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KEY=PACK - JOVANY KEAGAN

THE MINECRAFT GUIDE FOR PARENTS

DOWN-TO-EARTH ADVICE FOR PARENTS OF CHILDREN PLAYING MINECRAFT

Pearson Education Offers guidance to parents with children interested in the Minecraft video game, looking at what the game is, how it is played, how children can stay safe online, how it can benefit children, and how to manage time spent playing it.

A VISUAL GUIDE TO MINECRAFT®

DIG INTO MINECRAFT® WITH THIS (PARENT-APPROVED) GUIDE FULL OF TIPS, HINTS, AND PROJECTS!

Peachpit Press Dig into Minecraft® with this (parent-approved) guide full of tips, hints, and projects! A Visual Guide to Minecraft® is written with younger players in mind and offers page after page of engaging age-appropriate content about the game. The book is packed with pictures, descriptions, and easy-to-follow projects for building everything from simple shelters to awesome redstone contraptions. After purchasing the book, you get access to more than three hours of free video that step you through engaging Minecraft® projects, from building a farm to shooting off fireworks. You'll discover how to Construct a quick shelter to help you survive your first night. Craft and enchant items, and make potions. Build nether portals and safely make your way around the nether. Create fantastic redstone projects, from automatic doors and light sensors to TNT cannons and fireworks launchers. Furnish your buildings with lights, appliances, paintings, flowerpots, and fireplaces—and add perfect finishing touches. Make and manage efficient farms. Customize Minecraft® with mods, skins, and resource packs. Join a server and even host a game. Minecraft® is a trademark of Mojang Synergies/Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies/Notch Development AB.

THE EVOLUTIONARY BIOLOGY OF THE HUMAN PELVIS

AN INTEGRATIVE APPROACH

Cambridge University Press Synthesizes and re-examines the evolution of the human pelvis, which sits at the interface between locomotion and childbirth.

PRE-INCIDENT INDICATORS OF TERRORIST INCIDENTS

THE IDENTIFICATION OF BEHAVIORAL, GEOGRAPHIC AND TEMPORAL PATTERNS OF PREPARATORY CONDUCT

DIANE Publishing This is a print on demand edition of a hard to find publication. Explores whether sufficient data exists to examine the temporal and spatial relationships that existed in terrorist group planning, and if so, could patterns of preparatory conduct be identified? About one-half of the terrorists resided, planned, and prepared for terrorism relatively close to their eventual target. The terrorist groups existed for 1,205 days from the first planning meeting to the date of the actual/planned terrorist incident. The planning process for specific acts began 2-3 months prior to the terrorist incident. This study examined selected terrorist groups/incidents in the U.S. from 1980-2002. It provides for the potential to identify patterns of conduct that might lead to intervention prior to the commission of the actual terrorist incidents. Illustrations.

STRANGE GRACE

Margaret K. McElderry Books "Gloriously dark and romantic." —Roshani Chokshi, New York Times bestselling author of *The Star-Touched Queen* "An alluring and seductive fairy tale." —Justina Ireland, New York Times bestselling author of *Dread Nation* "Horriifying, heartbreaking, and heartwarming, a lush fairy tale rooted in a moral quandary." —Kirkus Reviews (starred review) "An eerie, consuming tale of sacrifice and faith. Haunting and unique." —Booklist "Evocative." —BCCB Once, a witch made a pact with a devil. The legend says they loved each other, but can the story be trusted at all? Find out in this lush, atmospheric fantasy novel that entwines love, lies, and sacrifice. Long ago, a village made a bargain with the devil: to ensure their prosperity, when the Slaughter Moon rises, the village must sacrifice a young man into the depths of the Devil's Forest. Only this year, the Slaughter Moon has risen early. Bound by duty, secrets, and the love they share for one another, Mairwen, a spirited witch; Rhun, the expected saint; and Arthur, a restless outcast, will each have a role to play as the devil demands a body to fill the bargain. But the devil these friends find is not the one they expect, and the lies they uncover will turn their town—and their hearts—inside out.

