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EWING MARKS

DK Eyewitness Travel Guide Portugal Dark Horse Comics (Single Issues)

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 Karpysyn's *Mass Effect: Ascension*.

Gamer Trouble Del Rey

The eagerly anticipated sequel to the blockbuster science-fiction epic IGN.com named the #1 Xbox 360 game of all time, *Mass Effect 2* begins with the disappearance of Commander Shepard. The story of what happens next—exclusive to this graphic novel—will have the commander's companion Dr. Liara T'Soni undertake a deadly mission of extraordinary importance in the Milky Way's lawless Terminus Systems. * *Mass Effect Volume 1* features essential developments in the *Mass Effect* gaming saga, plus a special behind-the-scenes section with sketches and more. * Collects the four-issue miniseries.

The Art of The Mass Effect Universe CRC Press

Cutting out clutter might be the best thing you've ever done, not just in your closet, but also on your computer, smartphone, email, and online accounts. *Get Organized: How to Clean Up Your Messy Digital Life* is a how-to guide for reimagining your digital life and getting it to a happier and more productive place. Author and software expert Jill Duffy shows you the apps, websites, and other freely available tools you'll need to put your life back in order. You'll learn how to: . Organize a computer so you can find what you need when you need it. . Streamline your email to clear out your inbox for good. . Protect your most important data with powerful passwords and simple backup solutions. . Clean up your photos, music, and social media accounts—and keep them that way. . Manage your finances and your online presence, both now and after you die. . And much more! "Fixing our relationship with email and introducing people to tools that can help them effectively manage their inboxes is important, and Jill Duffy's book provides concrete suggestions on how to make changes needed to organize our lives." - Gentry Underwood, cofounder of Mailbox "Even if you've never met a filing system you'd actually use, you can pick up tips from Jill's surprisingly wry manual for cleaning up your digital life. From dreaming up better passwords to choosing social media headshots, Jill's got it all covered -- and organized for you, too." - Laura Vanderkam, author of *What the Most Successful People Do Before Breakfast* and *168 Hours: You Have More Time Than You Think* PC Mag, the most trusted online brand for digital product reviews and news, is proud to offer this essential guide for living a better, more productive digital life. For more, visit pcmag.com/get-organized

The Routledge Handbook of Translation, Feminism and Gender Quirk Books

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!

Peer Gynt Dark Horse Comics

Half a century after the publication of *The Feminine Mystique*, have women really exchanged purity and maternity to become desiring machines inspired only by variations of sex, shopping and masochism - all coloured a brilliant neuro-pink? In this volume, fifty women young and old - writers, politicians, actors, scientists, mothers - reflect on the shades that inspired them and what being woman means to them today. Contributors include: Margaret Atwood, Joan Bakewell, Bidisha, Lydia Cacho, Shami Chakrabarti, Lennie Goodings, Linda Grant, Natalie Haynes, Siri Hustvedt, Kathy Lette, Kate Mosse, Pussy Riot, Bee Rowlatt, Elif Shafak, Ahdaf Soueif, Sandi Toksvig, Natasha Walter, Timberlake Wertenbaker Jeanette Winterson - alongside the three editors.

Both Sides Now Tordotcom

This ultimate handbook for ladies living the nerdy life is a fun and feminist take on the often male-dominated world of geekdom. Fandom, feminism, cosplay, cons, books, memes, podcasts, vlogs, OTPs and RPGs and MMOs and more—it's never been a better time to be a girl geek. With delightful illustrations and an unabashed love for all the in(ternet)s and outs of geek culture, this book is packed with tips, playthroughs, and cheat codes, including: • How to make nerdy friends • How to rock awesome cosplay • How to write fanfic with feels • How to defeat internet trolls • How to attend your first con And more! Plus insightful interviews with fangirl faves, like Jane Espenson, Erin Morgenstern, Kate Beaton, Ashley Eckstein, Laura Vandervoort, Beth Revis, Kate Leth, and many others.

Fifty Shades of Feminism Dark Horse Comics

Hoping to add some steam and sex to your next game? Then this book is for you. This practical guide provides you with the foundational tools needed to write, design, and create healthy sexual content in video games in ways that are narratively compelling, varied, and hot! Challenging the assumptions that sex in games is superfluous, exploitative, or only of interest to straight guys, this book encourages designers to create meaningful, enjoyable sexual content for all audiences. Using examples from well-known AAA games (and some standout indie content!), each chapter provides a framework to guide game writers, designers, and developers through the steps of creating and executing sexual content in their games - from early concept, to setting it up in larger game narrative, and finally to executing specific sexual scenes and sequences. It also lays out a host of details and considerations that, while easily missed or forgotten, can have a major impact on the quality or theme of the scene. Offering expert insight and ideas for creating sex scenes in games, this book is vital reading for game designers, writers, and narrative designers who are interested in making games with sexual content. It will also appeal to artists, cutscene directors, audio engineers, composers, and programmers working on these games - or really, any game developer with an interest in the topic!

