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SHANIA KOCH

The Sniper and the Wolf Robinson

Do you ever skip dinner to finish that "impossible" level? Have you ever tossed your keyboard out the window after losing a game, or swung your controller around because you lost that power up? Would you like to learn a little bit about the underground world of emulation? If you answered yes to any of the above, this book was meant for you. With an insider's look at how people interact with the games and with each other, Radford Castro's tales of gaming are almost as fun as playing the games themselves.

The Wolf Chronicles Lulu Press, Inc

A New Breed of Adventure! Tinker: just a quick-witted girl from Pittsburgh - who happens to be responsible for depositing high elves and her hometown humans into a melting pot of magic. Now the draconian oni seek to destroy the elves by breeding human git to do their evil bidding. But half-breeds who are half-human may not be the slaves the oni imagined. The revolt is on! Its leader A certain newly-minted elven princess from Pittsburgh, PA, by the name of Tinker. The thrilling sequel to Tinker by Wen Spencer, winner of the 2003 John W. Campbell Award for Best New Writer. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Wit and intelligence. Buffy fans should find a lot to like in [Spencer's] resourceful heroine." ³/₄ Publishers Weekly

Performativity in Art, Literature, and Videogames Brady

At 4:30 a.m. on September 5, 1972, a band of Palestinian terrorists took eleven Israeli athletes and coaches hostage at the Summer Olympics in Munich. More than 900 million viewers followed the chilling, twenty-hour event on television,

as German authorities desperately negotiated with the terrorists. Finally, late in the evening, two helicopters bore the terrorists and their surviving hostages to Munich's little-used Fürstenfeldbruck airfield, where events went tragically awry. Within minutes all of the Israeli athletes, five of the terrorists, and one German policeman were dead. Why did the rescue mission fail so miserably? And why were the reports compiled by the German authorities concealed from the public for more than two decades? Reeves takes on a catastrophe that permanently shifted the political spectrum with a fast-paced narrative that covers the events detail by detail. Based on years of exhaustive research, *One Day in September* is the definitive account of one of the most devastating and politically explosive tragedies of the late twentieth century, one that set the tone for nearly thirty years of renewed conflict in the Middle East.

Sniping Third Editions

When Chechen terrorists smuggle a Cold War-era bomb across the Mexican-American border, the Special Ops Black unit under Gil Shannon is reactivated in a race against time to prevent a nuclear disaster. By the best-selling co-author of *American Sniper*.

Wolf's Pack Simon and Schuster

The bestselling video games annual is back! Bursting with mind-blowing records and tantalizing trivia, the Guinness World Records 2016: Gamer's Edition is a must-have for any gaming fan. Whether you're all about the latest first-person shooter, an app aficionado, an MMO master, or a die-hard retro gamer, you'll find show-stopping records, top 10 roundups, quick-fire facts and stats, and hundreds of amazing new images from all your favorite games.

What's more, brand new for this year's book is a dedicated section just for Minecraft fans, with a mega-showcase of the greatest construction records, in-game tips and lots more blocky goodness. Plus, discover which tech milestones have been smashed in the last year - in both software and hardware, get all the insider secrets from industry experts, and marvel at the players who have leveled up to the very top of the leaderboards. Think you can challenge the current champions? Look inside to see how to break your very own record! Guinness World Records: Gamer's Editions have sold a whopping 3+ million copies. Find out for yourself why it's a game-changer!

Once Upon a Pixel Springer Nature
In this collection of over 20 pieces of original contemporaneous reporting and analysis, veteran game journalist Kyle Orland takes a look back at gaming's "awkward adolescence" in the early 2000s. In doing so, he examines the technological, cultural, and business forces that were roiling the industry during this important transition period, gleaning modern lessons from a time when video games were growing out of their "kids stuff" image and into a global entertainment powerhouse.

