

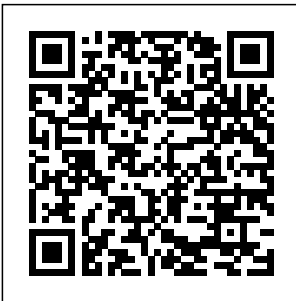
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# Eve Pvp Guide 201

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**Internet  
Spaceships Are  
Serious**

**Business** Springer a prank, not an alien encounter, when a redheaded mullah and a curvaceous nun show up at his office. But Frampton and Carly are highly advanced (if  
Science & Business Media  
NEW YORK TIMES  
BESTSELLER  
Low-level entertainment lawyer Nick Carter thinks it's

---

bumbling) extraterrestrials. The entire cosmos, they tell him, has been hopelessly hooked on American pop songs ever since "Year Zero" (1977 to us), resulting in the biggest copyright violation since the Big Bang and bankrupting the whole universe. Nick has just been tapped to clean up this mess before things get ugly. Thankfully, this unlikely galaxy-hopping hero does know a thing or two about copyright law. Now, with Carly and Frampton as his guides, Nick has forty-eight

hours to save humanity—while hoping to wow the hot girl who lives down the hall from him.

*Environmental Chemistry and Recent Pollution Control Approaches*

Tao Longevity

"As esports has grown, the need for professional legal representation has grown with it. Justin's Essential Guide to the Business & Law of Esports & Professional Video Gaming provides a great baseline and will help prevent the legal horror stories of esports in the past." Mitch Reames, AdWeek and Esports Insider

"Justin's

exploration of the business and law side of the esports sector fills a gap of knowledge that is an absolute necessity in truly understanding the esports space."

Kevin Hitt, The Esports Observer

The Essential Guide to the Business & Law of Esports & Professional Video Gaming covers everything you need to know about the past, present, and future of esports and professional video gaming. The book is written by one of the foremost attorneys and business practitioners in today's esports and professional gaming scene, Justin M. Jacobson, Esq. This guide is meant to

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provide you with an in-depth look at the business and legal matters associated with the esports world. • Includes coverage of the stakeholders in the esports business "ecosystem," including the talent, the teams, the publishers, and the event organizers. • Explores various legal fields involved with esports, including intellectual property, employment and player unions, business investments and tax "write-offs," immigration and visas, event operation tips, social media and on-stream promotions, and much more. •

The most current book on the market, with actual contract provisions modeled on existing major esports player, coach, shoutcaster, and sponsorship agreements. About the Author Justin M. Jacobson, Esq. is an entertainment and esports attorney located in New York City. For the last decade, he has worked with professional athletes, musicians, producers, DJs, record labels, fashion designers, as well as professional gamers, streamers, coaches, on-air talent, and esports organizations. He assists these creative individuals with their contract,

copyright, trademark, immigration, tax, and related business, marketing, and legal issues. He is a frequent contributor to many industry publications and has been featured on a variety of entertainment, music, and esports publications and podcasts, including Business Insider, The Esports Observer, Esports Insider, Tunecore, and Sport Techie. Justin has positioned himself as a top esports business professional working with talent in a variety of franchise leagues including the Overwatch League, Overwatch

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Contenders, and Call of Duty Pro League as well as in many popular competitive titles such as Fortnite, CS:GO, Gears of War, Halo, Super Smash Brothers, Rainbow 6, PUBG, Madden, and FIFA and mobile games such as Brawlhalla, Clash of Clans, and Call of Duty mobile. Previously, he worked with various esports talent agencies as well as in an official capacity on behalf of several esports teams and brands.

*Cumulated Index Medicus*  
Springer

In this collection of CUDES 2017, wide spectrum of topics that

occupy primary place in the current debates of International Relations and Law were addressed by the papers presented at the Current Debates in Social Sciences Conference which was held in Istanbul, on December 14-16, 2017. The purpose of this conference was to provide a forum for scholars, researchers and students to foster discussion and expand understanding on the current themes of Social Sciences. In

parallel to changing and multiplying dynamics of world politics, papers reflect diversity of issues in International Relations and Law including: the impacts of the Syrian Refugee Crisis on EU-Turkey relations, lone wolf terrorism, energy security, Russia's domestic factors in its foreign policy, foreign policy of Iran and Russia in the Middle East, Mirziyoyev's first year in presidency, Turkish foreign aid under the Justice and

