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# Ign Gift Guide 201

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## **The Washington Post Image Comics**

"An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere

toys into meaningful, artistic experiences"--

## The Mystic Arts of Erasing All Signs of Death

Chronicle Books

The "Lost Encyclopedia" is a comprehensive guide to the characters, items, locations, plot lines, relationships, and mythologies from all six seasons of the landmark series. Includes a Foreword by executive producers Damon Lindelof and Carlton Cuse.

Juggernaut Birkh ä user

See how the story of Jamie

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Frasier and Claire Beauchamp Randall comes to life on the screen with this official, photo-filled companion to the third and fourth seasons of the hit Starz television series based on Diana Gabaldon's bestselling Outlander novels. From its very first episode, the Outlander TV series transported its viewers back in time, taking us inside the world of Diana Gabaldon's beloved series. From the Scottish Highlands, to the courts of Versailles, to the shores of America, Jamie and Claire's epic adventure is captured in gorgeous detail. Now, travel even deeper into the world of Outlander with this must-have insider guide from New York Times bestselling author and television critic Tara Bennett. Picking up where *The Making of Outlander: Seasons One & Two* left off, this lavishly illustrated collectors' item covers seasons three and four, bringing readers behind the scenes and straight onto the set of the show. You'll find exclusive interviews with cast members, including detailed conversations with Caitriona Balfe and Sam Heughan (on-screen couple and real-life friends), as well as the writers, producers, musicians, costume designers, set decorators, technicians, and more whose hard work and cinematic magic brings the world of Outlander to life on the screen. Every page features gorgeous photographs of the cast, costumes, and set design, including both official cast photography and never-before-seen candid photos from on set. *The Making of Outlander: Seasons Three & Four* is the perfect gift for the Sassenach in your life—and the only way to survive a Droughtlander!

**How the Irish Became White** Delacorte

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Press

In 1938, Vienna lost its best and most creative minds. This rupture was manifested in all of the arts and sciences and its mark is felt to this day - not least in the field of furniture design. With inexhaustible creativity the Jewish furniture designers who were forced to flee Vienna continued to work while in exile. They taught at the best universities and spread their ideas and vision throughout the entire world. Their creations became classics of twentieth-century furniture design, the epitome of mid-

century modern style.

This book honors the memory of the exiled designers with a thorough overview of their work. It details their life stories and their visionary designs, which remain as relevant and contemporary as ever, and brings to light new aspects of the history of Viennese furniture design.

**The Illustrated London News  
Marvel**

"Of the Nature of Things" is a first-century BCE didactic poem by the Roman poet and philosopher Lucretius to explain Epicurean philosophy to a Roman audience. In this work, T. Lucretius Carus presents the view that the world can be described by the function of material forces and natural laws. So, one should not fear the gods or death.

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## Yankee Currency

Cook up more than ninety recipes inspired by the heroes of Blizzard Entertainment 's hit game with *Overwatch: The Official Cookbook*. Based on Blizzard Entertainment 's global phenomenon *Overwatch*, this official cookbook is packed with scores of authentic recipes inspired by the game 's diverse heroes hailing from all corners of the universe. Building from the game 's compelling narrative and variety of characters, this cookbook features international food and drink recipes from each hero 's homeland. Each recipe includes straightforward step-by-step instructions, mouthwatering full-color photos, pairing suggestions, and more.

*Overwatch: The Official Cookbook* is the ultimate compendium of *Overwatch* delicacies and is sure to satisfy even the hungriest gamer with fun and delicious recipes.

## Logo Design Workbook Insight Editions

*Logo Design Workbook* focuses on creating powerful

logo designs and answers the question, "What makes a logo work?" In the first half of this book, authors Sean Adams and Noreen Morioka walk readers step-by-step through the entire logo-development process.

Topics include developing a concept that communicates the right message and is appropriate for both the client and the market; defining how the client's long-term goals might affect the look and needs of the mark; choosing colors and typefaces; avoiding common mistakes; and deciphering why some logos are successful whereas others are not. The second half of the book comprises in-depth case studies on logos designed for various industries. Each case study explores the design brief, the relationship with the client, the time frame, and the results.

## The Jews in a Polish Private Town Ballantine Books

This publication traces the history and restoration of Chandi Borobudur, a Buddhist temple

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built over 1,000 years ago on the island of Java, Indonesia which was successfully restored during 1973-1983 and listed as a World Heritage Site in 1991. It covers the various aspects of the process, including the long and painstaking task of logging the position of the stones, the studies that revealed the underlying sources of decay, and the important archaeological finds that provided clues to the temple's spiritual past; and includes many of the original drawings and photographs taken from the restoration project archives.

