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Ghost of a Chance Ghost Finders Jo Fletcher Books Meet the operatives of the Carnacki Institute. The Institute's operatives are the best of the best: JC Chance, team leader, is undoubtedly brave, sharp as a tack, incredibly charming - and almost unbearably arrogant. Melody Chambers may be a science geek, but she's also the techno-wizard extraordinaire who keeps their anti-supernatural equipment running. And as for Happy Jack Palmer: their terminally gloomy telepath is the last person anyone would want navigating through their head. Their mission: Do Something About Ghosts. That means lay them to rest, send them packing, or just kick their nasty ectoplasmic arses with extreme prejudice . . . Their current is a haunting deep underground, in London's Oxford Circus tube station, but things become difficult when their rival team - the Crowley Project - get involved. Ghost of a Chance is the first title in New York Times bestselling author Simon R. Green's Ghost Finders series. Spirits From Beyond Penguin THE NEW GHOST FINDER NOVEL from the bestselling author of the Nightside and Secret Histories series... Meet the operatives of the Carnacki Institute—JC Chance: the team leader, brave, charming, and almost unbearably arrogant; Melody Chambers: the science geek who keeps the antisupernatural equipment running; and Happy Jack Palmer: the terminally gloomy telepath. Their mission: Do Something About Ghosts. Lay them to rest, send them packing, or just kick their nasty ectoplasmic arses... Their latest assignment takes JC and the team to a small country village, site of a famously haunted inn. At first, JC thinks that the spirits in the King's Arms are more the stuff of urban legend than anything that needs the Ghost Finders' expertise. Then one story rings true: the tale of a traveler trapped by an unusual thunderstorm who retired to her room for the night—and vanished. Trapped by an unusual thunderstorm—like the one that begins raging outside shortly after they arrive... As the team investigates, they are forced, one by one, to face some hard truths about themselves, their relationships, and the haunting itself—truths that may push Happy Jack over the edge into the madness that he has always feared... Ghost of a Smile Ghost Finders Jo Fletcher Books The Operatives of the Carnacki Institute are prepared for anything . . . except this. When the Ghost Finders answer a distress call from the private research centre of one of the biggest drug companies in the world, the last thing they expect to encounter is a threat to the building's very existence. A team of police were called in - but never came out. A national security team followed, but no one's heard anything from them either. The Ghost Finders are the drug company's last chance, but they have the wrong equipment, and no idea what they're facing - except an extremely tight deadline. Their only chance is to rely on their secret weapon: JC's very lovely - and very dead - girlfriend. Ghost of a Smile is the sequel to Ghost of a Chance and the second title in New York Times bestselling author Simon R. Green's Ghost Finders series. Voices From Beyond Ghost Finders Jo Fletcher Books Ghost-busting is never simple: just ask the Ghost Finder's of New York Times bestselling author Simon R. Green's Carnacki Institute. In a quiet London suburb, four university students are holding a séance in a house everyone knows is haunted - and, of course, it goes terribly wrong. Whatever or whoever they managed to summon has left them nothing but empty shells. Enter the Ghost Finders, ready to confront the enraged poltergeist and battle for the students' very souls. It's all in a day's work for the Carnacki Institute operatives - except this day is going to get very nasty indeed. What they're about to discover is that another entity had also breached the veil between worlds and crossed the threshold into ours . . . and they soon realise that it's not just four lives at stake, but all lives - humanity itself is being threatened with annihilation. Voices From Beyond is the fifth book in New York Times bestselling author Simon R. Green's Ghost Finders series. Ghost of a Dream Penguin Meet the Carnacki Institute's operatives—JC Chance: the team leader, brave, charming, and almost unbearably arrogant; Melody Chambers: the science geek who keeps the antisupernatural equipment running; and Happy Jack Palmer: the terminally gloomy telepath. Their mission: Do Something About Ghosts. Lay them to rest, send them packing, or just kick their nasty ectoplasmic arses... The Ghost Finders are investigating a haunting at the long-abandoned Haybarn Theater, which is being renovated. But