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E7F - HINES KELLEY

Journey to the Center of Prague! "If European cities were a necklace, Prague would be a diamond among the pearls." -Jean-Claude Adéméci And there's no city in the world quite like Prague, Czech Republic! And for a limited time, Passport to European Travel Guides offers this comprehensive, yet quick and concise, 5-day guide to Prague-home to "Fred and Ginger"-among a few other things! 5-Day Travel Guide to Unforgettable Czech Travel Have no idea where to start? Or maybe you have some idea but could use a treasure trove of great insider tips? Well, read on! You see, we know your trip begins long before you even book the flight, so this guide is chock full of dynamite tips on everything you need to know BEFORE you go-and much, much more you'll thank us for! Passport to European Travel Guides Features: * Dynamite Insider Tips-for tourists! We give you the scoop on everything from local etiquette to saving money! * 5-Day Suggested Itinerary-cover the best spots the city has to offer in 5 magical days! * Luxury Sleeps, Luxury Eats-our best recommendations for ultimate luxury in Prague * Budget Sleeps, Budget Eats-best spots for travelers on a budget * Map-of Prague * City Snapshot-language, currency, airports, country code + more! * Before You Go-there are some things you need to know! * Getting in the Mood-with a few great films and books to enjoy before you go! * Local Tourist Information-where to find it once you're on the ground in Prague * Overview-of Prague * Czech Phrases For Emergencies-least you'll know how to holler, "Help!" * Climate + Best Times to Travel-to Prague * All About Tours-By bike, boat, bus or special interest and walking tours + our top recommendations with links and more! * Prague Nightlife-the best bars, clubs, live music, theater and dancing * Lots more-we aim to get you in the know!

This workbook has three main purposes. The first of which is, of course, to improve handwriting skills. This involves the strengthening of the tiny hand muscles for better grip and control. The second purpose is to encourage reading of written texts. And the third purpose is to improve your child's understanding of the Bible by reading and writin

This 860-page collection contains all of Robert E. Howard's Conan the Cimmerian stories published during his lifetime, contextualized with biographical details of their author. The hardcover, a Multimedia Bundle Edition, includes the e-book and audiobook editions as downloadable bonus content. Excerpt from Introduction: "When the first Conan of Cimmeria story appeared in the pages of *Weird Tales* magazine in December 1932, nothing quite like it had ever before appeared in print. Author Robert E. Howard had been writing stories broadly similar to it for half a decade; but it was with Conan, and the Hyborian Age storyworld in which he was placed, that Howard finally fully doped out the sub-genre that would become known as "sword and sorcery," of which Howard is today considered the founding father. "Conan's origins date back to an experiment in 1926 titled "The Shadow Kingdom," featuring the character Kull, exile of Atlantis. The idea -- Howard's great innovation -- was, at its core, historical fiction set in a pre-historical period. That pre-historical period -- being, of course, lost in the mists of time -- could contain anything Howard might like to include: evil races of sentient snake-things, sorcerers, undead creatures, demons walking upon the earth, anything. "In other words, Howard was creating a secular mythology. "And as with any mythology, secular or no, there would be a hero, a Ulysses or a Theseus, an exceptional man of legend striding through that myth-world, sword in hand, righting wrongs and slaying supernatural monsters and, along the way, providing metaphorical insight onto his world and ours. "At the same time, he was finding success with another historical-fiction-fusion innovation: The grim, savage English Puritan Solomon Kane. Kane's world was the skull-strewn chaos of Europe and north Africa during the Thirty Years War, in the early 1600s. Little enough is known about specific events during that dark time that it was possible to take historical liberties with it as a storyworld, so that it could accommodate dark magic, walking skeletons, vampires, magic staffs, and, of course, N'Longa the witch-doctor. "Howard quickly realized he was onto something with Solomon Kane. The first Solomon Kane story, "Red Shadows," appeared in August 1928 in *Weird Tales*, and readers loved it. Here was a dark, brooding world of menace and witchcraft connected pseudo-genealogically to their own. It was easy for readers to "take the ride" -- to suspend their disbelief and envision Kane's adventures as a part of the real world. "But, perhaps the connection with the real world was too close. The countries of 1630s Europe are well known; the causes of the conflict fully understood. There was only so much Howard could do in Solomon Kane's world. Moreover, Solomon Kane is just a hard character to root for. Unlike Kull, he is, not to put too fine a point on it, really

not a sane man. "So it makes perfect sense that after the shadowy, prehistoric world of Kull and the dark, necromantic world of Solomon Kane, Howard would combine these two precursors to develop a world that was far enough into the distant past to be free of actual historical constraints -- like Kull's -- yet close enough to the present to still exist as echoes and legends in the world's mythologies. "And so Howard created The Hyborian Age, circa 10,000 B.C. And to play the role of our avatar as we explore this shadowy, almost-historical world, he gave us Conan the Cimmerian - to tread the jeweled thrones of the Earth under his sandalled feet."

