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The Middle Ages in the Modern World
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Dark Ages Mage
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A Feast for Crows
A Game of Thrones
George R.R. Martin's A Clash of Kings (Vol. 2) #11
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Game On, Game Over
Twenty-First Century Perspectives
The Devil Worshipper
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DEREK KYLEE

The Middle Ages in the Modern World Penguin UK

The Winter King A Novel of Arthur Penguin UK

[Cities and Churches: 1980-1991 and indexes](#) Macmillan

Sir William Temple, diplomat, statesman, and writer, retired to his garden in the 1680s and wrote what has become one of the key texts, not only of gardening, but also of the English aesthetic. It was he who introduced the idea of the charm of irregularity, and who gave it the allegedly Chinese name sharawadgi. The English style of landscape gardening can be traced in a direct line to this essay, which has not been in print for over 95 years.

Dark Ages Mage Bantam

In this impressive synthesis, William Harris narrates the history of the sectarian communities of Mount Lebanon and its vicinity. He offers a fresh perspective on the antecedents of modern multi-communal Lebanon, tracing the consolidation of Lebanon's Christian, Muslim, and Islamic derived sects from their origins between the sixth and eleventh centuries. Harris knits together the interplay of the elite under the Sunni Muslim Shihab relatives of the Ma'ns after 1697 with demographic instability as Maronites overtook Shia as the largest community and expanded into Druze districts. Modern Lebanon arose out of European and Ottoman intervention in the 1860s to secure sectarian peace in a special province. In 1920, after the Ottoman collapse, France and the Maronites enlarged the province into the modern country, with a pluralism of communal minorities headed by Maronite Christians and Sunni Muslims. Harris contends that Lebanon has not found a new equilibrium and has not transcended its sects. This book offers readers a clear understanding of how modern Lebanon acquired its precarious social intricacy and its singular political character.

Pilgrim in the Microworld Wentworth Press

Theon is haunted by the crimes he has committed in Winterfell, the true, horrifying nature of which have yet to be fully revealed. Meanwhile, across the sea Daenerys' life is at risk as she comes face to face with a Sorrowful Man. Can she survive unscathed, or

will her future be reshaped by an encounter with two men who watch her from the shadows? Another breathtaking visual adaptation of George R. R. Martin's stunning epic - A Clash of Kings

A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows Pushkin Children's Books

"A collection of 100 recipes and wine pairings celebrating twenty-five years of the Cakebread Cellars American Harvest Workshop, a groundbreaking annual event that explores Napa Valley's vibrant food and wine culture"--

A Feast for Crows Pen and Sword

It would be very difficult to make a list with the most influential individuals in the history of humankind without mentioning the name of Jesus. Jesus is no doubt probably the most mentioned name in the history. A person with great legacy that significantly shaped our world and minds. Besides being mentioned by numerous writers, philosophers, and historians in books and prayers, Jesus has been portrayed by numerous famous artists, such as Raphael, Michelangelo, and Da Vinci. The image of Jesus appeared to many of them and they successfully illustrated it on canvas. This book contains some of the most beautiful paintings created by world-famous artists that portrayed Jesus in their own unique ways and expended his legacy. The art of Jesus flourished and never lost its value.

A Game of Thrones Bantam

War of the Damned It is a time of conflict. The Ventrue Lord Jurgen and the Tzimisce Vladimir Rustovich battle for domain in Hungary, while their agents spar across Europe, using intrigue and bloodshed in equal measure. In the Holy Land, the Fifth Crusade arrives in Acre and with it come the vampiric lords' agents in pursuit of a fragment of the True Cross. Victory can come only at a terrible price. Blood of the Innocent Under the Black Cross is a complete chronicle for Vampire: The Dark Ages "RM." It follows Ventrue efforts to use the Teutonic Knights to establish domain in the Tzimisce territories of Hungary, sending agents as far afield as the Holy Land in pursuit of allies and advantage. It includes details on the court of Lord Jurgen of Clan Ventrue, on the Teutonic Knights and on Acre, a city long

protected from the childer of Caine by a holy aura.

George R.R. Martin's A Clash of Kings (Vol. 2) #11 SUNY Press

A broad treatment of computer and video games from a wide range of perspectives, including cognitive science and artificial intelligence, psychology, history, film and theater, cultural studies, and philosophy. New media students, teachers, and professionals have long needed a comprehensive scholarly treatment of digital games that deals with the history, design, reception, and aesthetics of games along with their social and cultural context. The Handbook of Computer Game Studies fills this need with a definitive look at the subject from a broad range of perspectives. Contributors come from cognitive science and artificial intelligence, developmental, social, and clinical psychology, history, film, theater, and literary studies, cultural studies, and philosophy as well as game design and development. The text includes both scholarly articles and journalism from such well-known voices as Douglas Rushkoff, Sherry Turkle, Henry Jenkins, Katie Salen, Eric Zimmerman, and others. Part I considers the "prehistory" of computer games (including slot machines and pinball machines), the development of computer games themselves, and the future of mobile gaming. The chapters in part II describe game development from the designer's point of view, including the design of play elements, an analysis of screenwriting, and game-based learning. Part III reviews empirical research on the psychological effects of computer games, and includes a discussion of the use of computer games in clinical and educational settings. Part IV considers the aesthetics of games in comparison to film and literature, and part V discusses the effect of computer games on cultural identity, including gender and ethnicity. Finally, part VI looks at the relation of computer games to social behavior, considering, among other matters, the inadequacy of laboratory experiments linking games and aggression and the different modes of participation in computer game culture.

