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Book 3 of 3 The final nerve-shredding chapter of the Devil's Cove Trilogy. Six months have passed since the horrific events at Burnt House Farm and peace has finally been restored in Devil’s Cove. But trouble is on the horizon. As the town prepares for the annual Devil’s Day festival, Carrie is struggling to come to terms with her son's crimes while salvaging what's left of her family. Meanwhile, Nat is on a dangerous path of self-destruction as she seeks revenge on the mysterious Dawn Children. But they are all unaware that a terrifying plan has been set in motion. One that cannot be stopped. Death is coming to Devil's Cove. And this time, only the chosen will survive... Fast-paced, unpredictable, and packed with heart-stopping suspense, The Devil's Gate brings this bone-chilling trilogy to an explosive and shocking end. Praise for the Devil's Cove Trilogy: "Gets your heart racing." - Reading Out Loud "Down right chilling. An excellent read that just floored me!" - Tranquility Book Reviews "Wow! Just wow! A real page-turner leading you deep into a dark and terrifying world." - Readers' Favorite "Be prepared for a spine-tingling intense read - I was riveted to the pages." - A Wonderful World of Words "Packed with intrigue, deception, tension twists and turns. A must read!" - SJ's Book Blog The Devil's Cove Trilogy: 1. THE COVE 2. DESPERATION POINT 3. THE DEVIL'S GATE Also available as a complete series ebook boxset. After the notorious outlaws Amaranthe and Sicarius helped overthrow the corrupt faction controlling the empire and brought in a great war hero to lead the nation to prosperity, they finally earned their pardons—and some time off. A tropical vacation cruising around in a private submarine? Perfect. But their trip is interrupted by a summons from the new president: they're needed back at home. Trouble unlike anything they've ever dealt with threatens to destroy the capital city and throw the fledgling republic into chaos.The follow-up to The Emperor's Edge series, Republic takes place a few months after the events of Forged in Blood I & II. What does it mean to be fully alive? Magic blends with reality in a stunning coming-of-age novel about a girl, a grandfather, wanderlust, and reclaiming your roots. Things are only impossible if you stop to think about them. . . . While her friends are spending their summers having pool parties and sleepovers, twelve-year-old Carolina — Carol — is spending hers in the middle of the New Mexico desert, helping her parents move the grandfather she’s never met into a home for people with dementia. At first, Carol avoids prickly Grandpa Serge. But as the summer wears on and the heat bears down, Carol finds herself drawn to him, fascinated by the crazy stories he tells her about a healing tree, a green-glass lake, and the bees that will bring back the rain and end a hundred years of drought. As the thin line between magic and reality starts to blur, Carol must decide for herself what is possible — and what it means to be true to her roots. Readers who dream that there’s something more out there will be enchanted by this captivating novel of family, renewal, and discovering the wonder of the world. ‘This. This book... It was perfect... My heart raced the entire way through! And oh, THE TENSION! THE TENSION!... I was more than broken... tears flow from my eyes... outstanding... phenomenal... Stunning.’ Goodreads reviewer, 5 stars ‘Our love could save us both. Or it could destroy everything.’ Leila McKay is both blessed and cursed. Her potent serryn powers are growing stronger, but they come with a heavy price. And to prove her love for vampire leader Caleb, she needs to bring his murdered brother Jake back to life. The only way is to cast a spell no one has dared to attempt before, that could tear apart the fabric of time itself... But Caleb fears that treachery runs deep in Leila’s veins. Although the heat between them grows hotter by the second, Caleb’s past has left him with a hard heart and a mistrustful nature, and it was at her sister’s hands that Jake was killed... but with his brother’s life in the balance, giving in to his primal instincts is more tempting than ever. Time is running out for Caleb. In a matter of hours, Jake will be past the point of saving: and around them, all-out war rages in Blackthorn. With genetically modified lycans and vicious convicts roaming the streets, Sirius Throme at the Global Council has secret plans that threaten to devastate the whole district... and Leila is the only one powerful enough to save them all. But can Caleb really trust her? With countless lives at stake, will Leila and Caleb’s fierce attraction be strong enough to see them through the ultimate test? Or in unleashing the darkness within, will they destroy everything they hold dear? The explosive, action-packed conclusion to the utterly addictive Blackthorn series will leave fans of paranormal romance breathless. Blackthorn is an eight-book series with an overarching plot, so if you’re at the start of your Blackthorn journey, read BLOOD SHADOWS to discover how it all began... Readers have been left absolutely breathless by Blood Broken: ‘Incredible... wonderful... The ultimate emotional rollercoaster, with twists and turns you never see coming... A gripping story of epic proportions... I absolutely loved it... superb... worth so much more than the 5 stars I can give.’ Goodreads reviewer, 5 stars ‘Five Platinum Diamond encrusted stars!!-- Be still my very beating heart Blood Broken is absolutely fantastic!!-- I’m completely breathless.’ Goodreads reviewer, 5 stars ‘WOW just freaking WOW... enthralling, thrilling, spell-binding, captivating... so many twists... a huge roller coaster... I am just stumped for words... I am totally in awe of this awesome, amazing author... Five Humongous Stars.’ Goodreads reviewer, 5 stars ‘I thought that this book was excellent!!-- I was hooked right from the first few pages!!-- a brilliant story and I loved every page... I loved it... completely addictive!’ Goodreads reviewer, 5 stars ‘Blood Broken took me on a rollercoaster of a ride... a heart-pounding, thrilling journey... amazing... loved every second... Highly highly recommend.’ Goodreads reviewer, 5 stars ‘My favourite ever book series... electrifying.’ Goodreads reviewer, 5 stars ‘I was glued to my Kindle... HOT character chemistry, mystery, lust, love, tears... I absolutely loved it... Highly recommend this book, this series and this author!’ Goodreads reviewer, 5 stars ‘A definite 5 out of 5 stars!!-- Utterly gripping finale!!-- An absolute page turner that I couldn’t put down... I cannot praise it enough... superb.’ Goodreads reviewer, 5 stars ‘I absolutely LOVE this series... amazing... I just can’t put into words how much I loved it.’ Goodreads reviewer, 5 stars ‘If I could rate this book higher than 5 stars I would... I found myself constantly being wowed by the twists... An amazing book... Now I’m going to go take a lie down in a dark room and cry my eyes out!’ Goodreads reviewer, 5 stars Collaborative learning has become an increasingly important part of education, but the research supporting it is distributed across a wide variety of fields including social, cognitive, developmental, and educational psychology, instructional design, the learning sciences, educational technology, socio-cultural studies, and computer-supported collaborative learning. The goal of this book is to integrate theory and research across these diverse fields of study and, thereby, to forward our understanding of collaborative learning and its instructional applications. The book is structured into the following 4 sections: 1) Theoretical Foundations 2) Research Methodologies 3) Instructional Approaches and Issues and 4) Technology. Key features include the following: Comprehensive and Global – This is the first book to provide a comprehensive review of the widely scattered research on collaborative learning including the contributions of many international authors. Cross disciplinary – The field of collaborative learning is highly interdisciplinary drawing scholars from psychology, computer science, mathematics education, science education, and educational technology. Within psychology, the book brings together perspectives from cognitive, social, and developmental psychology as well as from the cross-disciplinary field of the learning sciences. Chapter Structure – To ensure consistency across the book, authors have organized their chapters around integrative themes and issues. Each chapter author summarizes the accumulated literature related to their chapter topic and identifies the strengths and weaknesses of the supporting evidence. Strong Methodology – Each chapter within the extensive methodology section describes a specific methodology, its underlying assumptions, and provide examples of its application. This book is appropriate for researchers and graduate level instructors in educational psychology, learning sciences, cognitive psychology, social psychology, computer science, educational technology, teacher education and the academic libraries serving them. It is also appropriate as a graduate level textbook in collaborative learning, computer-supported collaborative learning, cognition and instruction, educational technology, and learning sciences. When you’ve been accused of kidnapping an emperor, and every enforcer in the city wants your head, it’s hard to prove yourself an honorable person and even harder to earn an imperial pardon. That doesn’t keep Amaranthe Lokdon and her team of outlaws from trying. When athletes start disappearing from the Imperial Games, they may finally have an opportunity to show the emperor that they’re on his side. If she and her comrades can get to the bottom of such a public mystery, they’re sure to get the credit. But plans go awry when Amaranthe’s own men start plotting against each other, the new ally she’d hoped to acquire tries to turn her in, and her best fighter—and closest friend—disappears. Maybe getting involved wasn’t such a good idea after