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Development participation  
Party, the in acquired  
place of civil property in  
aviation in Turkey,  
Turkish foreign legitimacy of  
policy as a censorship in  
soft power the West from  
instrument, the the perspective  
Kosovo of human  
intervention in rights,  
the context of intellectual  
UN's human property  
security protection for  
discourse, UN plant  
and gender innovation,  
issues, legal framework  
mediation in of 'autonomy in  
international modern liberal  
law and Turkey, eugenics', the  
the development impact of the  
of good new  
corporate technologies on  
governance in the law.  
Turkey, Index-catalogue  
Ombudsman of the Library of  
institution in the Surgeon-  
Turkey, the General's Office  
status of ...: vol. 21; ser.  
surviving 3, additional  
spouse in terms lists; ser. 4,  
of law of vols. 10 and  
succession and 11]. 1880-1895  
the regime of

**New Riders**  
This practical  
and timely book  
provides  
comprehensive,  
state-of-the-art  
guidance on how  
primary care  
clinicians can  
best care for  
patients with  
substance use  
disorders. The  
book covers the  
major drugs of  
abuse, as well  
as the more  
recent ones,  
detailing the  
biology of  
various  
addictions and  
all dimensions  
of clinical  
diagnosis and  
management. It  
is organized in  
four parts: (1)  
The Basics, (2)  
Psychoactive

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Substance Dependencies, (3) Diagnosis, Treatment, Recovery, Relapse, and the Family, and (4) Special Groups. Part I, The Basics, consists of an overview, the various definitions of substance dependence, and the pharmacology of addictive substances. Chapter 1, Overview, is an introductory chapter that covers material common to the entire field of substance dependence. Chapter 2 covers the

various definitions of substance dependence, and Chapter 3 reviews the pharmacology of addictive substances. Part II, Psychoactive Substance Dependencies, explains the various drug dependencies—alcohol dependence, sedative-hypnotic dependence, opioid dependence, stimulant dependence, nicotine dependence, cannabis dependence, dissociative dependence, inhalant dependence,

hallucinogen dependence, and anabolic steroid dependence. Part III addresses diagnosis, treatment, recovery, relapse, and the family. Part IV, Special Groups, discusses substance dependence in women, adolescents, the elderly, ethnic minority groups, co-occurring disorders, LGBT patients, HIV positive patients, and the impaired physician. In addition to primary care physicians, Substance Use Disorders: A

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Guide for the Primary Care Provider will serve as an invaluable resource to primary care nurse practitioners and physician assistants, as well as medical students, primary care residents, emergency medicine physicians, ASAM and APA certified addictionists and those studying for certification in those specialties, psychiatrists, psychologists, and alcohol/drug counselors. The Technological

Society Taylor & Francis  
This volume critically analyses the multiple lives of the ' gamer ' in India. It explores the ' everyday ' of the gaming life from the player's perspective, to not just understand how the games are consumed but also analyses how the gamer influences the products ' many (virtual) lives. Using an intensive ethnographic approach and in-depth interviews, this volume, Situates the practice of gaming under a broader umbrella of digital

leisure activities and foregrounds the proliferation of gaming as a new media form and cultural artifact; Critically questions the term ' gamer ' , and the many debates surrounding the gamer tag, to expand on how the gaming identity is constructed and expressed; Details participants ' gaming habits, practices and contexts from a cultural perspective and analyses the participants ' responses to emerging industry trends, reflections on playing practices and their

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relationships to friends, communities and networks in gaming-spaces; Examines the offline and online spaces of gaming as sites of contestation between developers of games and the players. A holistic study, covering one of the largest video game bases in the world, this volume will be of great interest to scholars and researchers of cultural studies, media and communication studies, science and technology studies, as well as be of great appeal to the general reader. Index-catalogue of the

Library of the Surgeon-General's Office, United States Army Official Overstreet Comic Book Price Guide  
EVE Online is a socially complex, science-fiction-themed universe simulation and massively multiplayer online game (MMOG) first released in 2003. Notorious for its colossal battles and ruthless player culture, it has hundreds of thousands of players today. In this fascinating book, scholars, players, and EVE 's developer (CCP Games) examine the intricate world of EVEOnline-- providing authentic accounts of lived experience within a game with more than a decade of history and millions of " real "

dollars behind it. Internet Spaceships Are Serious Business features contributions from outstanding EVE Online players, such as The Mittani, an infamous member of the game ' s community, as well as academics from around the globe. They cover a wide range of subjects: the game ' s technicalities and its difficulty; its projection of humanity ' s future in space; the configuration of its unique, single-server game world; the global nature of warfare in its " nullsec " territory (and how EVE players have formed a global concept of time); stereotypes of Russian players; espionage play; in-game memorials to Vile Rat (aka U.S. State Department official Sean Smith, murdered