Japanese Culture Through Videogames Springer

Before they co-created the hit web series *Hey Ash, Whatcha Playin'?*, Ashly and Anthony Burch were just a brother and sister who shared a weird obsession with Solid Snake and his 3D debut, *Metal Gear Solid*. And why wouldn't they? Hideo Kojima's 1998 game featured groundbreaking stealth mechanics, a gruff and hunky leading man, a brilliantly claustrophobic setting, tons of cinematic cutscenes, shocking fourth wall breaks, and terrifying bosses. The only problem:

The Burches grew up but their all-time favorite video game didn't. After nearly two decades, *Metal Gear Solid*'s once-innovative stealth mechanics seem outdated, the cutscenes have lost some of their action movie punch, and the game's treatment of women is often out of touch. Witness a celebration/takedown of this landmark game with the combination of insight and hilarity that Ashly and Anthony have made their careers on.

Sharpshooters And Snipers In World War Queered Fiction Press

Ion Idriess was a spotter for the famous Australian sniper, Billy Sing, and this book draws on his own experiences in the Gallipoli trenches during World War One. Sing had a reputation as an excellent marksman, lurking in the dark and silently sneaking up on the enemy. One day he was shot by a Turkish soldier. The bullet travelled down the barrel of his telescope, wounding both hands then went through his mouth, out his cheek and into his shoulder. He recovered from the injury, but was never really the same... Idriess was a trooper with the Light Horse at Gallipoli, all the way to Beersheba, and his diary was published as *The Desert Column*. Drawing on his military experience, this is one of six manuals written for soldiers and civilians in 1942, when invasion by the Japanese seemed imminent.

Metal Gear Solid Lulu Press, Inc
Navy SEAL sniper Gil Shannon comes face-to-face with his most dangerous adversary yet in the breathtakingly cinematic new *Sniper Elite* military thriller from the coauthor of the #1 New York Times bestseller *American Sniper*—the critically acclaimed memoir of Chris Kyle that inspired the Academy Award-winning film. Hot on the trail of a high-profile target, Navy SEAL sniper Gil

Shannon turns from hunter to hunted when he finds himself in the crosshairs of Chechen terrorist "The Wolf." Stranded in Paris, Shannon must team up with an unlikely ally—a deadly Russian special operative—to help even the odds. When they discover that "The Wolf" is just one of many sinister players in a global terrorist plot bent on thrusting the US economy into total chaos and upending the stability of the Western world, Shannon and his team race to track down the terrorists before they can execute their horrific plan. In a white-knuckle adventure across Europe and the Caucasus, Shannon goes head-to-head with legions of enemy fighters, but his ultimate showdown is against the one sniper who may be his equal shot. Who will survive?

Metal Gear Solid Simon and Schuster
The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

A Brief History Of Video Games

Macmillan

"Hot on the trail of 'The Wolf,' a rogue Russian military sniper-turned-Chechen-terrorist, Gil Shannon turns from hunter to hunted when his mission is exposed by a traitor high up in US government. Shannon must turn to an unlikely ally--a

deadly Russian special operative--to help even the odds. But when they discover that 'The Wolf' is just the tip of a global terrorist plot whose goal is to upend the US economy and the stability of the Western world, Shannon and his team of operatives must track the terrorists down before their plan comes to fruition"--

Research Handbook on Child Soldiers

GamerGuides.com

Examining a wide range of Japanese videogames, including arcade fighting games, PC-based strategy games and console JRPGs, this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression. Well-known titles such as Final Fantasy, Metal Gear Solid, Street Fighter and Katamari Damacy are evaluated in detail, showing how ideology and critique are conveyed through game narrative and character design as well as user interface, cabinet art, and peripherals. This book also considers how 'Japan' has been packaged for domestic and overseas consumers, and how Japanese designers have used the medium to express ideas about home and nation, nuclear energy, war and historical memory, social breakdown and bioethics. Placing each title in its historical context, Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan. Comparing Japanese videogames with their American counterparts, as well as other media forms, such as film, manga and anime, *Japanese Culture Through Videogames* will be useful to students and scholars of Japanese culture and society, as well as Game Studies, Media Studies and Japanese Studies more

generally.

Random House Digital, Inc.

