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Unceremoniously dumped in the orphanage by their drunken, war-traumatized father, Don and his brother Mike learn the harsh realities of life. We can feel the fear of the tormented child and smell the antiseptic dormitory. Not all is bad there, for it is during this time that the young Donald sees his true love, Annette, for the first time. Her brunette hair, twinkling eyes and heart-melting smile are what help sustain the warrior's sanity and focus during some of his darkest moments, which are yet to come. Don was a 'malcontent renegade' in the eyes of the nuns, because he fought for his dignity and that of his brother.

Recalcitrant, yet gregarious, Don is dismissed from the orphanage with his brother, and returned to the father who had abandoned them. No hope for the future leads the seventeen-year-old boy, old beyond his years, to a recruiter's office and the Army. In August 1967, after a tour in Alaska and six months in Germany, the young paratrooper volunteers for duty in the Republic of Vietnam and is initially assigned to the 173d Airborne Brigade. Then, he hears a call for volunteers and joins a new long range patrol unit being formed, with the motto "I Serve," and the charter of taking the war to the enemy. Expertly weaving heart-thumping moments as enemy soldiers walk past within mere feet of patrols, the cacophony of battle and copper-taste of adrenaline during contacts, and the stark contrasts of the war, Don Hall takes us on his tour with the Lurps. We feel the anguish of losing teammates, and share the love for comrades. We see the oblivious eyes of the enemy walking toward an ambush, and the handmade wooden cross prepared by a soldier for a dead enemy tossed from a helicopter. We hear the cries of the wounded

and the soft strains of songs on the radio. We feel the hurt and anger of the young boy, and the power and control of the soldier as he serves. The Sequel to *The Princess and the Goblin* "Remember, then, that whoever does not mean good is always in danger of harm. But I try to give everybody fair play, and those that are in the wrong are in far more need of it always than those who are in the right: they can afford to do without it." — George MacDonald, *The Princess and Curdie* In this fantasy adventure story, Princess Irene and her friend Curdie must save the king by challenging his poisoning ministers. Filled with magic and wisdom, *The Princess and Curdie* is a fairy tale story with surprising depth that makes for a lovely read aloud to children. This Xist Classics edition has been professionally formatted for e-readers with a linked table of contents. This eBook also contains a bonus book club leadership guide and discussion questions. We hope you'll share this book with your friends, neighbors and colleagues and can't wait to hear what you have to say about it. Examining the ways in which media sport has insinuated itself into contemporary everyday life, this book traces the rise of the sports media and the economic and political influences on and implications of the media sports cultural complex. Salem, 1692. Devils and witches are an accepted fact of life and religion. When some girls in the village begin having fits and tremors, their torments are attributed to the action of witches. Elizabeth Putnam and her parents are different from many of the other village folk, and they doubt the superstitions that terrify the town. As Elizabeth struggles to find her way among the alarming events, she also finds herself at odds with George, her best friend and companion since babyhood. Things come to a head when Elizabeth herself is accused of witchcraft, and George must make a difficult choice between what his community believes and what he knows to be true. Readers start the story in Elizabeth's voice and finish the story in George's voice, where they learn how he finds a resolution to his heartwrenching predicament and the conclusion of his own side of the story. The handbook has been developed for use in the management of in-service teacher training courses for English as a Foreign Language (EFL) teachers, and for educational leaders, training managers, and

