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## **KEY=OF - ELLIS SAIGE**

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## **THE MEDIEVAL HERO ON SCREEN**

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## **REPRESENTATIONS FROM BEOWULF TO BUFFY**

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McFarland Few figures have captured Hollywood's and the public's imagination as completely as have medieval heroes. Cast as chivalric knight, warrior princess, "alpha male in tights," or an amalgamation, and as likely to appear in Hong Kong action flicks and spaghetti westerns as films set in the Middle Ages, the medieval hero on film serves many purposes. This collection of essays about the medieval hero on screen, contributed by scholars from a variety of disciplines, draws upon a wide range of movies and medieval texts. The essays are grouped into five sections, each with an introduction by the editors: an exploration of historic authenticity; heroic children and the lessons they convey to young viewers; medieval female heroes; the place of the hero's weapon in pop culture; and teaching the medieval movie in the classroom. Thirty-two film stills illustrate the work, and each essay includes notes, a filmography, and a bibliography. There is a foreword by Jonathan Rosenbaum, and an index is included. Instructors considering this book for use in a course may request an examination copy [here](#).

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## **FILM STUDIES: THE BASICS**

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Routledge Film Studies: The Basics is a compelling guide to the study of cinema in all its forms. This second edition has been thoroughly revised and updated to take account of recent scholarship, the latest developments in the industry and the explosive impact of new technologies. Core topics covered include: The history, technology and art of cinema Theories of stardom, genre and film-making The movie industry from Hollywood to Bollywood Who does what on a film set Complete with film stills, end-of-chapter summaries and a substantial glossary, Film Studies: The Basics is the ideal introduction to those new to the study of cinema.

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## **CHRISTIANITY AND CRISIS**

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A bi-weekly journal of Christian opinion.

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## **HEARTFELT HERO- EXPLORING THE REAL HERO OF OUR TIMES**

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Blue Rose Publishers Who is the real hero in our society? Is it a singer with melodious voice who has fan-following in millions or a soldier who died guarding the nation or a common man struggling for his family needs or a devotee who has spent his life for a religious cause? Heartfelt hero is a story that takes the reader to a journey of finding out the real hero of our times. The story is about Arjun who is blessed with a magical voice. He aspires to become a professional singer and song writer. He gets enrolled for an engineering degree in Avadh Engineering College and falls in love with Aditi there. Arjun proposes Aditi, only to get rejected. Aditi eventually marries Rahul who happens to be a Captain in Indian Army. Set in the temple town of Ayodhya, the story studies the significance of Lord Ram in modern India. The story also looks into the role that Ram Mandir had in changing the political discourse of the country and determining its destiny. After graduation, Arjun moves to Delhi to chase his dreams. In the turn of events, Captain Rahul dies in his line of duty while fighting the terrorists. After Rahul's death, what emerges between Arjun and Aditi?

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## **HOLLYWOOD AND THE BOX OFFICE**

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Springer Changing business circumstances have put pressure on film studios and changed the nature of films they produce. This book examines the reaction of the corporations who have found themselves in danger or have perceived new ways of adding to their profitability, influencing the films they produce.

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## **NEW HEROES ON SCREEN**

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### **PROTOTYPES OF MASCULINITY IN CONTEMPORARY SCIENCE FICTION CINEMA**

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Servicio de Publicaciones de la Universidad de Huelva This book analyses the representation of new models of masculinity in US recent science fiction cinema. By examining the figure of the "new hero", a male protagonist with visible unconventional features, it explores new ways of gender representation on screen. Lynch's Dune (1984) and the Wachowsky brothers' The Matrix (1999) share many traits concerning gender representation and offer the type of the androgynous hero who stands for innovative prototypes of masculinity. As a result of these films' analysis, the book uncovers the tangible controversy in current US society about gender tolerance.

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### **BOYS' LIFE**

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Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

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### **HOMELESS HERO**

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### **UNDERSTANDING THE SOUL OF HOME**

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Abbott Press Grand Prize Winner of the 2014 Great Southwest Book Festival and Silver Medal Winner of the 2014 Global Ebook Awards - Homeless Hero: Understanding the Soul of Home considers the human mission to know the soul and navigate life experiences. Tapscott's book explores humanity in a way that is vibrantly vivid and personally accessible to the reader. Many questions that we have probably asked ourselves at one time or another are addressed: what is homelessness, why does it exist, are they just on drugs, how do I help, when is helping really enabling, and why does it bother me so much in the first place? Here is a compilation of experiences from Tapscott's experimental journey into life on the streets, his own volunteer work, and his fascinating interviews with individuals utilizing and individuals working for the social service system. Homeless Hero is a case study, an experiment, an adventure, and a multi-layered examination of American society that seeks to help you expand your understanding of homelessness and more importantly your own humanity.

