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The Smart Girl's Guide to Privacy Practical Tips for Staying Safe Online

No Starch Press The whirlwind of social media, online dating, and mobile apps can make life a dream—or a nightmare. For every trustworthy website, there are countless jerks, bullies, and scam artists who want to harvest your personal information for their own purposes. But you can fight back, right now. In The Smart Girl's Guide to Privacy, award-winning author and investigative journalist Violet Blue shows you how women are targeted online and how to keep yourself safe. Blue's practical, user-friendly advice will teach you how to: –Delete personal content from websites –Use website and browser privacy controls effectively –Recover from and prevent identity theft –Figure out where the law protects you—and where it doesn't –Set up safe online profiles –Remove yourself from people-finder websites Even if your privacy has already been compromised, don't panic. It's not too late to take control. Let The Smart Girl's Guide to Privacy help you cut through the confusion and start protecting your online life.

Lord Garmadon's Guide to World Domination (The LEGO Ninjago Movie)

Scholastic Inc. The wise-cracking Masters of Spinjitzu are hitting the big screen in September 2017. Scholastic is there with all the must-have movie tie-in books for our favorite ninja's big-screen debut.

Ultimate Obstacle Race Training

Crush the World's Toughest Courses

Simon and Schuster NO GUTS, NO GLORY Satisfy your hunger for adventure, quench that thirst for competition and prepare for the most fun you've ever had in the mud. Ultimate Obstacle Race Training introduces you to these exhilarating events with detailed descriptions of races for every level. Packed with easy-to-follow workouts and step-by-step instructions, this book will help you develop the speed and strength you'll need to crush any obstacle. Using breakthrough obstacle-specific exercises and training techniques, you'll be ready to dominate every course and celebrate as you cross the finish line. • Leap over fiery logs through red-hot flames • Crawl face-down under razor-sharp barbed wire • Scramble 100 yards up a slick mud slope • Scale a harrowing 25-foot cargo net • Endure shocking cold in a frigid, full-body ice-bath • Plummet out of control down a 50-foot water slide • Swing high in the air across a maze of hanging bars

Enter the Steel Mace

Guide for Steel Mace Strength Training

Learn the way of the steel mace with fitness coach and owner of Viking Valhalla Training Center, Coach Vaughn. Get educated with proper technique on 40 different exercises to build strength with this unconventional training tool. Each chapter is broken down in detail with high resolution photos and beginner workouts all featured in this one of a kind book. The book also comes with QR scan codes to automatically look up video content and download the PDF file workout program with all the steel mace exercises hyperlinked to demo videos.

HTML5 Canvas

Native Interactivity and Animation for the Web

"O'Reilly Media, Inc." Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render

text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

Actionable Gamification

Beyond Points, Badges, and Leaderboards

Packt Publishing Ltd Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key Features Explore what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

The Game Audio Tutorial

A Practical Guide to Creating and Implementing Sound and Music for Interactive Games

Taylor & Francis Design and implement video game sound from beginning to end with this hands-on course in game audio. Music and sound effects speak to players on a deep level, and this book will show you how to design and implement powerful, interactive sound that measurably improves gameplay. If you are a sound designer or composer and want to do more than just create audio elements and hand them over to someone else for insertion into the game, this book is for you. You'll understand the game development process and implement vital audio experiences-not just create music loops or one-off sound effects. The Game Audio Tutorial isn't just a book-you also get a powerful website (www.thegameaudiotutorial.com)

Teenage Mutant Ninja Turtles

Rosie the Dragon and Charlie Say Good Night

Two Lions Rosie the dragon and Charlie are ready to tackle bedtime--dragon-style! Rosie the dragon's bedtime routine has been a little bumpy lately. But not to worry! Charlie is prepared with his lists, rules, and fire extinguisher--everything a boy needs to help guide his pet dragon (and best friend) to a peaceful night's sleep. But with bath-time bubble trouble, fiery-hot pajamas, and stuffed animal search-and-rescues, tucking this dragon into bed is not an easy task. And what happens when thunder strikes? Snuggle up with this adorable duo as they conquer bedtime the best way: together!