work has been thrown off-schedule by the some peculiar and unnatural activities. And after the potentially world-altering recent events of their previous assignment, the team thinks that a haunted theater (aren't they all?) will be a walk in the park. Until they encounter the Phantom of the Haybarn—an ancient evil whose ability to alter reality itself will test the skills, science, and blind luck of the Ghost Finders to the limit. Ghost of a Dream Ghost Finders Jo Fletcher Books JC, Melody and Happy Jack are looking forward to working a straightforward case for a change. They're about to be disappointed. After the potentially world-altering events of their last assignment, the Ghost Finders are looking forward to working a more run-of-the-mill case. The team has asked to investigate a haunted theatre (aren't they all?). The Hayburn

Theatre is in the middle of renovations, but work has been thrown off schedule by some peculiar and unnatural activities - standard haunting stuff. But there is nothing standard about the Phantom of the Hayburn, an ancient evil with the ability to alter reality itself. The team will need to push their skills - and luck - to the limit if they hope to leave the theatre in one piece. Ghost of a Dream is the third title in New York Times bestselling author Simon R. Green's Ghost Finders series. Shadows Fall BenBella Books, Inc. Considered by the author to be his finest work yet, this is a novel of realistic detail, heartfelt emotion, and dazzling imagination that builds a world readers won't want to leave and spins a tale they won't want to end. In a town of amazing magicks, where the real and the imagined live side by side and the Faerie of legend know the automatons of the future, Time sees all—but even he cannot escape the prophecy of James Hart's return, which can only mean the death of Shadows Fall. The Man With the Golden Torc Penguin New York Times bestselling author Simon Green introduces a new kind of hero, one who fights the good fight against some very old foes in the first novel in the Secret Histories series. The name's Bond. Shaman Bond. Actually, that's just his cover. His real name is Eddie Drood, but when your job includes a license to kick supernatural arse on a regular basis, you find your laughs where you can. For centuries, his family has been the secret guardian of Humanity, all that stands between all of you and all of the really nasty things that go bump in the night. As a Drood field agent he wore the golden torc, he killed monsters, and he protected the world. He loved his job. Right up to the point where his own family declared him rogue for no reason. Now, the only people who can help Eddie prove his innocence are the people he used to consider his enemies... The Dark Side of the Road Severn House Publishers Ltd Introducing Ishmael Jones - a detective with a difference - in this compelling murder mystery. Ishmael Jones is someone who can't afford to be noticed, someone who lives under the radar, who drives on the dark side of the road. He's employed to search out secrets, investigate mysteries and shine a light in dark places. Sometimes he kills people. Invited by his employer, the enigmatic Colonel, to join him and his family for Christmas, Ishmael arrives at the grand but isolated Belcourt Manor in the midst of a blizzard to find that the Colonel has mysteriously disappeared. As he questions his fellow guests, Ishmael concludes that at least one of them - not least Ishmael himself - is harbouring a dangerous secret, and that beneath the veneer of festive cheer lurk passion, jealousy, resentment and betrayal. As a storm sets in, sealing off the Manor from the rest of the world, Ishmael must unmask a ruthless murderer before they strike again. The Best Thing You Can Steal Severn House Publishers Ltd Welcome to London, but not as you know it. A place where magics and horror run free, wonders and miracles are everyday things, and the dark streets are full of very shadowy people . . . Gideon Sable is a thief and a con man. He specializes in stealing the kind of things that can't normally be stolen. Like a ghost's clothes, or a photo from a country that never existed. He even stole his current identity. Who was he originally? Now, that would be telling. One thing's for sure though, he's not the bad guy. The people he steals from always have it coming. Gideon's planning a heist, to steal the only thing that matters from the worst man in the world. To get past his security, he's going to need a crew who can do the impossible . . . but luckily, he has the right people in mind. The Damned, the Ghost, the Wild Card . . . and his ex-girlfriend, Annie Anybody. A woman who can be anyone, with the power