CAMP HALF-BLOOD CONFIDENTIAL

Penguin UK A companion guide to THE TRIALS OF APOLLO series, set in the world of PERCY JACKSON. Camp Half-Blood FYI is the funny insider's guide to the demigod training camp in Long Island, narrated by none other than Percy Jackson himself, and other favourite characters will be heard from, too. In response to an awful camp orientation video created by the god Apollo, Percy Jackson and other residents of Camp Half-Blood answer such questions as "What is this place?" and "Do I get to keep the T-shirt?" Newbies can check out the section on the Divine Cabins, read up on Magical Landmarks, and consult the chapter of Training Arenas. But Camp Half-Blood Confidential explores much more than just the buildings and grounds. It includes info that can only be learned from those who live there. For instance, campers do not always co-exist in peace and harmony. The camp is not run with superior efficiency. Prophecies do not flow forth with great regularity. Sprinkled throughout are stories from heroes who have called Camp Half-Blood home or just passed through on their way to places unknown. Chiron himself introduces the book with a brief history of training based on his millennia of experience. And, of course, divine words of wisdom from the god Apollo himself are included, because the demigod authors would prefer not to be struck down by him, thank you very much.

THE DEATH AND LIFE OF GREAT AMERICAN CITIES

Vintage Thirty years after its publication, *The Death and Life of Great American Cities* was described by *The New York Times* as "perhaps the most influential single work in the history of town planning....[It] can also be seen in a much larger context. It is first of all a work of literature; the descriptions of street life as a kind of ballet and the biting satiric account of traditional planning theory can still be read for pleasure even by those who long ago absorbed and appropriated the book's arguments." Jane Jacobs, an editor and writer on architecture in New York City in the early sixties, argued that urban diversity and vitality were being destroyed by powerful architects and city planners. Rigorous, sane, and delightfully epigrammatic, Jacobs's small masterpiece is a blueprint for the humanistic management of cities. It is sensible, knowledgeable, readable, indispensable. The author has written a new foreword for this Modern Library edition.

TROLL STINKS

Andersen Press "Two billy goats discover the perils of making assumptions and acting on prejudice in this timely tale about online bullying"--

MINECRAFT: THE CRASH

AN OFFICIAL MINECRAFT NOVEL

Del Rey NEW YORK TIMES BESTSELLER • This official Minecraft novel is an action-packed thriller! When a new virtual-reality version of the game brings her dreams—and doubts—to life, one player must face her fears. Bianca has never been good at following the plan. She's more of an act-now, deal-with-the-consequences-later kind of person. But consequences can't be put off forever, as Bianca learns when she and her best friend, Lonnie, are in a terrible car crash. Waking up in the hospital, almost paralyzed by her injuries, Bianca is faced with questions she's not equipped to answer. She chooses instead to try a new virtual-reality version of Minecraft that responds to her every wish, giving her control over a world at the very moment she thought she'd lost it. As she explores this new realm, she encounters a mute, glitching avatar she believes to be Lonnie. Bianca teams up with Esme and Anton, two kids who are also playing on the hospital server, to save her friend. But the road to recovery isn't without its own dangers. The kids are swarmed by mobs seemingly generated by their fears and insecurities, and now Bianca must deal with the uncertainties that have been plaguing her: Is Lonnie really in the game? And can Bianca help him return to reality? Collect all of the official Minecraft books: *Minecraft: The Island* *Minecraft: The Crash* *Minecraft: The Lost Journals* *Minecraft: The Survivors' Book of Secrets* *Minecraft: Exploded Builds: Medieval Fortress* *Minecraft: Guide to Exploration* *Minecraft: Guide to Creative* *Minecraft: Guide to the Nether & the End* *Minecraft: Guide to Redstone* *Minecraft: Mobstariy Minecraft: Guide to Enchantments & Potions* *Minecraft: Guide to PVP Minigames* *Minecraft: Guide to Farming* *Minecraft: Let's Build! Theme Park Adventure* *Minecraft for Beginners*

COMPUTER IS BACK

The crayons and Pencil want to have a party. Can they get around grumpy Computer?