The Dirty Billionaire Trilogy

Meghan March LLC New York Times best-selling author Meghan March brings you the complete Dirty Billionaire Trilogy under one cover! Have you been missing obsessive and possessive billionaires? Find out why over a million readers love Creighton Karas! He answers to no one and is denied nothing. He leads his company like a marauder, rampaging through financial markets and scores of women worldwide until the unthinkable sets in... boredom. At least, until he meets a southern spitfire who disappears after an explosive one-night stand. He will stop at nothing to find her, and when he does, he plans on making her the next Mrs. Creighton Karas. Rising

country star Holly Wix isn't ready for Creighton Karas, but he'll take her on the ride of a lifetime to find their happily ever after.

Networking For Dummies

John Wiley & Sons Set up a secure network at home or the office Fully revised to cover Windows 10 and Windows Server 2019, this new edition of the trusted Networking For Dummies helps both beginning network administrators and home users to set up and maintain a network. Updated coverage of broadband and wireless technologies, as well as storage and back-up procedures, ensures that you'll learn how to build a wired or wireless network, secure and optimize it, troubleshoot problems, and much more. From connecting to the Internet and setting up a wireless network to solving networking problems and backing up your data—this #1 bestselling guide covers it all. Build a wired or wireless network Secure and optimize your network Set up a server and manage Windows user accounts Use the cloud—safely Written by a seasoned technology author—and jam-packed with tons of helpful step-by-step instructions—this is the book network administrators and everyday computer users will turn to again and again.

Gene Quantification

Springer Science & Business Media Geneticists and molecular biologists have been interested in quantifying genes and their products for many years and for various reasons (Bishop, 1974). Early molecular methods were based on molecular hybridization, and were devised shortly after Marmur and Doty (1961) first showed that denaturation of the double helix could be reversed - that the process of molecular reassociation was exquisitely sequence dependent. Gillespie and Spiegelman (1965) developed a way of using the method to titrate the number of copies of a probe within a target sequence in which the target sequence was fixed to a membrane support prior to hybridization with the probe - typically a RNA. Thus, this was a precursor to many of the methods still in use, and indeed under development, today. Early examples of the application of these methods included the measurement of the copy numbers in gene families such as the ribosomal genes and the immunoglo bulin family. Amplification of genes in tumors and in response to drug treatment was discovered by this method. In the same period, methods were invented for estimating gene num bers based on the kinetics of the reassociation process - the so-called Cot analysis. This method, which exploits the dependence of the rate of reassociation on the concentration of the two strands, revealed the presence of repeated sequences in the DNA of higher eukaryotes (Britten and Kohne, 1968). An adaptation to RNA, Rot analysis (Melli and Bishop, 1969), was used to measure the abundance of RNAs in a mixed population.

Talk Less, Say More

Three Habits to Influence Others and Make Things Happen

John Wiley & Sons Talk Less, Say More is a revolutionary guide to 21st century communication skills to help you be more influential and make things happen in our distracted, attention-deficit world. It's loaded with specific tips and takeaways to ensure that you're fully heard, clearly understood, and trigger positive responses in any business or social situation. It's the first book to deliver a proven method to master the core leadership skill of influence. Talk Less, Say More lays out a powerful 3-step method called Connect, Convey, Convince (R) and guides you in how to use these habits to be more influential. This succinct book solves your modern communication issues in today's demanding, distracted world at a time when interaction skills are plummeting. Communication is the single greatest challenge in business today. It takes just 3 habits to conquer it. Talk Less, Say More will help you achieve more with less. Less wordiness. Less tune-out. Less frustration. You'll gain more time. More positive outcomes. More rewarding relationships.

Serious Games and Edutainment Applications

Volume II

Springer With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of Serious Games and Edutainment Applications offers further insights for researchers, designers and educators who are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area.