Aliens in Popular Culture Guinness World Records

****The galaxy betrayed!**** *Mass Effect: Homeworlds* turns the focus onto Commander Shepard's ally Tali'Zorah in a story from Tali's *Mass Effect 3* writer Patrick Weekes! On a mission to end her people's generations-long exile, Tali uncovers the treachery of a central *Mass Effect* figure and finds herself hunted by assassins. Fleeing to the Citadel for help, she instead encounters disgust and discrimination in the most "civilized" place in the galaxy! From *Mass Effect 3* writers Mac Walters and Patrick Weekes! Script by Jeremy Barlow (*Star Wars: Rebellion*!) ****The galaxy betrayed!****

Mass Effect: The Complete Comics Dark Horse Comics

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.

The Heart of Valor OUP Oxford

Neon Genesis Evangelion: Comic Tribute is an officially authorized one-shot anthology of parody stories. Inside, Mine Yoshizaki leads a band of manga pranksters including Hideki Ohwada, Yun Kouga, Nawoki Karasawa, Yoko Sanri, ComiPo! Mastermind Keiichi Tanaka, Rui Takato, Astroguay II, Kotaro Yamada, Sessyu Takemura, Jun Abe, and Tony Takezaki. Also contains contributions from normal people, like Rikdo Koshi.

City of Bones CRC Press

Before Martha Wells captured the hearts of MILLIONS with her Murderbot series, there was Khat, Sagai, and Elen, and a city risen out of death and decay... The city of Charisat, a tiered monolith of the Ancients' design, sits on the edge of the vast desert known as the Waste. Khat, a member of a humanoid race created by the Ancients to survive in the Waste, and Sagai, his human partner, are relic dealers working in the bottom tiers of society, trying to stay one step ahead of the Trade Inspectors. When Khat is hired by the all-powerful Warders to find relics believed to be part of one of the Ancients' arcane engines, he, and his party, begin unravelling the mysteries of an age-old technology. This they expected. They soon find themselves as the last line of defense between the suffering masses of Charisat and a fanatical cult, bent on unleashing an evil upon the city with an undying thirst for bone. That, they did not expect. This updated and revised edition is the author's preferred text. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Mass Effect 3 Legendary Edition - Strategy Guide Routledge

Thomas More: Utopia/ Francis Bacon: New Atlantis/Henry Neville: The Isle of Pines With the publication of Utopia (1516), Thomas More introduced into the English language not only a new word, but a new way of thinking about the gulf between what ought to be and what is. His Utopia is at once a scathing analysis of the shortcomings of his own society, a realistic suggestion for an alternative mode of social organization, and a satire on unrealistic idealism. Enormously influential, it remains a challenging as well as a playful text. This edition reprints Ralph Robinson's 1556 translation from More's original Latin together with letters and illustrations that accompanied early editions of Utopia. Utopia was only one of many early modern treatments of other worlds. This edition also includes two other, hitherto less accessible, utopian narratives. New Atlantis (1627) offers a fictional illustration of Francis Bacon's visionary ideal of the role that science should play in the modern society. Henry Neville's The Isle of Pines (1668), a precursor of Defoe's Robinson Crusoe, engages with some of the sexual, racial, and colonialist anxieties of the end of the early modern period. Together these texts illustrate the diversity of the early modern utopian imagination, as well as the different purposes to which it could be put. ABOUT THE SERIES: For over 100 years Oxford World's Classics has made available the widest range of literature from around the globe. Each affordable volume reflects Oxford's commitment to scholarship, providing the most accurate text plus a wealth of other valuable features, including expert introductions by leading authorities, helpful notes to clarify the text, up-to-date bibliographies for further study, and much more.

Mass Effect: Discovery Dark Horse Comics

To get the full effect, you need this guide •Full mission & optional assignment walkthroughs •Massive galactic codex section for all the background you could want •All Achievements and how to get them •Mass Effect warfare secrets revealed

Mass Effect: Foundation #12 Dark Horse Comics (Single Issues)

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: Nexus Uprising Gamer Guides

Now in its eighth edition, Guinness World Records Gamer's Edition is the ultimate guide to videogames. With all-new design and photography, the fresh-looking 2015 edition is packed full of

news and views about the most up-to-date achievements and developments in gaming. It offers the most dazzling images from this year's top titles, along with fascinating facts, figures and features on the games and characters you love - from Minecraft to the world-beating Grand Theft Auto V, from thrilling new games to all-time classics. The latest edition includes gameplay tips and hints, interviews and features exploring gaming from different perspectives, and quotes from leading figures in the industry. Find out about the biggest-selling games, the highest scores, and the world's most amazing gamers. Read about the latest hardware developments in the battle of the eight-generation consoles, and explore the most exciting news stories across all the major gaming genres.