**Fallout: The Vault Dweller's Official Cookbook** DK Publishing (Dorling Kindersley)

Easy-to-implement weekly sight word program that fits into any curriculum ???? Created by two teachers and classroom tested since 1998 with powerful results ???? Includes a step-by-step teaching guide with daily lesson plans, whole-group activities, individual practice pages, and weekly assessments ???? Features dozens of timesaving overhead

transparencies ???? Sturdy, organized three-ring binder ???? Benefits students at all reading levels, including English Language Learners ???? Meets the language art standards

**Gold in the Snow** Insight Editions

Acclaimed author Tillie Walden enters the world of Robert Kirkman's **THE WALKING DEAD** as 17-year-old Clementine must learn the difference between living and surviving in this intimate, coming-of-age YA graphic novel trilogy. **FROM THE WORLD OF ROBERT KIRKMAN'S THE WALKING DEAD... ...CLEMENTINE LIVES!** Clementine is back on the road, looking to put her traumatic past behind her and forge new path all her own. But when she comes across an Amish teenager named Amos with his head in

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the clouds, the unlikely pair journeys North to an abandoned ski resort in Vermont, where they meet up with a small group of teenagers attempting to build a new, walker-free settlement. As friendship, rivalry, and romance begin to blossom amongst the group, the harsh winter soon reveals that the biggest threat to their survival... might be each other. A coming-of-age tale of survival written and illustrated by two-time Eisner award winner Tillie Walden (Spinning, On a Sunbeam). Actionable Gamification Packt Publishing Ltd  
'...from time to time a study comes along that truly can be called ' path breaking, ' ' seminal, ' ' essential, ' a ' must read. ' How the Irish Became White is such a study.' John Bracey, W.E.B. Du Bois Department of Afro-

American Studies, University of Massachusetts, Amherst  
The Irish came to America in the eighteenth century, fleeing a homeland under foreign occupation and a caste system that regarded them as the lowest form of humanity. In the new country – a land of opportunity – they found a very different form of social hierarchy, one that was based on the color of a person ' s skin. Noel Ignatiev ' s 1995 book – the first published work of one of America ' s leading and most controversial historians – tells the story of how the oppressed became the oppressors; how the new Irish immigrants achieved acceptance among an initially hostile population only by proving that they could be more brutal in their oppression of African Americans than the nativists.

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This is the story of How the Irish Became White.  
Significant Zero Rockport Publishers  
Craft your own glass of Nuka-Cola, a bowl of BlamCo Mac & Cheese, and more with the recipes in *Fallout: The Official Cookbook*. Based on the irradiated delicacies of the world of Bethesda Entertainment 's *Fallout*, this Vault-Tec – approved cookbook provides fans of the award-winning series with recipes inspired by their favorite *Fallout* foods. Whip up tasty versions of the Mirelurk egg omelette, throw some deathclaw meat on the grill, and re-create BlamCo Mac & Cheese with *Fallout: The Official Cookbook*.  
*The Making of Outlander: The Series* Morgan Kaufmann  
Learn all about implementing a good gamification design into your products, workplace, and lifestyle  
Key Features Explore what makes a game fun and

engaging  
Gain insight into the Octalysis Framework and its applications  
Discover the potential of the Core Drives of gamification through real-world scenarios  
Book Description  
Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis

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Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

The Official index to the Times

JHU Press

If you know nothing about game development, you're basically me before I started working on my first game DARQ. This book assumes no knowledge of game development on the reader's part. As a first-time developer with no prior experience in coding, modeling, texturing, animation, game design, etc., I managed to launch DARQ to both commercial success and critical acclaim. With zero dollars spent on marketing, it was featured in major media outlets, such as IGN, Kotaku, PC Gamer, GameSpot, Forbes, and hundreds of others. Ultimately, DARQ became #42 Most Shared PC Video Game of 2019, according to Metacritic, with the average user rating of 9 out of 10. In my book, I'm sharing with you exactly how I did it. The book guides you through a step-by-step process of making a game: from downloading a game engine to releasing your first commercial title. The book features advice from 15 industry professionals, including Mark Kern (team lead of World of Warcraft), Quentin De Beukelaer (game designer of



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Assassin's Creed IV: Black Flag, Assassin's Creed Unity, Ghost Recon Breakpoint), Bjorn Jacobsen (sound designer of Cyberpunk 2077, Divinity: Fallen Heroes, Hitman), Austin Wintory (Grammy-nominated composer of Journey, ABZÛ, Assassin's Creed: Syndicate), and others. The foreword is written by my mentor John Corigliano, Oscar, Pulitzer Prize, and 5-time Grammy Award-winning composer.

Computer Organization and Design RISC-V Edition  
Macmillan Reference USA  
Latinos across the United States are redefining identities, pushing boundaries, and awakening politically in powerful and surprising ways.