The Blueprint for LSAT Logic Games

Blueprint Test Preparation The Blueprint for LSAT Logic Games provides a comprehensive system for attacking the most difficult section of the LSAT. Blueprint has developed powerful methods that have helped thousands of students improve their LSAT scores. Using a revolutionary approach called Blueprint Building Blocks, this book is able to convey those same strategies in a new format. The Blueprint for LSAT Logic Games features 35 real LSAT games and over 560 pages of instructional material.

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

Lord Garmadon, Evil Dad (The LEGO Ninjago Movie: Storybook)

Scholastic Inc. A storybook based on The LEGO(R) NINJAGO(R) Movie(TM), narrated by the most evil bad guy ever - Lord Garmadon himself! With full-color images from the film.

Master Japanese: How to Learn Japanese Through Anywhere Immersion

Learn Japanese when you want, where you want, and how you want. Ditch boring textbooks and expensive classes, and learn through Anywhere Immersion instead: it's more fun, more effective, more efficient, more convenient, more personalized, and less expensive. This step-by-step guide to independent language learning shows you: 1) How to immerse yourself in Japanese wherever you live; 2) How to learn Japanese by doing instead of studying; 3) How to optimize your time, timing, memory, and more, 4) How to conquer fear, master motivation, and build habits; and

5) How to choose the right resources, tools, and methods. Today's the day to stop wasting time and start making progress. Begin your learning journey with Master Japanese as your guide.

Little Bee

A Novel

Simon and Schuster Presents a tale of a precarious friendship between an illegal Nigerian refugee and a recent widow from suburban London, a story told from the alternating and disparate perspectives of both women.

1001 Video Games You Must Play Before You Die

You Must Play Before You Die

Hachette UK In fewer than fifty years videogames have become one of the most popular forms of entertainment, but which are the best games, the ones you must play? This action packed book presents the best videogames from around the world - from 80's classic Donkey Kong to Doom, Frogger and Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed. Video game expert Tony Mott presents 1001 of the best video games from around the world and on all formats, from primitive pioneering consoles like Atari's VCS to modern-day home entertainment platforms such as Sony's PlayStation 3. 1001 VIDEO GAMES defines arcade experiences that first turned video gaming into a worldwide phenomenon such as Space Invaders, Asteroids, and Pac-Man - games that made the likes of Atari, Sinclair and Commadore household names. It also includes the games that have taken the console era by storm from Nintendo Wii to Sony Playstation and beyond - games of the modern era that have become cultural reference points in their own right including multi-million selling series such as Halo, Grand Theft Auto and Resident Evil. For aficionados this is a keepsake - charting the highlights of the past fifty years giving them key information for games they must play. For those just discovering the appeal of gaming this extensive volume will provide everything they need to ensure they don't miss out on the games that revolutionized this overwhelmingly popular medium.

Reader

Scholastic Paperbacks Meet Lloyd. He's the leader of the Secret Ninja Force, a high school student, and his dad just happens to be the most evil guy ever, Lord Garmadon. In this early reader narrated by Lloyd himself, see what happens when

the leader of the secret ninja force has to take on his biggest fear yet: confronting his dad! Will full-color images and one sheet of stickers. The LEGO(R) NINJAGO(R) Movie(TM) hits theaters September 22nd 2017, with an all-star cast featuring Jackie Chan, Dave Franco, Justin Theroux, Fred Armisen, and more. Not to be missed!

California Police Officer Exam Study Guide

California Post (Post Entry-Level Law Enforcement Test Battery) Test Prep and Practice Test Questions for the Pellet-B