SMART CITIES

SHAPING THE SOCIETY OF 2030

UNESCO Publishing

PLUGGED IN

HOW MEDIA ATTRACT AND AFFECT YOUTH

Yale University Press *Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z*

MINECRAFT MATHS

Createspace Independent Publishing Platform *Who knew that math could be so cool? Minecraft is an educational game full of mathematical concepts. Inside this book, you will find fun, Minecraft themed kid-appealing math problems to solve. With over 90 math problems on topics from jungle temples to creeper battles, this book bursts with math that looks nothing like school. The book will help children practice the essential math skills they learn in school. Provides practice at all the major topics for Grades 3-5 with emphasis on division, addition, subtraction and relationships among fractions, decimals, and percentages. Spatial awareness, area and volume measurement are covered too. The idea is to make it easy for teachers or parents to supplement what kids are learning in school with complementary math problems that are more engaging and fun.*

NETWORK AESTHETICS

University of Chicago Press *The term “network” is now applied to everything from the Internet to terrorist-cell systems. But the word’s ubiquity has also made it a cliché, a concept at once recognizable yet hard to explain. Network Aesthetics, in exploring how popular culture mediates our experience with interconnected life, reveals the network’s role as a way for people to construct and manage their world—and their view of themselves. Each chapter considers how popular media and artistic forms make sense of decentralized network metaphors and infrastructures. Patrick Jagoda first examines narratives from the 1990s and 2000s, including the novel Underworld, the film Syriana, and the television series The Wire, all of which play with network forms to promote reflection on domestic crisis and imperial decline in contemporary America. Jagoda then looks at digital media that are interactive, nonlinear, and dependent on connected audiences to show how recent approaches, such as those in the videogame Journey, open up space for participatory and improvisational thought. Contributing to fields as diverse as literary criticism, digital studies, media theory, and American studies, Network Aesthetics brilliantly demonstrates that, in today’s world, networks are something that can not only be known, but also felt, inhabited, and, crucially, transformed.*

ASTERISK: THE DEFINITIVE GUIDE

THE FUTURE OF TELEPHONY IS NOW

"O'Reilly Media, Inc." *Design a complete Voice over IP (VoIP) or traditional PBX system with Asterisk, even if you have only basic telecommunications knowledge. This bestselling guide makes it easy, with a detailed roadmap that shows you how to install and configure this open source software, whether you’re upgrading your existing phone system or starting from scratch. Ideal for Linux administrators, developers, and power users, this updated edition shows you how to write a basic dialplan step-by-step, and brings you up to speed on the features in Asterisk 11, the latest long-term support release from Digium. You’ll quickly gain working knowledge to build a simple yet inclusive system. Integrate Asterisk with analog, VoIP, and digital telephony systems Build an interactive dialplan, using best practices for more advanced features Delve into voicemail options, such as storing messages in a database Connect to external services including Google Talk, XMPP, and calendars Incorporate Asterisk features and functions into a relational database to facilitate information sharing Learn how to use Asterisk’s security, call routing, and faxing features Monitor and control your system with the Asterisk Manager Interface (AMI) Plan for expansion by learning tools for building distributed systems*

SYNTHETIC WORLDS

EMERGING TECHNOLOGIES IN EDUCATION AND ECONOMICS

Springer Science & Business Media *Synthetic Worlds, Virtual Worlds, and Alternate Realities are all terms used to describe the phenomenon of computer-based, simulated environments in which users inhabit and interact via avatars. The best-known commercial applications are in the form of electronic gaming, and particularly in massively-multiplayer online role-playing games like World of Warcraft or Second Life. Less known, but possibly more important, is the rapid adoption of platforms in education and business, where Serious Games are being used for training purposes, and even Second Life is being used in many situations that formerly required travel. The editors of this book captures the state of research in the field intended to reflect the rapidly growing yet relatively young market in education and business. The general focus is set on the scientific community but integrates the practical applications for businesses, with papers on information systems, business models, and economics. In six parts, international authors – all experts in their field – discuss the current state-of-the-art of virtual worlds/alternate realities and how the field will develop over the next years. Chapters discuss the influences and impacts in and around virtual worlds. Part four is about education, with a focus on learning environments and experiences, pedagogical models, and the effects on the different roles in the educational sector. The book looks at business models and how companies can participate in virtual worlds while receiving a return on investment, and includes cases and scenarios of integration, from design, implementation to application.*

STAY ALIVE IN MINECRAFT! (GAMESMASTER PRESENTS)