[Road of the Beast](#) Random House Digital, Inc.

Vitello and his Mum have a new car. Well, nearly new, anyway. And mostly Mum's. But the important thing is that it can't get scratched, not if Vitello doesn't want to be grounded, or sent to

the children's home, or worse. Vitello lives in a terraced house by a ring road with his mum, where the traffic is noisy and his friends are annoying. He's had other adventures and been in other scrapes too.

Game On, Game Over Dark Horse Comics

"At a time when social scientists are increasingly focusing on the reasons why nations fail and democracies die, Filippo Sabetti turns to the opposite argument, asking instead why institutions endure. To do so, he presents Gasparo Contarini's sixteenth-century account of the Republic of Venice to help modern readers understand what made Venice the longest-lived self-constituted republic. In its long history, Venice was the only city that succeeded in constructing a durable republicanism and it was one of the earliest to depart from the hierarchical world of national monarchies and sovereignty. Because of this, the author suggests that Contarini's *The Republic of Venice* may be just as instructive, if not more, than Machiavelli's *The Prince* to students of politics. Contarini is as secular as Machiavelli and is as realistic in his view of human nature, but he goes much further, examining in the case of Venice how it is possible for fallible human beings to construct a successful and stable government. This is the first modern English-language edition of Contarini's classic work, *De magistratibus et republica Venetorum*, from the original Latin."--
Twenty-First Century Perspectives MIT Press

Six separate factions vie for control of the realm of the late Lord Eddard Stark, while an ancient form of magic, an everlasting winter, and an unearthly army threaten to return.

The Devil Worshipper Grand Central Pub

An exploration of the human mind and body's interaction with the computer in its most compelling form, the video game, focuses on the author's own obsessed immersion in a computer game and its possibilities

A Novel of Arthur Bantam

A revised edition of Anna Komnene's *Alexiad*, to replace our existing 1969 edition. This is the first European narrative history written by a woman - an account of the reign of a Byzantine emperor through the eyes and words of his daughter which offers an unparalleled view of the Byzantine world in the eleventh and twelfth centuries.

Handbook of Computer Game Studies White Wolf Pub
Iconoclasm, the debate about the legitimacy of religious art that

began in Byzantium around 730 and continued for nearly 120 years, has long held a firm grip on the historical imagination. *Byzantium in the Iconoclast Era* is the first book in English to survey the original sources crucial for a modern understanding of this most elusive and fascinating period in medieval history. It is also the first book in any language to cover both the written and the visual evidence from this period, a combination of particular importance to the iconoclasm debate. The authors, an art historian and a historian who both specialise in the period, have worked together to provide a comprehensive overview of the visual and the written materials that together help clarify the complex issues of iconoclasm in Byzantium.

All of the Facts You Need on K-Pop's Biggest Sensations! Bantam
Sample Text

A Game of Thrones 4-Book Bundle Routledge

The Middle Ages continue to provide an important touchstone for the way the modern West presents itself and its relationship with the rest of the globe. This volume brings together leading scholars of literature and history, together with musicians, novelists, librarians, and museum curators in order to present exciting, up-to-date perspectives on how and why the Middle Ages continue to matter in the 20th and 21st centuries. Presented here, their essays represent a unique dialogue between scholars and practitioners of 'medievalism'. Framed by an introductory essay on the broad history of the continuing evolution of the idea of 'The Middle Ages' from the 14th century to the present day, chapters deal with subjects as diverse as: the use of Old Norse sagas by Republican deniers of climate change; the way figures like the Irish hero Cu Chulainn and St Patrick were used to give legitimacy to political affiliations during the Ulster 'Troubles'; the use of the Middle Ages in films by Pasolini and Tarantino; the adoption of the 'Green Man' motif in popular culture; Lady Gaga's manipulation of medieval iconography in her music videos; the translation of medieval poetry from manuscript to digital media; and the problem of writing national history free from the 'toxic medievalism' of the 19th and 20th centuries. This book will appeal to anyone interested in the Middle Ages and its impact on recent political and cultural history. It is dedicated to the memory of Seamus Heaney, who gave his last overseas lecture in St. Andrews in 2013, the year this book was conceived, and whose

late poetry this book also discusses.

A Clash of Kings St. Martin's Press

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The Alexiad University of Toronto Press

The perfect gift for fans of HBO's *Game of Thrones*—a boxed set featuring the first four novels! George R. R. Martin's *A Song of Ice and Fire* series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by *Time* magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: *A GAME OF THRONES* *A CLASH OF KINGS* *A STORM OF SWORDS* *A FEAST FOR CROWS*

Inventing Byzantine Iconoclasm Createspace Independent Publishing Platform

Journalist Beth Scibelli arrives in Los Angeles on Christmas Eve, 1999, to cover a mega-gathering of Christians from across the nation. Little does she suspect that within the next seven days, she and her new romantic interest, Sergeant Reagan Cole of the LAPD, will be plunged into a fiendish assassination plot aimed at America's top Christian leaders.

A Song of Ice and Fire: Book One Bristol Classical Press
Fantasirollespil.

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