It is July 1944. German generals have tried - and failed - to kill Hitler. One man in London is relieved. Jago Craze, Military Intelligence Officer and failed S.O.E. agent, believes the premature death of Hitler could cause the Allies to lose the war. Jago attempts something he has never imagined, a secret operation to save Hitler. The Link, a subversive organisation of British Fascists, is also doing something they never imagined. To save Nazi Germany they are going to assassinate Adolf Hitler - and the man who stands in their way, Jago Craze...

Lone Wolf's Woman Routledge

Bound within QUEER WOLF is an exciting collection of contemporary, urban and sensual werewolf tales; a gathering of queer wolves presented by exciting, new and established authors. QUEER WOLF IN WOLF STRAP, "Returning home for the funeral of her cousin, Ayla thinks the worse she'll have to deal with is her prejudiced parents until she finds herself hunting down a monster." In MOON SING, "A young urban werewolf must choose between his life in the city or a young man who has secrets of his own." In WOLF LOVER, "Nigel has a werewolf fetish. When some rough trade doesn't quite go to plan, he finds himself wondering who is the hunted and who is the hunter?" In SHY HUNTER, "Since being assaulted, David must struggle to control the beast within. But the killer stalking David's lover may leave him no choice but to embrace his dangerous nature." In THE STRAY, "John thought it just coincidence that his housemate and the big grey dog that came by for handouts never crossed paths. How long would it take him to catch on?" In NEW BEGINNINGS, "Michael wasn't looking for change, but change found him in the

form of Tori, a young werewolf with a difficult past. To make a new beginning, they'll have to survive first." In WHERE THE SLED DOGS RUN, "Fourth grade teacher Drew Halliard thought he knew everything about the late Horwood Mather and his sled dogs, but what if the sled dogs want to know more about Drew?" In PAVLOV'S DOG, "Sometimes wolves go bad...it is this knowledge that kept Josh in self imposed isolation until Caleb came to the Pavlov's Dog and Josh realized that sometimes they don't." In WOLVES OF THE WEST, "Sometimes your life is defined by the things you have to keep hidden..." In FAMILY MATTERS, "What was supposed to be a quiet evening at home for alpha wolf Tala Nqumayo and her mate Mirabella turns into a desperate fight for the survival of the city they've sworn to protect." In WRONG TURN, "When Kevin Thomas ends up somewhere he should never be he meets Shawn Jameson, someone he should never have met and enters a world of danger and mystery." In LEADER OF THE PACK, "A new lover ignites a flood of emotions within Adolfo as he reflects on beginnings and discovers a startling and unexpected ending." In WAR OF THE WOLVES, "It took a werewolf to save Hunter's life and a mortal to show him his destiny...but in the war to come he must fight for all he holds dear." In FLIP CITY, "With nightmares invading his city, Ryan's only refuge is the silence of the park-but when a strange wolf bites him, he discovers that not all nightmares are bad..." In NIGHT SWIMMING, "Far more than skin is revealed at the city's river when two men from different walks of life are brought together." In IN THE SEEONEE HILLS, "When young Claire infiltrates a rival pack and draws the attention of Geneva, the pack's

charismatic heir, she soon discovers that she is not the only werewolf with a hidden agenda." And in A WOLF'S MOON, "An interloper stalks the queer wolves of the city but it is the alpha's lover, his mate, Sebastian who appears deepest under the spell of scent and seduction." THERE IS A QUEER MOON RISING...

The Full Story of the 1972 Munich Olympics Massacre and the Israeli Revenge Operation "Wrath of God"

ETT Imprint

#1 New York Times bestselling author Christine Feehan brings the love story of Skyler and Dimitri to vivid life in this breathtaking, seductive entry in her dark Carpathian series. He is Carpathian. Ancient and unassailable. She is human. Young and vulnerable. Without her, he will not survive. Caught between two warring species, Dimitri has spent centuries hunting the undead to keep his people free and humans safe. He has survived honorably when others have chosen to give up their souls. Now, marked for extermination by the Lycans, Dimitri finds himself alone, and fearing for his life. But salvation is coming... No Lycan would ever suspect someone like Skyler to dare mount a secret rescue operation. A teenage girl. A human of untested abilities. But she has something no one else does. She is predestined for Dimitri—as he is for her. And there is nothing stronger for Skyler than her desire to see her life-dream come true. Whatever the risk. INCLUDES BONUS CONTENT!