Scholastic Inc. *Defeat the Creepers! Discover the best ways to protect yourself and stay safe in Minecraft. Will you survive the night? The world of Minecraft is a place of wonder, discovery, and most of all: fun! But it can also be dangerous, even for the most battle-hardened players. Stay Alive in Minecraft! will keep you one step ahead of all the nasty mobs and creatures who might try to bring your adventure to a premature end. Filled with breakdowns of the best gear, combat tips, and advice from veteran players and streamers, this is the one book you'll need to survive in the crazy world of Minecraft. Includes full-color images and step-by-step instructions. 100% unofficial. Created by Future Magazine and GamesMaster, leaders in video game publishing.*

THE ULTIMATE PLAYER'S GUIDE TO MINECRAFT

Pearson Education *Provides readers with tips, techniques, and strategies for playing Minecraft on the Xbox, covering how to register for the game, customize the experience, and create new worlds.*

WALDEN

THE OFFICIAL ERAGON COLORING BOOK

Knopf Books for Young Readers *Enter the world of Eragon and immerse yourself in the mystery and magic of dragons, dwarves, elves, and the entire world of Alagaesia. This lush coloring book based on the full Inheritance Cycle includes more than 40 detailed black-and-white illustrations by acclaimed artist Ciurello. In addition, each spread includes an inspirational quotation from the book that ties in with the art. Each page is perforated so that at-home artists may easily tear out their art to frame or put directly on their wall or bulletin board. Includes a forward from Christopher Paolini on his own artistic passions.*

ADVENTURES OF A SLIME: AN UNOFFICIAL MINECRAFT DIARY

Simon and Schuster *Read this humorous, illustrated chapter-book diary to discover how one determined little Minecraft slime cube overcomes all obstacles to realize his greatest dream! What does Minecraft slime cube Slibertius—known as Bert—dream of becoming? The best fashion designer in the entire Overworld! But it’s no easy feat to dress cubes that don’t have arms or legs. In the pages of this unofficial Minecraft illustrated diary, you’ll read about this and other obstacles Bert must overcome in pursuit of his dream, including some dangerous spiders and a witch who drives a hard bargain.*

CHILLOO

The book is light-hearted and I think anyone with a pet can relate to it. Even if the reader doesn't have a pet it makes for an interesting read. The story has only a few characters, the mom and dad, and later a baby brother and sister. As Chilloo recounts his memories of his life, even small incidents become big stories. Chilloo loves his family and they're his whole world. His life literally revolves around them. Even though he is dependent on them, they are also equally dependent on him, for his love and companionship. Chilloo will make you fall in love with him too.

UNDERSTANDING MINECRAFT

ESSAYS ON PLAY, COMMUNITY AND POSSIBILITIES

McFarland *Since its official release in 2011, Minecraft has sold over 48 million copies across all gaming platforms. The premise of Minecraft is simple: destroy, collect, build and interact in a world made entirely of colored cubes. Unlike Lego blocks or other construction toys, Minecraft's digital play space allows for virtually limitless creation without the cost and limitations of physical building materials. Developer Mojang's generous policies toward modification and other uses of their intellectual property also engender enthusiasm and creativity from fans who make music, art and animation inspired by the software. The first essays in this collection cover Minecraft's origins, describing its relationship to other video games and toys and examining the learning models implicit in its design. Later essays describe and theorize the various ways players interact with the software, which simultaneously presents them with structural constraints and limitless possibilities. NOT OFFICIAL MINECRAFT PRODUCT. NOT APPROVED BY OR ASSOCIATED WITH MOJANG.*

LEARN FOR OUR PLANET

A GLOBAL REVIEW OF HOW ENVIRONMENTAL ISSUES ARE INTEGRATED IN EDUCATION

UNESCO Publishing

RISKS AND RECONSTRUCTION

EXPERIENCES OF RESETTLERS AND REFUGEES

World Bank Publications *This book offers a multidimensional comparative analysis of two large groups of the world's displaced populations : resettlers uprooted by development and refugees fleeing military conflicts or natural calamities. The authors explore common central issues: the condition of being "displaced," the risks of impoverishment and destitution, the rights and entitlements of those uprooted, and, most important, the means of reconstruction of their livelihoods. (Adapté de l'Introduction).*