Get Organized Random House Worlds

Empress Celene of Orlais rose to the throne of the most powerful nation in Thedas through wisdom, wit, and ruthless manipulation. Now the empire she has guided into an age of enlightenment is threatened from within by imminent war between the templars and the mages, even as rebellion stirs among the downtrodden elves. To save Orlais, Celene must keep her hold on the throne by any means necessary. At her heels are Grand Duke Gaspard, an Orlesian chevalier who believes the kingdom deserves a new, stronger leader; and Briala, Celene's handmaid, spymaster, and lover, who wants nothing more than to fight for her people--the elves. Alliances are forged and promises broken as Celene and Gaspard battle for the throne. In the end, however, the elves, hidden and starving, may decide the fate of the masked empire themselves. This deluxe edition features twenty-four brand new illustrations by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and German Ponce in an intricately designed, foil stamped hardcover!

Mass Effect: Retribution Dark Horse Manga

Currently Updating for Legendary Edition This guide for Mass Effect 2 Legendary Edition features all there is to see and do including a walkthrough containing coverage of all the main campaign Missions, Assignments, as well as a detailed breakdown of all the important choices, class builds and much more! Featuring (July 2021 update): - A complete walkthrough for the entire main campaign, including all recruitment/loyalty Missions, as well as details on weapons, resources and research projects found during each Mission. - Every Assignment covered. - Updated media and formatting for the Legendary Edition. - In-depth look at the major choices and consequences - long term and short term - of each. - Full details on all possible Romances. - In-depth class builds for Shepard with an emphasis on Insanity difficulty strategies. - Details on every Power. - Builds for all squad mates. - Trophy/Achievement guide.

Neon Genesis Evangelion: Comic Tribute Virago

Complicating perspectives on diversity in video games Gamers have been troublemakers as long as games have existed. As our popular understanding of “gamer” shifts beyond its historical construction as a white, straight, adolescent, cisgender male, the troubles that emerge both confirm and challenge our understanding of identity politics. In Gamer Trouble, Amanda Phillips excavates the turbulent relationships between surface and depth in contemporary gaming culture, taking readers under the hood of the mechanisms of video games in order to understand the ways that difference gets baked into its technological, ludic, ideological, and social systems. By centering the insights of queer and women of color feminisms in readings of online harassment campaigns, industry animation practices, and popular video games like Portal and Mass Effect, Phillips adds essential analytical tools to our conversations about video games. She embraces the trouble that attends disciplinary crossroads, linking the violent hate speech of trolls and the representational practices marginalizing people of color, women, and queers in entertainment media to the dehumanizing logic undergirding computation and the optimization strategies of gameplay. From the microcosmic level of electricity and flicks of a thumb to the grand stages of identity politics and global capitalism, wherever gamers find themselves, gamer trouble follows. As reinvigorated forms of racism, sexism, and homophobia thrive in games and gaming communities, Phillips follows the lead of those who have been making good trouble all along, agitating for a better world.

Mass Effect 3 PC Mag

The Routledge Handbook of Translation, Feminism and Gender provides a comprehensive, state-of-the-art overview of feminism and gender awareness in translation and translation studies today. Bringing together work from more than 20 different countries - from Russia to Chile, Yemen, Turkey, China, India, Egypt and the Maghreb as well as the UK, Canada, the USA and Europe - this Handbook represents a transnational approach to this topic, which is in development in many parts of the world. With 41 chapters, this book presents, discusses, and critically examines many different aspects of gender in translation and its effects, both local and transnational. Providing overviews of key questions and case studies of work currently in progress, this Handbook is the essential reference and resource for students and researchers of translation, feminism, and gender.

Mass Effect: Ascension Random House Worlds

Mass Effect 3 Prima Official Game Guide includes: * Fight YOUR Way - Multiple approaches to every key battle * Dominate in Multiplayer - Comprehensive maps prepare you for battle and help you survive * Choose the Best Gear - Every weapon and piece of armor revealed, including mods and upgrades * Take Earth Back - Class breakdowns and build recommendations give you the advantage you need against the reapers * Avoid Spoilers - Special callouts strategically placed and text turned upside down at critical story moments ensure your experience won't be spoiled

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