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KEY=RA - MARCO SANTANA

WORLD OF WARRAFT: CYCLE OF HATRED

Pocket Star The Burning Legion has been defeated, and eastern regions of Kalimdor are now shared by two nations: the orcs of Durotar, led by their noble Warchief, Thrall; and the humans of Theramore, led by one of the most powerful mages alive -- Lady Jaina Proudmoore. But the tentative peace between orcs and humans is suddenly crumbling. Random attacks against Durotar's holdings suggest that the humans have renewed their aggression toward the orcs. Now Jaina and Thrall must avert disaster before old hatreds are rekindled -- and Kalimdor is plunged into another devastating war. Jaina's search to uncover the truth behind the attacks leads her to a shocking revelation. Her encounter with a legendary, long-lost wizard will challenge everything that she believes and illuminate the secret history of the world of...

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world of...

GENE RODDENBERRY'S ANDROMEDA: DESTRUCTION OF ILLUSIONS

Macmillan After liberating their ship, the Eureka Maru, impounded for non-payment of bills, Captain Beka Valentine and her crew accept an assignment to deliver a pregnant Nietzschean princess to safety, but their mission is complicated by Tyr Anasazi, a Nietzschean warrior on a mission to raise money for an army. Reprint. (A syndicated TV series, starring Kevin Sorbo, Keith Hamilton Cobb, & Lisa Ryder)

DARKNESS FALLS

Simon and Schuster A hundred and fifty years ago, in the sleepy fishing village of Darkness Falls, Matilda Dixon would give the local children cakes and treats and accept their baby teeth as "payment." After her husband Sonny was killed in a boating accident and a kitchen fire left her horribly scarred, Matilda became a recluse -- but she still collected baby teeth, now leaving coins behind instead of treats. When two children went missing on their way to visit "the tooth fairy," the townspeople lynched Matilda in retaliation -- just as the two children turned up alive and well. Today, Kyle Walsh lives his life in fear, and has ever since he left Darkness Falls as a boy. Kyle is the only one who knows the truth -- that the spirit of Matilda Dixon has returned to exact her revenge. Now Kyle must return home to confront his troubled past and save his childhood sweetheart Caitlin and her younger brother Michael from "the tooth fairy" -- before she kills again!

DRAGON PRECINCT

Espec Books Gan Brightblade is one of the world's greatest heroes and a personal friend of the Lord and Lady of Cliff's End. When he's brutally murdered in Dragon Precinct the Captain of the Guard puts his two best investigators on the case. Danthres and Torin soon discover that the crime scene is empty of any forensic evidence-physical or magical.

A STAR TREK: THE NEXT GENERATION: TIME #9: A TIME FOR WAR, A TIME FOR PEACE

Simon and Schuster The shattering conclusion to the nine-book Next Generation series that chronicles the untold adventures of the Enterprise crew between the events depicted in the feature films Star Trek: Insurrection and Star Trek Nemesis! On the cusp of their epic battle with Shinzon, many of Captain Jean-Luc Picard's long-time crew were heading for new assignments and new challenges. Among the changes were William Riker's promotion to captain and his new command, Riker's marriage to Counselor Deanna Troi, and Dr. Beverly Crusher's new career at Starfleet Medical. But the story of what set them on a path away from the Starship Enterprise™ has never been told. UNTIL NOW. Following the scandalous Tezwa affair, the Federation president's resignation forces an election, with the future of the United Federation of Planets to be determined by who emerges victorious from a hotly contested vote. But it is the fate of the entire galaxy that may actually be decided on Qo'noS, as the Federation embassy is seized by terrorists whose actions

expose intrigue reaching the highest levels of Klingon government—and it will take all of Ambassador Worf's skills to keep the fragile Federation-Klingon alliance from collapsing. And while this potential intergalactic chaos looms, Commander Riker finds his plans for command and marriage soured by a brutal, high-level inspection of the ship from which the crew may not escape unscathed... The epic miniseries comes to a shocking conclusion—one that will leave the Star Trek universe changed forever!