all... Deadly Games is approximately 110,000 words. It is the third book in The Emperor's Edge series. THE INSTANT NEW YORK TIMES BESTSELLER The alternate history first contact adventure Axiom's End is an extraordinary debut from Hugo finalist and video essayist Lindsay Ellis. Truth is a human right. It’s fall 2007. A well-timed leak has revealed that the US government might have engaged in first contact. Cora Sabino is doing everything she can to avoid the whole mess, since the force driving the controversy is her whistleblower father. Even though Cora hasn’t spoken to him in years, his celebrity has caught the attention of the press, the Internet, the paparazzi, and the government—and with him in hiding, that attention is on her. She neither knows nor cares whether her father’s leaks are a hoax, and wants nothing to do with him—until she learns just how deeply entrenched her family is in the cover-up, and that an extraterrestrial presence has been on Earth for decades. Realizing the extent to which both she and the public have been lied to, she sets out to gather as much information as she can, and finds that the best way for her to uncover the truth is not as a whistleblower, but as an intermediary. The alien presence has been completely uncommunicative until she convinces one of them that she can act as their interpreter, becoming the first and only human vessel of communication. Their otherworldly connection will change everything she thought she knew about being human—and could unleash a force more sinister than she ever imagined. Given the prominence of the electronic media in the 21st century, it is crucial that both media professionals and consumers know how to decipher and evaluate media content, the assumptions on which that content is based, and the constraints to which it is subject. Electronic Media Criticismoffers a variety of critical approaches to audio and video discourse. Rather than restricting itself to one perspective, the book applies key aesthetic, sociological, philosophical, psychological, structural, and economic principles to arrive at a comprehensive evaluation of both programming and advertising content. Maintaining the approach of the original volume, this second edition includes: * updated chapters to reflect the current media world, including sample reviews and illustrations, * material pertaining to "new media"--because the book is process-oriented rather than medium-oriented, Internet referents are interspersed in discussion of the various critical perspectives, * two additional scripts for critical analysis--an episode of The Simpsonsand an installment of the dark Canadian comedy The Newsroom,and * new exercises for further practice in applying critical procedures. Orlik interweaves the insights of industry and academic authorities, recognizing that both orientations are essential in the development of a valid and viable critical outlook. Written for media students and practitioners, all readers of this volume will gain feasible and flexible tools for focused and rational analysis of electronic media products, as well as improved understanding of the role and essential ingredients of criticism itself. Nissan has engineered a lot of vehicles, from the Frontier truck to the electric Leaf, but perhaps its crowning achievement is the sleek GT-R. Reluctant readers can follow Nissan’s history and learn about all the features that make this supercar stand out. With sidebars outlining specifications and showing off identifying qualities, this high-interest title is an exciting ride! A secret vigilante killer who works as a blood spatter analyst for the Miami Police Department, Dexter Morgan finds his efforts to seek domestic tranquility undermined by a psychopath terrorizing the city. Sonny Mitchell and his friends are blue collar boys who are bursting out of the restraints of tame suburban life. They yearn for action, fast cars, and something more. A bond forms between members of his club as they progress from bicycles to hot rods, and take on experiences of white-knuckle street racing, beer guzzling...and girls. But as these kids approach adulthood, a dark edge jeopardizes lives as some take these new exhilarations too far. It will be up to Sonny to stop a tragedy that could destroy the girl he loves and alter the course of his life forever. Think of any sport, and Lindsay Shoop played it growing up. She was a driven athlete, good student, and happy teenager. But when she went to college, everything changed. She quit basketball, gained weight, and skipped classes. Her drive was gone. After a sleepless night and a fateful turn of events, Lindsay made the decision to become her best self. She discovered rowing, and the sport became her outlet for transformation. In just one year she became an NCAA Division-I All-American; in four, she broke a world record and won her first World Championship. Within six years, Lindsay won Olympic gold. In Better Great Than Never, Lindsay shows you how to seize your full potential by removing self-imposed limitations. She demonstrates