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# Who Writes History Ffxiv

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 Twilight of the Idols  
 The Shadow Rising  
 Final Fantasy Ultimania Archive Volume 2  
 The Music of Nobuo Uematsu in the Final Fantasy Series  
 A Bear Grylls Adventure 1: The Blizzard Challenge  
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**ZACHARY STEWART**

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The Princeling National

Geographic Books  
The first thrilling  
adventure in the brand-

new collectible series for young readers from survival expert and Chief Scout BEAR GRYLLS. Olly isn't enjoying activity camp. Why should he bother building a shelter or foraging for food with his teammates - he'd rather be at home in the warm and dry, where the sofa and the video games are. But then Olly gets given a compass with a mysterious fifth direction. When he follows it, he's magically transported to a high mountain range where he meets survival expert Bear Grylls. With his help, Olly must learn to survive in sub-zero temperatures, including what to do if the ice cracks when you're crossing a frozen lake, or a blizzard sets in . . . But can his adventure with Bear Grylls change Olly's mind about teamwork and perseverance? And who will Olly give the compass to next? Each book in this fun new 12-book series from BEAR GRYLLS follows a different child on the outdoor activity camp. Once they are given the magical compass, they meet the inspirational adventurer in an amazing place and learn new skills and facts they can take back with them to their real life.

*Twilight of the Idols*

Penguin  
NEW YORK TIMES  
BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons "Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!"—Tom Morello, *Rage Against the Machine* From the D&D experts behind *Dungeons & Dragons Art & Arcana* comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. *Heroes' Feast* includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair

perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

### **The Shadow Rising**

Bonnier Publishing Fiction Ltd.

"Featuring over seventy recipes -- including hearty breakfast to start off a day of adventure, appetizers, breads, soups and stews, sides, desserts, drinks, and main dishes to delight even the most exacting Culinarian - - this cookbook gives you everything you need to bring the tastes of Hydaelyn into your own home"--Back cover

### **Final Fantasy Ultimania Archive Volume 2**

National Geographic Books

"Tomb Raider: The Official Cookbook and Travel Guide is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years of global adventures--bringing the taste back home to you.

Inspired by the hit Tomb Raider videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike."--

Amazon

*The Music of Nobuo Uematsu in the Final Fantasy Series* National Geographic Books

The second volume of the official Final Fantasy XIV lore books, written and compiled by the Final Fantasy XIV development team! Packed with art and information, this full-color, hardcover volume presents a panoramic overview of the world of Eorzea and its inhabitants. The world of

Final Fantasy XIV has grown to encompass not only the untraversed corners of Eorzea, but the far-reaching lands of an entire new continent to the east. With new horizons come new discoveries, and so it is with great pleasure that we bring you the second volume of Square Enix's best-selling Encyclopaedia Eorzea, containing hundreds of pages of newly compiled information on the realms we proudly call our second home. Dedicated to those for whom the pursuit of knowledge is a never-ending journey. Includes an exclusive bonus item code for an in-game item, Matoya's Hat (head gear)!

*A Bear Grylls Adventure 1: The Blizzard Challenge* St. Martin's Griffin

Recently voted the greatest fantasy of all time, after *The Lord of the Rings* and *The Hobbit*, Gene Wolfe's *The Book of the New Sun* is an extraordinary epic, set a million years in the future, on an Earth transformed in mysterious and wondrous ways, in a time when our present culture is no longer even a memory. Severian, the central character, is a torturer, exiled from his guild after falling in love

with one of his victims, and journeying to the distant city of Thrax, armed with his ancient executioner's sword, Terminus Est. This edition contains the second two volumes of this four volume novel, *The Sword of the Lictor* and *The Citadel of the Autarch*. *Virtual Sociocultural Convergence* Castle Point Books

The heralded debut collection of poems by the author of *What the Living Do* (Norton, 1997).