Many—Afrolatino, indigenous, Muslim, queer and undocumented, living in large cities and small towns—are voices who have been chronically overlooked in how the diverse population of almost sixty million Latinos in the U.S. has been represented. No longer. In this empowering cross-country travelogue, journalist and activist Paola Ramos embarks on a

journey to find the communities of people defining the controversial term, “Latinx.” She introduces us to the indigenous Oaxacans who rebuilt the main street in a post-industrial town in upstate New York, the “Las Poderosas” who fight for reproductive rights in Texas, the musicians in Milwaukee whose beats reassure others of their belonging, as well as drag queens, environmental activists, farmworkers, and the migrants detained at our border. Drawing on intensive field research as well as her own personal story, Ramos chronicles how “Latinx” has given rise to a sense of collectivity and solidarity among Latinos unseen in this country for decades. A vital and inspiring work of reportage, Finding Latinx calls on all of us to expand our understanding of what it means to be Latino and what it means to be American. The first step towards change, writes Ramos, is for us to recognize who we are.

Political Activity, Lobbying  
Laws, and Gift Rules Guide  
DigiCat

Jason Polan is on a mission to

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draw every person in New York, from cab drivers to celebrities. He draws people eating at Taco Bell, admiring paintings at the Museum of Modern Art, and sleeping on the subway. With a foreword by Kristen Wiig, *Every Person in New York, Volume 1* collects thousands of Polan's energetic drawings in one chunky book. As full as a phone book and as invigorating as a walk down a bustling New York street, this is a new kind of love letter to a beloved city and the people who live there.

*Mid-Century Modern – Visionary Furniture Design from Vienna Knife Edge Outdoor Juggernaut* created by Stan Lee & Jack Kirby.

*The Restoration of Borobudur* Routledge

The only guidebook for the Tour du Mont Blanc with Real 1:25,000 Maps: proper mapping included for each stage. This makes navigation easy and saves you money: no need to buy additional

maps. Also includes: - Unique Itinerary Planner: plan a bespoke itinerary to match your ability and vacation schedule. All difficult calculations of time, distance and altitude gain are done for you - 6 Proposed Itineraries of between 7 and 12 days - Everything the trekker needs to know to plan the route: route descriptions, costs, budget, difficulty, weather, how to get there, and more - Full accommodation listings: spectacularly situated mountain huts, villages and hamlets - Complete list of every camping location, including free campsites - 10 exciting variants to the main route - Information for both self-guided and guided trekkers - Edge to edge colour: the most modern and beautiful TMB guidebook  
The Tour du Mont Blanc is the world's most famous trek

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and starts near Chamonix in the French Alps. This book has everything you need to know to plan and walk it. It is an epic journey around the mighty Mont Blanc, the highest peak in the Alps: - 174km - 7-12 days - 9700m of altitude gain - 14 mountain passes - 3 countries, France, Italy and Switzerland Unspoilt and remote high mountain terrain: snow frosted summits, beautiful valleys and pastures, sparkling azure lakes, carpets of wild flowers, the soothing sound of cow bells and easy to follow paths. This trek should be on your hiking bucket list.

Gamedev Simon and Schuster

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern

computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices,

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and other embedded systems  
Includes relevant examples,  
exercises, and material  
highlighting the emergence of  
mobile computing and the  
cloud

Human, All Too Human

Glasser Legal Works

Who among us hasn't treasured memories of yesteryear told to us by our 'elders'? Aleta Miller has gathered vignettes and woven them into a tapestry of life in a Sierra Gold Rush mining town exotically named Port Wine (near Whiskey Diggins and Poker Flat). She has captured the essence of California's pioneer spirit, mining nuggets of real life stories that lay buried under yesteryear's journalism: Two story deep snowdrifts compete with a mountain visitor in a Locomobile. Civil War politics blend in with birth pains of the new California statehood.

Downhill ski races lift spirits of beleaguered residents of Port Wine and La Porte, also known

as Rabbit Creek. Uncontrollable fires gut reconstructed towns with diabolical regularity. In addition, we meet colorful characters who have touched the hills including Black Bart, Dutch Kate, Bret Harte, the Blue Lake Monster and Sasquatch. There is something for everyone in this delightful read. Aleta Farren Miller, as a young girl, became enamored of California gold country history during occasional visits to the Davis Motor Mine. The mine tunneled into a mountainside within a mile of Port Wine, CA. It was operated by Aleta's cousins Fred and Durward Davis and produced a modest quantity of gold. Aleta was enchanted by the remoteness of the location as well as by the surroundings which have changed very little over the last 100 years. Passing encounters with "old timers" and whimsical poetry adorning grave sites in the Pioneer Cemetery stimulated a growing interest.

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Many of her relatives and even a pet parrot are buried there. With the help of her mother, Rilla Farren Cross, other family members, the archives of Bancroft Library at U.C. Berkeley, and The Mountain Messenger Newspaper at Downieville, CA, the interest culminated in Aleta investing almost a decade undertaking this collection of what now may be classified as journalistic memorabilia. We are indebted to her instinctive ability to sort out and preserve this remarkable collection of memories. Her own background and personal experiences make her uniquely capable of understanding and synthesizing the insight that she gained from that time in California history.