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KEY=1 - ROMAN ISABEL

THE LESS THAN EPIC ADVENTURES OF TJ AND AMAL

OMNIBUS EDITION

Tj & Amal Amal Chakravarthy makes a pact to drive from Berkeley to Providence with an eccentric vagrant known only as Tj.

THE FISH THAT LOVED THE BIRD

THE THREE MUSKETEERS

One of the preeminent novels by French writer Alexandre Dumas, this swashbuckling tale follows a group of honorable 17th-century swordsmen who must contend with powerful adversaries scheming against the queen. Determined to join the royal guard, young d'Artagnan leaves his country home and travels to Paris, where he unintentionally angers Aramis, Athos, and Porthos, the esteemed Three Musketeers. Eventually winning the trust and admiration of the formidable trio of fighters, d'Artagnan joins them in their quest to thwart the plans of the sinister Cardinal Richelieu.

WILLIAM SHAKESPEARE'S STAR WARS

VERILY, A NEW HOPE

Quirk Books The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic Star Wars in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, Star Wars abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars galaxy. Zounds! This is the book you're looking for.

WILLIAM SHAKESPEARE'S THE MERRY RISE OF SKYWALKER

STAR WARS PART THE NINTH

Quirk Books Complete your collection of the William Shakespeare's Star Wars® series and experience the blockbuster finale to the Star Wars® saga in a brand-new way, here reimagined as though it had been penned by the Bard of Avon. As our story opens, a sea of troubles threatens the valiant Resistance, who are pursued by the sound and fury of the vile First Order. Can Rey, Poe, Finn, Rose, BB-8, Chewbacca, and their allies overcome such toil and trouble? Shall Kylo Ren be proven fortune's fool or master of his fate? What will become of the House of Skywalker? And is all well that ends well? Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs will entertain and impress fans of Star Wars® and Shakespeare alike. Every scene and character from the film appears in the book, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars® galaxy.

THE AGE OF EM

WORK, LOVE, AND LIFE WHEN ROBOTS RULE THE EARTH

Oxford University Press Robots may one day rule the world, but what is a robot-ruled Earth like? Many think the first truly smart robots will be brain emulations or ems. Scan a human brain, then run a model with the same connections on a fast computer, and you have a robot brain, but recognizably human. Train an em to do some job and copy it a million times: an army of workers is at your disposal. When they can be made cheaply, within perhaps a century, ems will displace humans in most jobs. In this new economic era, the world economy may double in size every few weeks. Some say we can't know the future, especially following such a disruptive new technology, but Professor Robin Hanson sets out to prove them wrong. Applying decades of expertise in physics, computer science, and economics, he uses standard theories to paint a detailed picture of a world dominated by ems. While human lives don't change greatly in the em era, em lives are as different from ours as our lives are from those of our farmer and forager ancestors. Ems make us question common assumptions of moral progress, because they reject many of the values we hold dear. Read about em mind speeds, body sizes, job training and career paths, energy use and cooling infrastructure, virtual reality, aging and retirement, death and immortality, security, wealth inequality, religion, teleportation, identity, cities, politics, law, war, status, friendship and love. This book shows you just how strange your descendants may be, though ems are no stranger than we would appear to our ancestors. To most ems, it seems good to be an em.

STARFIGHTER

CHAPTER FIVE

During the climactic battle at the Colteron shipyard, Cain's explosive secret is finally revealed. Now that Abel knows the truth, the corrupt commanders aboard the Sleipnir are determined to silence him. Even if Cain and Abel manage to escape, what will this revelation mean for the bond they've developed?

ALL MY FRIENDS ARE GHOSTS

Boom! Studios Effie runs away from home and discovers a ghost school in the nearby woods. But just as she's beginning to learn all about the amazing things that ghosts can do - like possession, poltergeist-ing, demon magic and more - Effie is asked by her new friends to help track down a mysterious spirit that's been spotted. But if Effie's going to succeed, she'll not only have to show her friends that she's got something special, but also learn to believe she's got it too. Eisner Award-winning writer S.M. Vidaurri (*Iron; Or The War After*, *Steven Universe*) and artist Hannah Krieger (*Psychic Mansion*) present a new original graphic novel about discovering what makes you special and helping others be seen for who they are.