SLEEPY HOLLOW

CHILDREN OF THE REVOLUTION

Crown When Ichabod Crane, a soldier from the Colonial Army, is resurrected from his grave more than two centuries after he was killed in battle, he partners with Lieutenant Abbie Mills of the Sleepy Hollow Police Department to fight the evil forces that have taken hold of the town. On a cold day in January, Ichabod visits Patriots Park for a moment of peace. Instead, he receives a disturbing vision from his wife, Katrina, in which she delivers a cryptic but urgent message: he must retrieve the Congressional Cross that he was awarded by the Second Continental Congress for bravery in action. There's just one problem: Ichabod was killed before he ever received the medal, and he is unsure where it might be. Together, Ichabod and Abbie set out to uncover the mystery of the cross--and its connection to George Washington and his secret war against the demon hordes. But they soon learn that a coven of witches is also seeking the cross in order to resurrect their leader, Serilda, who was burned at the stake during the Revolutionary War. Now they must locate the cross before the coven can bring back Serilda to exact her fatal revenge on Sleepy Hollow.

CHEIRON'S WARRIORS

Simon & Schuster/Paula Wiseman Books Half man, half god, young Hercules musters all his considerable strength to survive a plot hatched against him by Ares, the god of war and half-brother to Hercule's divine father, Zeus. Original.

HAVE TECH WILL TRAVEL

SCE OMNIBUS

Simon and Schuster **HAVE TECH, WILL TRAVEL STARFLEET CORPS OF ENGINEERS** Need a gigantic, marauding starship explored? Is your global computer system starting to break down? Call in the crack team from the Starfleet Corps of Engineers. Overseen by Captain Montgomery Scott from his office at Starfleet Headquarters, the S.C.E. can build, rebuild, program, reprogram, assemble, reassemble, or just figure out everything from alien replicators to doomsday machines. Just don't expect them to perform miracles -- unless they absolutely have to. Captain David Gold, his first officer Commander Sonya Gomez, and the crew of the U.S.S. da Vinci put their lives on the line to save a colony world threatened by a deadly alien and rescue a ship trapped in the ravages of interphase. Join Starfleet's miracle workers for a wrenching journey through the new frontier! **HAVE TECH WILL TRAVEL, SCE #1** contains the

complete eBook editions of S.C.E. adventures #1-4.

WORLD OF WARCRAFT: THRALL: TWILIGHT OF THE ASPECTS

Simon and Schuster The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

STARCRAFT: GHOST--NOVA

Simon and Schuster Four years after the end of the Brood War, Emperor Arcturus Mengsk has rebuilt much of the Terran Dominion and consolidated a new military force despite an ever-present alien threat. Within this boiling cauldron of strife and subversion, a young woman known only as Nova shows the potential to become Mengsk's most lethal and promising "Ghost" operative. Utilizing a combination of pure physical aptitude, innate psychic power, and advanced technology, Nova can strike anywhere with the utmost stealth. Like a phantom in the shadows, she exists only as a myth to the enemies of the Terran Dominion. Yet Nova wasn't born a killer. She was once a privileged child of one of the Old Families of the Terran Confederacy, but her life changed forever when a rebel militia murdered her family. In her grief, Nova unleashed her devastating psychic powers, killing hundreds in a single, terrible moment. Now, on the run through the slums of Tarsonis, she is unable to trust anyone. Pursued by a special agent tasked with hunting down rogue telepaths, Nova must come to terms with both her burgeoning powers and her guilt -- before they consume her and destroy everything in her path....