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**SHOOTING STARS OF THE SMALL SCREEN**

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**ENCYCLOPEDIA OF TV WESTERN ACTORS, 1946-PRESENT**

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University of Texas Press Presents an encyclopedia of TV western actors from 1946 to the present.

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**BEGINNING JAVA 8 GAMES DEVELOPMENT**

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Apress Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

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**JUNG AND FILM**

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**POST-JUNGIAN TAKES ON THE MOVING IMAGE**

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Routledge Jung and Film brings together some of the best new writing from both sides of the Atlantic, introducing the use of Jungian ideas in film analysis. Illustrated with examinations of seminal films including Pulp Fiction, Blade Runner, and 2001 - A Space Odyssey, Chris Hauke and Ian Alister, along with an excellent array of contributors, look at how Jungian ideas can help us understand films and the genres to which they belong. The book also includes a glossary to help readers with Jungian terminology. Taking a fresh look at an ever-changing medium, Jung and Film is essential reading for academics and students of analytical psychology, as well as film, media and cultural studies.

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**INDIA TODAY**

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## **POPULAR MECHANICS**

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Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

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## **HEARINGS**

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## **AGE OF TV HEROES**

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## **THE LIVE-ACTION ADVENTURES OF YOUR FAVORITE COMIC BOOK CHARACTERS**

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TwoMorrows Publishing Presents the history of live-action superhero television programs and their impact on both the television industry and the comic book world, including "Superman," "The Incredible Hulk," "Smallville," and "The Tick."

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## **DISPLAY WORLD**

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## **SCREENING CHARACTERS**

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## **THEORIES OF CHARACTER IN FILM, TELEVISION, AND INTERACTIVE MEDIA**

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Routledge Characters are central to our experiences of screened fictions and invite a host of questions. The contributors to Screening Characters draw on archival material, interviews, philosophical inquiry, and conceptual analysis in order to give new, thought-provoking answers to these queries. Providing multifaceted accounts of the nature of screen characters, contributions are organized around a series of important subjects, including issues of class, race, ethics, and generic types as they are encountered in moving image media. These topics, in turn, are personified by such memorable figures as Cary Grant, Jon Hamm, Audrey Hepburn, and Seul-gi Kim, in addition to avatars, online personalities, animated characters, and the ensembles of shows such as The Sopranos, Mad Men, and Breaking Bad.

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## **THE BEST OF TIMES**

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## **MOTIFS FROM POSTWAR AMERICA—REFLECTIONS ON NOSTALGIA**

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AuthorHouse Old-time radio, the folk revival, the golden age of science fiction, steam railroads, baseball, the Western, and other genres color our images of the 1950s. But contrary to the countercultural myth that America during this period was a sterile, soulless society, culturally and intellectually empty, it was an introspective era of innovation and creativity, the seedtime of the sixties, the harbinger of which was the urban folk revival. The Best of Times presents a collection of essays, each followed by a related memoir, focusing on postwar popular culture, exploring topics that mark the era but are also nostalgic in themselves—the comforting continuity of long-running radio shows, train whistles that brought the sweet sorrow of distance to small-town nights, lazy summers of baseball, endless stretches of unknown lands to the West that once compelled the imagination, the heroes and vagabonds of folksong who roamed a simpler world, and dreams of alien civilizations on neighboring planets, deepened by the dawning reality of spaceflight. These pieces balance personal, cultural, and mythic nostalgia, recalling author Wyn Wachhorst’s youth, the postwar era, and its dreams of a fabled West or Norman Rockwell’s small-town America. Blending history, memoir, imagery, and analysis, this collection of essays offers poetic reflections on the nature of nostalgia and postwar America.

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## **HERO OR VILLAIN?**

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## **ESSAYS ON DARK PROTAGONISTS OF TELEVISION**

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McFarland One dimensional television characters are a thing of the past--today's popular shows feature intricate storylines and well developed characters. From the brooding Damon Salvatore in The Vampire Diaries to the tough-minded Rick Grimes in The Walking Dead, protagonists are not categorically good, antagonists often have relatable good sides, and heroes may act as antiheroes from one episode to the next. This collection of new essays examines the complex characters in Orange Is the New Black, Homeland, Key & Peele, Oz, Empire, Breaking Bad, House, and Buffy the Vampire Slayer.