trainers providing in-service teacher training. The handbook can be used during the planning, implementation and evaluation phases of in-service teacher training courses. It is intended to be both a training tool in courses on training management as well as a reference for practitioners across Egypt. This overview of interactive videodisc technology is designed to assist educators in finding the appropriate equipment and software for any specific application. The handbook may also serve as a starting point for many educators who know nothing of the technology and assist them in deciding whether this technology is worth pursuing as an educational tool in specific situations. Although not comprehensive, the listings reflect a good portion of the videodisc-related products available today and the prices provide a good indication of the general price range of specific items. The handbook contains 10 chapters: (1) Introduction to Videodiscs; (2) Overview of Laser Disc Systems; (3) Selecting a Laser Videodisc Player; (4) Video Playback Units; (5) Videodisc Interface Units; (6) Disc Player Peripherals; (7) Videodisc System Packages; (8) Educational Videodisc Software; (9) Interactive Videodisc Authoring Languages; and (10) Videodisc Care and Maintenance. Appendices include directories of laser disc players; television monitors and projects; laser disc interfaces; laser disc peripherals; laser disc system packages; videodisc software (listed by subject area); videodisc mastering options; interactive authoring languages; service information; and videodisc resources, which includes a manufacturer's index. (DJR) Susanna English desperately wants to join the circle of girls who meet every week at the parsonage, but she doesn't realize the leader of the group, the malicious Ann Putnam, is about to set off a torrent of false accusations that will lead to the imprisonment and execution of countless innocent people—victims of a witch-hunt panic. "The author's skillful manipulation of the conventions of the young-adult novel—particularly the rich exploration of being an outsider and going against the mainstream—makes this book a superb vehicle for examining the social dynamics of this legendary event." —The Horn Book This is a book about readers on the move in the age of Victorian empire. It examines the libraries and reading habits of five reading constituencies

from the long nineteenth century: shipboard emigrants, Australian convicts, Scottish settlers, polar explorers, and troops in the First World War. What was the role of reading in extreme circumstances? How were new meanings made under strange skies? How was reading connected with mobile communities in an age of expansion? Uncovering a vast range of sources from the period, from diaries, periodicals, and literary culture, Bill Bell reveals some remarkable and unanticipated insights into the way that reading operated within and upon the British Empire for over a century. The transit historian and author of *Under the Sidewalks of New York* delivers a lively and authoritative history of New York City's fabled subway. On the afternoon of October 27, 1904, ordinary New Yorkers descended beneath the sidewalks for the first time to ride the electric-powered trains of the newly inaugurated Interborough Rapid Transit System. More than a century later, the subway has expanded greatly, weaving its way into the fabric of New York's unique and diverse urban life. In *A Century of Subways*, transit historian Brian J. Cudahy offers a fascinating tribute to New York's storied and historic subway system, from its earliest beginnings and many architectural achievements, to the ways it helped shape today's modern metropolis. Taking a fresh look at one of the marvels of the twentieth century, Cudahy creates a vivid sense of this extraordinary system and the myriad ways the city was transformed once New Yorkers started riding below the ground. Although the relevance of language-acquisition research to issues in linguistic theory has been recognized for some time, this is the first book to bring together contributions that focus entirely on the relationship between the two areas. In particular, it provides new data about child language that suggest ties between children's developing grammar and adult grammars, and proposes approaches to the study of child language that have testable hypotheses within a unified theoretical framework. Language-acquisition data are related to a wide variety of theoretical questions, including anaphoric interpretation, proposed universal constraints, the structure of the base, and structural analyses of complex sentences. In each case, links are established between children's developing grammars and the target adult grammar. Contents:

"Introduction, " Thomas Roeper; "Language Acquisition Markedness, and Phrase Structure, " Edwin S. Williams; "A Lexical Approach to Language Acquisition, " Thomas Roeper, Steven Lapointe, Janet Bing, Susan L. Tavakolian; "The Acquisition of Structural Restrictions on Anaphora, " Lawrence Solan; "Constraints on Anaphora in Child Language: A Prediction for a Universal, " Barbara Lust; "Children's Interpretations of Sentences Containing Reciprocals, " Edward H. Matthei; "Children's Interpretation of Negation in Complex Sentences, " Marianne Phinney; "Children's Grammar of Complement-Subject Interpretation, " Helen Goodluck; "The Conjoined-Clause Analysis of Relative Clauses, " Susan L. Tavakolian; "A 'Little Linguist' Model of Syntax Learning, " Virginia Valian, Judith Winzemer, Anne Erreich. References, Index. In this spooky book from the nonfiction An Unsolved Mystery from History picture book series, tragedy strikes Salem, Massachusetts, in 1692 as the community is torn apart by accusations of witchcraft. When a group of girls came down with a horrible, mysterious bout of illness, they pointed the finger at people in their community they claimed were witches. Soon, the whole town was convinced they were in danger from supernatural forces. Today, we have details about the accusations, trials, and those who lost their lives, but the question remains: What caused the mass hysteria? Become a detective, study the clues, and see if you can help solve this chilling mystery from history! In the year 1692, life changes forever for ten-year-old Abigail Faulkner and her family. In Salem, Massachusetts, witches have been found, and widespread fear and panic reign mere miles from Abigail's home of Andover. When two girls are brought from Salem to identify witches in Andover, suspicion sweeps the town as well-respected members of the community are accused of witchcraft. It isn't long before chaos consumes Andover, and the Faulknors find themselves in the center of it all when friend turns themselves in the center of it all when friend turns against friend, neighbor against neighbor, in a desperate fight for the truth. At the heart of this gripping story are Abigail and her sister, Dorothy, who together must find a way to persevere during a period marked by terror, adversity, and ignorance. Told from Abigail's point of view and based on actual events in the

author's own family history, *The Sacrifice* offers a unique perspective of the Salem witch trials by delving into the devastating effects the trials had not just in Salem but throughout Massachusetts. Dress plays a crucial role in fairy tales, signaling the status, wealth, or vanity of particular characters, and symbolizing their transformation. While fairy tales often provide little information beyond what is necessary to a plot, clothing and accessories are often vividly described, enhancing the sense of wonder integral to the genre. Cinderella's glass slipper is perhaps the most famous example, but it is one of many enchanted or emblematic pieces of dress that populate these tales. This is the first book to examine the history, significance, and imagery of classic fairy tales through the lens of high fashion. A comprehensive introduction to the topic of fairy tales and dress is followed by a series of short essays on thirteen stories: Cinderella, Little Red Riding Hood, The Fairies, Sleeping Beauty, Beauty and the Beast, Snow White, Rapunzel, Furrypelts, The Little Mermaid, The Snow Queen, The Swan Maidens, Alice in Wonderland, and The Wizard of Oz. Generously illustrated, these stories are creatively and imaginatively linked to examples of clothing by Comme des Garçons, Dolce and Gabbana, Charles James, and Alexander McQueen, among many others. This multi-volume set is a primary source for basic company and industry information. Names, addresses, SIC code, and geographic location of over 135,000 U.S. companies are included. The last twenty years have seen a rise in the production, circulation, and criticism of new forms of socially engaged art aimed at achieving social justice and economic equality. In *Wages Against Artwork* Leigh Claire La Berge shows how socially engaged art responds to and critiques what she calls decommodified labor—the slow diminishment of wages alongside an increase in the demands of work. Outlining the ways in which socially engaged artists relate to work, labor, and wages, La Berge examines how artists and organizers create institutions to address their own and others' financial precarity; why the increasing role of animals and children in contemporary art points to the turn away from paid labor; and how the expansion of MFA programs and student debt helps create the conditions for decommodified labor. In showing how socially