how to embrace every step, good and bad, to find greatness. For Lindsay, life isn't about winning. As long as you learn throughout your journey, you can never lose. Alisa Marchenko has reunited with her daughter, and even though she hasn’t figured out how to get Jelena to accept Leonidas yet, she dreams of the three of them starting a new life together. They can return the Star Nomad to its original purpose of running freight and staying out of trouble (mostly). Before that can happen, Alisa must fulfill the promise she made to Jelena: that she and her crew will retrieve young Prince Thorian, the boy who has become Jelena’s best friend. But Thorian was kidnapped by the rogue Starseer Tymoteusz, the man who wants to use the Staff of Lore to take over the entire system—and the man who may have the power to do it. Alisa doesn’t know why he kidnapped Thorian, but Tymoteusz once promised to kill the prince, so she fears they don’t have much time. Unfortunately, Tymoteusz hasn’t

left a trail of breadcrumbs. Finding him will be difficult, and even if they're successful, facing him could be suicidal. To have a chance of surviving, Alisa will have to come up with her greatest scheme yet. Fallen Empire Reading Order Book 1: Star Nomad Book 2: Honor's Flight Book 3: Starseers Book 4: Relic of Sorrows Book 5: Cleon Moon Book 6: Arkadian Skies Book 7: Perilous Hunt Book 8: End Game Cyborg Legacy Indigenous allies helped the Spanish gain a foothold in the Americas. What did these Indian conquistadors expect from the partnership, and what were the implications of their involvement in Spain's New World empire? Laura Matthew's study of Ciudad Vieja, Guatemala--the first study to focus on a single allied colony over the entire colonial period--places the Nahua, Zapotec, and Mixtec conquistadors of Guatemala and their descendants within a deeply Mesoamerican historical context. Drawing on archives, ethnography, and colonial Mesoamerican maps, Matthew argues that the conquest cannot be fully understood without considering how these Indian conquistadors first invaded and then, of their own accord and largely by their own rules, settled in Central America. Shaped by pre-Columbian patterns of empire, alliance, warfare, and migration, the members of this diverse indigenous community became unified as the Mexicanos--descendants of Indian conquistadors in their adopted homeland. Their identity and higher status in Guatemalan society derived from their continued pride in their heritage, says Matthew, but also depended on Spanish colonialism's willingness to honor them. Throughout Memories of Conquest, Matthew charts the power of colonialism to reshape and restrict Mesoamerican society--even for those most favored by colonial policy and despite powerful continuities in Mesoamerican culture. Imperial law enforcer Amaranthe Lokdon is good at her job: she can deter thieves and pacify thugs, if not with a blade, then by toppling an eight-foot pile of coffee canisters onto their heads. But when ravaged bodies show up on the waterfront, an arson covers up human sacrifices, and a powerful business coalition plots to kill the emperor, she feels a tad overwhelmed. Worse, Sicarius, the empire's most notorious assassin, is in town. He's tied in with the chaos somehow, but Amaranthe would be a fool to cross his path. Unfortunately, her superiors order her to hunt him down. Either they have an unprecedented belief in her skills... or someone wants her dead. After the notorious outlaws Amaranthe and Sicarius helped overthrow the corrupt faction controlling the empire and brought in a great war hero to lead the nation to prosperity, they finally earned their pardons--and some time off. A tropical vacation cruising around in a private submarine? Perfect. But their trip is interrupted by a summons from the new president: they're needed back at home. Trouble unlike anything they've ever dealt with threatens to destroy the capital city and throw the fledgling republic into chaos. The follow-up to The Emperor's Edge series, Republic takes place a few months after the events of Forged in Blood I & II. It is a complete 210,000-word novel. A "remarkable memoir" (Nature) of life with an emperor penguin colony, gorgeously illustrated with 32 pages of exclusive photography For 337 days, award-winning wildlife cameraman Lindsay McCrae intimately followed 11,000 emperor penguins amid the singular beauty of Antarctica. This is his masterful chronicle of one penguin colony's astonishing journey of life, death, and rebirth--and of the extraordinary human experience of living amongst them in the planet's harshest environment. A miracle occurs each winter in Antarctica. As temperatures plummet 60° below zero and the sea around the remote southern continent freezes, emperors--the largest of all penguins--begin marching up to 100 miles over solid ice to reach their breeding grounds. They are the only animals to breed in the depths of this, the worst winter on the planet; and in an unusual role reversal, the males incubate the eggs, fasting