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## **HERO AND HERO-WORSHIP: FANDOM IN MODERN INDIA**

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Vernon Press In the aftermath of liberalization of Indian economy in 1991, the study of star-fan studies has experienced exponential expansion. Hero and Hero-Worship: Fandom in Modern India explores the areas of political, religious, film and cricket star fandoms; analyzing the rise of star formations and their consequent fandoms, star-fan bonds, as well as the physical and virtual space that both stars and fans inhabit. As perhaps one of the first book-length studies on Indian fandom, this volume not only draws on the works of Jenkins and other fandom scholars, but also explores the economic and cultural specificities of Indian fandom. This book will be of

particular interest to scholars working in the field, as well as general readers interested in understanding star-fan interactions and intersections.

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## **BOYS OF THE WORLD**

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## **A JOURNAL FOR PRINCE AND PEASANT**

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## **HERO IN THE LABYRINTH**

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Lulu.com A lady once casually remarked on British public broadcasting that a third of society is depressed but no one ever speaks about it. Perhaps, in all seriousness, it is to this third of the population that this book is addressed. However you don't have to be depressed to read it. Potentially it is both amusing and instructive, light and deep. Shocked by the approach of his fiftieth year, an English bachelor makes a desperate attempt to become inwardly aware of his given circumstances. The attempt is sustained as a trial over a complete seven-year cycle in his life, leading virtually to the constitution of a new self. Occasionally enlivened by humour, what is particularly valuable in this account of Hero's manoeuvrings in time is its honesty and sustained sense of hope.

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## **THREE USES OF THE KNIFE**

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## **ON THE NATURE AND PURPOSE OF DRAMA**

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Bloomsbury Publishing Now published in the Bloomsbury Revelations series, this is a classic work on the power and importance of drama by renowned American playwright, screenwriter and essayist David Mamet. In this short but arresting series of essays, David Mamet explains the necessity, purpose and demands of drama. A celebration of the ties that bind art to life, Three Uses of the Knife is an enthralling read for anyone who has sat anxiously waiting for the lights to go up on Act 1. In three tightly woven essays of characteristic force and resonance, Mamet speaks about the connection of art to life, language to power, imagination to survival, public spectacle to private script. Self-assured and filled with autobiographical touches Three Uses of the Knife is a call to art and arms, a manifesto that reminds us of the singular power of the theatre to keep us sane, whole and human.

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## **TARNISHED HEROES, CHARMING VILLAINS AND MODERN MONSTERS**

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## SCIENCE FICTION IN SHADES OF GRAY ON 21ST CENTURY TELEVISION

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McFarland The heroes, villains, and monsters portrayed in such popular science fiction television series as Heroes, Lost, Battlestar Galactica, Caprica, Doctor Who, and Torchwood, as well as Joss Whedon's many series, illustrate a shift from traditional, clearly defined characterizations toward much murkier definitions. Traditional heroes give way to "gray" heroes who must become more like the villains or monsters they face if they are going to successfully save society. This book examines the ambiguous heroes and villains, focusing on these characters' different perspectives on morality and their roles within society. Appendices include production details for each series, descriptions and summaries of pivotal episodes, and a list of selected texts for classroom use. Instructors considering this book for use in a course may request an examination copy [here](#).

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## THE HERO'S TRAIL

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### MYTH AND ART IN THE AMERICAN WESTERN, 1903-1953

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McFarland The great American Westerns can be profoundly meaningful when read metaphorically. More than mere shoot 'em up entertainment, they are an essential part of a vibrant, evolving national mythology. Like other versions of the archetypal Hero's Journey, these films are filled with insights about life, love, nature, society, ethics, beauty and what it means to be human, and are key to understanding American culture. Part film guide, part historical survey, this book explores the mythic and artistic elements in more than fifty great Westerns--some orthodox, some subversive--from the genre's first half-century. Each film is given detailed critical analysis, from the earliest silent movies to Golden Age classics like Red River (1948), High Noon (1952) and Shane (1953).

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## THE MX BOOK OF NEW SHERLOCK HOLMES STORIES - PART XVI

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### WHATEVER REMAINS . . . MUST BE THE TRUTH (1881-1890)

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Andrews UK Limited In 2015, The MX Book of New Sherlock Holmes Stories burst upon the scene, featuring adventures set within the correct time period, and written by many of today's leading Sherlockian authors from around the world. Those first three volumes were overwhelmingly received, and there were soon calls for additional collections. Since then, their popularity has only continued to grow. And now we present a new three-volume set. Like 2017's two-volumes set, Eliminate the Impossible, this new collection, Whatever Remains . . . Must Be the Truth features tales of Holmes's encounters with seemingly impossible events - ghosts and hauntings, cults and curses, mythical beasts and mediums, angels and demons, and more. In "The Sussex Vampire", Holmes tells