Together for the first time in one omnibus edition--City of the Chasch, Servants of the Wankh, The Dirdir, and The Pnume. Award-winning author Vance's exotic and complex world is filled with baroque landscapes, dastardly villains and warring aliens--all served up with grace and wonder.

Big Planet is populated by an odd assortment of splinter societies, where beauty and evil dwell in uneasy proximity. The self-styled Bajarnum of Beaujolais seeks to rule the planet; Claude Glystra leads a commission from Earth to investigate, but his ship is sabotaged in orbit and crashes far from safety. Glystra must trek 40,000 miles across the vast surface of Big Planet to Earth Enclave if he is to succeed - but his first challenge is to survive. Big Planet is Volume 4 of the Spatterlight Press Signature Series. Released in the centenary of the author's birth, this handsome new collection is based upon the prestigious Vance Integral Edition. Select volumes enjoy up-to-date maps, and many are graced with freshly-written forewords contributed by a distinguished group of authors. Each book bears a facsimile of the author's signature and a previously-unpublished photograph, chosen from family archives for the period the book was written. These unique features will be appreciated by all, from seasoned Vance collector to new reader sampling the spectrum of this author's influential work for the first time. - John Vance II

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning *The Daily Show* with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, *The Daily Show* with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of *The Daily Show*'s most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, *The Daily Show* has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

CYBERCRISIS will arm you with crucial knowledge about being hacked, smartphone and internet addiction, fakers on social networks, content oversharing, the Dark Web and the personal impact of cybercrime. These are things you must know for yourself and so you can teach others. When online, you, your friends, children, parents, co-workers and social acquaintances are always just one click away from a stalker, predator, thief, troll, catfish or another social media sewer dweller. Protecting you and yours is not someone else's problem--it is a matter of personal responsibility. Reading CYBERCRISIS will heighten your awareness of some of the factors and conditions that could, in the blink of any eye, suck you into a personal cybercrisis. It represents a warning shot for those of you predisposed to trust your fellow man in the real-world and, without thinking, carry that bias into cyberspace. For purposes of this book, I have assumed that you use a smartphone, email, apps, messaging and social networks, but are not a technology expert. My perspective as the author comes from having been a part of computer technology and software businesses

since shortly after the launch of the first Apple and IBM personal computers. In these public and private technology and related companies, I have served as CEO, board member, and strategic advisor. Through this work, I gained experience, understanding, and perspective, about digital age developments and their personal impacts, good and bad. I have also written two previous books whose driving themes involve greater self-reliance in personal and business life. The Web is us, and we as a collective are the Web. After reading CYBERCRISIS, my hope is that you will better understand this dynamic relationship, and you will be motivated to accept a higher level of personal responsibility for your digital well-being.

The perfect reality is just a thought away, but it comes at a chilling price. In a near future world, a social network by the name of MINDS gifts its users with the unique ability to communicate directly by thoughts and recreate reality by their deepest fantasies and desires. In the MINDS network, desires are actualized in a spilt of a second and unwanted elements erased from reality. The advanced algorithms of MINDS enable the user to virtually visit any place in the world or in history within seconds, in an utterly realistic three-dimensional reality. Humans can use their mind to determine everything they please - from the weather to the way their friends look like and behave. But the ultimate comfort comes at a price, and the unexpected results reveal the grand plan behind MINDS. What stands behind this magnificent social network, and what are the consequences when the virtual merges with the actual? Netopia follows the heroes of the network in the days before its establishment, through its launch, relationships and love, and the unexpected change it wreaks on the enthusiastic users who had no idea what awaited them the moment they gave up control over their minds. Is the MINDS network a dream come true or a nightmare come to life? Netopia is beyond science fiction: it is a groundbreaking novel that explores the implications of communication technology on human nature and society, the preference of warmth for realistic animal doll pets but coldness towards humans. the novel speaks to the connected and to the disconnected, to the great minds and the Neverminds. Netopia is a gleaming hope and a dark warning. So, where is your mind? Scroll up to grab your copy now.

