

Homestuck Ebook Andrew Hussie

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Homestuck, Book 5: Act 5 Act 2 Part 1 VIZ Media LLC

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Android Development* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Head First Android Development Open Humanities Press

Presents fantasy stories written by Internet authors that explore how people, cultures, and societies are affected by the predictions of the Machine, an object that provides short yet vague phrases about how a person will die.

Battle Born Routledge

A young man stands in his bedroom. It just so happens that he 's about to embark on an adventure involving birthday cakes, magic chests, hammers, arms (detachable and otherwise), harlequins, imps, eccentric architecture, movable home furnishings, bunnies, and a video game that will destroy the world. -- VIZ Media

World of Warcraft Chronicle Volume 2 Harper Collins

A new era of Firefly starts here, as the secret history of the Unification War is revealed at last! From Joss Whedon (*Buffy the Vampire Slayer*, *Avengers*) comes a new era of Firefly, as the definitive story of the Unification War is told at last! Captain Malcolm Reynolds thought he could outrun his past, but when a simple heist goes wrong, he 's forced to confront it. With the fabled Traitor of Serenity Valley in his sights, Mal 's quest for revenge will put him at odds with his own crew, forcing him to make a choice: fix the past or fight for the future. Along with Whedon, writer Greg Pak (*Mech Cadet Yu*, *Totally Awesome Hulk*, *Weapon X*) and artist Dan McDaid (*Judge Dredd: Mega City Zero*) take you back to the battleground where it all began...and reveal a secret history that might end it all.

Empress Theresa Little, Brown

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular *World of Warcraft Chronicle* series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this striking tome is sure to please all fans--casual and collector alike.

Lost at Sea Random House

So what is evil? What makes a person a "villain?" Is it intent to harm...or is it something deeper than that? Each one of the thirteen authors in this amazing collection has taken a completely different approach to answering this question. They have gone above and beyond expressing the idea of evil and supervillainy. They get to the bottom of why villains are the way they are, and what they hope to gain from it. These are dangerous women wielding Absolute Power... and they'll be glad to let you know exactly why you should fear them.

Dril Official Mr. Ten Years Anniversary Collection Penguin

Wonder Woman! Hunks! Great men and women of history! Step aside - Kate Beaton is coming for you. The author of the smash hit *Hark! A Vagrant* returns with all-new sidesplitting comics that showcase her irreverent love of history, pop culture and literature. Collected from her wildly popular website, readers will guffaw over 'Strong Female Characters', the wicked yet chivalrous Black Prince, 'Straw Feminists in the Closet' and a disgruntled Heathcliff. Delight in what the internet has long known - Beaton's humour is as sharp and dangerous as a velocipedestrienne, so watch out!

The Child's Creation of a Pictorial World Dynamite Entertainment

[SALES TO DATE: 1,144] "Staying alive for me is like surviving a train wreck" ?? says nineteen year old Theresa in chapter 22..... "This is the most stupid thing ever done. ? I'm glad I won't be here to see what happens" says eighteen year old Theresa in chapter 4 when she thinks the U.S. government will execute her in a few minutes.....The intellect and the emotions are in constant struggle ? for control of the person. In Theresa's case, the intellect wins. ? (IT'S INTERESTING THAT OUT OF THE FIRST -*NINETY-FIVE*- ..YES 95 !!!.., ONE-STAR REVIEWERS, ONLY -*ELEVEN*- ACTUALLY READ THE BOOK

AS INDICATED BY AMAZON'S ' Verified Purchase' FLAG. WHY ARE THEY HERE?
READ ON.).....Theresa is a star baseball pitcher in high school.
Internet trolls viciously attack her on the internet. A teacher tells
Theresa why they do that, and she understands..... "I saw why
the trolls were angry. They knew they couldn't go where I was going.
I'd have a good life. They wouldn't.".....If I had intended to
write a story that the internet trolls would hate, I couldn't have
done better than Empress Theresa. It's a natural internet troll
target.....How many stories can make you feel good? Can you
think of any? Add Empress Theresa to the list.....In
chapter 1, ten year old Theresa admits she doesn't have a clue about
anything, but nine years later she confidently says, "I can do
anything". "How did I come so far?" she asks herself, and considers a
list of influences on her life. She had good parents and family
support, she had natural gifts of beauty and intelligence, she has a
good, loyal husband, but the most important influence are her own
actions. ... "I'm very simple. I follow my conscience. I am what I
do."What's in Empress Theresa?..... Violence, shootings,
bombings? No. Foul language? No. Car chases? No. Sex scenes? No.
Marital infidelity? No. Suicide? No. Drugs, alcohol? No. Mystery,
crime? No.Mysterious events? Yes. "Impossible problems"
solved? Yes. Stupid, greedy adversaries? Yes. Teenage ingenuity? Yes.
Love and friendship? Yes. Pet chipmunks? Yes. Courage? Yes. Heroism?
Yes. Fame and fortune? Yes. U.S. President, British Prime Minister,
Israeli Prime Minister? Yes. Global crises? Yes. Political situations?
Yes. Philosophical remarks? Yes. Heartwarming scenes? Yes.....Can a
teenage girl be trusted with limitless power? We'll see.....Of
what is Theresa the empress? She's empress of her internal self,
described by Henry David Thoreau as 'a realm besides which the empire
of the Czar is a petty state', a land too vast to be explored in a
lifetime. Theresa rules her inner self....A teenage Catholic girl
from Massachusetts acquires limitless power over the whole
world...What will she do with it?...What would you do with it?...On
page two, Theresa sums up the human situation in a single sentence:
"We're lost in this confusing world unless we follow the directions of
its Maker." Theresa figures it all out and changes the world. ??? ??