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in the 2012 Benghazi attack); its gendered playing experience; and CCP Games' relationship with players; and its history and legacy. Internet Spaceships Are Serious Business is a must for EVE Online players interested in a broad perspective on their all-consuming game. It is also accessible to scholars, game designers seeking to understand and replicate the successful aspects unique to EVE Online, and even those who have never played this notoriously complex game. Contributors: William Sims Bainbridge, National Science Foundation; Chribba; Jędrzej Czarnota; Kjartan Pierre Emilsson; Dan Erdman; Rebecca Fraimow; Martin R. Gibbs, U of

Melbourne; Catherine Goodfellow; Kathryn Gronsbell; Keith Harrison; Kristin MacDonough; Mantou (Zhang Yuzhou); Oskar Milik; The Mittani (Alexander Gianturco); Joji Mori; Richard Page; Christopher Paul, Seattle U; Erica Titkemeyer, U of North Carolina at Chapel Hill; Nick Webber, Birmingham City U. Gaming Culture(s) in India International Monetary Fund Universal basic income. A 15-hour workweek. Open borders. Does it sound too good to be true? One of Europe's leading young thinkers

shows how we can build an ideal world today. "A more politically radical Malcolm Gladwell." --New York Times After working all day at jobs we often dislike, we buy things we don't need. Rutger Bregman, a Dutch historian, reminds us it needn't be this way-and in some places it isn't. Rutger Bregman's TED Talk about universal basic income seemed impossibly radical when he delivered it in 2014. A quarter of a million views later, the subject of that video is being seriously considered by

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leading economists and government leaders the world over. It's just one of the many utopian ideas that Bregman proves is possible today. Utopia for Realists is one of those rare books that takes you by surprise and challenges what you think can happen. From a Canadian city that once completely eradicated poverty, to Richard Nixon's near implementation of a basic income for millions of Americans, Bregman takes us on a journey through history, and beyond the

traditional left-right divides, as he champions ideas whose time have come. Every progressive milestone of civilization-from the end of slavery to the beginning of democracy-was once considered a utopian fantasy. Bregman's book, both challenging and bracing, demonstrates that new utopian ideas, like the elimination of poverty and the creation of the fifteen-hour workweek, can become a reality in our lifetime. Being unrealistic and unreasonable can in fact make the

impossible inevitable, and it is the only way to build the ideal world. The Russian Way of War U of Minnesota Press Official Overstreet Comic Book Price GuideHouse of Collectibles Crude Existence Del Rey Banks represent a sizable share of the financial sector in Thailand, but other deposit-taking institutions and NBFIs have grown significantly in the last decade. While assets of banks represented 46 percent of total financial assets at end-2018, the government-owned

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SFIs and TCCs now play a key role in providing credit to households. Assets of the insurance and mutual fund sectors have doubled as a share of GDP over the last decade, and capital markets are largely on par with regional peers. Financial vulnerabilities appear to be contained, but household indebtedness is relatively high and there are signs of weaknesses in some corporates and SMEs. Weaker-than-expected growth in China and advanced economies, sharp rise in risk premia, and entrenched low inflation would adversely impact the financial system.

Despite these risks, the banking sector is resilient to severe shocks. Stress tests results and sensitivity analysis indicate that the largest banks can withstand a shock broadly as severe as the Asian financial crisis. While data is limited, deposit-taking SFIs appear to be vulnerable to asset concentration and interest rate risk. Systemic and contagion risks stemming from interlinkages across banks and nonbanks are limited. Risk analysis could benefit from data improvements, including on liquidity and SFIs, and from the development of tools to assess

concentration risk at an entity level. Daily Graphs BoD – Books on Demand The use of membranes is increasing throughout industry, and particularly the water industry. The municipal water industry, which is concerned with the provision of clean drinking water to the population, is a big user and developer of membrane technology which helps it to provide water free of pathogens, chemicals, odours and unwanted tastes. Municipal authorities also have to process sewage and waste water, and membranes are used extensively in these processes. The MBR Book covers all important aspects of Membrane BioReactors in water

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and waste water treatment, from the fundamentals of the processes via design principles to MBR technologies. Industrial case studies help interpret actual results and give pointers for best practice. Useful appendices provide data on commercial membranes and international membrane organisations. \* Major growth area in the water industries \* Internationally-known author \* Principles and practice, backed by case studies

**Community Health Care Nursing New Riders**

In recent years, there have been significant advances in the techniques of

sampling and analysis, which has allowed the more accurate recording of environmental levels of many substances present in the environment. At the same time, processes for the remediation of contaminated matrices have evolved, through the application and/or combination of biological, physical, and chemical procedures. The purpose of this book is to present new studies aimed at determining levels of environmental pollution in various parts of the world.