BAKHTIN AND THE MOVIES

NEW WAYS OF UNDERSTANDING HOLLYWOOD FILM

Springer Martin Flanagan uses Bakhtin's notions of dialogism, chronotope and polyphony to address fundamental questions about film form and reception, focussing particularly on the way cinematic narrative utilises time and space in its very construction.

MAGNIFICENT DELUSIONS

PAKISTAN, THE UNITED STATES, AND AN EPIC HISTORY OF MISUNDERSTANDING

Hachette UK The relationship between America and Pakistan is based on mutual incomprehension and always has been. Pakistan—to American eyes—has gone from being a quirky irrelevance, to a stabilizing friend, to an essential military ally, to a seedbed of terror. America—to Pakistani eyes—has been a guarantee of security, a coldly distant scold, an enthusiastic military enabler, and is now a threat to national security and a source of humiliation. The countries are not merely at odds. Each believes it can play the other—with sometimes absurd, sometimes tragic, results. The conventional narrative about the war in Afghanistan, for instance, has revolved around the Soviet invasion in 1979. But President Jimmy Carter signed the first authorization to help the Pakistani-backed mujahedeem covertly on July 3—almost six months before the Soviets invaded. Americans were told, and like to believe, that what followed was Charlie Wilson's war of Afghani liberation, with which they remain embroiled to this day. It was not. It was General Zia-ul-Haq's vicious regional power play. Husain Haqqani has a unique insight into Pakistan, his homeland, and America, where he was ambassador and is now a professor at Boston University. His life has mapped the relationship of the two countries and he has found himself often close to the heart of it, sometimes in very confrontational circumstances, and this has allowed him to write the story of a misbegotten diplomatic love affair, here memorably laid bare.

THE YOUNG PROTECTORS

Evil can be seductive...Kyle--a closeted, teen superhero who can control fire--has finally summoned up the courage to enter a local gay bar. It's his very first step towards accepting himself. Unfortunately for him, his very next step out of the bar places him face-to-face with The Annihilator, "the most dangerous supervillain in the world." And the price that The Annihilator demands to keep Kyle's secret will lead Kyle down a path fraught with danger, adventure and unexpected romance. It's a path that will force Kyle to question what it really means to be a hero and will ultimately thrust him and his young teammates into an epic conflict against vastly superior foes. *The Young Protectors: Engaging the Enemy* is a multi-chapter superhero comic with explosive action, sly comedy, tender romance and powerful drama that both women and men will enjoy.

SIGH, GONE

A MISFIT'S MEMOIR OF GREAT BOOKS, PUNK ROCK, AND THE FIGHT TO FIT IN

Flatiron Books For anyone who has ever felt like they don't belong, *Sigh, Gone* shares an irreverent, funny, and moving tale of displacement and assimilation woven together with poignant themes from beloved works of classic literature. In 1975, during the fall of Saigon, Phuc Tran immigrates to America along with his family. By sheer chance they land in Carlisle, Pennsylvania, a small town where the Trans struggle to assimilate into their new life. In this coming-of-age memoir told through the themes of great books such as *The Metamorphosis*, *The Scarlet Letter*, *The Iliad*, and more, Tran navigates the push and pull of finding and accepting himself despite the challenges of immigration, feelings of isolation, and teenage rebellion, all while attempting to meet the rigid expectations set by his immigrant parents. Appealing to fans of coming-of-age memoirs such as *Fresh Off the Boat*, *Running with Scissors*, or tales of assimilation like Viet Thanh Nguyen's *The Displaced* and *The Refugees*, *Sigh, Gone* explores one man's bewildering experiences of abuse, racism, and tragedy and reveals redemption and connection in books and punk rock. Against the hairspray-and-synthesizer backdrop of the '80s, he finds solace and kinship in the wisdom of classic literature, and in the subculture of punk rock, he finds affirmation and echoes of his disaffection. In his journey for self-discovery Tran ultimately finds refuge and inspiration in the art that shapes—and ultimately saves—him.

ARCHITECTONICS OF GAME SPACES

THE SPATIAL LOGIC OF THE VIRTUAL AND ITS MEANING FOR THE REAL

transcript Verlag What consequences does the design of the virtual yield for architecture and to what extent can the nature of architecture be used productively to turn game-worlds into sustainable places - over here, in »reality«? This pioneering collection gives an overview of contemporary developments in designing video games and of the relationships such practices have established with the design of architecture. Due to their often simulatory nature, games reveal constructions of reality while positively impacting spatial ability and allowing for alternative avenues to complex topics and processes of negotiation. Granting insight into the merging of the design of real and virtual environments, this volume offers an invaluable platform for further debate.