Critical Approaches to Researching Video Game Play AuthorHouse

Biographies of significant personalities in history are important for one's self learning and character building. People can learn from the mistakes in history and also can connect to their past and

their roots. These inspiring stories not only introduce but also pass down Islamic values and accounts to our future generations in order to build their character on the footsteps of the noble, virtuous and exemplary characters of these great Muslim personalities in the history of Islamic civilization. They remain the best role models for us and while bringing up children in the west, it is hard to find such information in the curriculum of schools. These stories are spread over the eight hundred years of the Golden Age of Islam and Muslim civilization. They are chosen for their contribution to either their own people or their significant role in stabilizing their empire hence providing periods of prosperity, growth and development for Muslim society. The articles are not meant to be a full account of the biographies of these great Muslim leaders. They simply highlight good and inspiring aspects of their personalities.

Target America Crossroad Press

Solid Snake, the main character, has a mission of disarming nuclear weapons while keeping the enemy off his back. Here are sneaky tricks and tactics gamers can't learn anywhere else.

Ghost Sniper Unbound Publishing

After escaping Kashka's capture, Shiro wakes up lost in the Forest Region. After his map is destroyed by the river, Shiro has to rely on his instincts while keeping foot to avoid being hunted, and to find where he is, so he can head for Afron. Meanwhile, Taro has arrived in Afron, one of the 5 Tsurgdari cities. Where Tsurgdars do not sleep, nor are there quiet places to hide. However, instead of having to survive on garbage and cold nights on the streets, he finds himself being a guest in one of the most prestigious hotels in Afron under unusual circumstances. Is Shiro the only target?

Stories of Gaming and Emulation

The Sniper and the Wolf
A Sniper Elite Novel

Over 2,000 pages of werewolf adventures in one spot! I'm Wolf Young -- Wolfie to my friends. But this box set isn't about me. It's about three strong women I've had the luxury to know. They kick ass and take names. Bake cupcakes and build packs. Their world is full of swords and secret government bases. Malicious fathers and found families. And, yeah, I hang out on the periphery. It's a pretty good place to be. I asked my personal scribe to jot down their stories, and the result is an impressive assemblage. Ten novels. Two novellas. Enough short stories to keep an entire wolf pack busy around the campfire. A few of those tales are about me, but that's not the point. The point is the bold, beautiful women who fight, sleuth, and fall in love on these pages. Why not grab yourself a copy and become part of our pack? Contains: The (More Than Complete) Bloodling Serial (Bloodling Wolf, Paradigm Shift, In Deep Shift, Two Scents' Worth, Feint of Heart, and Hair Apparent), Shiftless, Pool Party, Scapegoat, Pack Princess, Character List, Alpha Ascendant, Bloodling Song, Tough as Nails, Half Wolf, Dark Wolf Adrift, Lone

Wolf Dawn, Wolf Landing, Yule Moon (Polar Bear Challenge, Out of the Closet, Hunting Christmas, Joining Up, and Potatoes and Gravy), First Blood, Huntress Born, Huntress Bound, Sebastien's Favorite Cookies, Rogue Huntress, Macaroni Dreams, In the Kitchen with Werewolves, and Huntress Unleashed.

Reporting from a video game industry in transition, 2003—2011 Crossroad Press

A sniper is a military who engages targets from positions of concealment or at distances exceeding the target's detection capabilities. Snipers generally have specialized training and are equipped with high-precision rifles and high-magnification optics, and often also serve as observers feeding tactical information back to their units or command headquarters. This book is closely at wartime's lone wolf sniper, the sharpshooter sent on highly secret missions to take out a single important target; or in Nam who crawled underground to fight the enemy in the dark. Here's how they prepared themselves for the worst of it - in Carlos Hathcock's case a three-day crawl in slow-motion through heavily guarded enemy territory before he even reaches his protected target.