Think all California police officer study guides are the same? Think again! With easy to understand lessons and practice test questions designed to maximize your score, you'll be ready. You don't want to waste time - and money! - retaking an exam. You want to accelerate your education, not miss opportunities for starting your future career! Every year, thousands of people think that they are ready for the POST Exam Review for the California POST Entry-Level Law Enforcement Test Battery but realize too late when they get their score back that they were not ready at all. They weren't incapable, and they certainly did their best, but they simply weren't studying the right way. There are a variety of methods to prepare for the PELLETB exam...and they get a variety of results. Trivium Test Prep's California Post Exam study guide provides the information, secrets, and confidence needed to get you the score you need - the first time around. Losing points on the POST exam can cost you precious time, money, and effort that you shouldn't have to spend. What is in the book? In our California Post Exam study guide, you get the most comprehensive review of all tested concepts. The subjects are easy to understand, and have fully-explained example questions to ensure that you master the material. Best of all, we show you how this information will be applied on the real exam; two full-length practice exams are included so that you can know, without a doubt, that you are prepared. Our study guide is streamlined and concept-driven so you get better results through more effective study time. Why spend days or even weeks reading through meaningless junk, trying to sort out the helpful information from the fluff? We give you everything you need to know in a concise, comprehensive, and effective package.

Debugging Game History

A Critical Lexicon

MIT Press Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Cracking the Coding Interview

150 Programming Interview Questions and Solutions

CreateSpace Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book

provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Dirty Billionaire

Meghan March LLC I've got a big ego and an even bigger bank account. That's pretty much where my bio ends. Honestly, I don't need to say anything else. I've just sold 99% of women on going home with me. Do I sound like a jerk to you? That's because I am. And guess what? It works for me just fine. Or at least it did. Until I met her. Books talk about sparks flying. With her, it was like emergency flares mixed with jet fuel. Or maybe just straight up napalm. Only one problem. She wouldn't tell me her name or her number when she disappeared from the hotel room after the hottest fucking night of my life. Now I've had a taste of the perfect woman—I need it again. So what's a jerk to do? I took this problem to the street. A missed connection gone viral. And when I find her? I'm keeping her. Dirty Billionaire is the first book in the Dirty Billionaire Trilogy. All three books are now available! Creighton and Holly's story continues in Dirty Pleasures and Dirty Together. WARNING: If you can't handle a dirty-talking, dominant alpha male, The Dirty Billionaire Trilogy may not be for you. If you're looking for your newest filthy billionaire book boyfriend, I'd love to introduce you to Creighton Karas. * * * This is a must-read for all those who love a hot, dirty mouthed alpha male. Dirty Billionaire was the first book I have read by Meghan March, but it won't be my last. I dare you not to want a Creighton Karas for yourself. ~Alpha Book Club This story moved along at a fast-pace, with characters that held my attention from start to finish. I listened to the Audible version, and I could not turn it off until I had finished the entire book. I was utterly captivated with this story! ~Obsessed with Myshelf This was brilliant. So dirty, hot, sexy, and fun! ~Red Cheeks Reads * * * Topics: New York, Nashville, country music, country music romance, alpha male, billionaire, alpha male billionaire, alpha hero, billionaire hero, rich hero, rich alpha male, bad boy alpha, bad boy alpha billionaire, famous celebrity, celebrity romance, country star romance, rockstar romance, innocent heroine, feisty heroine, strong heroine, reformed bad boy, contemporary romance.

Passive Income Freedom: 23 Passive Income Blueprints: Go Step-By-Step from Complete Beginner to $5,000-10,000/Mo in the Next 6 Months!

Influencer Fast Track Passive Income Freedom! Is that really possible? And if so, do you need a lot of money or special skills? Can anyone achieve this? If you've ever wondered, then this book will provide you with answers and show you in 23 Step-by-Step Blueprints that - yes - Passive Income Freedom is definitely real and achievable for everyone: Including YOU! Even as a total beginner. What you will not find in this book are get rich quick schemes or inflated promises. This book is not for lazy people or tricksters trying to beat the system. These are solid, proven passive income blueprints that do take work in the beginning and certainly have a learning curve. Like anything worth having. But... If you are ready for freedom, Ready to get out of the rat race, and the drudgery of boring, unfulfilling jobs, Ready to get out from under that pile of debt and bills to pay, Ready to become the person you were meant to be with the freedom to pursue your passions and share some AWEsome with the world... Then... this book will be an amazing resource. Taking you by the hand and giving you: A Tour-de-Force Ride through the many - vastly different - realms of passive income entrepreneurship. So you know what's out there. You know what your passive income options are. And you can now decide which path to choose - with - a solid action plan in place so you can actually get there. Don't worry, these are fun... :) As always with SassyZenGirl books, great business info doesn't have to be dull and boring. You will smile, you will be excited - and - you will have sound passive income strategies in place once you finish this book! Are you ready? Then scroll up to the top and hit that BUY BUTTON...:)