It also shows new alternatives for the remediation of contaminated matrices.

Sustainable Waste Management: Policies and Case Studies MIT Press

Review of previous edition: "An extremely popular and valuable resource to students, practitioners and managers in community health care nursing." *Journal of Advanced Nursing Community Health Care Nursing* has become established as an essential source of reference for all those

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working in the primary care and community health care domain. The Fourth Edition of this successful text focuses on new emergent agendas which affect primary care and public health education and service delivery/improvement. Comprehensive and accessible, this well established text draws on a wide range of subject experts all aiming for excellence in service delivery, to produce a resource that addresses the key aspects of community health delivery reflecting the reality of the

new community/primary care agenda in the United Kingdom. Integrated throughout the book are themes relevant to contemporary community healthcare nursing, including Self Managed Care/Managed Care Pathways, Long Term Conditions, Palliative care and End of Life Care, Urgent and Unscheduled Care, Offender Care, and Continuing/Intermediate Care. The result is a book which focuses on new opportunities for contemporary

practice, service delivery and improvement and education response within the context of the modernised primary and public healthcare service  
Key features: New edition of a well-established and successful text  
Written by experts in the field  
Examines competencies in practice  
Includes evidence-based guidelines and integrates national service framework requirements  
Includes new chapters on Advanced Nursing Practice and competence assessment,

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modernised primary showing how  
healthcare technology—which  
workforce and began innocuously  
workforce change, enough as a servant  
Commissioning, of humankind—thr  
and user and public eatens to overthrow  
engagement humanity itself in its  
Virtual Justice ongoing creation of  
Univ of California an environment  
Press that meets its own  
As insightful and ends. No  
wise today as it was conversation about  
when originally the dangers of  
published in 1954, technology and its  
Jacques Ellul's The unavoidable effects  
Technological on society can  
Society has begin without a  
become a classic in careful reading of  
its field, laying the this book. "A  
groundwork for all magnificent book .  
other studies of . He goes through  
technology and one human activity  
society that have after another and  
followed. Ellul shows how it has  
offers a penetrating been technicized,  
analysis of our rendered efficient,  
technological and diminished in  
civilization, the process. " —H

arper's " One of the  
most important  
books of the second  
half of the twentieth-  
century. In it,  
Jacques Ellul  
convincingly  
demonstrates that  
technology, which  
we continue to  
conceptualize as the  
servant of man, will  
overthrow  
everything that  
prevents the  
internal logic of its  
development,  
including humanity  
itself—unless we  
take necessary steps  
to move human  
society out of the  
environment that  
'technique' is  
creating to meet its  
own  
needs. " —The  
Nation " A

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half of the twentieth-  
century. In it,  
Jacques Ellul  
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technology, which  
we continue to  
conceptualize as the  
servant of man, will  
overthrow  
everything that  
prevents the  
internal logic of its  
development,  
including humanity  
itself—unless we  
take necessary steps  
to move human  
society out of the  
environment that  
'technique' is  
creating to meet its  
own  
needs. " —The  
Nation " A

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description of the way in which technology has become completely autonomous and is in the process of taking over the traditional values of every society without exception, subverting and suppressing these values to produce at last a monolithic world culture in which all non-technological difference and variety are mere appearance. ” —Los Angeles Free Press

The MBR Book Lulu.com

Essays discuss the terminology, etymology, and history of key terms, offering a

foundation for critical studies, arranged as in historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to “ debug ” the flawed historiography of video games. It offers original essays on key concepts in game

studies, arranged as in a lexicon—from “ Amusement Arcade ” to “ Embodiment ” and “ Game Art ” to “ Simulation ” and “ World Building. ” Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical “ takes ” on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development

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of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history.

Contributors  
Marcelo Aranda,  
Brooke Belisle,  
Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P.