UNDER THE CRIMSON SUN

A DUNGEONS & DRAGONS NOVEL

Wizards of the Coast Tharizdun, the Chanied God, has released the Voidharrow--a liquid crystal imbued with his will and all the chaos of the Abyss--into the universe, and with it comes a transformative engine of pestilence. When exposed to the Voidharrow, individuals look as though they've been stricken by disease as the Abyssal liquid twists and deforms them into chaotic demonlike creatures. Behold the Abyssal Plague! When a trading caravan manned by grafters and con men comes across a dead man in the desert they open the door to an Abyssal realm long since destroyed. As the Voidharrow takes hold of one of their companions, he begins to morph into a beast like none they have ever seen. When the stakes are raised in an attempt to defraud some of the more unsavory rulers of this cruel world, the Voidharrow comes to play a role in a move that could transform our heroes forever. From the Paperback edition.

THE SHINING BLADE (WORLD OF WARCRAFT: TRAVELER, BOOK 3)

Scholastic Inc. Don't miss the epic conclusion to the World of Warcraft: Traveler trilogy, brought to life by New York Times bestselling author Madeleine Roux!

THE WARCRAFT CIVILIZATION

SOCIAL SCIENCE IN A VIRTUAL WORLD

MIT Press An exploration of the popular online role-playing game World of Warcraft as a virtual prototype of the real human future. World of Warcraft is more than a game. There is no ultimate goal, no winning hand, no princess to be rescued. WoW is an immersive virtual world in which characters must cope in a dangerous environment, assume identities, struggle to understand and communicate, learn to use technology, and compete for dwindling resources. Beyond the fantasy and science fiction details, as many have noted, it's not entirely unlike today's world. In *The Warcraft Civilization*, sociologist William Sims Bainbridge goes further, arguing that WoW can be seen not only as an allegory of today but also as a virtual prototype of tomorrow, of a real human future in which tribe-like groups will engage in combat over declining natural resources, build temporary alliances on the basis of mutual self-interest, and seek a set of values that transcend the need for war. What makes WoW an especially good place to look for insights about Western civilization, Bainbridge says, is that it bridges past and future. It is founded on Western cultural tradition, yet aimed toward the virtual worlds we could create in times to come.

PAVANE

Gateway 1588: Queen Elizabeth is felled by an assassin's bullet. Within the week, the Spanish Armada had set sail, and its victory changed the course of history. 1968: England is still dominated by the Church of Rome. There are no telephones, no television, no nuclear power. As Catholicism and the Inquisition tighten their grip, rebellion is growing.

WORLD OF WARCRAFT: BEYOND THE DARK PORTAL

Simon and Schuster The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

SHADOWS RISING (WORLD OF WARCRAFT: SHADOWLANDS)

Del Rey An all-new official prequel novel to *Shadowlands*, the next expansion for Blizzard Entertainment's legendary online game *World of Warcraft* "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership,

King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

HACKER, HOAXER, WHISTLEBLOWER, SPY

THE MANY FACES OF ANONYMOUS

Verso Books Here is the ultimate book on the worldwide movement of hackers, pranksters, and activists that operates under the non-name Anonymous, by the writer the Huffington Post says “knows all of Anonymous’ deepest, darkest secrets.” Half a dozen years ago, anthropologist Gabriella Coleman set out to study the rise of this global phenomenon just as some of its members were turning to political protest and dangerous disruption (before Anonymous shot to fame as a key player in the battles over WikiLeaks, the Arab Spring, and Occupy Wall Street). She ended up becoming so closely connected to Anonymous that the tricky story of her inside-outside status as Anon confidante, interpreter, and erstwhile mouthpiece forms one of the themes of this witty and entirely engrossing book. The narrative brims with details unearthed from within a notoriously mysterious subculture, whose semi-legendary tricksters—such as Topiary, tflow, Anachaos, and Sabu—emerge as complex, diverse, politically and culturally sophisticated people. Propelled by years of chats and encounters with a multitude of hackers, including imprisoned activist Jeremy Hammond and the double agent who helped put him away, Hector Monsegur, *Hacker, Hoaxer, Whistleblower, Spy* is filled with insights into the meaning of digital activism and little understood facets of culture in the Internet age, including the history of “trolling,” the ethics and metaphysics of hacking, and the origins and manifold meanings of “the lulz.”