WATER WALTZ

Dreamspinner Press LLC *Elemental Attraction: Book One* In a land where humans are enslaved as sexual toys, angels and demons are in constant conflict with their playthings. The demon Varun works with STAR, an organization devoted to human liberty, and it's a never-ending battle. Two years ago, the angel Triste broke Varun's heart by choosing to be his butler instead of his beloved, giving Varun no explanation and no hope. However, that doesn't mean that Triste will simply sit back and watch as Varun takes the human Elden under his protection, and Triste's secret investigation will unearth terrible secrets, including the kernels of a pernicious plot. Despite appearances, Triste and Varun are still in love, and Varun may well risk everything to protect Triste and discover why the angel left him heartbroken. But a still worse danger hangs over them as they seek to calm the threat of a catastrophic war.

FISHBONES

Lulu Press, Inc In a world where the school day ends and target practice begins, Ferris walks the fine line between average teenager and criminal accomplice, facing both the challenges of youth and the grim consequences of being best friend to the youngest son of the hometown mob.

DIGITAL ENCOUNTERS

Routledge *Digital Encounters* is a cross media study of digital moving images in animation, cinema, games, and installation art. In a world increasingly marked by proliferating technologies, the way we encounter and understand these story-worlds, game spaces and art works reveals aspects of the ways in which we organize and decode the vast amount of visual material we are bombarded with each day. Working with examples from *The Incredibles*, *The Matrix*, *Tomb Raider: Legend* and Bill Viola's *Five Angels for the Millennium*, Aylish Wood considers how viewers engage with the diverse interfaces of digital effects cinema, digital games and time-based installations, and argues that technologies alter human engagement, distributing our attention across a network of images and objects.

THE VIDEO GAME THEORY READER

Routledge In the early days of Pong and Pac Man, video games appeared to be little more than an idle pastime. Today, video games make up a multi-billion dollar industry that rivals television and film. *The Video Game Theory Reader* brings together exciting new work on the many ways video games are reshaping the face of entertainment and our relationship with technology. Drawing upon examples from widely popular games ranging from *Space Invaders* to *Final Fantasy IX* and *Combat Flight Simulator 2*, the contributors discuss the relationship between video games and other media; the shift from third- to first-person games; gamers and the gaming community; and the important sociological, cultural, industrial, and economic issues that surround gaming. *The Video Game Theory Reader* is the essential introduction to a fascinating and rapidly expanding new field of media studies.

STAR WARS

OMNIBUS - INFINITIES

Titan Publishing Company "Three different tales where one thing happens differently than it did in the original Star Wars trilogy. The familiar players are launched onto new trajectories!"--Provided by publisher.

THE PALGRAVE HANDBOOK OF POSTHUMANISM IN FILM AND TELEVISION

Springer What does popular culture's relationship with cyborgs, robots, vampires and zombies tell us about being human? Insightful scholarly perspectives shine a light on how film and television evince and portray the philosophical roots, the social ramifications and the future visions of a posthumanist world.

IN THESE WORDS (YAOI MANGA)

801 Media Incorporated Asano Katsuya is a US trained psychiatrist who has been recruited by the Tokyo Police Department to provide a profile through the victims' data. Based on Asano's profile and recommendation, an elaborate plan is put into place to lure the serial killer out - a plan that bore successful results! Now, after three years and twelve victims, Shinohara Keiji is finally in police custody. Shinohara has promised a thorough confession, however, on the absolute terms that Asano has to be the one to receive it. Besides the curious request by the killer whom Asano was only familiar with on paper, disturbing nightmares begin to plague him as soon as he's given the case...

PLAYFULNESS IN SHAKESPEAREAN ADAPTATIONS

Routledge Four hundred years after William Shakespeare's death, his works continue to not only fill playhouses around the world, but also be adapted in various forms for consumption in popular culture, including in film, television, comics and graphic novels, and digital media. Drawing on theories of play and adaptation, *Playfulness in Shakespearean Adaptations* demonstrates how the practices of Shakespearean adaptations are frequently products of playful, and sometimes irreverent, engagements that allow new 'Shakespeares' to emerge, revealing Shakespeare's ongoing impact in popular culture. Significantly, this collection explores the role of play in the construction of meaning in Shakespearean adaptations—adaptations of both the works of Shakespeare, and of Shakespeare the man—and contributes to the growing scholarly interest in playfulness both past and present. The chapters in *Playfulness in Shakespearean Adaptations* engage with the diverse ways that play is used in Shakespearean adaptations on stage, screen, and page, examining how these adaptations draw out existing humour in Shakespeare's works, the ways that play is used as a pedagogical aid to help explain complex language, themes, and emotions found in Shakespeare's works, and more generally how play and playfulness can make Shakespeare 'relatable,' 'relevant,' and entertaining for successive generations of audiences and readers.