Teenage Mutant Ninja Turtles Vol. 5: Krang War

IDW Publishing He is a warlord, a genius, and a squishy pink brain. He is General Krang. One of the most signature villains in TMNT history, Krang has an arsenal and wit unlike any other and his master plan sees the TMNTs come into direct confrontation with one of their mightiest enemies! Collects issues #17-20.

Rosie the Dragon and Charlie Make Waves

Two Lions It's summertime, and you're invited for a rollicking day at the pool with Charlie and his pet dragon (and best friend!), Rosie. But be careful--swimming with a dragon can be, um, challenging. As Rosie and Charlie blow bubbles (don't forget your umbrella!), practice flutter kicks (watch out for tidal waves!), and offer shoulder rides (hang on tight!), Rosie proves that dragons make the most fun pets ever. Now if only Charlie can keep Rosie's attention focused on the rules at the pool and NOT on her gummy snacks (you know, the ones that cause stinky dragon breath!)...Grab your towels and sunscreen and join Rosie and Charlie for a fun-filled summer adventure!

Kindle Bestseller Publishing

Write a Bestseller in 30 Days!

Createspace Independent Publishing Platform Write an Amazon Kindle Bestseller in the next 30 Days! Sound to good to be true? Well, with the right strategy and proper research before you start, it is absolutely possible, even if: - you are not a writer - have no marketing experience - don't have a large following yet As a 6-time #1 Bestselling Author, Gundi knows a thing or two about writing & publishing bestsellers. All her books reached #1 within just a few days of publishing and over time, she developed a Step-by-Step, proven and easy-to-follow System that can help you reach Bestseller status with your very first book. "Kindle Bestseller Publishing" is part 5 of the "The Sassy Way.....when you have NO CLUE!" series, that teaches Internet Marketing to total beginners. You might not think of Kindle Publishing as a marketing tool, but it is actually: One of the fastest, most efficient ways to build a following online! For your blog, your social media platforms, your business or any service you are offering. In addition, KINDLE PUBLISHING offers the following BENEFITS: - The Prestige of being a published - or even Bestselling - Author - Instant Authority in your Field - New clients and customers on auto-pilot who will trust you a lot more, because you have already proven yourself - Passive Income - Automatic List Building. Email marketing is widely considered the most powerful marketing technique of all, more than Facebook and Google Ads combined. Publishing a book on Amazon can help you build your mailing list on auto-pilot - and Amazon even pays you to do it..... This book will teach you STEP-BY-STEP how to go from zero to published - and - possibly a Bestseller! It is NOT an in-depth WRITING COURSE although some basic instructions and tips are provided. "Kindle Bestseller Publishing" focuses on the Marketing aspects of publishing a book on Amazon and in particular, what it takes to reach Bestseller status - the "science" behind it. Important areas that will be covered include:: - Researching profitable Book Ideas - Understanding Amazon's Algorithm and how new readers can find you - How to optimize your meta data, including your book title to trigger Amazon's algorithm to promote your book

heavily - Category and Keyword Research and how Bestseller ranking on Amazon works - How to market your book during Launch Week and much more…. Are you ready to write and publish your first Bestseller? Then, scroll back up now and hit the BUY Button

The Focus Project

Game Development Essentials

An Introduction

Delmar GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, International Edition is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development.With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

Teenage Mutant Ninja Turtles #44

IDW Publishing "Attack on Technodrome" Part 4! Minutes remain before the Technodrome fully activates and Shredder, Krang and the Turtles all vie for control. No side will be left unscathed in this epic climax as one character makes an ultimate sacrifice!