Watson: "This agency stands flat-footed upon the ground, and there it must remain. The world is big enough for us. No ghosts need apply." In each of the stories presented in this huge three-volume collection, Holmes approaches the varied problems with one of his favorite maxims firmly in place: ". . . . When you have eliminated the impossible whatever remains, however improbable, must be the truth . . . ." But what, exactly, is the truth? A Study in Scarlet, the first recorded adventure of Sherlock Holmes and Dr. John H. Watson, was first published in 1887. What an amazing journey the years since then have been! In addition to the pitifully few sixty tales originally presented in The Canon, published between 1887 and 1927, there have been literally thousands of additional Holmes adventures in the form of books, short stories, radio and television episodes, movies, manuscripts, comics, and fan fiction. And yet, for those who are true friends and admirers of the Master Detective of Baker Street, where it is always 1895 (or a few decades on either side of that!) these stories are not enough. Give us more! The forty-nine stories in these three companion volumes represent some of the finest new Holmesian storytelling to be found, and honor the man described by Watson as "the best and wisest . . . whom I have ever known." All royalties from this collection are being donated by the writers for the benefit of the preservation of Undershaw, one of the former homes of Sir Arthur Conan Doyle. Part XVI - Whatever Remains Must Be the Truth (1881-1890) features contributions by: Derrick Belanger, Mark Sohn, Tracy J. Revels, Brenda Seabrooke, Kevin Thornton, Andrew Bryant, Josh Anderson & David Friend, David Marcum, I.A. Watson, Arthur Hall, Tim Gambrell, Shane Simmons, Bob Bishop, Mark Mower, Kelvin Jones, and Jayantika Ganguly, and with a poem by Josh Pachter, and forewords by David Marcum, Kareem Abdul-Jabbar, Roger Johnson, and Steve Emezc.

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## **MAKING A GAME DEMO**

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### **FROM CONCEPT TO DEMO GOLD**

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Wordware Publishing, Inc. Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo. Discover how the use of documentation can help you organize the game design process; understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking. The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more!

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## **THE JAN & DEAN RECORD**

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## **A CHRONOLOGY OF STUDIO SESSIONS, LIVE PERFORMANCES AND CHART POSITIONS**

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McFarland Jan & Dean were among the most successful artists of the late 1950s through the mid-1960s, with hits including "Baby Talk," "Surf City," "Dead Man's Curve" and "The Little Old Lady (From Pasadena)." Slapstick humor and offbeat personas were a big part of their shtick, but Jan Berry was serious when it came to the studio. This book chronicles Jan's career as a songwriter and arranger--and his tenure as producer for Jan & Dean and other acts--with day-by-day entries detailing recording sessions, single and album releases, concerts and appearances, film and television projects, behind-the-scenes business and legal matters, chart positions and more. Extensive commentary from Berry's family, friends and colleagues is included. Studio invoices, contract details, tape box notes, copyright information and other particulars shed light on how music was made in the Hollywood studio system of the 1960s.

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## **HAM RADIO MAGAZINE**

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## **DELPHI COMPLETE WORKS OF FYODOR DOSTOYEVSKY (ILLUSTRATED)**

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Delphi Classics Widely regarded as one of the greatest psychologists in world literature, Fyodor Dostoyevsky crafted unique literary works that explored the psychology of the troubled political, social and spiritual atmosphere of nineteenth century Russia. This comprehensive eBook presents the complete works of Dostoyevsky, with numerous illustrations, rare texts appearing in digital print for the first time, informative introductions and the usual Delphi bonus material. (Version 9) \* Beautifully illustrated with images relating to Dostoyevsky's life and works \* Concise introductions to the novels and other texts \* ALL 15 novels, with individual contents tables \* Images of how the books were first printed, giving your eReader a taste of the original texts \* Excellent formatting of the texts \* 20 short stories, with rare tales available in no other collection \* Easily locate the short stories you want to read \* Includes Dostoyevsky's journal and letters - spend hours exploring the author's personal correspondence \* Special criticism section, with essays evaluating Dostoyevsky's contribution to literature \* Scholarly ordering of texts into chronological order and literary genres \* UPDATED with corrected texts, new images and introductions Please visit [www.delphiclassics.com](http://www.delphiclassics.com) to browse through our range of exciting titles CONTENTS: The Novels POOR FOLK THE DOUBLE NETOCHKA NEZVANOVA UNCLE'S DREAM THE VILLAGE OF STEPANCHIKOVO THE INSULTED AND HUMILIATED THE HOUSE OF THE DEAD NOTES FROM UNDERGROUND CRIME AND PUNISHMENT THE GAMBLER THE IDIOT THE PERMANENT HUSBAND THE POSSESSED THE RAW YOUTH THE BROTHERS KARAMAZOV The Short Stories MR. PROHARTCHIN THE CHRISTMAS TREE AND THE WEDDING THE HEAVENLY CHRISTMAS TREE THE CROCODILE BOBOK A GENTLE SPIRIT THE DREAM OF A RIDICULOUS MAN THE PEASANT MAREY THE LITTLE ORPHAN A WEAK HEART WHITE NIGHTS THE MEEK GIRL POLZUNKOV A LITTLE HERO THE HONEST THIEF A NOVEL IN NINE LETTERS THE LANDLADY AN UNPLEASANT PREDICAMENT