POD 62 This Is Me His 90th birthday behind him, Jack Vance - once the most private of writers - tells the story of his rich and eventful life, full of travels, personalities, work and family. This Hugo-winning autobiography contains photographs from the Vance archive spanning nearly a century. This is Jack Vance! - Steve Sherman This Is Me, Jack Vance! is Volume 62 of the Spatterlight Press Signature Series.

An omnibus collection of three works by the Hugo, Nebula, and World Fantasy Award-winning author follows the adventures of the Connatic, the Alastor world's vengeance-seeking ruler and includes the classic novels, *Trullion: Alastor 2262*, *Marune: Alastor 933*, and *Wyst: Alastor 1716*. Reprint.

Wilbur Murphy sought romance, excitement, and an impossible Horseman of Space. With polite smiles, the planet frustrated him at every turn--until he found them all the hard way!

To honor the magnificent career of Jack Vance, one unparalleled in achievement and impact, George R.R. Martin and Gardner Dozois, with the full cooperation of Vance, his family, and his agents, have created a Jack Vance tribute anthology: *Songs of the Dying Earth*. The best of today's fantasy writers to return to the unique and evocative milieu of *The Dying Earth*, from which they and so many others have drawn so much inspiration, to create their own brand-new adventures in the world of Jack Vance's greatest novel. Half a century ago, Jack Vance created the world of the *Dying Earth*, and fantasy has never been the same. Now, for the first time ever, Jack has agreed to open this bizarre and darkly beautiful world to other fantasists, to play in as their very own. To say that other fantasy writers are excited by this prospect is a gross understatement; one has told us that he'd crawl through broken glass for the chance to write for the anthology, another that he'd gladly give up his right arm for the privilege. That's the kind of regard in which Jack Vance and *The Dying Earth* are held by generations of his peers. This book contains original stories from George R. R. Martin, Neil Gaiman, Dan Simmons, Elizabeth Moon, Tanith Lee, Tad Williams, Kage Baker, and Robert Silverberg, along with fifteen others--as well as an introduction by Dean Koontz. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

For a thousand years, the breathtaking planet Cadwal has been preserved by the Naturalist Society of Old Earth, with human population strictly limited by a Charter of Conservancy. But undercurrents of discontent are spreading. Young Glawen Clattuc is caught

up in an insidious movement to open the pristine planet to rapacious developers. Enmeshed in a web of corruption, crime and murder, Glawen pursues a skein of clues and false leads that bring him inevitably to a deadly confrontation. *Araminta Station* is the first volume of the *Cadwal* trilogy. - Matt Hughes *Araminta Station* is Book I of the *Cadwal* trilogy, and Volume 55 of the *Spatterlight Press Signature Series*. Released in the centenary of the author's birth, this handsome new collection is based upon the prestigious *Vance Integral Edition*. Select volumes enjoy up-to-date maps, and many are graced with freshly-written forewords contributed by a distinguished group of authors. Each book bears a facsimile of the author's signature and a previously-unpublished photograph, chosen from family archives for the period the book was written. These unique features will be appreciated by all, from seasoned *Vance* collector to new reader sampling the spectrum of this author's influential work for the first time.

A first-time compilation of a classic science fiction series gathers all four books of the *The Dying Earth* series--*The Dying Earth*, *The Eyes of the Overworld*, *Cugel's Saga*, and *Rialto the Magnificent*--in which Earth, in the distant future, tries to survive the approaching death of its red sun. Reprint. 12,500 first printing.

#1 New York Times Bestseller Oprah's Book Club Selection The "extraordinary . . . monumental masterpiece" (Booklist) that changed the course of Ken Follett's already phenomenal career—and begins where its prequel, *The Evening and the Morning*, ended. "Follett risks all and comes out a clear winner," extolled *Publishers Weekly* on the release of *The Pillars of the Earth*. A departure for the bestselling thriller writer, the historical epic stunned readers and critics alike with its ambitious scope and gripping humanity. Today, it stands as a testament to Follett's unsailable command of the written word and to his universal appeal. *The Pillars of the Earth* tells the story of Philip, prior of Kingsbridge, a devout and resourceful monk driven to build the greatest Gothic cathedral the world has known . . . of Tom, the mason who becomes his architect—a man divided in his soul . . . of the beautiful, elusive *Lady Aliena*, haunted by a secret shame . . . and of a struggle between good and evil that will turn church against state and brother against brother. A spellbinding epic tale of ambition, anarchy, and absolute power set against the sprawling medieval canvas of twelfth-century England, this is Ken Follett's historical masterpiece.