Selected by Margaret Atwood as a winner in the 1987 Open Competition of the National Poetry Series, this unique collection was the first sounding of a deeply authentic voice. Howe's early writings concern relationship, attachment, and loss, in a highly original search for personal transcendence. Many of the thirty-four poems in *The Good Thief* appeared in such prestigious journals and periodicals as *The Atlantic*, *The American Poetry Review*, *Poetry*, *Ploughshares*, *The Agni Review*, and *The Partisan Review*.

*Runescape: The First 20 Years--An Illustrated History* Yen Press LLC  
When twelve-year-old George meets silver-

spooned Isabel, he knows she is going to be his world. However, a decade on, he realises that he does not belong to that world... To find his own way, he traverses the vast cultural landscape between the East and the West, dives into these societies and examines himself through this coming-of-age love story.

Final Fantasy XIV: Heavensward -- The Art of Ishgard -Stone and Steel-  
National Geographic Books

Is Justice Real When "Reality is Not?: Constructing Ethical Digital Environments examines how frameworks and concepts of justice should evolve in virtual worlds. Directed at researchers working in, or with an interest in virtual reality, as well as those interested in the fields of artificial intelligence and justice, this book covers research regarding impacts on human psychological states existing within alternative ethical frameworks. With chapters dedicated to behavioral impacts of virtual events, robotics and "unconscious", and human psychological states of role playing and existing, readers will be well-equipped to navigate the virtual worlds in which

millions of people currently spend time. Provides an introduction into virtual worlds in which humans increasingly spend significant time Analyzes the psychological impact on humans of spending time in virtual worlds Discusses ethical and justice frameworks, robotics, the psychology of role playing and future virtual worlds

Tomb Raider: The Official Cookbook and Travel Guide National Geographic Books

Breaking down the 40-year history of the world's most popular art form, one video game at a time Pong. The Legend of Zelda. Final Fantasy VII. Rock Band. Fortnite. Animal Crossing: New Horizons. For each of the 40 years of video game history, there is a defining game, a game that captured the zeitgeist and left a legacy for all games that followed. Through a series of entertaining, informative, and opinionated critical essays, author and tech journalist Jordan Minor investigates, in chronological order, the innovative, genre-bending, and earth-shattering games from 1977 through 2022. Minor explores development

stories, critical reception, and legacy, and also looks at how gaming intersects with and eventually influences society at large while reveling in how uniquely and delightfully bizarre even the most famous games tend to be. From portly plumbers to armor-clad space marines and the speedy rodents in between, Video Game of the Year paints individual portraits that, as a whole, give readers a stronger appreciation for the vibrant variety and long-lasting impact of this fresh, exciting, and massively popular art form. Illustrated throughout with retro-inspired imagery and featuring contributions from dozens of leading industry voices, including New York Times bestselling author Jason Schreier (Blood, Sweat, and Pixels; Kotaku), Max Scoville (IGN), Rebekah Valentine (IGN), Blessing Adeoye Jr. (Kinda Funny), and Devindra Hardawar (Engadget), this year-by-year anthology is a loving reflection on the world's most popular art form.

Featured Games: 1977 - Pong; 1978 - Space Invaders; 1979 - Speed Freak; 1980 - Pac-Man; 1981 - Donkey Kong; 1982 - Pitfall!; 1983 - Dragon's Lair; 1984 -