Scaredies Away! a Kid's Guide to Overcoming Worry and Anxiety (Made Simple)

Bmd Publishing Limited Eight-year-old Jack is scared...of the dark...of swimming in the ocean...and of riding the biggest roller coaster on the boardwalk. Jack usually runs away from what scares him. Most people do! But now that his cousin Clay has taught him how to overcome his fears all on his own, Jack is ready to take on the world! And with the Magic Finger Countdown, you will be too! Scaredies Away

demonstrates a simple and effective technique called the Magic Finger Countdown which is rooted in Cognitive Behavioral Therapy and Acceptance and Commitment Therapy. The technique is used for conquering fear in almost any situation-from staying in a big kid bed at night, to imaginary monsters in the closet, to talking in front of a group. Children do not have to live with debilitating fear and anxiety. Behavior can be changed, and anxiety can be transformed into a sense of personal power. Read this book with your children or students, explore the Afterword for tips on implementing the technique, and encourage children to try the Magic Finger Countdown in any situation where they feel afraid. Cataloging data available

Pathfinder

Goblins

Dynamite Entertainment The goblins from Paizo's Pathfinder RPG are pint-sized psychopaths, wreaking havoc across the land. Infamous for their unpredictable attacks, catchy raiding songs, hatred of dogs, and fear of horses, goblins blend mischief and murderousness like no other monsters. Collecting the entire Goblins comic book series, this fantastic collection includes an exclusive, eight-page bonus short story, as well as an extensive gallery of all cover illustrations and more than 20-pages of official Pathfinder Chronicles with world and character details. The goblins from Paizo's Pathfinder RPG are pint-sized psychopaths, wreaking havoc across the land. Infamous for their unpredictable attacks, catchy raiding songs, hatred of dogs, and fear of horses, goblins blend mischief and murderousness like no other monsters. Collecting the entire Goblins comic book series, this fantastic collection includes an exclusive, eight-page bonus short story, as well as an extensive gallery of all cover illustrations and more than 20-pages of official Pathfinder Chronicles with world and character details (roleplaying game content, including gaming adventures and a fold-out map, perfect for miniatures)!

The Productivity Project

Proven Ways to Become More Awesome

Hachette UK 'A fun, interesting, and useful read!' David Allen, bestselling author of Getting Things Done Nearly all of us want to be more productive, but finding the method that works for you among the hundreds and hundreds of different tips, tricks and hacks can be a daunting prospect. After graduating college, Chris Bailey decided to dedicate a whole year to doing just that - experimenting with as many of the techniques as he could, and finding the things that work. Among the experiments that he undertook are: going several weeks on little to no sleep; cutting out caffeine and sugar; taking a daily siesta; living in total isolation for 10 days; stretching his

workweek to 90 hours; and getting up at 5:30 every morning, all the while monitoring the impact of his experiments on the quality and quantity of his work. The results were often surprising! This book is the result of Chris's year-long journey, distilling the lessons he learned into a few core truths about how we get things done (or, indeed, don't). Among the many counterintuitive insights Chris discovered that had the biggest impact on his productivity were striving for imperfection; scheduling less time for important tasks; the 20 second rule to distract yourself from distractions; and the concept of productive procrastination. In this accessible and fun guide, Chris Bailey offers over 30 tried-and-tested best practices that will help everyone to accomplish more - and become more awesome.

How to Pee: Potty Training for Girls

Henry Holt and Company (BYR) Out with the old and in with the new! Family physician Dr. Todd Spector presents a fresh and outrageously fun way to encourage little girls to give up their diapers. They can try it fresh-air style (in the backyard!), or use the potty with the help of a few props and plenty of imagination. Peeing in the potty is a lot more fun if you do it princess style, dance-party style, or gymnast style! Inspired by Dr. Spector's own experiences potty training his children, this combination of laugh-out-loud scenarios and useful advice turns the dreaded potty-training process into an exciting adventure for all.