MASTERPIECES

THE BEST SCIENCE FICTION OF THE 20TH CENTURY

Penguin An anthology of science fiction tales from the past century includes both classic and contemporary works by Anne McCaffrey, Arthur C. Clarke, Ursula K. Le Guin, Robert A. Heinlein, Isaac Asimov, and other masters of the science fiction genre.

THE STAND

Anchor A monumentally devastating plague leaves only a few survivors who, while experiencing dreams of a battle between good and evil, move toward an actual confrontation as they migrate to Boulder, Colorado.

THE ESSENTIAL CAPTAIN AMERICA

Essential Series Collects tales of Steve Rogers, a.k.a. Captain America, as he uses his super strength and special shield to battle tyranny and uphold American ideals.

DATA STRUCTURES AND ALGORITHMS

OVERVIEWS :Intended for a course on Data Structures at the UG level, this title details concepts, techniques, and applications pertaining to the subject in a lucid style. Independent of any programming language, the text discusses several illustrative pr.

THE NEW MEDIA BOOK

British Film Inst What will prove to be the lasting impact of New Media on film and television? What kinds of transformations of moving image media are really already under way? The term 'new media'

has become an effective catch word both as a description of the digital delivery of media via the Internet, DVD, and digital television and as a reference to the "newness" such technologies have brought to media more generally. And yet the nature of this transformation has been over-hyped and too little understood. The New Media Book provides an accessible, critical intervention into the field of moving image studies and features 20 newly commissioned and thought-provoking essays in a format designed to be of wide use to a range of courses in digital media, film and television studies. The book is divided into five thematic sections: Technologies, Production, Texts, Consumption, and Contexts and addresses how "new media" is both embracing and altering the existing media landscape. Topics discussed include the ways in which we interact with digital television, the changing methods of production, distribution, and exhibition within the media industry, and how the histories of traditional media have influenced the development of new media. The New Media Book examines the corresponding influences that 'traditional' media and 'new' media are having upon each other as well as revisiting central, continuing issues surrounding the moving image and the contexts in which all the media operate. The collected essays present and redefine these crucially important topics providing the most systematic analysis of both change and continuity in the contemporary media landscape yet published in the field of screen studies.

A NEW HOPE: STAR WARS: EPISODE IV

Del Rey The classic adventure that started it all A long time ago in a galaxy far, far away . . . Luke Skywalker lived and worked on his uncle's farm on the remote planet of Tatooine—and he was bored beyond belief. He yearned for adventures out among the stars, adventures that would take him beyond the farthest galaxies to distant and alien worlds. But Luke gets more than he bargained for when he intercepts a cryptic message from a beautiful princess held captive by a dark and powerful warlord. Luke doesn't know who she is, but he knows he has to save her—and soon, because time is running out. Armed only with courage and with the lightsaber that had been his father's, Luke is catapulted into the middle of the most savage space war ever—and headed straight for a desperate encounter on the enemy battle station known as the Death Star. . . .

FROM CONTROVERSY TO CUTTING EDGE

A HISTORY OF THE F-111 IN AUSTRALIAN SERVICE

The F-111 is unique among the aircraft that the Royal Australian Air Force has operated throughout its history. Never before has one type had such a profound impact not only on the RAAF, but upon Australia's strategic policy outlook. From the moment it was ordered, however, the F-111 would be shrouded in controversy. Cost blow-outs, delivery delays, technical problems and an undesired poor reputation meant that the aircraft's place in the frontline of Australia's defence would be continually challenged. Despite the barbs, the aircraft survived to fly in Australia for nearly 40 years--a clear testimony to the skill and dedication of the men and women who flew, maintained and supplied it. As this amazing aircraft has now departed from service, its story can finally be told with full access to the range of official records regarding its acquisition and operation. The politics spanning fifty years of air force history, the controversies, and that media drama, have all been faithfully and unflinchingly described. Loved by the public, decried by armchair strategists, the F-111 has at last found its place in Australia's rich military history.