Tetris; 1985 - Super Mario Bros.; 1986 - Dragon Quest; 1987 - The Legend of Zelda; 1988 - Mega Man 2; 1989 - SimCity; 1990 - The Secret of Monkey Island; 1991 - Sonic the Hedgehog; 1992 - Wolfenstein 3D; 1993 - NBA Jam; 1994 - Super Street Fighter II Turbo; 1995 - Donkey Kong Country 2; 1996 - Super Mario 64; 1997 - Final Fantasy VII; 1998 - Metal Gear Solid; 1999 - System Shock 2; 2000 Counter-Strike; 2001 - Halo: Combat Evolved; 2002 - Grand Theft Auto: Vice City; 2003 - The Legend of Zelda: The Wind Waker; 2004 - World of Warcraft; 2005 - Resident Evil 4; 2006 - Wii Sports; 2007 - Rock Band; 2008 - Spore; 2009 - Uncharted 2; 2010 - Super Meat Boy; 2011 - Minecraft; 2012 - Telltale's The Walking Dead; 2013 - Depression Quest; 2014 - Destiny; 2015 - The Witcher 3; 2016 - Pokémon Go; 2017 - Fortnite; 2018 - Super Smash Bros. Ultimate; 2019 - Sekiro: Shadows Die Twice; 2020 - Animal Crossing: New Horizons; 2022 - The Stanley Parable: Ultra Deluxe  
*The Book of Booty: Shake It. Love It. Never Be It.*  
 Dark Horse Comics  
 Scoring a job at Square  
 Enix, Sasaki Shogo's

dream of producing a Final Fantasy game finally seems within his grasp! But after he starts, he quickly discovers that the work has nothing to do with his favorite franchise at all... Disillusioned, his enthusiasm for FF begins waning despite his sister / co-worker Yuko's attempts to lift his spirits. Their conversation is cut short, though, when a runaway truck suddenly careens toward the two of them...! When Shogo comes to, the first thing he sees is...a Moogle?! Wait, was that a Cure spell? And chocobos...?! Hurling into a Final Fantasy world unbound to any particular installment, how will an uber-fan like Shogo survive?!

### **The Ultimate Final Fantasy XIV Cookbook**

National Geographic Books  
 A gorgeous, oversized, full-color art book showcasing the artwork from the massively popular online video game Final Fantasy XIV. Volume one of a two-volume set with *The Art of Reflection - Histories Unwritten*. (NOTE: E-book edition does not include bonus item code.) Delve into the breathtaking world of Final Fantasy XIV: Shadowbringers in this deluxe volume featuring

hundreds of beautiful illustrations of characters, environments, equipment, and more. Offering concept art, reference images, and messages from the artists, this book is a must-have not only for fans of the game but for any who appreciate top-tier game art.

Includes an exclusive bonus code redeemable for a Wind-up Dulia-Chai minion! The sixth volume in the line of Final Fantasy XIV official art books.

### *Final Fantasy Ultimania Archive Volume 1* Abrams

A full-color, lavishly illustrated introduction to the world of Final Fantasy VII Remake, presenting information on characters, settings, gameplay, and more! With its captivating characters, striking visual design, and intense gameplay, Final Fantasy VII set a new standard for the RPG genre and became one of the top video game releases of all time. Now, with Final Fantasy VII Remake, players return to Midgar in a stunning new rendition of a timeless classic. This World Preview volume offers both new players and longtime fans essential information on characters, settings, gameplay, and more, as well as introductory comments

from producer Yoshinori Kitase and director Tetsuya Nomura.

**Final Fantasy XIV: Stormblood -- The Art of the Revolution -**

**Western Memories-** Ten Speed Press

Fascinating account of the men and women of the Bouligny family and their allied families who helped shape the history of Louisiana.

**Encyclopaedia Eorzea ~The World of Final Fantasy XIV~ Volume II**

Rowman & Littlefield

This book explores the remarkable sociocultural convergence in multiplayer online games and other virtual worlds, through the unification of computer science, social science, and the humanities. The emergence of online media provides not only new methods for collecting social science data, but also contexts for developing theory and conducting education in the arts as well as technology. Notably, role-playing games and virtual worlds naturally demonstrate many classical concepts about human behaviour, in ways that encourage innovative thinking. The inspiration derives from the internationally shared values developed in a