ANOTHER MAN'S WIFE THE GRAND INQUISITOR The Non-Fiction DOSTOYEVSKY'S JOURNAL LETTERS OF FYODOR MICHAILOVITCH DOSTOYEVSKY TO HIS FAMILY AND FRIENDS The Criticism ON RUSSIAN NOVELISTS by William Lyon Phelps RUSSIAN ROMANCE by Earl of Evelyn Baring Cromer A SURVEY OF RUSSIAN LITERATURE by Isabel Florence Hapgood Extract from 'AN OUTLINE OF RUSSIAN LITERATURE' by Maurice Baring THREE ESSAYS ON DOSTOYEVSKY by Virginia Woolf Please visit [www.delphiclassics.com](http://www.delphiclassics.com) to browse through our range of exciting titles

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## **THE BRITISH DRAMA**

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### **A COLLECTION OF THE MOST ESTEEMED TRAGEDIES, COMEDIES, OPERAS, AND FARCES, IN THE ENGLISH LANGUAGE**

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## **SPY**

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Smart. Funny. Fearless."It's pretty safe to say that Spy was the most influential magazine of the 1980s. It might have remade New York's cultural landscape; it definitely changed the whole tone of magazine journalism. It was cruel, brilliant, beautifully written and perfectly designed, and feared by all. There's no magazine I know of that's so continually referenced, held up as a benchmark, and whose demise is so lamented" --Dave Eggers. "It's a piece of garbage" --Donald Trump.

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## **SOVIET LITERATURE**

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### **A HERO OF OUR TIME**

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Overlook Press A brilliant new translation of a perennial favorite of Russian Literature

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## **THE NEW YORK TIMES ENCYCLOPEDIA OF FILM: 1941-1946**

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## **BUILDING YOUR FIRST MOBILE GAME USING XNA 4. 0**

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Packt Publishing Ltd This book is a step-by-step tutorial with a lot of screenshots that help to explain the concept better. This book will cover the building of a 3D game for Windows Phone using XNA. We won't explain the C# programming language itself, nor object-oriented programming. We will however explain the aspects of game development thoroughly, so don't worry if you have never written a 3D game. We will cover all the basics, included the much dreaded math. This is the right book for anyone, regardless of age

and gender, if: You are interested in game development, You want to start building games for Windows Phone, You have some programming knowledge. In this book, we will first go over the technical topics, and end up building a 3D game for Windows Phone 7 together!

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### **DEVIL STORIES: AN ANTHOLOGY**

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Lulu.com A collection of stories that circle around various beliefs of the enemy of God and the Christian church, the Devil. While most of us have some preconceived notions about who and what the Devil does, these stories will help to give you a fresh outlook on the topic of the Lord of Lies. Although written in a fictional way, these stories still hold some relevant points about the person of the Devil and will help us to look at the topic differently for our own study.

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### **THE UNIVERSAL SONGSTER**

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### **NEW STATESMAN**

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### **HOW TO GET ANYTHING ON ANYBODY**

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Intelligence Here, Ltd. The world's only hands-on guide to electronic, surveillance, people tracking and asset discovery. How to do it, how to protect yourself from those who would. Used by all major intelligence agencies, now available to the public. People tracking to computer violating. The best of the worst. Or, perhaps the worst of the best. How to track, trace, and investigate anyone, anywhere, anytime. Uncover hidden assets and agendas, build a dossier, put together anyone's background. Used by the FBI as a training manual, How To, Book 3, teaches you the inside secrets of surveillance, people tracking, asset discovery, electronic and physical surveillance. Let the world's top experts, including the FBI and the KGB teach you hands-on surveillance, people tracking, asset location and rock turning. Nothing else like it on the planet.