

Castle Adventure 1986 Rod Hunt 0199160724

In his brief career Jimi Hendrix transformed rock music, established himself as the greatest guitarist of all time, and left a rich legacy of original songs and dazzling recordings. In *Jimi Hendrix and Philosophy*, philosophers come to terms with the experience and the phenomenon of Hendrix, uncovering some surprising implications of Hendrix's life and work. Much of this book is concerned with the restless polarities and dualities that reveal themselves through Hendrix. His compositions display a preoccupation with the tragic nature of life, moving between the polarities of Schopenhauer's *The World as Will and Idea* and Platonic philosophy. Jimi's "guitar-being" has surprising implications for the philosophical relation between mind and body. There is in Hendrix a duality between innovation and tradition—innovation in psychedelic sonic adventures and tradition in the form of the blues. Hendrix exemplifies the interaction of technology and art, as seen in his use of feedback, varieties of noise, and backwards reel-to-reel playing. How much of the Hendrix phenomenon can be explained by the technological situation and how much by his own unique genius? Everyone knows about Hendrix's use of feedback in the narrow sense, but feedback can also be viewed as a general phenomenon that

arises in complex dynamical systems and emerges at the border of chaos and order. Although critics associate Hendrix's lifestyle and early death with self-destructive patterns of the Sixties, his actual thoughts as revealed in his songs and writings show a more positive and constructive concern with authentic freedom. What did Hendrix mean when he spoke of "the realities" of conflict conveyed in "Machine Gun"? What is a "Voodoo Chile"? When does noise become music? These and other questions are addressed in *Jimi Hendrix and Philosophy*. Hendrix's undying popularity following his death in 1970 has led to the release over the years of a large body of material which Hendrix would never have chosen to make public, raising serious questions about what we owe to the dead and how we view the construction of the artist's public persona.

A critical approach to interactive fiction, as literature and game. Interactive fiction—the best-known form of which is the text game or text adventure—has not received as much critical attention as have such other forms of electronic literature as hypertext fiction and the conversational programs known as chatterbots. *Twisty Little Passages* (the title refers to a maze in *Adventure*, the first interactive fiction) is the first book-length consideration of this form, examining it from gaming and literary perspectives. Nick Montfort, an interactive fiction author himself,

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offers both aficionados and first-time users a way to approach interactive fiction that will lead to a more pleasurable and meaningful experience of it. *Twisty Little Passages* looks at interactive fiction beginning with its most important literary ancestor, the riddle. Montfort then discusses *Adventure* and its precursors (including the *I Ching* and *Dungeons and Dragons*), and follows this with an examination of mainframe text games developed in response, focusing on the most influential work of that era, *Zork*. He then considers the introduction of commercial interactive fiction for home computers, particularly that produced by Infocom. Commercial works inspired an independent reaction, and Montfort describes the emergence of independent creators and the development of an online interactive fiction community in the 1990s. Finally, he considers the influence of interactive fiction on other literary and gaming forms. With *Twisty Little Passages*, Nick Montfort places interactive fiction in its computational and literary contexts, opening up this still-developing form to new consideration. Thirty-five years in the making, and destined to be the last word in fanta-film references! This incredible 1,017-page resource provides vital credits on over 9,000 films (1896-1999) of horror, fantasy, mystery, science fiction, heavy melodrama, and film noir. Comprehensive cast lists include: directors, writers, cinematographers, and composers. Also includes

plot synopses, critiques, re-title/translation information, running times, photographs, and several cross-referenced indexes (by artist, year, song, etc.). Paperback.

Now an old man, John is haunted by memories of enlisting to fight in World War II, a decision which forced him to face the horrors of war and changed his life forever.

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

This Christian classic tells the stories of brave men and women who were martyred for their faith in the fourteenth through sixteenth centuries.

Presenting a fascinating insider's view of U.S.A.F. special operations, this volume brings to life the critical contributions these forces have made to the exercise of air & space power. Focusing in particular on the period between the Korean War & the Indochina wars of 1950-1979, the accounts of numerous missions are profusely illustrated with photos & maps. Includes a discussion of AF

operations in Europe during WWII, as well as profiles of Air Commandos who performed above & beyond the call of duty. Reflects on the need for financial & political support for restoration of the forces.

Bibliography. Extensive photos & maps. Charts & tables.

Max is used to being called Stupid. And he is used to everyone being scared of him. On account of his size and looking like his dad. Kevin is used to being called Dwarf. On account of his size and being some cripple kid. But greatness comes in all sizes, and together Max and Kevin become Freak The Mighty and walk high above the world. An inspiring, heartbreaking, multi-award winning international bestseller.

Red Castle -- an ancient citadel of wine-red stone in the heart of Utah's primitive High Uinta Mountains. Hidden away near its rocky base, a small plane lies twisted and broken. Jesse Chisholm -- rugged, lonely, and one of the new breed of modern Mountain Men. As a geologist for the Forest Service, he calls the wilderness his home, and only the mountains know the secrets of his heart. Melissa Heydon -- spirited, young, in love with life, the mountains, and Jesse Chisholm. Four desperate, ruthless men will stop at nothing to retrieve the plane's valuable cargo, but their only clue to its location are the words RED CASTLE.

A comprehensive resource on the principles and

techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games.