EBOOK: HEALTH SYSTEMS AND THE CHALLENGE OF COMMUNICABLE DISEASES: EXPERIENCES FROM EUROPE AND LATIN AMERICA

McGraw-Hill Education (UK) *"This is an excellent book, well-written and well-documented. The editors have succeeded to bring together a large number of knowledgeable authors to cover comprehensively the vast area ... public health actors dealing with infectious diseases both at central and local level, whether in research, teaching or practice as well as professionals working in diagnostic and therapeutic health services, notably in microbiology and infectious diseases could greatly benefit from reading the book. Politicians and lay administrators with responsibility in the field would be well advised to do the same." European Journal of Public Health Health systems everywhere face constant change as they seek to respond to evolving patterns of disease. This is especially true with communicable diseases where humanity is engaged in a constant evolutionary struggle with micro-organisms that are able to adapt rapidly to a changing world. This problem can be, for example, exemplified recently by the growth of antibiotic resistant infection. This fascinating book confronts this challenge, looking at two regions where the pace of change is especially rapid, Europe and Latin America - places where health systems, many themselves undergoing rapid organisational transition, must find ways of adapting to an ever changing context. The book begins with an historical overview, recalling how humans and micro-organisms have always competed, at times with profound historical consequences, before examining the current status of this evolutionary struggle. It assesses the extent to which human societies and their governments are prepared for the challenges ahead and reviews the experiences of countries in Europe and Latin America in developing effective responses. Health Systems and the Challenge of Communicable Diseases will be of interest to those engaged in the development of health policy in high and middle income countries, and to those who are studying the creation and implementation of health policy.*

MINECRAFT: GUIDE TO PVP MINIGAMES

Del Rey *The official Minecraft: Guide to PVP Minigames contains some of the best games for you to re-create and play with friends in your own world. When it comes to making your own fun in Minecraft, the player-versus-player minigame options are endless, and the only limit is your imagination. With insider info and tips from the experts at Mojang, this is the definitive guide to building and playing PVP minigames in Minecraft. This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners*

REAL-TIME RENDERING

A K Peters, Ltd. *Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures.*

MINECRAFT FOR DUMMIES

John Wiley & Sons *Provides readers with tips, techniques, and strategies for Minecraft, including how to understand biomes, explore and trade in villages, mine redstone, and survive hunger through farming and mining.*

QUEST FOR THE GOLDEN APPLE

AN UNOFFICIAL GRAPHIC NOVEL FOR MINECRAFTERS

Simon and Schuster *Join the young hero Phoenix as she seeks the enchanted golden apple to save her brother An unofficial Minecraft graphic novel for kids The first of six books in a series continued by Megan Miller and Cara J. Stevens Phoenix longs to see the world outside of her village. One day, she risks a trip over the town's wall to see the dark forest. Her quick adventure releases a monster that turns her brother into a zombie! It's up to Phoenix to save him by leaving her village and finding the enchanted golden apple. This graphic novel for kids is followed by other Minecraft graphic novels, including Revenge of the Zombie Monks, Saving Xenos, Chasing Herobrine, The Ender Eye Prophecy, and Battle for the Dragon's Temple. They are easy graphic novels and are sure to be enjoyed by all who love Minecraft and stories filled with adventure, courage, and action. Quest for the Golden Apple is especially ideal for those who aren't inclined to read but love Minecraft. This graphic novel is a quick and engaging read for ages 9-12 with more than 750 pictures. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.*

MINECRAFT, SECOND EDITION

THE UNLIKELY TALE OF MARKUS "NOTCH" PERSSON AND THE GAME THAT CHANGED EVERYTHING

Seven Stories Press *The incredible tale of a little game that shook the international gaming world—now with new material including a behind-the-scenes look at the sale to Microsoft. For this second edition, the story has been enriched with more Minecraft than ever—a new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence. His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich. Then in 2009 a strange little project of his quickly grew into a worldwide phenomenon and, in just a few short years, turned its maker into an international icon. Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age—improbable success, fast money, and the power of digital technology to shake up a rock-solid industry. It's a story about being lost and finding your way, of breaking the rules and swimming against the current. It's about how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.*