engaged art operates within and against the need to be paid for work, La Berge offers a new theorization of the relationship between art and contemporary capitalism. The New York Times bestseller from the author of *The Bullpen Gospels*. "A humorous, candid and insightful memoir . . . Grade: Home Run."—Cleveland Plain Dealer After six years in the minors, pitcher Dirk Hayhurst hopes 2008 is the year he breaks into the big leagues. But every time Dirk looks up, the bases are loaded with challenges—a wedding balancing on a blind hope, a family in chaos, and paychecks that beg Dirk to ask, "How long can I afford to keep doing this?" Then it finally happens—Dirk gets called up to the Majors, to play for the San Diego Padres. A dream comes true when he takes the mound against the San Francisco Giants, kicking off forty insane days and nights in the Bigs. Like the classic games of baseball's history, *Out of My League* entertains from the first pitch to the last out, capturing the gritty realities of playing on the big stage, the comedy and camaraderie in the dugouts and locker rooms, and the hard-fought, personal journeys that drive our love of America's favorite pastime. "A rare gem of a baseball book."—Tom Verducci, *Sports Illustrated* "Observant, insightful, human, and hilarious."—Bob Costas "A fun read . . . This book shows why baseball is so often used as a metaphor for life."—Keith Olbermann "Entertaining and engaging . . . reminiscent of Jim Bouton's *Ball Four*."—Booklist "The book is a terrific read. If you loved *Bullpen Gospels* (I'd have a hard time believing you are a baseball fan if you didn't) you will love *Out of My League* too."—Bluebird Banter When in the winter of 1692, accusations of witchcraft surface in her small New England village, twelve-year-old Mary Chase fights to save her mother from execution. This dramatic and deeply moving book combines a narrative that has the pace and excitement of a novel, a timeless portrait of bigotry and a self-righteousness, and an authentic history of the Salem witch trials. It stands alone in applying modern psychiatric knowledge to the witchcraft hysteria. Nearly three hundred years ago the fate of Massachusetts was delivered into the hands of a pack of young girls. Because of the fantasies and hysterical antics of unbalanced teenagers, decent men and women were sent to the gallows. Medical science that day had no better

explanation than "the evil eye"; and so Massachusetts was precipitated into a reign of terror that did not end until the highest in the land had been accused of witchcraft—ministers, a judge, the Governor's lady. One by one were brought to the gallows such diverse personalities as a decent grandmother; a rakish, pipe-smoking female tramp; a plain farmer who thought only to save his wife from molestation; a lame old man whose toothless gums did not deny expression to a very salty vocabulary. But from the very beginning some fought the hysteria, pitting sanity against insanity, and eventually forced the community to atone for its tragic error. Written with sly humor, much of the book reads like a novel. In the end, one is pretty sure what was wrong with Cotton Mather, the august judges, and the tormented young girls. "The Devil in Massachusetts is a vivid and compassionate reconstruction of the Salem witchcraft hysteria. Marion Starkey has written history which illustrates the past and at the same time packs and important contemporary moral."—Arthur Schlesinger, Jr. "It is certainly a 'one sitting' sort of book, with the dramatic appeal of the well-told story and the significances of good human history."—Gerald Warner Brace "A fresh and full narration...of one of the most lurid, pitiful and deeply significant episodes in American history...."—Odell Shepard Expanded and updated color edition of Glenn Vilppu's famous *Vilppu Drawing Manual*, a book that takes you through drawing the human figure step-by-step, from gesture to construction, anatomy and light, teaching you to analyze and understand what you are seeing rather than copying. This gives you skills to bring your drawings to life whether done from the model or imagination. This is the foundation of the courses he teaches at Studios and Universities worldwide as well as his online school vilppuacademy.com Young readers "will be carried along by the sheer excitement of the story" of 17th-century slavery and witchcraft by the million-copy selling author (*The New York Times*). In 1688, Tituba and her husband, John, are sold to a Boston minister and sent to the strange world of Salem, Massachusetts. Rumors about witches are spreading like wildfire throughout the state, filling the heads of Salem's superstitious, God-fearing residents. When the reverend's suggestible young daughter,