for over 100 days to ensure they introduce their chicks safely into their new frozen world. My Penguin Year recounts McCrae's remarkable adventure to the end of the Earth. He observed every aspect of a breeding emperor's life, facing the inevitable sacrifices that came with living his childhood dream, and grappling with the personal obstacles that, being over 15,000km away from the comforts of home, almost proved too much. Out of that experience, he has written an unprecedented portrait of Antarctica's most extraordinary residents. General Ridgewalker Zirkander is getting married. Sardelle--the woman who's battled dragons, shamans, and countless enemy soldiers at his side--has accepted his proposal, and it's the perfect time for a wedding. It's been two months since any dragons or sorceresses attacked the city, the Cofah haven't come after their kidnapped emperor, and King Angulus has stopped yelling at Ridge for his inadvertent role in destroying the castle. Yes, it's the perfect time for a wedding. Never mind that the resident dragon who thinks he's a god is pressuring Ridge to build a temple for him, or that the pirate-turned-scientist Tolemek has disappeared. Or that Ridge's mother is on the verge of discovering that magic exists and her future daughter-in-law is a sorceress. These are small hiccups, and the wedding will go smoothly. Ridge is sure of it. Really. This text reviews the issues involved in handling and processing digital documents. Examining the full range of a document's lifetime, the book covers acquisition, representation, security, pre-processing, layout analysis, understanding, analysis of single components, information extraction, filing, indexing and retrieval. Features: provides a list of acronyms and a glossary of technical terms; contains appendices covering key concepts in machine learning, and providing a case study on building an intelligent system for digital document and library management; discusses issues of security, and legal aspects of digital documents; examines core issues of document image analysis, and image processing techniques of particular relevance to digitized documents; reviews the resources available for natural language processing, in addition to techniques of linguistic analysis for content handling; investigates methods for extracting and retrieving data/information from a document. When Aster wakes alone, stranded, on a tropical island, she has no idea what has happened, why she is there, or where to find her younger sister, Poppy. The answers lie in the secretive underwater world surrounding the desert island, populated by the beautiful and the unexpected... Aster's last memories are blurred. All she can remember is being on a boat with her aunt and other members of the eco-village where she was sent to live after the death of her mother. But Sam, who once met the sisters on a plane, makes links between the mystery of their disappearance and suspicious happenings in his own life. Though Aster can't think clearly, she feels the answers to all of her questions may lie beneath the sea. But nothing can prepare her for the secrets and revelations that she will uncover in her search for her sister. In a stunning dual narrative, the truth unravels with devastating effect -- and the answer lies in the secret underwater world surrounding the desert island. The more Aster searches for Poppy, the more strange things she finds. There is a secret deep in the water. A secret with the potential to change medical history. When you're an outlaw hoping for a pardon, and the emperor personally sends a note requesting that your team kidnap him, you make plans to comply... Even if it'll involve infiltrating a train full of soldiers, bodyguards, and spies loyal to a nefarious business coalition that has numerous reasons to hate you. Even if it means leaving the city right after you've uncovered a secret weapons shipment that might be meant to start a war. Even if it's a trap... Conspiracy is the fourth book in The Emperor's Edge high fantasy adventure series. Other books in the series: The Emperor's Edge, Book 1 Dark Currents, Book 2 Deadly Games, Book 3 Conspiracy, Book 4 Blood and Betrayal, Book 5 Forged in Blood I, Book 6 Forged in Blood II, Final Book Vincent Cannato takes us back to the time when John Lindsay stunned New York with his liberal Republican agenda, WASP sensibility, and movie-star good looks. With peerless authority, Cannato explores how Lindsay Liberalism failed to save New York, and, in the opinion of many, left it worse off than it was in the mid-1960's. The last thing Maldynado Montichelu--former aristocrat and current ladies' man--ever wanted was to be left in charge. After all, the team just blew up a train, crashed a dirigible, and kidnapped the emperor. It's kind of an important time. But, with Amaranthe captured by the nefarious Forge coalition, and Sicarius off to find her, the team is lacking in leaders. Also, Sicarius has made it clear that Maldynado's life may be forfeit should anything happen to the emperor while he's