fifteen-year series of conferences on science and technology convergence. The primary methodology is focused on sending avatars, representing classical social theorists or schools of thought, into online gameworlds that harmonize with, or challenge, their fundamental ideas, including technological determinism, urban sociology, group formation, freedom versus control, class stratification, linguistic variation, functional equivalence across cultures, behavioural psychology, civilization collapse, and ethnic pluralism. Researchers and students in the social and behavioural sciences will benefit from the many diverse examples of how both qualitative and quantitative science of culture and society can be performed in online communities of many kinds, even as artists and gamers learn styles and skills they may apply in their own work and play. *Video Game of the Year* Simon and Schuster Nobuo Uematsu is one of the most influential Japanese composers of the current age. One of Japan's most beloved living composers, he has

been composing music for the popular franchise since 1987, inspiring a new generation of classical music fans, and named by Time Magazine as an 'innovator' of the new wave of music. Sometimes described as the Beethoven of video game music, Nobuo Uematsu has built his career and reputation from his soundtracks to the enduring Final Fantasy series of video games, which are notable for their remarkable cinematic feel. Classic FM radio describes Nobuo as 'part John Williams, part Wagnerian leitmotif, part new-age soundscaper - and a legend in his own right'. He has so far appeared five times in the top 20 of the annual Classic FM Hall of Fame, voted for by listeners. This is the first book-length study on the music of Uematsu. It takes a variety of different analytical approaches to his music. It offers readers interested in ludomusicology (the study of and research into video game music) a variety of ways in which to understand Uematsu's compositional process and the role that video game music has in the overall gaming experience. Those

interested in Uematsu's music will gain a greater appreciation and understanding of his compositional processes and his interaction with musical narrative, and those interested in ludomusicology in general will be shown various methodologies that can be applied to a single composer. Those interested in composing for video games or movies will also be given insight into how they might compose for a narrative themselves. Professional musicians will gain deeper insight into the music from selected games in the series, as each chapter applies traditional theoretical and musicological methodologies to selected games from the series. It may also be a useful educational resource for use in their own studies by student and amateur musicians. Foreword by William Gibbons, associate professor of musicology at Texas Christian University. Editor Richard Anatone is a professor of music theory at Prince George's Community College in Largo, Maryland. It will be a valuable resource for ludomusicologists, as well as academics from a variety of disciplines who

work in popular music and culture, film and visual media, and subjects traditionally marginalized by the Western 'Classical' canon. It will also be of interest to fans of the Final Fantasy series, both inside and outside of academia and to composers of video game music. It will also appeal to readers interested in the business and marketing side of the video game industry, and who want to learn from the successes of live video game concerts and how symbolism and thematic interplay aids in drawing gamers' attention to soundtracks and concerts of video game music. Game developers will learn how to recognize potential composers and compositional approaches that will aid in storytelling, fandom and gamer immersion. General video game historians who want to learn more about Square's early years and eventual transition into a powerhouse development company will also find much to interest them. While there have been several edited collections in the subdiscipline of ludomusicology, this is the first book to address a composer's oeuvre as the main subject. It brings

together a variety of methodologies and voices on the subject, and has potential to become a model for future composer-focused studies.

*Of Dice and Men* Dark Horse Comics

A beautiful new edition of the official art book for Final Fantasy XIV: Heavensward. Featuring hundreds of full-color illustrations and an exclusive bonus item code, this is a must-have for collectors and fans! Book one of a two-book set. (NOTE: E-book edition does not include bonus item code.) The Art of Ishgard -Stone and Steel- presents the concept art and planning images that became the foundation for the aesthetics of Final Fantasy XIV: Heavensward. Each page of this gorgeous, high-quality volume is packed with full-color art and character sketches, as well as lore-related drawings of equipment, environments, and more. Book one of a two-book set with The Art of Ishgard -The Scars of War-. Includes an exclusive bonus item code for an in-game Wind-up Relm minion! The second volume in the line of Final Fantasy XIV official art books.