Betsey, starts having fits, the townsfolk declare it to be the devil's work. Suspicion falls on Tituba, who can read fortunes and spin flax into thread so fine it seems like magic. When suspicion turns to hatred, Tituba finds herself in grave danger. Will she be judged guilty of witchcraft and hanged? Loosely based on accounts of the period and trial transcripts, Ann Petry's compelling historical novel draws readers into the hysteria of America's deadly witch hunts. A biography of a teacher, charity leader, activist and guardian of extended family who lived through changes from colonialism to independence, socialism to neoliberalism, and local Swahili Islam to a more globalized form. Showing how historical processes impacted on Mikidadi, this counters recent rewritings of Tanzania's post-colonial history. DigiCat Publishing presents to you this special edition of "Tyrol and Its People" by Clive Holland. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature. Run your own Minecraft server: take total control of your Minecraft experience! What's more fun than playing multiplayer Minecraft? Running your own Minecraft server. Now there's a complete, up-to-date guide to doing just that—even if you have no networking or server experience! Best-selling tech author Timothy L. Warner covers all you need to know, from the absolute basics to cutting-edge customization. You'll learn from crystal-clear, step-by-step instructions designed for today's newest Minecraft servers. Warner guides you through prepping your computer and network...installing a basic server and powerful third-party alternatives...welcoming and managing users...protecting against griefing and other attacks...adding powerful plug-ins and mods...using easy subscription hosting services...giving your users a truly awesome game experience. This book's #1 goal is to help you have more fun with Minecraft. But you'll also master practical skills for a well-paid technology career! Gain deep multiplayer Minecraft knowledge for running your server well Configure your computer to reliably host

Minecraft Control your server through the Minecraft Server console Connect users, communicate with them, and set rules they must follow Master basic networking skills for improving server uptime and performance Safeguard your server and users, and prevent griefing Simplify complicated mods with integrated modpacks and launchers Run on the Realms public cloud—let Minecraft worry about maintenance and security Evaluate and choose a third-party hosting provider Customize your spawn “lobby” to help new users find their way Support multiple worlds and teleportation Earn cash with ads, sponsorships, cosmetic upgrades, or VIP access Minecraft is a trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Timothy L. Warner is the author of Hacking Raspberry Pi and The Unauthorized Guide to iPhone, iPad, and iPod Repair: A DIY Guide to Extending the Life of Your iDevices!. He is a tech professional who has helped thousands of people become more proficient with technology in business and education. He holds the CompTIA A+ Computer Technician credential and 20 other technical certifications. As Director of Technology for a progressive high school, he created and managed a self-servicing warranty repair shop for all of its Apple hardware. Now an author/evangelist for Pluralsight, he shares Windows PowerShell scripting knowledge at 2minutepowershell.com. Traces the origins of the modern feminist movement in the U.S. and Great Britain, examines feminist theories and organizations, and describes the opponents of the women's movement This book is divided into two parts. The first part describes mini-invasive surgical techniques, sufficient to perform the most important tasks in rhinoplasty, such as: tip rotation and projection; closure of the open roof after humpectomy; alignment and stabilization of the columella; refinement of the nasal tip, lower third and medial third; narrowing of the alar base. The second part concerns medical rhinoplasty techniques using nerve blocks, injectable fillers etc., which aim is to achieve similar results, despite their temporary effect. Currently, the request for such procedures and their number exceeds this of surgical operations and demonstrates their importance. Although minimally invasive techniques

will not totally replace surgical rhinoplasty, this book will serve as a tool to enhance refinement of rhinoplasty and clinical aesthetics. This first textbook in minimally invasive rhinoplasty techniques will be of great help to many doctors and will provoke further development of time-saving, atraumatic and mini-invasive techniques with preservative attitude toward nasal tissues in the modern art of nasal and face beautification. The key word here is art: the dynamic 3D art that defines the world of computer games. This book teaches you everything you need to know about the planning, modeling, texturing, lighting, effects creation, and interface design that go into creating today's most advanced and stunning video games. You'll be learning from a master-veteran 3D artist and instructor Matthew Omernick-as you progress through the carefully chosen, software-agnostic tutorials that make up

this beautiful, full-color volume. The end result will be skills you can apply to whatever 3D tool you choose and whatever wildly imaginative game you can think up. Through a unique combination of explanation, tutorials, and real world documentation-including discussions of the creative process entailed in some of today's most popular games augmented by screen captures and descriptions--you'll quickly come to understand the workflow, tools, and techniques required to be a successful game artist. In addition to learning the ropes of game art, you'll also find in depth tutorials and techniques that apply to all aspects of 3D graphics. Whether you are using Photoshop, 3ds max, Maya, or any other computer graphics software, you'll find a wealth of information that you can continue to come back to time and time again.