Scott Pilgrim Vs. the Universe VIZ Media LLC

Details the adventures of Whistles, a clown in the Starlight Calliope
circus, who retains his innocence and optimism even as he is forced to
flee after being exposed to the corrupt underworld of the circus.

Dan and Phil Go Outside VIZ Media LLC

When little, twelve-year-old Molly arrives at Castle Hangnail to fill
the vacancy for a wicked witch, the minions who dwell there have no
choice but to give her the job and at first it seems she will be able
to keep the castle open, but Molly has quite a few secrets that could

cause trouble.

Comics and Videogames NineStar Press

After returning home from an unpopular war, Jun becomes an outsider in
an indifferent world. Alone, desperate, and suffering from wounds both
mental and physical, she seeks relief in the illicit drugs she manages
to purchase or steal. Jun's tough exterior served her well in combat,
but she'll need to nurture her vulnerability and humanity to survive
at home. With the support of her fellow vets, the kindness of a
stranger who refuses to turn away, and the companionship of a dog
named Red, Jun learns to navigate the psychological trauma that she
experienced in the war. Singelin's PTSD is an adult fiction graphic
novel that grapples with the reality of being a war veteran about a
traumatized war vet who must fend for herself against all odds.

Sea Lover A&C Black

"A black tide of perversity, violence, and lush writing. I loved
it." -Joe Hill Debut author Jennifer Giesbrecht paints a darkly
compelling fantasy of revenge in *The Monster of Elendhaven*, a
dark fantasy about murder, a monster, and the magician who loves
both. The city of Elendhaven sulks on the edge of the ocean.
Wracked by plague, abandoned by the South, stripped of industry
and left to die. But not everything dies so easily. A thing
without a name stalks the city, a thing shaped like a man, with a
dark heart and long pale fingers yearning to wrap around throats.
A monster who cannot die. His frail master sends him out on
errands, twisting him with magic, crafting a plan too cruel to
cunning. These monsters of Elendhaven will have their revenge on
everyone who wronged the city, even if they have to burn the
world to do it. At the Publisher's request, this title is being
sold without Digital Rights Management Software (DRM) applied.

Homestuck, Book 4: Act 5 Act 1 BOOM! Studios

The gods are dead, the New World Order is up and running, and trans-
dimensional portals are interrupting morning commutes. Welcome to the city
of Polis. *Revenant World* is a tabletop role-playing game where you and a
group of friends will take on the roles of Vagabonds-- rebellious
adolescents from Polis just doing their best to navigate the treacherous
halls of high school as well as the alien worlds of the Microcosmic Plane.
Boasting a robust, fast-paced combat system, freeform crafting mechanics,
and a unique two-part Class and magic system that gives rise to 1,920
unique abilities, *Revenant World* is your portal to a vibrant science
fantasy world filled with undead gods, uptight law enforcement, fearsome
monsters, and teen angst in outer space. What could go wrong? *Revenant
World* uses a conflict-resolution system inspired by the *Powered by the
Apocalypse* family of games, where players roll all the dice and the GM
makes reactionary moves, keeping the flow of gameplay fast-paced and

dynamic. Players have lots of control over how to make their character, with 8 races, 10 Jobs (Fighter, Thief, Witch, etc.) and 12 Arcana (Heat, Storm, Soul, etc.). Jobs and Arcana combine to make 48 unique character Classes, each with their own list of magical abilities that allow them to shape the world in unpredictable ways by combining a magical effect from your Job with an elemental supply from your Arcana. Leveling up offers a lot of freedom as well. When you've earned the requisite XP, you can choose to spend it on an upgrade to health or stamina, or on a new ability of your choice. You can also save XP to use during gameplay for a variety of effects. Players also have access to the open-ended Synthesis mechanic, a crafting system that allows them to fuse mundane objects into useful tools and weapons, prioritizing the combat Manuevers they want to favor. Do you want to be better at hitting one enemy really hard, or hitting all the enemies at once? Grappling or disarming? Dodging or blocking? Whatever skills you prioritize when crafting your gear, the GM will choose which other skills you have to sacrifice in return. To play, you'll need this manual, 3-5 people, a set of polyhedral dice, some pencils, and a set of playbooks, which can be found on Twitter @RevenantWorld and on Reddit at r/RevenantWorld and downloaded for free. The 227 page manual contains rules and tips for players and GMs, dozens of full-color illustrations, and 2 sample scenarios to get you started.

