, held in September-October 2001. The paper consists of four parts relating to: the Nuremberg tribunal; tribunals establish pursuant to

Control Council Law number 10; the Tokyo tribunal; and the United Nations. Annexes contain tables regarding aggression by a State and individual responsibility for crimes against peace. The paper seeks to provide an objective, analytical overview of the history and major developments relating to aggression, both before and after the adoption of the UN Charter.

'Love has its speed. It is a spiritual speed. It is a different kind of speed from the technological speed to which we are accustomed. It goes on in the depth of our life, whether we notice or not, at three miles an hour. It is the speed we walk and therefore the speed the love of God walks.' Once we grasp that in Christ God chooses to walk amongst us, it changes our whole understanding of the speed of love, and the speed of theology. In *Three Mile an Hour God*, renowned Japanese theologian Kosuke Koyama reflects beautifully on a theme lost to western theology and western culture in general – the need for slowness. With a new foreword from John Swinton Hardbound, full color Telling the story of a man who stood against the overwhelming power of the mighty Roman empire, Hannibal is the biography of a man who, against all odds, dared to change the course of history. Over two thousand years ago one of the greatest military leaders in history almost destroyed Rome. Hannibal, a daring African general from the city of Carthage, led an army of warriors and battle elephants over the snowy Alps to invade the very heart of Rome's growing empire. But what kind of person would dare to face the most relentless imperial power of the ancient world? How could Hannibal, consistently outnumbered and always deep in enemy territory, win battle after battle until he held the very fate of Rome within his grasp? Hannibal appeals to many as the ultimate underdog—a Carthaginian David against the Goliath of Rome—but it wasn't just his genius on the battlefield that set him apart. As a boy and then a man, his self-discipline and determination were legendary. As a military leader, like Alexander the Great before him and Julius Caesar after, he understood the hearts of men and had an uncanny ability to read the unseen weaknesses of his enemy. As a commander in war, Hannibal has few equals in history and has long been held as a model of strategic and tactical genius. But Hannibal was much more than just a great general. He was a practiced statesman, a skilled diplomat, and a man deeply devoted to his family and country. Roman historians—on whom we rely for almost all our information on Hannibal—portray him as a cruel barbarian, but how does the story change if we look at Hannibal from the Carthaginian point of

view? Can we search beneath the accounts of Roman writers who were eager to portray Hannibal as a monster and find a more human figure? Can we use the life of Hannibal to look at the Romans themselves in an unfamiliar way— not as the noble and benign defenders of civilization but as ruthless conquerors motivated by greed and conquest? Paying the price... In the action-packed sequel to *A Matter of Honor*, SG-1 embark on a desperate mission to save SG-10 from the edge of a black hole. But the price of heroism may be more than they can pay... Returning to Stargate Command, Colonel Jack O'Neill and his team find more has changed in their absence than they had expected. Nonetheless, O'Neill is determined to face the consequences of their unauthorized activities, only to discover the penalty is far worse than anything he could have imagined. With the fate of Colonel O'Neill and Major Samantha Carter unknown, and the very survival of the SGC threatened, Dr. Daniel Jackson and Teal'c mount a rescue mission to free their team-mates and reclaim the SGC. Yet returning to the Kinahhi homeworld, they learn a startling truth about its ancient foe. And uncover a horrifying secret... *The Cost of Honor* "Damn it!" Watts yelled from the DHD. "This is pointless, sir! It won't stay open!" Standing up slowly, Major Henry Boyd glanced up at the twisting nightmare in the sky. It looked like some hideous creature come to tear them to pieces. "Keep trying," he told the Captain. "Sir?" Lieutenant Jessica McLeod ripped her gaze from the sky, voice shaking. "I've been thinking about why the gate won't activate. The gravitational force of the-" She stammered over the word. "Of the black hole would create a massive time distortion effect." He stalked toward her, frowning. "A what?" "Time here will be moving much slower than back on Earth, sir. Much slower. The gate was probably open for half an hour at the SGC, but here...just a second." Boyd felt his heart clench tight. "What are you saying, Lieutenant?" She looked bleak. "I don't think we're getting out of this one, sir." Lucy. His daughter was the first thought in his head. Sweet, innocent, adoring Lucy. Her little arms around his neck, her delighted smile when he came home. Daddy! He swallowed hard. "I won't accept that, Lieutenant." Lucy, barely old enough to understand. Heather, having to explain why he was never coming home again. "They'll find a way to come get us. They won't leave us here." Technical drawings of all the major ships and vehicles from the Alien movies, presented in incredible detail. Includes iconic spacecraft like the Nostromo, the Sulaco and the Covenant. *Alien: The Blueprints* is a collection of brand new blueprints of all the major

vehicles, ships and technology of the Alien movie universe. Artist Graham Langridge delves deep into the concept art, set designs and photography to recreate full and accurate blueprints of the drop ship, the Sulaco, the Nostromo and many more. Covering all the movies including Prometheus and Alien: Covenant, this is a must-have for any Alien fan. 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. One of Bill Gates's "5 books to read this summer," this New York Times and Wall Street Journal bestseller shows us that America's political system isn't broken. The truth is scarier: it's working exactly as designed. In this "superbly researched" (The Washington Post) and timely book, journalist Ezra Klein reveals how that system is polarizing us—and how we are polarizing it—with disastrous results. "The American political system—which includes everyone from voters to journalists to the president—is full of rational actors making rational decisions given the incentives they face," writes political analyst Ezra Klein. "We are a collection of functional parts whose efforts combine into a dysfunctional whole." "A thoughtful, clear and persuasive analysis" (The New York Times Book Review), *Why We're Polarized* reveals the structural and psychological forces behind America's descent into division and dysfunction. Neither a polemic nor a lament, this book offers a clear framework for understanding everything from Trump's rise to the Democratic Party's leftward shift to the politicization of everyday culture. America is polarized, first and foremost, by identity. Everyone engaged in American politics is engaged, at some level, in identity politics. Over the past fifty years in America, our partisan identities have merged with our racial, religious, geographic, ideological, and cultural identities. These merged identities have attained a weight that is breaking much in our politics and tearing at the bonds that hold this country together. Klein shows how and why American politics polarized around identity in the 20th century, and what that polarization did to the way we see the world and one another.

And he traces the feedback loops between polarized political identities and polarized political institutions that are driving our system toward crisis. “Well worth reading” (New York magazine), this is an “eye-opening” (O, The Oprah Magazine) book that will change how you look at politics—and perhaps at yourself.

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