PLUGGED IN

HOW MEDIA ATTRACT AND AFFECT YOUTH

Yale University Press Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism --

10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z

THE BLACK ROAD

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed.... Darrick Lang is coming home. Years ago he left the town of Bramwell to walk the wide world as a soldier of fortune and champion of the realm. But Bramwell is not as he left it. Something dark and terrifying has ensnared the townsfolk, something very old and very patient, tangling innocents in a web of malice and profaning the very earth itself. Now that same power calls to Darrick and his only hope may be to walk the same perilous path of damnation. The Black Road An original tale of space warfare set in the world of the bestselling computer game!

NEVADA

A NOVEL

MCD x FSG Originals One of Vogue's Best Books of 2022 So Far, BuzzFeed's Summer Books You Won't Be Able To Put Down, Book Riot's Best Summer Reads for 2022, and Dazed's Queer Books to Read in 2022 "[Nevada] is defiant, terse, not quite cynical, sometimes flip, addressed to people who think they know. It is, if you like, punk rock." —The New Yorker "Nevada is a book that changed my life: it shaped both my worldview and personhood, making me the writer I am. And it did so by the oldest of methods, by telling a wise, hilarious, and gripping story." —Torrey Peters, author of Detransition, Baby A beloved and blistering cult classic and finalist for the Lambda Literary Award for Transgender Fiction finally back in print, Nevada follows a disaffected trans woman as she embarks on a cross-country road trip. Maria Griffiths is almost thirty and works at a used bookstore in New York City while trying to stay true to her punk values. She's in love with her bike but not with her girlfriend, Steph. She takes random pills and drinks more than is good for her, but doesn't inject anything except, when she remembers, estrogen, because she's trans. Everything is mostly fine until Maria and Steph break up, sending Maria into a tailspin, and then onto a cross-country trek in the car she steals from Steph. She ends up in the backwater town of Star City, Nevada, where she meets James, who is probably but not certainly trans, and who reminds Maria of her younger self. As Maria finds herself in the awkward position of trans role model, she realizes that she could become James's savior—or his downfall. One of the most beloved cult novels of our time and a landmark of trans literature, Imogen Binnie's Nevada is a blistering, heartfelt, and evergreen coming-of-age story, and a punk-smear excavation of marginalized life under capitalism. Guided by an instantly memorable, terminally self-aware protagonist—and back in print featuring a new afterword by the author—Nevada is

the great American road novel flipped on its head for a new generation.

WARCRAFT: DEATH KNIGHT

TokyoPop Presents an original story set in the World of Warcraft Universe, studying one of the newest classes in the game--the Death Knight. Original.

THE ARES ALLIANCE

Simon Pulse When Ogun takes the Amazons to Yoruba, planning to inflame his people against them and start a war, Hercules and Ares must forge an alliance to rescue Cyane and the Amazon people.

A DEADLY WANDERING

A MYSTERY, A LANDMARK INVESTIGATION, AND THE ASTONISHING SCIENCE OF ATTENTION IN THE DIGITAL AGE

Harper Collins "Deserves a spot next to Fast Food Nation and To Kill a Mockingbird in America's high school curriculums. To say it may save lives is self-evident." —New York Times Book Review (Editor's Choice) NEW YORK TIMES BESTSELLER • A BEST BOOK OF THE YEAR: San Francisco Chronicle, Christian Science Monitor, Kirkus, Winnipeg Free Press One of the decade's most original and masterfully reported books, *A Deadly Wandering* by Pulitzer Prize-winning New York Times journalist Matt Richtel interweaves the cutting-edge science of attention with the tensely plotted story of a mysterious car accident and its aftermath to answer some of the defining questions of our time: What is technology doing to us? Can our minds keep up with the pace of change? How can we find balance? On the last day of summer, an ordinary Utah college student named Reggie Shaw fatally struck two rocket scientists while texting and driving along a majestic stretch of highway bordering the Rocky Mountains. *A Deadly Wandering* follows Reggie from the moment of the tragedy, through the police investigation, the state's groundbreaking prosecution, and ultimately, Reggie's wrenching admission of responsibility. Richtel parallels Reggie's journey with leading-edge scientific findings on the impact technology has on our brains, showing how these devices play to our deepest social instincts. A propulsive read filled with surprising scientific detail, riveting narrative tension, and rare emotional depth, *A Deadly Wandering* is a book that can change—and save—lives.