Dyson, Kate  
Edwards, Mary  
Flanagan, Jacob  
Gaboury, William  
Gibbons, Raiford  
Guins, Erkki  
Huhtamo, Don Ihde,  
Jon Ippolito,  
Katherine Isbister,  
Mikael Jakobsson,  
Steven E. Jones,  
Jesper Juul, Eric  
Kaltman, Matthew  
G. Kirschenbaum,  
Carly A. Kocurek,  
Peter Krapp, Patrick  
LeMieux, Henry  
Lowood, Esther  
MacCallum-Stewart,  
Ken S. McAllister,  
Nick Monfort, David  
Myers, James  
Newman, Jenna Ng,  
Michael Nitsche,  
Laine Nooney,  
Hector Postigo, Jas  
Purewal, René H.  
Reynolds, Judd  
Ethan Ruggill, Marie-  
Laure Ryan, Katie

Salen Tekinba ,  
Anastasia Salter,  
Mark Sample, Bobby  
Schweizer, John  
Sharp, Miguel Sicart,  
Rebecca Elisabeth  
Skinner, Melanie  
Swalwell, David  
Thomas, Samuel  
Tobin, Emma  
Witkowski, Mark  
J.P. Wolf

Coral Reef Ascidiars  
of New Caledonia  
CRC Press

The book presents  
high-quality research  
papers from the  
Seventh International  
Conference on Solid  
Waste Management  
(IconSWM 2017),  
held at Professor  
Jayashankar  
Telangana State  
Agricultural  
University,  
Hyderabad on  
December 15 – 17,  
2017. The conference,  
an official side event of  
the high-level



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Intergovernmental Eighth Regional 3R Forum in Asia and the Pacific, aimed to generate scientific inputs into the policy consultation of the Forum co-organized by the UNCRD/UNDESA, MoEFCC India, MOUD India and MOEJ, Japan. Presenting research on solid waste management from more than 30 countries, the book is divided into three volumes and addresses various issues related to innovation and implementation in sustainable waste management, segregation, collection, transportation of waste, treatment technology, policy and strategies, energy recovery, life cycle analysis, climate change, research and

business opportunities. *Color Atlas of Pharmacology House of Collectibles* Tens of millions of people today are living part of their life in a virtual world. In places like *World of Warcraft*, *Second Life*, and *Free Realms*, people are making friends, building communities, creating art, and making real money. Business is booming on the virtual frontier, as billions of dollars are paid in exchange for pixels on screens. But sometimes things go wrong. Virtual

criminals defraud online communities in pursuit of real-world profits. People feel cheated when their avatars lose virtual property to wrongdoers. Increasingly, they turn to legal systems for solutions. But when your avatar has been robbed, what law is there to assist you? In *Virtual Justice*, Greg Lastowka illustrates the real legal dilemmas posed by virtual worlds. Presenting the most recent lawsuits and controversies, he explains how governments are responding to the

---

chaos on the cyberspace frontier. After an engaging overview of the history and business models of today's virtual worlds, he explores how laws of property, jurisdiction, crime, and copyright are being adapted to pave the path of virtual law. Virtual worlds are becoming more important to society with each passing year. This pioneering study will be an invaluable guide to scholars of online communities for years to come. The Essential Guide to the Business & Law of

Esports & Professional Video Gaming John Wiley & Sons  
BradyGames' World of Warcraft Official Strategy Guide includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

Books in Print Supplement  
Routledge  
PRINTED IN COLOR - The Russian Way of War - Force Structure, Tactics, and Modernization of the Russian Ground Forces Published by the U.S. Army Training and Doctrine Command  
G2's Foreign Military Studies  
Once in 2016, this book picks up where the FM 100-2 series left off and discusses Russian military structure, capabilities, and future development. Includes July 2019 BONUS materials on the following:  
\*1K17 Szhatie (1 17 )

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Russian "Stiletto" Laser Tank \*Combat Laser System (Peresvet) Russian Laser Cannon \*T-14 Armata Main Battle Tank \*T-15 Heavy Infantry Combat Vehicle \*Kurganets-25 Light Tracked Armored Vehicle \*2S35 Koalitsiya-SV 152-mm Self-Propelled Howitzer \*VPK-7829 Bumerang Modular Infantry Wheeled Fighting Vehicle

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Building Innovation Capabilities for Sustainable Industrialisation Macmillan

After decades of civil war and instability, the African country of Angola is experiencing a spectacular economic boom

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thanks to its most  
valuable natural  
resource: oil.  
Focusing on the  
everyday realities of  
people living in the  
extraction zones,  
Reed explores the  
exclusion,  
degradation, and  
violence that are the  
fruits of  
petrocapi-talism in  
Angola.

Utopia for Realists

Vintage

"Collection of  
incunabula and early  
medical prints in the  
library of the Surgeon-  
general's office, U.S.  
Army": Ser. 3, v. 10, p.  
1415-1436.