'TWAS A FAMOUS VICTORY

Crown

FIRE TANGO

Dreamspinner Press LLC Sequel to *Water Waltz* Elemental Attraction: Book Two Devil Fremont's unwillingness to divulge even the smallest details of his past makes building a relationship with his lover, Leandre, a struggle. Doubt and frustration tear at the couple and put their bond to the test when Fremont's secrets find him after his ten years in exile and force him home to Spezia to face serious charges. Whatever mysteries Fremont has buried, Leandre does not believe murder is one of them although his waiting fiancée is a surprise. As Fremont trusts his lover with his past, a second murder throws him deeper into the law's hands. Desperate to save Fremont, Leandre searches for the truth. But the conspiracy he uncovers goes deeper than he ever imagined. With Fremont's time running out, Leandre must act quickly to reveal the true culprit before he loses his bond mate for good.

SONIC FICTION

Bloomsbury Publishing USA Sonic fiction is everywhere: in conversations about vernacular culture, in music videos, sound art compositions and on record sleeves, in everyday encounters with sonic experiences and in every single piece of writing about sound. Where one can find sounds one will also detect bits of fiction. In 1998 music critic, DJ and video essayist Kodwo Eshun proposed this concept in his book *More Brilliant Than The Sun: Adventures in Sonic Fiction*. Originally, he did so in order to explicate the manifold connections between Afrofuturism and Techno, connecting them to Jazz, Breakbeat and Electronica. His argument, his narrations and his explorative language operations however inspired researchers, artists, and scholars since then. Sonic Fiction became a myth and a mantra, a keyword and a magical spell. This book provides a basic introduction to sonic fiction. In six chapters it explicates the inspirations for and the transformations of this concept; it explores applications and extrapolations in sound art and sonic theory, in musicology, epistemology, in critical and political theory. Sonic fiction is presented in this book as a heuristic for critique and activism.

THE KIDNAPPING OF ROAN SINCLAIR

Roan Sinclair's life is perfect, just ask anyone. Set to graduate college and bound for grad school at Georgetown, Roan's life has been all planned out for him. Except, he doesn't want it. Dedicated to his music, he dreams of a life free from his parents' expectations. Those dreams are gone the minute he's kidnapped by a group of Russians, led by the tall, dark, and broody Sasha - a man ripped straight from Roan's fantasies. Determined to make it out alive, Roan will do whatever is necessary to secure his freedom, even if that means seducing his captor. Aleksandr Vassiliev doesn't care about anything except surviving in a merciless world. Known as the Wolf of Verkhoyansk, Sasha's reputation for brutality is far-reaching and well-deserved. When a bank robbery goes wrong, he'll do whatever he can to fix it - including kidnapping the bank owner's son. Instead of complying like he should, Roan defies Sasha at every turn. Worst of all, he makes Sasha want things he can't have, things that are a death sentence for men like him. Things like Roan Sinclair. Content warning: This book contains references to alcohol/drug use, sexual assault, graphic violence, self-harm, ethnic and homosexual slurs, and a lot of profanity. Reader discretion is advised.

STUDYING FILM

Bloomsbury Academic Studying Film is an all-encompassing guide to cinema and film which explores the key concepts, terms and events that have shaped film study and criticism, all of which is illustrated by reference to classic and contemporary movies from around the world, from *The Great Train Robbery* to *Pulp Fiction* via *Un Chien Andalou* and *Cinema Paradiso*. This accessible introduction to the study of film aims to stimulate students' enjoyment and understanding of a wide range of different types of film, and to give them an awareness of the nature of cinema as a medium, as an art form, and as a social and economic institution. Contemporary film is seen in context by tracing its development from 1895 to the present, exploring film production in a variety of countries in a range of styles, and placing film next to other media.

RESPAWN

GAMERS, HACKERS, AND TECHNOGENIC LIFE

Duke University Press Books In *Respawn* Colin Milburn examines the connections between video games, hacking, and science fiction that galvanize technological activism and technological communities. Discussing a wide range of games, from *Portal* and *Final Fantasy VII* to *Super Mario Sunshine* and *Shadow of the Colossus*, Milburn illustrates how they impact the lives of gamers and non-gamers alike. They also serve as resources for critique, resistance, and insurgency, offering a space for players and hacktivist groups such as Anonymous to challenge obstinate systems and experiment with alternative futures. Providing an essential walkthrough guide to our digital culture and its high-tech controversies, Milburn shows how games and playable media spawn new modes of engagement in a computerized world.