MARVEL THE TALES OF ASGARD TRILOGY

Joe Books Ltd *Marvel The Tales of Asgard Trilogy* tells the stories of Asgard's greatest heroes—Thor, God of Thunder; Sif, the Unstoppable; and the Warriors Three, Volstagg the Voluminous, Fandral the Dashing, and Hogun the Grim. *Book One—Marvel Thor: Dueling with Giants* When Thor's hammer, Mjolnir, loses its enchantment, only one being is cunning enough to carry out such a trick: Thor's own adopted brother, Loki. As punishment, Odin imprisons Loki for a year, but the trickster soon takes on other forms and escapes his imprisonment. He provokes a dispute between Odin and the giant Hrungrnir—one that soon brings a full-scale

attack on Asgard and a one-on-one challenge to Thor himself. Book Two—Marvel Sif: Even Dragons Have Their Endings When the nearby village of Flodbjerge is terrorized by a dragon, it is Sif who must answer the call for help. Both her reputation and her life are on the line as she faces the fearsome dragon, Oter. The face-off won't be straightforward either—the winged beast has a secret that Sif will have to unravel in order to defeat him before the village and its people go up in flames. Book Three—Marvel Warriors Three: Godhood's End Throughout the Nine Worlds, giants are known more for their brawn than their brains, but the Frost Giant Thjasse has come up with an inspired plan: defeat the Aesir not by ending their lives in battle, but by stealing their precious Golden Apples of Immortality and letting time take its course. Is Odin's reign over? Or will the Warriors Three prove that it takes more than brute force and a little bit of ingenuity to topple fighters worthy of sharing Odin's table?

WARCRAFT OFFICIAL MOVIE NOVELIZATION

Titan Books (US, CA) The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people and their home. So begins a spectacular saga of power and sacrifice in which war has many faces, and everyone fights for something.

WARCRAFT WAR OF THE ANCIENTS ARCHIVE

Simon and Schuster Based on the record-shattering computer game, the complete War of the Ancients trilogy is collected in one volume, and includes The Well of Eternity, The Demon Soul, and The Sundering. Original.

HAROLD AND THE PURPLE CRAYON

HarperCollins From beloved children's book creator Crockett Johnson comes the timeless classic Harold and the Purple Crayon! This imagination-sparking picture book belongs on every child's digital bookshelf. One evening Harold decides to go for a walk in the moonlight. Armed only with an oversize purple crayon, young Harold draws himself a landscape full of wonder and excitement. Harold and his trusty crayon travel through woods and across seas and past dragons before returning to bed, safe and sound. Full of funny twists and surprises, this charming story shows just how far your imagination can take you. "A satisfying artistic triumph." —Chris Van Allsburg, author-illustrator of The Polar Express Share this classic as a birthday, baby shower, or graduation gift!

YOUNG HERCULES

A NOVELIZATION

Simon Pulse When Hercules, along with his two friends, Iolaus and Jason--the crown prince of Corinth--embark on a mission to save Jason's kingdom, Hercules's half-

brother Ares, the god of war, waits in the shadows to destroy him and his friends. Original. TV tie-in.