*Cardcaptor Sakura*

*Collector's Edition 9* Dark Horse Comics

The Wheel of Time is now an original series on Prime Video, starring Rosamund Pike as Moiraine! In *The Shadow Rising*, the fourth novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, *The Wheel of Time®*, Rand al'Thor now wields the sword Callandor. He is both the Champion of Light and the Dragon Reborn. Now, he seeks answers to another prophecy that lies with the warrior people known as the Aiel to put him on the path of learning how to wield the One Power. Accompanied by Moiraine Damodred, Rand arrives at the Aiel Waste and is granted permission by the Wise Ones to enter the sacred city of Rhuidean. After passing through a doorway ter'angreal, Moiraine gains foresight while the Aiel await Rand's return, either with both arms marked by dragon symbols, validating his identity as He Who Comes With the Dawn, the Chief of Chiefs of all the Aiel—or to never emerge at all. Since its debut in 1990, *The Wheel of Time®* has captivated millions of readers around the globe with its scope, originality, and compelling

characters. The last six books in series were all instant #1 New York Times bestsellers, and *The Eye of the World* was named one of America's best-loved novels by PBS's *The Great American Read*. *The Wheel of Time®* New Spring: *The Novel* #1 *The Eye of the World* #2 *The Great Hunt* #3 *The Dragon Reborn* #4 *The Shadow Rising* #5 *The Fires of Heaven* #6 *Lord of Chaos* #7 *A Crown of Swords* #8 *The Path of Daggers* #9 *Winter's Heart* #10 *Crossroads of Twilight* #11 *Knife of Dreams* By Robert Jordan and Brandon Sanderson #12 *The Gathering Storm* #13 *Towers of Midnight* #14 *A Memory of Light* By Robert Jordan and Teresa Patterson *The World of Robert Jordan's The Wheel of Time* By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons *The Wheel of Time Companion* By Robert Jordan and Amy Romanczuk *Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*The Workout Journal and Roadmap* Springer  
A convenient handbook to

keep you on track with your fitness goals Not seeing the maximum fitness results you know you can achieve? It's time to get serious with your most powerful tool: *The Workout Journal and Roadmap!* With a durable, cleanable cover and convenient spiral binding (lays flat for tracking anywhere!), this handy-size journal is ready to tuck into your gym bag. *The Workout Journal and Roadmap* will energize your workouts and help you take them to a whole new level. The power lies in recording:

- Your training goals—whether it's more reps or sets with higher weight or going farther and faster with cardio, even flexibility and mobility goals
- Where you are right now—from body measurements to workout maxes and bests, so you can clearly see your progress and boost motivation to keep at it
- Your performance for each workout—celebrate successes (physical and mental) and troubleshoot anything holding you back
- Extra support from nutrition, supplements, and sleep—factors easy to overlook but also critical to reaching your fitness goals

Easy-to-use log pages help you capture important workout



measures—reps and sets, distance, heart rate, and more—in a strong, portable book. Plus, the simple yet powerful act of recording keeps you focused in each workout and motivated to stick to your overall fitness program. Get ready to see the results you've been chasing!

[The Good Thief Dark Horse Comics](#)

Explore the art and adventure of the quintessential entries in the Final Fantasy saga

with this gorgeous 300-plus-page hardcover. Collecting concept art, design notes, creator retrospectives, and more from Final Fantasy VII, Final Fantasy VIII, and Final Fantasy IX, Dark Horse's journey through the creation of the groundbreaking role-playing masterpiece continues! Dark Horse and Square Enix are thrilled to present the second of three volumes that officially translate Square Enix's detailed

history chronicling the creation of the Final Fantasy franchise's seventh, eighth, and ninth games. Filled with captivating art and creator commentary, Final Fantasy Ultimania Archive Volume 2 remains completely authentic to its Japanese source material with unrivaled access for a Western audience. This prestige compendium is a must-have addition for any Final Fantasy enthusiast's collection.

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