Step Aside, Pops Top Shelf Productions

Teito Klein is a former slave of a fallen kingdom recruited into the Barsburg Empire's military academy due to his ability to use Zaiphon: a prized and rare power. His background and his amnesia have made him an outcast despite his talent, save for his one and only friend and confidant, Mikage. With Teito's recurring dreams becoming more vivid by the day, his suppressed memories are slowly starting to unravel the life he has known.

Machine of Death Machines of Death LLC

Homestuck, Book 1: Act 1 & Act 2 VIZ Media LLC

07-Ghost Oni Press

Raleigh doesn't have a soul. A cat stole it - at least that's what she tells people - at least that's what she would tell people if she told people anything. But that would mean talking to people, and the mere thought of social interaction is terrifying. How did such a shy teenage girl end up in a car with three of her hooligan classmates on a cross-country road trip? Being forced to interact with kids her own age is a new and alarming proposition for Raleigh, but maybe it's just what she needs - or maybe it can help her find what she needs - or maybe it can help her to realize that what she needs has been with her all along. This special hardcover edition of Bryan Lee O'Malley's classic coming-of-age graphic novel includes previously uncollected shorts and extra bonus material.

Neon Genesis Evangelion 3-in-1 Edition Homestuck, Book 1: Act 1 & Act 2 Offers undergraduate students with an understanding of the comics medium and its communication potential. This book deals with comic books and graphic novels. It focuses on comic books because in their longer form they have the potential for complexity of expression.

White Sand Dark Horse Comics

Ian is happy with his life in a remote Canadian fishing town, where he has only the sea and his fishing crew for company. People say being alone is terrible, but he's never had any problems with it. Then his peaceful life is thrown into upheaval when he finds an injured merman washed up on the shore. With no idea what else to do, Ian takes the merman home and nurses him back to health. But as he helps S'mika heal, a bond begins to form, and Ian starts to wonder if maybe there is more to life than being alone...

Absolute Power Turtleback Books

With superstrength and invulnerability, Alison Green used to be one of the most powerful superheroes around. Fighting crime with other teenagers under the alter ego Mega Girl was fun until an encounter with Menace, her mind reading arch enemy. He showed her evidence of a sinister conspiracy, and suddenly battling giant robots didn't seem so important. Now Alison is going to college and trying to find ways to help the world while still getting to class on time. It's impossible to escape the past, however, and everyone has their own idea of what it means to be a hero. Strong Female Protagonist has been published online since 2012, where it attracted a large fan base, and earned positive reviews on sites such as io9, ComicsAlliance, The Beat, and ThinkProgress. After a successful Kickstarter, Brennan and Molly now bring their series to print, with a book collecting the first four chapters and bonus material, self-published by the authors and distributed by Top Shelf.

Castle Hangnail Slave Labor Graphics

From the bestselling author of The White Donkey, a heartbreaking and visceral graphic novel set against the stark beauty of Afghanistan's mountain villages that examines prejudice and the military remnants of colonialism. In this hotly anticipated new work from Maximilian Uriarte, creator of the popular Terminal Lance comics and The White Donkey, tells a "thrillingly cinematic" (Publishers Weekly) story of the personal cost of war and the power of human connection. Lapis Lazuli is a rich blue semiprecious gemstone found deep in the Sar-i-sang mountains of Afghanistan's Badakhshan province. For thousands of years it has sustained the nearby mining villages, whose inhabitants lived peacefully in the mountainous landscape--until the Taliban, known in the region as the Horsemen, came to seek the riches stored deep beneath the earth. Taliban rule has turned the stone into a conflict mineral, as they steal and sell it for their own gain. At the behest of the fledgling Afghan government, seeking to wrest back control of the province, United States Marines are sent into the mountains. A platoon led by their eager and naive commander, First Lieutenant Roberts, and a stoic, fierce squad leader, Sergeant King, must overcome barriers of language and culture in this remote region to win

the locals' trust, and their freedom from Taliban rule. Along the way, they must also wrestle with their demons--and face unimaginably difficult choices. A sweeping yet intimate story about brutality, kindness, and the remnants of colonialism, *Battle Born: Lapis Lazuli* is an epic saga from the voice of a new generation of military veterans.