SYLVANAS (WORLD OF WARCRAFT)

Del Rey NATIONAL BESTSELLER • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

WORLD OF WARCRAFT: NIGHT OF THE DRAGON

Simon and Schuster Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

THE GOSPEL ACCORDING TO MARK

Canongate Books The earliest of the four Gospels, the book portrays Jesus as an enigmatic figure, struggling with enemies, his inner and external demons, and with his devoted but disconcerted disciples. Unlike other gospels, his parables are obscure, to be explained secretly to his followers. With an introduction by Nick Cave

WHAT TECHNOLOGY WANTS

Penguin From the author of the New York Times bestseller The Inevitable— a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural

system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed-or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

CURRICULUM 21

ESSENTIAL EDUCATION FOR A CHANGING WORLD

ASCD "What year are you preparing your students for? 1973? 1995? Can you honestly say that your school's curriculum and the program you use are preparing your students for 2015 or 2020? Are you even preparing them for today?" With those provocative questions, author and educator Heidi Hayes Jacobs launches a powerful case for overhauling, updating, and injecting life into the K-12 curriculum. Sharing her expertise as a world-renowned curriculum designer and calling upon the collective wisdom of 10 education thought leaders, Jacobs provides insight and inspiration in the following key areas: * Content and assessment--How to identify what to keep, what to cut, and what to create, and where portfolios and other new kinds of assessment fit into the picture. * Program structures--How to improve our use of time and space and groupings of students and staff. * Technology--How it's transforming teaching, and how to take advantage of students' natural facility with technology. * Media literacy--The essential issues to address, and the best resources for helping students become informed users of multiple forms of media. * Globalization--What steps to take to help students gain a global perspective. * Sustainability--How to instill enduring values and beliefs that will lead to healthier local, national, and global communities. * Habits of mind--The thinking habits that students, teachers, and administrators need to develop and practice to succeed in school, work, and life. The answers to these questions and many more make Curriculum 21 the ideal guide for transforming our schools into what they must become: learning organizations that match the times in which we live.

WORLD OF WARCRAFT: DAWN OF THE ASPECTS

Simon and Schuster "Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

BULLSHIT JOBS

A THEORY

Simon & Schuster From bestselling writer David Graeber—"a master of opening up thought and stimulating debate" (Slate)—a powerful argument against the rise of meaningless, unfulfilling jobs...and their consequences. Does your job make a meaningful contribution to the world? In the spring of 2013, David Graeber asked this question in a playful, provocative essay titled "On the Phenomenon of Bullshit Jobs." It went viral. After one million online views in seventeen different languages, people all over the world are still debating the answer. There are hordes of

people—HR consultants, communication coordinators, telemarketing researchers, corporate lawyers—whose jobs are useless, and, tragically, they know it. These people are caught in bullshit jobs. Graeber explores one of society's most vexing and deeply felt concerns, indicting among other villains a particular strain of finance capitalism that betrays ideals shared by thinkers ranging from Keynes to Lincoln. "Clever and charismatic" (The New Yorker), *Bullshit Jobs* gives individuals, corporations, and societies permission to undergo a shift in values, placing creative and caring work at the center of our culture. This book is for everyone who wants to turn their vocation back into an avocation and "a thought-provoking examination of our working lives" (Financial Times).

SUPERNATURAL: NEVERMORE

Harper Collins Twenty-two years ago, Sam and Dean Winchester lost their mother to a mysterious and demonic supernatural force. In the years after, their father, John, taught them about the paranormal evil that lives in the dark corners and on the back roads of America...and he taught them how to kill it. Sam and Dean have hit New York City to check out a local rocker's haunted house. But before they can figure out why a lovesick banshee in an '80s heavy-metal T-shirt is wailing in the bedroom, a far more macabre crime catches their attention. Not far from the house, two university students were beaten to death by a strange assailant. A murder that's bizarre even by New York City standards, it's the latest in a line of killings that the brothers soon suspect are based on the creepy stories of legendary writer Edgar Allan Poe. Their investigation leads them to the center of one of Poe's horror classics, face-to-face with their most terrifying foe yet. And if Sam and Dean don't rewrite the ending of this chilling tale, a grisly serial killer will end their lives forevermore.

WORLD OF WARCRAFT: VOL'JIN: SHADOWS OF THE HORDE

Simon and Schuster Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

WORLD OF WARCRAFT: DAWN OF THE ASPECTS:

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