

Mass Effect 3 Romance Guide Miranda

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SAMIR LILLIANNA

The Oxford Guide to the Romance Languages Del Rey
 From the Star Wars expanded universe to Westworld, the science fiction western has captivated audiences for more than fifty years. These twelve new essays concentrate on the female characters in the contemporary science fiction western, addressing themes of power, agency, intersectionality and the body. Discussing popular works such as *Fringe*, *Guardians of the Galaxy* and *Mass Effect*, the essayists shed new light on the gender dynamics of these beloved franchises, emphasizing inclusion and diversity with their critical perspectives.

Mass Effect: Ascension Profile Books

Currently Updating for Legendary Edition For years, a lone soldier has told tales of the Reapers, of their return, of these sentient machines reaching out across the vastness of space, to harvest all sentient life. But the warnings were all for nothing. Until now. The Reapers have at last come to Earth and these warnings can no longer be ignored. You are Commander Shepard, the first human spectre and elite soldier of the Alliance, tasked with uniting the galaxy in the fight to stop the Reapers destroying everything you hold dear. In your hands lies the fate of the entire Milky Way but luckily, this time, you are no longer alone. - Strategies guaranteed to get you through this epic story in one piece. - All side missions completed. - Fool-proof boss tactics. - Find every single weapon mod tucked away in the game. - The location of every war collectible, solar system, hidden fuel station and war asset uncovered in detail. - Full coverage of all three DLC packs Leviathan, Omega and Citadel.

[Mass Effect 1 Legendary Edition - Strategy Guide](#) Graphic Arts Books

Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing *Mass Effect: Discovery*, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of *Mass Effect: Andromeda*, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the *Mass Effect* comics series!

The Awakening Zebra Books

The thrilling prequel to the award-winning video game from BioWare Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars;

the newest interstellar species, struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station; smoking ruins littered with bodies and unanswered questions. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base--hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy . . . one he won't live to tell about. Or so the enemy thinks. BONUS: This edition includes an excerpt from *Drew Karpys'hyn's Mass Effect: Ascension*.

Mass Effect: Retribution Candlewick Press

Simon Basset, the irresistible Duke of Hastings, has hatched a plan to keep himself free from the town's marriage-minded society mothers. He pretends to be engaged to the lovely Daphne Bridgerton. After all, it isn't as if the brooding rogue has any real plans to marry - though there is something about the alluring Miss Bridgerton that sets Simon's heart beating a bit faster. And as for Daphne, surely the clever debutante will attract some very worthy suitors now that it seems a duke has declared her desirable. But as Daphne waltzes across ballroom after ballroom with Simon, she soon forgets that their courtship is a complete sham. And now she has to do the impossible and keep herself from losing her heart and soul completely to the handsome hell-raiser who has sworn off marriage forever!

Mass Effect 3 Legendary Edition - Strategy Guide Tor Books
 "One of my favorite authors."—Colleen Hoover An insightful, delightful, instant #1 New York Times bestseller from the author of *Beach Read* and *People We Meet on Vacation*. Named a Most Anticipated Book of 2022 by Oprah Daily • Today • Parade • Marie Claire • Bustle • PopSugar • Katie Couric Media • Book Bub • SheReads • Medium • The Washington Post • and more! One summer. Two rivals. A plot twist they didn't see coming... Nora Stephens' life is books—she's read them all—and she is not that type of heroine. Not the plucky one, not the laidback dream girl, and especially not the sweetheart. In fact, the only people Nora is a heroine for are her clients, for whom she lands enormous deals as a cutthroat literary agent, and her beloved little sister Libby. Which is why she agrees to go to Sunshine Falls, North Carolina for the month of August when Libby begs her for a sisters' trip away—with visions of a small town transformation for Nora, who she's convinced needs to become the heroine in her own story. But instead of picnics in meadows, or run-ins with a handsome country doctor or bulging-forearmed bartender, Nora keeps bumping into Charlie Lastra, a bookish brooding editor from back

in the city. It would be a meet-cute if not for the fact that they've met many times and it's never been cute. If Nora knows she's not an ideal heroine, Charlie knows he's nobody's hero, but as they are thrown together again and again—in a series of coincidences no editor worth their salt would allow—what they discover might just unravel the carefully crafted stories they've written about themselves.

Politics in Fantasy Media Diane Valterra

The *Mass Effect* trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the *Mass Effect* saga with *The Art of the Mass Effect Universe!* Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including *Mass Effect 3*) *The Art of the Mass Effect Universe* is the most complete companion available to gaming's most compelling series!

The Digital Role-Playing Game and Technical Communication

Simon and Schuster

First appearing in 1899 *The Awakening* is regarded as work presaging both feminist fiction and literary modernism. The author's clear vision of a woman's internal and external conflicts continue to demand engagement and response from readers. *The Awakening* follows Edna Pontellier as she recognizes and attempts to deal with her confining lot as a woman and mother in the 19th century American South. Torn between traditional roles and an inchoate desire for independence and a more passionate life, she faces more than one difficult choice, leading to a grim reckoning. Initially receiving a mixed critical reception, including much condemnation for its frank depiction of adultery, the novel has gone on to be recognized as both a classic piece of fiction and a groundbreaking work of women's realism. The poignant portrayal of the protagonist attempting to determine her true feminine identity makes this one of the first novels willing to openly confront women's issues, to make clear that traditional roles could be limiting and to legitimize an emotional life that transcended society's boundaries. With an eye-catching new cover, and professionally typeset manuscript, this edition of *The Awakening* is both modern and readable.