to make technology fall in love with her. If things go well, they'll all get what they want. And if they're lucky, they might not even die trying . . . Casino Infernale Penguin My name is Drood, Eddie Drood, aka Shaman Bond. For generations my family has protected you ordinary mortals against things that lurk in the darkness, just out of sight, but not at all out of mind. Unfortunately, I've had a falling-out with my near and dear (some of whom were trying to kill me), so my true love and powerful witch, Molly Metcalf, and I are now in the employ of the Department of the Uncanny. We've been given an Extremely Important Assignment: Attend Casino Infernale, an annual event held by the Shadow Bank, financiers of all global supernatural crime. Our mission: Rig the game and bring down the Shadow Bank. But at Casino Infernale, the stakes are high indeed—winner takes all, and losers give up their souls.... Forces from Beyond Penguin From the New York Times bestselling author of Voices from Beyond comes the next haunted horror case featuring the Ghost Finders. Meet the operatives of the Carnacki Institute—JC Chance: the team leader, brave, charming, and almost unbearably arrogant; Melody Chambers: the science geek who keeps the antsupernatural equipment running; and Happy Jack Palmer: the terminally gloomy telepath. Their mission: Do Something About Ghosts. Lay them to rest, send them packing, or just kick their nasty ectoplasmic arses... A threat to Humanity rests on the bottom of the North Sea: the interdimensional entity known as the Flesh Undying. It is a monstrous being of unimaginable power, way out of the Ghost Finders' league, so the team has no choice but to accept an alliance with their evil counterpart, Project Crowley. Only the creature has already turned its eye upon the Ghost Finders—and dispatched an assassin with a deadly vendetta against them... Deathstalker Rebellion Jabberwocky Literary Agency, Inc. To the Empire, Owen Deathstalker is an Outlaw. To the inhuman Hadenmen, he is the Redeemer. And to the underground, he is humanity's last hope. Above all else, he is the last of a legendary warrior clan who is determined to bring down an Empire rotted by corruption, greed, and institutionalized slavery. Owen will fire the first shot by breaching Golgotha, the heavily guarded home planet of the Empress and the location of her overflowing coffers. Besides enraging and embarrassing the Iron Bitch (one of the few perks of leading the revolution), robbing the Empire will help to fund the rebellion and garner support from the public. But starting a revolution is one thing. To win it, Owen and his companions will have to convince key planets to join the fight. Scattered across the galaxy, Owen's band of misfits struggle to embrace their new roles as leaders while facing espionage, treachery, and the unexpected challenges of making their rebellion a reality. Deathstalker: Rebellion is the second book in New York Times bestselling author Simon R. Green's beloved space opera series. Deathstalker War Penguin Owen Deathstalker fights to win a war against an empire in this sci-fi epic from New York Times bestselling author Simon R. Green. Fate had made Owen Deathstalker a rebel hero in an empire choked by tyranny. Embracing his warrior lineage for the sake of freedom, he stoked the flames of revolution, gathering the forces that one day must strike

against Imperial authority. That day has come. With his valiant compatriots Hazel d'Ark and Jack Random, Owen must now bring the uprising to a fiery conclusion. From the rebel strongholds of Mistworld and Virimonde to the Empire's mighty heart on the planet of Golgotha, the fate of humanity now depends on a clash of arms across light-years of space. But Deathstalker's desperate cause will need more than an army of courageous fighters to succeed—for the cunning Empress has some evil surprises to unleash... Agents of Light and Darkness Penguin While working in Nightside, John searches for the Unholy Grail, a cup used during the Last Supper that corrupts the owner and gives him power, before it falls into the wrong hands. Moonbreaker Penguin Ride shotgun with a "James Bond-of-the-supernatural"* as the Secret Histories Novels take you careening through an alternate London where around every corner a new kind of danger awaits.... My name is Eddie Dood, aka Shaman Bond, the very secret agent. And I am a dead man walking. I've been poisoned by Dr. DOA. There is no cure, no treatment, no chance of a last-minute miracle. So all that is left to me and my love, Molly Metcalf, is to track down my killer and stop him before he can murder anyone else. So whether that means fighting a secret army on another world; or