Original. (Advanced)

Upon publication, Anita Silvey's comprehensive survey of contemporary children's literature, *Children's Books and Their Creators*, garnered unanimous praise from librarians, educators, and specialists interested in the world of writing for children. Now *The Essential Guide to Children's Books and Their Creators* assembles the best of that volume in one handy, affordable reference, geared specifically to parents, educators, and students. This new volume introduces readers to the wealth of children's literature by focusing on the essentials — the best books for children, the ones that inform, impress, and, most important, excite young readers. Updated to include newcomers such as J. K. Rowling and Lemony Snicket and to cover the very latest on publishing and educational trends, this edition features more than 475 entries on the best-loved children's authors and illustrators, numerous essays on social and historical issues, thirty personal glimpses into craft by well-known writers, illustrators, and critics, and invaluable reading lists by category. *The Essential Guide to Children's Books and Their Creators* summarizes the canon of contemporary children's literature, in a practical guide essential for anyone choosing a book for or working with children.

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Tal tries to steal a sunstone, but during his act of thievery is thrown off the Castle of Seven Towers by a powerful Spiritshadow Keeper. He falls down to the iceworld below, where he is captured by Icecarls. To save his life, he must team up with Milla - a Shield-Maiden in training - and offer his aid to the nomads.

"The next thing that happened to us was very interesting. It was as real as the half-crowns—not just pretending. I shall try to write it as like a real book as I can. Of course we have read Mr Sherlock Holmes, as well as the yellow-covered books with pictures outside that are so badly printed; and you get them for fourpence-halfpenny at the bookstall when the corners of them are beginning to curl up and get dirty, with people looking to see how the story ends when they are waiting for trains. I think this is most unfair to the boy at the bookstall. The books are written by a gentleman named Gaboriau, and Albert's uncle says they are the worst translations in the world—and written in vile English. Of course they're not like Kipling, but they're jolly good stories. And we had just been reading a book by Dick Diddlington—that's not his right name, but I know all about libel actions, so I shall not say what his name is really, because his books are rot."

It portrays the existential struggles and downfall of an entire people, the Burgundians, in a military conflict with the Huns and their king."--Jacket.

In Hamilton and Philosophy, professional thinkers expose, examine, and ponder the deep and controversial implications of this runaway hit Broadway musical. One cluster of questions relates to the matter of historical

accuracy in relation to entertainment. To what extent is Hamilton genuine history, or is it more a reflection of America today than in the eighteenth century? What happens when history becomes dramatic art, and is some falsification of history unavoidable? One point of view is that the real Alexander Hamilton was an outsider, and any objective approach to Hamilton has to be that of an outsider. Politics always involves a debate over who is on the margins and who is allowed into the center. Then there is the question of emphasizing Hamilton's revolutionary aspect, when he was autocratic and not truly democratic. But this can be defended as presenting a contradictory personality in a unique historical moment. Hamilton's character is also one that blends ambition, thirst for fame, and concern for his immortal legacy, with inability to see his own limitations, yet combined with devotion to honor and the cultivation of virtue. Hamilton's evident ambition led him to be likened to Macbeth and Shakespearean tragedy can explain much of his life.

A detective forever haunted by the night when he couldn't save a young girl from trauma—now she's a cop herself and he has to send her undercover to lure a murderer. "Tight suspense and great chemistry between the lead characters make Jean Brashear's [book] a page-turner." ~RTBookclub 4 ½ of 5 stars Book three in New York Times bestselling Texas romance author Jean Brashear's Lone Star Lovers series about three brothers, this story a uniquely powerful reunion romance between a

haunted detective and the woman whose life he once saved. FBI agent Alex Sandoval has never forgiven himself for not protecting a young girl who was gravely injured and her mother killed before her eyes during his first hostage negotiation twelve years ago. Now Jade Butler is a cop herself, assigned to a prestigious multi-agency task force hunting for the killer of several young girls in Austin, Texas—and Alex is the agent in charge of the case. They never met all those years ago, but Jade recognizes his voice as the one she still hears in her dreams, the voice that has comforted her through many a terrifying flashback. Her role on the task force is undercover, serving as bait for a madman, yet Alex cannot stop trying to protect her as he was unable to do years ago. Tensions ratchet between them as old memories vie with a powerful new attraction, and when Jade is taken hostage by the killer, it's Alex's worst nightmare as he must negotiate once again—only this time, it's to save the woman he loves.

Provides information on the actual life of King Arthur along with the development of the legends that surround his life.

Includes authors, titles, subjects.

#1 NEW YORK TIMES BESTSELLER * The highly anticipated sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven

Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST *

"The game is on again. . . . A great mix of exciting fantasy and threatening fact."--The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous--and addictive--than even Wade dreamed possible. With it comes a new riddle, and a new quest--a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again.

Tens of millions of people today are living part of their life in a virtual world. In places like World of Warcraft, Second Life, and Free Realms, people are making friends, building communities, creating art,

and making real money. Business is booming on the virtual frontier, as billions of dollars are paid in exchange for pixels on screens. But sometimes things go wrong. Virtual criminals defraud online communities in pursuit of real-world profits. People feel cheated when their avatars lose virtual property to wrongdoers. Increasingly, they turn to legal systems for solutions. But when your avatar has been robbed, what law is there to assist you? In *Virtual Justice*, Greg Lastowka illustrates the real legal dilemmas posed by virtual worlds. Presenting the most recent lawsuits and controversies, he explains how governments are responding to the chaos on the cyberspace frontier. After an engaging overview of the history and business models of today's virtual worlds, he explores how laws of property, jurisdiction, crime, and copyright are being adapted to pave the path of virtual law. Virtual worlds are becoming more important to society with each passing year. This pioneering study will be an invaluable guide to scholars of online communities for years to come.

Analyzes the Salem Witch Trials to offer key insights into the role of women in its events while explaining how its tragedies became possible.

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