Women and Video Game Modding Harper Collins

Mass Effect 3 Legendary Edition - Strategy Guide Gamer Guides
Star Wars Clone Wars Republic Heroes Harlequin Books
 Series statement "Oxford linguistics" from jacket.

Mass Effect: Deception Gamer Guides

Explains how to achieve a romantic lifestyle by bringing novelty, joy, romance, and surprise back into the routines of everyday life

A Lady's Guide to Mischief and Mayhem McFarland

•Detailed Walkthrough of all levels to defeat the Separatist droids and Kul Teska for the Xbox 360, PS3, Wii, PSP and PC!
 •Area maps

including locations of Artifacts! •Unlockables including Mission Ranks, Artifacts, and The Shop shown! •Bonus art gallery containing concept art pieces!

Her Perfect Life Penguin

If anyone appreciates what it means to be dead to the world, it's Ivy Wilde. Barely recovered from her brush with necromancy, Ivy is flung once more into a world of intrigue, adventure and potential death and disaster. It's not her fault - it just so turns out that she's now the only person in the entire world who can communicate with the dead. And they're a chatty bunch with a list of demands. When the ghosts offer information about a witch-hating mass murderer in return for Ivy's help, she has no choice but to get involved. She might be getting herself into more trouble than she realises though - and that's even before she's dragged to Sunday dinner so she can meet Winter's family... This is the third book in The Lazy Girl's Guide To Magic series.

Borderlands 2 Signature Series Guide Brady

The first medical specialty selection guide written by residents for students! Provides an inside look at the issues surrounding medical specialty selection, blending first-hand knowledge with useful facts and statistics, such as salary information, employment data, and match statistics. Focuses on all the major specialties and features firsthand portrayals of each by current residents. Also includes a guide to personality characteristics that are predominate with practitioners of each specialty. "A terrific mixture of objective information as well as factual data make this book an easy, informative, and interesting read." --Review from a 4th year Medical Student

The Startup Owner's Manual McFarland

With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland; BioWare in Edmonton, Alberta, and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications (modding) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

Mass Effect: Discovery Dark Horse Comics

Which sort of seducer could you be? Siren? Rake? Cold Coquette? Star? Comedian? Charismatic? Or Saint? This book will show you which. Charm, persuasion, the ability to create illusions: these are some of the many dazzling gifts of the Seducer, the compelling figure who is able to manipulate, mislead and give pleasure all at once. When raised to the level of art, seduction, an indirect and subtle form of power, has toppled empires, won elections and enslaved great minds. In this beautiful, sensually designed book, Greene unearths the two sides of seduction: the characters and the process. Discover who you, or your pursuer, most resembles. Learn, too, the pitfalls of the anti-Seducer. Immerse yourself in the twenty-four manoeuvres and strategies of the seductive process, the ritual by which a seducer gains mastery over their target. Understand how to 'Choose the Right Victim', 'Appear to Be an Object of Desire' and 'Confuse Desire and Reality'. In addition, Greene provides instruction on how to identify victims by type. Each fascinating character and each cunning tactic demonstrates a fundamental truth about who we are, and the targets we've become - or hope to win over. *The Art of Seduction* is an indispensable primer on the essence of one of history's greatest weapons and the ultimate power trip. From the internationally bestselling author of *The 48 Laws of Power*, *Mastery*, and *The 33 Strategies Of War*.

Women's Space Dark Horse Comics

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on "harvesting" the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths—and weaknesses—by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out. As the experiments continue, the sinister Reaper technology twists Grayson's mind. The insidious whispers grow ever stronger in his head, threatening to take over his very identity and unleash the Reapers on an unsuspecting galaxy. This novel is based on a Mature-rated video game.

The Art of The Mass Effect Universe Atheneum Books for Young Readers

It's been six years since U.S. Air Force pilot Katie Slater was shot down over Iraq and taken prisoner. Now, Katie is back home--only it's not home anymore and her perfect life has become a total mystery. Includes bonus features. Original.

The Duke And I John Wiley & Sons

Time to go back to the Borderlands of Pandora with BradyGames *Borderlands 2 Signature Series Guide* takes you through the ins and outs of gameplay in Pandora. Play as one of four new Vault Hunters as they fight to free their world from the tyrannical Handsome Jack, and stop him from unleashing an ancient alien evil known only as "the Warrior". This BradyGames *Signature Series Guide* provides complete coverage of each character's personality, unique abilities and skills. So whether you play as Salvador, Maya, Axton or Zero you will know them inside and out. They provide special commentary to the game in each chapter too, so you can find out what they think about the situation in Pandora. A complete walkthrough is your companion for the game and detailed maps show each collectible, point of interest and side quest. Every single weapon and item is described, including legendary weapons, black market items, relics, shields, grenades and a full breakdown of the weapon generation system. Sir Hammerlock himself guides you through the behaviour and combat tactics of over 240 beasts in his bestiary; find out game secrets and stats for the mob family; learn about challenges and achievements and customise your character so he or she is the best they can be. *Borderlands 2 Signature Series Guide* is the complete game companion, so get playing, defeat the Warrior and save Pandora.

Spirit Witch Gamer Guides

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

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