searching for a forgotten weapon in the Museum of Unattached Oddities; or facing off against Grendel Rex, the Unforgiven God, in the hidden heart of the Moon, for the terrible secret that is Moonbreaker...I will do whatever it takes, while I still can. Because the game isn't over till I say it's over—and I still have one last card to play. *SFRevu Night Fall Penguin From the New York Times bestselling author of Moonbreaker comes the epic final Secret Histories adventure, where the Droods will take on the most unexpected of enemies: the inhabitants of the Nightside. The Droods are all about control, making people do what they're told for the greater good. The Nightside is all about choice: good and bad and everything in between. The Droods want to make the world behave. The Nightside wants to party. They were never going to get along. For centuries, ancient Pacts have kept the Droods out of the Nightside, but now the Droods see the Nightside as a threat to the whole world. They march into the long night, in their armour, to put it under their control. All too soon, the two sides are at war. It's Eddie Dood and Molly Metcalf against John Taylor and Shotgun Suzie. The Dood Sarjeant-at-Arms and their Armourer against Dead Boy and Razor Eddie. More groups join in: the London Knights, the Ghost Finders, the Spawn of Frankenstein, Shadows Fall, and the Soulhunters. Science and magic are running wild, there's blood running in the gutters, and the bodies are piling up. Is anyone going to get out of this alive? The House on Widows Hill Severn House Publishers Ltd Ishmael Jones investigates a haunted house . . . but is haunted by his own past in the latest of this quirky paranormal mystery series. "That house is a bad place. Bad things happen there . . ." Set high on top of Widows Hill, Harrow House has remained empty for years. Now, on behalf of an anonymous prospective buyer, Ishmael and Penny are spending a night there in order to investigate the rumours of strange lights, mysterious voices, unexplained disappearances, and establish whether the house is really haunted. What really happened at Harrow House all those years ago? Joined by a celebrity psychic, a professional ghost-hunter, a local historian and a newspaper reporter, it becomes clear that each member of 'Team Ghost' has their own pet theory as to the cause of the alleged haunting. But when one of the group suddenly drops dead with no obvious cause, Ishmael realizes that if he can find out how and why the victim died, he will have the key to solving the mystery. Fahrenheit 451 A Novel Simon and Schuster A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit. The Dictionary of Obscure Sorrows Simon and Schuster NEW YORK TIMES BESTSELLER "It's undeniably thrilling to find words for our strangest feelings...Koenig casts light into lonely corners of human experience...An enchanting book. " —The Washington Post A truly original book in every sense of the word, The Dictionary of Obscure Sorrows poetically defines emotions that we all feel but don't have the words to express—until now. Have you ever wondered about the lives of each person you pass on the street, realizing that everyone is the main character in their own story, each living a life as vivid and complex as your own? That feeling has a name: "sonder." Or maybe you've watched a thunderstorm roll in and felt a primal hunger for disaster, hoping it would shake up your life. That's called "lachesism." Or you were looking through old photos and felt a pang of nostalgia for a time you've never actually experienced. That's "anemoia." If you've never heard of these terms before, that's because they didn't exist until John Koenig set out to fill the gaps in our language of emotion. The Dictionary of Obscure Sorrows "creates beautiful new words that we need but do not yet have," says John Green, bestselling author of The Fault in Our Stars. By turns poignant, relatable, and mind-bending, the definitions include whimsical etymologies drawn from languages around the world, interspersed with otherworldly collages and lyrical essays that explore forgotten corners of the human condition—from "astrophe," the longing to explore beyond the planet Earth, to "zenosyne," the sense that time keeps getting faster. The Dictionary of Obscure Sorrows is for anyone who enjoys a shift in perspective, pondering the ineffable feelings that make up our lives. With a gorgeous package and beautiful illustrations throughout, this is the perfect gift for creatives, word nerds, and human beings everywhere. The Devil's Detective A Novel Anchor Debut novelist Simon Kurt Unsworth sends the detective novel to Hell. In The Devil's Detective, a sea change is coming to Hell . . . and a man named Thomas Fool is caught in the middle. Thomas Fool is an Information Man, an investigator tasked with cataloging and filing reports on the endless stream of violence and brutality that flows through Hell. His job holds no reward or satisfaction, because Hell has rules but no justice. Each new crime is stamped "Do Not Investigate" and dutifully filed away in the depths of the Bureaucracy. But when an important political delegation arrives and a human is found murdered in a horrific manner—extravagant even by Hell's standards—everything changes. The murders escalate, and their severity points to the kind of killer not seen for many generations. Something is challenging the rules and order of Hell, so the Bureaucracy sends Fool to identify and track down the killer. . . . But how do you investigate murder in a place where death is common currency? Or when your main suspect pool is a legion of demons? With no memory of his past and only an irresistible need for justice, Fool will piece together clues and follow a trail that leads directly into the heart of a dark and chaotic conspiracy. A revolution is brewing in Hell . . . and

nothing is what it seems. The Devil's Detective is an audacious, highly suspenseful thriller set against a nightmarish and wildly vivid world. Simon Kurt Unsworth has created a phantasmagoric thrill ride filled with stunning set pieces and characters that spring from our deepest nightmares. It will have readers of both thrillers and horror hanging on by their fingernails until the final word. In Hell, hope is your worst enemy. Night Train to Murder Severn House Publishers Ltd When a body is discovered in a locked toilet cubicle on the late-night train to Bath, Ishmael Jones is faced with his most puzzling case to date. When Ishmael Jones and his partner Penny are asked to escort a VIP on the late-night train to Bath, it would appear to be a routine case. The Organisation has acquired intelligence that an attempt is to be made on Sir Dennis Gregson's life as he travels to Bath to take up his new position as Head of the British Psychic Weapons Division. Ishmael's mission is to ensure that Sir Dennis arrives safely. How could anyone orchestrate a murder in a crowded railway carriage without being noticed and with no obvious means of escape? When a body is discovered in a locked toilet cubicle, Ishmael Jones has just 56 minutes to solve a seemingly impossible crime before the train reaches its destination. One Of Us Is Lying TikTok made me buy it Penguin UK The international bestselling YA thriller by acclaimed author, Karen M. McManus - NOW A MAJOR NETFLIX SERIES. Five students go to detention. Only four leave alive. Yale hopeful Bronwyn has never publicly broken a rule. Sports star Cooper only knows what he's doing in the baseball diamond. Bad boy Nate is one misstep away from a life of crime. Prom queen Addy is holding together the cracks in her perfect life. And outsider Simon, creator of the notorious gossip app at Bayview High, won't ever talk about any of them again. He dies 24 hours before he could post their deepest secrets online. Investigators conclude it's no accident. All of them are suspects. Everyone has secrets, right? What really matters is how far you'll go to protect them. 'Tightly plotted and brilliantly written, with sharp, believable characters, this whodunit is utterly irresistible' - HEAT 'Twisty plotting, breakneck pacing and intriguing characterisation add up to an exciting single-sitting thrillerish treat' -THE GUARDIAN 'A fantastic murder mystery, packed with cryptic clues and countless plot twists. I could not put this book down' - THE SUN 'Pretty Little Liars meets The Breakfast Club' - ENTERTAINMENT WEEKLY Something from the Nightside Penguin Taylor is the name, John Taylor. My card says I'm a detective, but what I really am is an expert on finding lost things. It's part of the gift I was born with as a child of the Nightside. I left there a long time ago, with my skin and sanity barely intact. Now I make my living in the sunlit streets of London. But business has been slow lately, so when Joanna Barrett showed up at my door, reeking of wealth, asking me to find her runaway teenage daughter, I didn't say no. Then I found out exactly where the girl had gone. The Nightside. That square mile of Hell in the middle of the city, where it's always three A.M. Where you can walk beside myths and drink with monsters. Where nothing is what it seems and everything is possible. I swore I'd never return. But there's a kid in danger and a woman depending on me. So I have no choice—I'm going home. A Walk on the Nightside Ace Trade Working in Nightside, a dark underworld hidden beneath the