THE STACK

ON SOFTWARE AND SOVEREIGNTY

MIT Press *A comprehensive political and design theory of planetary-scale computation proposing that The Stack—an accidental megastructure—is both a technological apparatus and a model for a new geopolitical architecture. What has planetary-scale computation done to our geopolitical realities? It takes different forms at different scales—from energy and mineral sourcing and subterranean cloud infrastructure to urban software and massive universal addressing systems; from interfaces drawn by the augmentation of the hand and eye to users identified by self—quantification and the arrival of legions of sensors, algorithms, and robots. Together, how do these distort and deform modern political geographies and produce new territories in their own image? In The Stack, Benjamin Bratton proposes that these different genres of computation—smart grids, cloud platforms, mobile apps, smart cities, the Internet of Things, automation—can be seen not as so many species evolving on their own, but as forming a coherent whole: an accidental megastructure called The Stack that is both a computational apparatus and a new governing architecture. We are inside The Stack and it is inside of us. In an account that is both theoretical and technical, drawing on political philosophy, architectural theory, and software studies, Bratton explores six layers of The Stack: Earth, Cloud, City, Address, Interface, User. Each is mapped on its own terms and understood as a component within the larger whole built from hard and soft systems intermingling—not only computational forms but also social, human, and physical forces. This model, informed by the logic of the multilayered structure of protocol "stacks," in which network technologies operate within a modular and vertical order, offers a comprehensive image of our emerging infrastructure and a platform for its ongoing reinvention. The Stack is an interdisciplinary design brief for a new geopolitics that works with and for planetary-scale computation. Interweaving the continental, urban, and perceptual scales, it shows how we can better build, dwell within, communicate with, and govern our worlds. thestack.org*

MINECRAFT FOR BEGINNERS

Del Rey *Curious about Minecraft, but not sure where to start? This book is just what you need. With its open-ended game play, massive world and dedicated fan base, Minecraft is a richly rewarding experience—once you get the hang of it. With easy-to-follow instructions, tips and tricks from the experts behind the game, Minecraft for Beginners will help you survive and thrive. You'll learn how to find food, build a shelter, mine for materials and craft armor, swords and other equipment, plus get the inside scoop on places to go and the monsters you'll encounter. What are you waiting for? Begin your Minecraft adventure today! This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners*

366 DAYS OF WORLD WAR II

Richard Binder *World War II lasted six years. That's 2,194 days. What happened in those six years? In this new "diary," author Richard Binder takes a radical new approach to telling the story of the worst conflict humanity has ever experienced. Instead of trying to cover everything, he relates the happenings of just 366 days, the length of a single year. Choosing events great and small from the beginning of the war to its bitter end, he gives you a fascinating and sometimes shocking look at things you know from your high-school history and things you may never have heard of.*

HAVING THE BACHELOR'S BABY

Harlequin *FROM "FOR THE NIGHT"... After her last visit landed her in the arms of reformed bad boy Ben Walker, a nowpregnant Clair Cabot was attempting to push aside those vivid memories as she returned to Northbridge to reopen a school her father had owned. But that was before she learned the new owner was none other than Ben. ...TO FOREVER Although Clair had disappeared without a word after their night of passion, seeing her again made Ben remember just how gorgeous—and mysterious—she was. This time he was determined to make her stick around his bed a little longer...as well as figure out just what big secret she could possibly be hiding.*

BOOKDOWN

AUTHORING BOOKS AND TECHNICAL DOCUMENTS WITH R MARKDOWN

CRC Press *bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.*

GRAVITY FALLS: JOURNAL 3 SPECIAL EDITION

Disney Press *Untie the string and unwrap the brown paper to reveal . . . Journal 3 Limited Edition! This 288-page book contains all of the content of the regular edition, plus all-new top-secret black light pages on real parchment; a cover with leather texture and shiny metallic pieces; a magnifying glass; a tassel bookmark; and removable photos and notes. This \$150 limited edition, with only a total of one thousand numbered copies, will also include a signed note from the creator of Gravity Falls and co-writer of Journal 3, Alex Hirsch himself.*

MINECRAFT

GUIDE TO CREATIVE

Del Rey Books *The official Minecraft: Guide to Creative will teach you all you need to know to create builds more impressive than you could've dreamed of. The world of Minecraft is so varied and limitless that incredible creations can often be daunting to think about, never mind to build. With insider info and tips from the experts at Mojang, this is the definitive guide to creation in Minecraft.*

MINECRAFT

THE ISLAND

Del Rey Books *An official tie-in to the globally popular video game traces the story of a new hero stranded in the world of Minecraft who must survive a harsh environment while unraveling the secrets of a mysterious island.*

SMALL BOATS