SEO Workbook

Search Engine Optimization Success in Seven Steps

2021 Updated Edition Learn SEO in Plain English - Step by Step! Buy the Workbook Used at Stanford Continuing Studies to Teach Search Engine Optimization Optimize your Website - learn ON PAGE SEO tactics to build an SEO-FRIENDLY WEBSITE. Learn Link-building - master the art of getting inbound links, blog mentions, and social authority. Watch Videos - view step-by-step companion VIDEOS that SHOW you how to do SEO. Use the Worksheets - download WORKSHEETS that guide you step-by-step to search engine optimization success. Measure via Metrics - navigate the complexities of GOOGLE ANALYTICS. Access Free Tools - access the companion MARKETING ALMANAC with hundreds of free tools for search engine optimization, a $29.99 value! One of the Best Books on SEO of 2021 for Search Engine Optimization for Beginners and Experts Alike Jason McDonald - written by a successful practitioner of SEO. Just Google 'SEO Expert Bay Area' or 'SEO Expert Witness'. He's there at the top! Stanford University - used by Dr. McDonald in his courses, both online and on campus, at Stanford University's Continuing Studies An Easy to Follow Method - written in PLAIN ENGLISH for MERE MORTALS. Learn how to do SEO step by step. Got Questions? - just Google 'Jason McDonald' and send a quick email or call. The author, Jason McDonald, has instructed thousands of people in his classes in the San

Francisco Bay Area, including Stanford Continuing Studies, as well as online. Jason speaks in simple English and uses the metaphor of The Seven Steps to SEO Fitness to explain to you how to 'get SEO fit.' Table of Contents Goals: Define Your SEO Goals Keywords: Identify Winnable, High Value SEO Keywords On Page SEO: Optimize Your Website to 'Speak Google' via Page Tabs, your home page, and structural elements Content Marketing: Learn to produce content that pleases Google and your customers Off Page SEO: Build links, leverage social media, and go local. Includes detailed 'Local SEO' information for local businesses! Metrics: Master Google Analytics Learn: Pointers to SEO Tools and Online Resources Check out the other 2021 SEO Books on Amazon - SEO For Dummies, SEO for Growth, SEO Book, SEO Like I'm 5 etc., - they're great, they're good, but they don't include powerful step-by-step worksheets, links to online videos, and the free Marketing Almanac with hundreds of free tools for search engine optimization 2021. Listed on many SEO book lists as one of the best books SEO books of 2021 as well as a best SEO book for beginners.

Collecting the Art of G. I. Joe Volume 1 (1982-1983)

This 62 page 8"x11" celebration of the painted art of G.I.Joe: A Real American Hero features every carded figure, vehicle, playset, poster and peripheral product featuring painted art released from 1982-1983. This soft cover book features 100# paper and an epic card stock AccuFoil 11"x16" wraparound cover!

Under Deadman's Skin Discovering the Meaning of Children's Violent Play

Beacon Press The five-and six-year-olds in my class have invented a new game they call suicide. I have never seen a game I hate so much in which all the children involved are so happy. So begins Under Deadman's Skin, a deceptively simple-and compellingly readable-teachers' tale. Jane Katch, in the tradition of Vivian Paley and Jonathan Kozol, uses her student's own vocabulary and storytelling to set the scene: a class of five-and six-year-olds obsessed with what is to their teacher hatefully violent fantasy play. Katch asks, 'Can I make a place in school for understanding these fantasies, instead of shutting them out?' Over the course of the year she holds group discussions to determine what kind of play creates or calms turmoil; she illustrates (or rather the children illustrate) the phenomenon of very young children needing to make sense of exceptionally violent imagery; and she consults with older grade-school boys who remember what it was like to be obsessed by violence and tell Katch what she can do to help. Katch's classroom journey-one that leads her to

rules and limits that keep children secure-is an enabling blueprint for any teacher or parent disturbed by violent children's play.

Teenage Mutant Ninja Turtles Volume 5

Krang War

Idea & Design Works Llc The Turtles face one of their mightiest enemies in General Krang, the witty warlord and squishy pink brain who has a plan to outwit the heroes.