streets of London, John Taylor, a detective gifted with the ability to find things that are lost, searches for the missing daughter of a wealthy client, the Unholy Grail, and a missing singer whose voice has the power to cause death, in a trio of novels--Something from the Nightside, Agents of Light and Darkness, and Nightingale's Lament. Original. Just Another Judgement Day Penguin With a new sheriff, The Walking Man, stalking the streets of the Nightside, preying on evildoers and indulgent party-goers alike, it falls to P.I. John Taylor to stop him before The Walking Man turns all of the Nightside into a wasteland. By the author of The Unnatural Inquirer. Chronicle of the Horse Daemons are Forever Penguin In the sequel to The Man with the Golden Torc, Eddie Drood is forced to take on some nasty daemons from another dimension, who arrived in this world at the behest of the Drood family to help battle the Nazis during World War II and who have decided that they have no intention of leaving. Deathstalker Honor Jabberwocky Literary Agency, Inc. Official hero of the great rebellion, Owen Deathstalker fought impossible odds to throw down the Empress Lionstone XIV and destroy the corrupt Empire. That should have been enough to be feted, honored, and finally retired. Unfortunately, the new Parliament has some different ideas. There's no rest for a Deathstalker. As newly appointed Imperial bounty hunter, Owen tracks down the most dangerous war criminals. His current target: Valentine Wolfe, depraved right hand of the Empress and so-called "butcher of Virimonde." Valentine's latest atrocities are both staggering and deeply personal to Owen, but revenge may have to wait. Humanity faces extermination from enemies new and old, while the fledgling Parliament struggles to maintain control. Worse still, something is alive and beginning to stir in the Darkvoid. The odds are stacked against him again, but Owen Deathstalker will have to face his destiny one more time...or forever damn the future of mankind. Deathstalker: Honor is the fourth book in New York Times bestselling author Simon R. Green's beloved space opera series. Blue Moon Rising Penguin Rupert didn't especially want to be a prince. And he certainly never asked to be the second son of a royal line that really didn't need a spare. So he was sent out to slay a dragon and prove himself—a quest straight out of legend. But he also discovered the kinds of things legends tend to leave out, as well as the usual demons, goblins, the dreaded Night Witch—and even worse terrors hidden in the shadows of Darkwood. Rupert did find a fiery dragon—and a beautiful princess to rescue. But the dragon turned out to be a better friend than anyone back at the castle, and with the evil of Darkwood spreading, Rupert was going to need all the friends he could get. The Nursery Rhymes of England The Unnatural Inquirer Penguin GREEN/UNNATURAL INQUIRER The Good, the Bad, and the Uncanny Penguin In the Nightside—that hidden area in the middle of London where time stands still at three A.M. and the sun won't rise to refute it—nightmares go walking in borrowed flesh, and not everything that looks back at you with human eyes is really human. I'm John Taylor, a PI with a knack for finding things, helping those the Nightside has chewed up and is about to spit out. All things considered, my life lately had been bright, even in this shadowy place. So it was only a matter of time before everything hit the fan. Walker—the powerful, ever-present, never-to-be-trusted agent who runs the Nightside on behalf of the Authorities—paid me a visit. He told me he is dying and that he, too, has a job for me. An important job. His. Ghostworld Open Road Media On a dead

planet, a captain and his crew encounter an unknown evil in this sci-fi adventure from the New York Times-bestselling author. No life can survive on Unseeli—at least, not anymore. This little planet on the edge of the Empire has no oceans, rivers, or lakes—only an endless forest of metal trees, tall enough to scrape the stratosphere. Ten years ago, the indigenous people stormed out of the forest in rebellion, and Captain John Silence was there for the massacre that left Unseeli's natives extinct and the planet completely lifeless save for the engineers who mine its invaluable metals. When the mining operation goes off the rails, Silence will be called back to the world that still haunts his nightmares. The miners have erected a force shield around the planet and cut off all communication with the Empire. Backed up by a few professional killers, Silence lands at the mine in hopes of discovering what's gone wrong. Getting into Unseeli will be tough—but getting out could prove impossible.