PART & PARCEL

Nick O'Flaherty and Kelly Abbott had their happy ending in sight when a friend's call for help almost ended with them losing it to the blade of a knife. Now, in the aftermath of near-disaster, both men are trying to heal and move on. Moving on together, though, is harder than either of them realized it would be. Kelly struggles with simply being a lover instead of the Doc, while Nick is mired in his recovery. The distance between them inches along in stilted silence. Desperately seeking solace, Nick finally gathers the courage to sort through the possessions his dear friend and fellow Sidewinder teammate Elias Sanchez left him when he died. Instead of comforting memories, Nick and Kelly find a stack of letters and strict instructions from Eli that prompt them to send out a call for assistance. With Eli's letters in hand, Sidewinder sets out on one last mission together, seeking peace and absolution from beyond the grave-and from each other.

GRAVE IMPRESSIONS

Howard Graves is an aspiring detective - he's grown up with all the hard-boiled thrillers filled with secretive characters and harrowing plots - and has a few secrets of his own. But what good's an aspiring detective if he doesn't have a case? Good thing his best friend Dorothy is there to throw them headfirst into a mystery that'll be more than what it seems.

TRIPPING OVER YOU

THE BLUE BOOK

The first edition of a graphic novel that follows the two male protagonists as they start a hesitant romantic relationship - and the humor and tension that arises in day to day life when one falls for someone they feel they shouldn't.

ROPPONGI NIGHT CLINIC

YAOI NOVEL

Boys love (YAOI) novel, equivalent to a HARLEQUIN love story. Not a hard core porn. The author publishes more than 50 books of YAOI romance and she is very popular in Japan. The translator won the first

prize in "Manga Translation Battle 2012" sponsored by the Agency for Cultural Affairs of Japan. Juan, who lost his family at young age, came to Japan as a migrant worker and idles away his life aimlessly in town of Tokyo. He has a strong power of memory, but it sometimes torments himself with lingering memories. His happiness lies only in the past. One night he visited a medical office with his injured friend and met a beautiful man, Doctor Maki. Juan was fascinated by his mysterious charm and volunteered to be an interpreter for him.... A story of destined love in the night of Roppongi, Tokyo. Caution! This book belongs to the genre of Boy's love (YAOI), love stories between two boys. Please do not read if you are not familiar with the genre. Rated adult only.

UNHINGED

Adam Mulvaney lives a double life. By day, he's the spoiled youngest son of an eccentric billionaire. By night, he's an unrepentant killer, one of seven psychopaths raised to right the wrongs of a justice system that keeps failing. Noah Holt has spent years dreaming of vengeance for the death of his father, but when faced with his killer, he learns a daunting truth he can't escape. His father was a monster. Unable to ignore his own surfacing memories, Noah embarks on a quest to find the truth about his childhood with the help of an unlikely ally: the very person who murdered his father. Since their confrontation, Adam is obsessed with Noah, and he wants to help him uncover the answers he seeks, however dark they may be. The two share a mutual attraction, but, deep down, Noah knows Adam's not like other boys. Adam can't love. He wasn't born that way. But he refuses to let Noah go, and Noah's not sure he wants him to. Can Adam prove to Noah that passion, power, and protection are just as good as love? Unhinged is a fast-paced, roller coaster ride of a romance with an HEA and no cliffhangers. It features a dirty-talking, possessive psychopath and a sweet cinnamon roll of a boy with Daddy issues and a core of steel. There's gratuitous violence, very dark humor, enough steam to fog up a hundred car windows, and something a lot like love. This is book one in the Necessary Evils series. Each book follows a different couple.

ZOMBIEMANIA

80 MOVIES TO DIE FOR

Telos Pub Limited From White Zombie to Land of the Dead ... 80 zombie movies that shaped a horror subgenre and left us all with a mortal fear of flesh-eating ghouls clawing their way out of the cold, dark earth. *Zombiemanía* takes an in-depth look at one of the most popular horror film categories of all time. What is it that makes us so scared of and yet so attracted to the living dead? Why is it that shambling corpses with a taste for brains, or mindless automatons controlled by a voodoo master still retain such relentless power? Illustrated with many photographs, some published here for the first time, this is one film guide that will leave you with a restless urge to walk the night in search of living flesh.