gone. To make matters worse, Forge's cutthroats are after Sespian, and the young emperor believes Maldynado's loyalties are suspect. As if it's his fault that his older brother is working with the coalition to usurp the throne. If Maldynado can't figure out how to earn the emperor's trust quickly, Sespian will go off to confront their powerful enemies on his own. Meanwhile, Amaranthe must find a way to escape from the coalition's newest ally, Master Interrogator Pike, a man who plans to pull all of the secrets from her head, one way or another... Blood and Betrayal is the fifth book in The Emperor's Edge fantasy series. Other books in the series: The Emperor's Edge, Book 1 Dark Currents, Book 2 Deadly Games, Book 3 Conspiracy, Book 4 Blood and Betrayal, Book 5 Forged in Blood I, Book 6 Forged in Blood II, Final Book Colonel Ridge Zirkander isn't the model of military professionalism--he has a tendency to say exactly what's on his mind, and his record has enough demerits to wallpaper the hull of an airship--but as the best fighter pilot in the Iskandian army, he's used to a little leniency from his superiors. Until he punches the wrong diplomat in the nose and finds himself issued new orders: take command of a remote prison mine in the inhospitable Ice Blades Mountains. Ridge has never been in charge of anything larger than a flier squadron--what's he supposed to do with a frozen fortress full of murderers and rapists? Not to mention the strange woman who shows up right before he arrives... Sardelle Terushan wakes from three hundred years in a mage stasis shelter, only to realize that she is the last of the Referatu, the sorcerers who once helped protect Iskandia from conquerors. Their subterranean mountain community was blown up in a treacherous sneak attack by soldiers who feared their power. Everyone Sardelle ever knew is dead, and the sentient soulblade she has been bonded to since her youth is buried in the core of the mountain. Further, what remains of her home has been infested by bloodthirsty miners commanded by the descendants of the very soldiers who destroyed her people. Sardelle needs help to reach her soulblade--her only link to her past and her last friend in the world. Her only hope is to pretend she's one of the prisoners while trying to gain the commander's trust. But lying isn't her specialty, especially when the world has changed so much in the intervening centuries, and if Colonel Zirkander figures out who she truly is, he'll be duty-bound to sentence her to the only acceptable punishment for sorcerers: death. Some board games--like Candy Land, Chutes & Ladders, Clue, Guess Who, The Game of Life, Monopoly, Operation and Payday--have popularity spanning generations. But over time, updates to games have created significantly different messages about personal identity and evolving social values. Games offer representations of gender, sexuality, race, ethnicity, religion, age, ability and social class that reflect the status quo and respond to social change. Using popular mass-market games, this rhetorical assessment explores board design, game implements (tokens, markers, 3-D elements) and playing instructions. This book argues the existence of board games as markers of an ever-changing sociocultural framework, exploring the nature of play and how games embody and extend societal themes and values. When there is a search and rescue mission to be done, the HH-60 Pave Hawk gets the call. Fast and maneuverable, Pave Hawks have several tools to help them locate people in need of rescue. Students will learn about the history of the Pave Hawk and how it executes its dangerous rescue missions. When you've been accused of kidnapping an emperor, and every enforcer in the city wants your head, it's hard to prove yourself an honorable person and even harder to earn an imperial pardon. That doesn't keep Amaranthe Lokdon and her team of outlaws from trying. When athletes start disappearing from the Imperial Games, they may finally have an opportunity to show the emperor that they're on his side. If she and her comrades can get to the bottom of such a public mystery, they're sure to get the credit. But plans go awry when Amaranthe's own men start plotting against each other, the new ally she'd hoped to acquire tries to turn her in, and her best fighter--and closest friend--disappears. Maybe getting involved wasn't such a good idea after all... When Josh is introduced to May, he is at once captivated by her. But when an unknown creature comes to them in the night, injured and desperate, May is swiftly allured by his humanlike qualities and agrees to help him. In the morning, they awaken to tragedy. Now, Josh must make impossible decisions when it comes to the creature's fate, and as the death toll begins to rise, he must convince May that the creature is not as innocent as he claims to be. Before they know it, they are running for their own lives, and their only chance of survival - and that of humanity - rests in dangerous hands.

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