Learning Web Design A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics "O'Reilly Media, Inc." Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date.

Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Moral Sentiments and Material Interests The Foundations of Cooperation in Economic Life MIT Press Moral Sentiments and Material Interests presents an innovative synthesis of research in different disciplines to argue that cooperation stems not from the stereotypical selfish agent acting out of disguised self-interest but from the presence of "strong reciprocators" in a social group. Presenting an overview of research in economics, anthropology, evolutionary and human biology, social psychology, and sociology, the book deals with both the theoretical foundations and the policy implications of this explanation for cooperation. Chapter authors in the remaining parts of the book discuss the behavioral ecology of cooperation in humans and nonhuman primates, modeling and testing strong reciprocity in economic scenarios, and reciprocity and social policy. The evidence for strong reciprocity in the book includes experiments using the famous Ultimatum Game (in which two players must agree on how to split a certain amount of money or they both get nothing.)

The Blue Book of Grammar and Punctuation An Easy-to-Use Guide with Clear Rules, Real-World Examples, and Reproducible Quizzes John Wiley & Sons The bestselling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, The Blue Book of Grammar and Punctuation includes easy-to-understand rules, abundant examples, dozens of reproducible quizzes, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated 12th edition reflects the latest updates to English usage and grammar, and includes answers to all reproducible quizzes to facilitate self-assessment and learning. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with even more quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, The Blue Book of Grammar and Punctuation offers comprehensive, straightforward instruction.

Leveled Books (K-8) Matching Texts to Readers for Effective Teaching Heinemann Educational Books Discusses the use of leveled texts in kindergarten through eighth-grade classrooms, examines the "text base" needed for effective language literacy instruction, provides guidelines for creating a high-quality leveled book collection and matching books to readers, and explains how to analyze and level books.

What Do I Read Next? Gale / Cengage Learning Provides synopses for over 1,500 titles of current popular fiction and recommends other books by such criteria as authors, characters portrayed, time period, geographical setting, or genre

Tales from the Nightside Ace New York Times bestselling author Simon R. Green returns to the Nightside with this landmark collection of short fiction. Welcome to the Nightside. It's the secret heart of London, beating to its own rhythm, pumping lifeblood through the veins of its streets and alleys hidden in eternal darkness, where creatures of the night congregate and where the sun is afraid to shine. It's the place to go if you're looking to indulge the darker side of your nature--and to hell with the consequences. Tales from the Nightside presents ten macabre mysteries that shine a dim beam into the neighborhood's darkest corners to reveal things that should never come to light. Take a walk with such deadly and dangerous denizens of the Nightside as Razor Eddie, Dead Boy, and Larry Oblivion as they encounter things even more inhuman and inhumane than they are. And join John Taylor, the PI with a knack for finding lost things, as he confronts Sir Francis Varney, King of the Vampires, in a novella-length adventure. There may be nothing to be afraid of in the dark, but there's plenty to be afraid of in the Nightside...