East Bay Grease, Eric Miles Williamson's now classic first novel, has received worldwide acclaim as one of the great depictions of working-class America in the latter half of the 20th century. The story of T-Bird Murphy, born in the tumultuous 1960s and raised in the ghettos of Oakland by his mother, who rides with the Hell's Angels, his father, who is an ex-convict, and the father figures who range from musicians to construction workers, *East Bay Grease* is a novel of dignity, honor, and courage that has been compared to the works of John Steinbeck, Jack London, and Upton Sinclair. Praise for *EAST BAY GREASE*: "Williamson's writing becomes transcendent. His prose cuts loose in torrid rhythms that evoke the peril and exuberance of jazz." —*The New York Times Book Review* "A confident debut, an arresting, often harrowing read." —*The London Times*

A massive (over 230,000 words) gathering of fiction by the master of science-fantasy.

Collects three of the author's novels about the Demon Princes, a destructive race of beings who disguise themselves as humans, and Kerth Gersen, who is out to avenge himself for the destruction of his world

The award-winning sword and sorcery classic that introduced *Fafhrd* and the *Gray Mouser*, from a Grand Master of Science Fiction and Fantasy. First in the influential fan-favorite series, *Swords and Deviltry* collects four fantastical adventure stories from Fritz Leiber, the author who coined the phrase "sword and sorcery" and helped birth an entire genre. In "Induction," in the realm of *Nehwon*, fate brings young prince *Fafhrd* and apprentice magician the *Gray Mouser* together to mark the beginning of a loyal and life-

long friendship. Consumed by his wicked mother's enchantments, *Fafhrd* finds freedom by pursuing the love of a beautiful actress in the *Nebula* and *Hugo Award*-nominated "The Snow Women." Studying sorcery under a great wizard in a land where it is forbidden, *Mouse* crosses the thin line between white and black magic to avenge a great wrong in "The Unholy Grail." And in the *Nebula* and *Hugo Award*-winning novella "Ill Met in Lankmar," *Fafhrd* and the *Gray Mouser* disguise themselves as beggars to infiltrate the *Thieves' Guild*—only to pay a horrible price for their greed when they come face-to-face with a monstrous evil.

Ten-year-old *Jerry Shore* learns magic from the *Wonderworker* by the junkyard and sells magical objects to his friends, but instead of swindling them, he may be learning an ethical lesson.

Jack Vance is one of the most remarkable talents to ever grace the world of science fiction. His unique, stylish voice has been beloved by generations of readers. One of his enduring classics is his *The Dying Earth* series, fascinating, baroque tales set on a far-future Earth, under a giant red sun that is soon to go out forever. *Rialto the Marvellous* contains three linked novellas about the adventures of the wizard *Rhialto* across the decadent landscape of the *Dying Earth*, under its swollen red sun. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Jack Vance is one of the most remarkable talents to ever grace the world of science fiction. His unique, stylish voice has been beloved by generations of readers. One of his enduring classics is his *Mazirian the Magician* (previously titled *The Dying Earth*), and its sequels—a fascinating, baroque tale set on a far-future Earth, under a giant red sun that is soon to go out forever. In *Cugel: the Skybreak Spatterlight*, *Cugel the Clever* is still seeking revenge on the magician *luounu*, whom he blames for his exile and all his troubles. But revenge is hard to come by, and the adventures on the way are so very diverting.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Recently voted the greatest fantasy of all time, after *The Lord of the Rings* and *The Hobbit*, *Gene Wolfe's The Book of the New Sun* is an extraordinary epic, set a million years in the future, on an Earth transformed in mysterious and wondrous ways, in a time when our present culture is no longer even a memory. *Severian*, the central character, is a torturer, exiled from his guild after falling in love with one of his victims, and journeying to the distant city of *Thrax*, armed with his ancient executioner's sword, *Terminus Est*. This edition contains the second two volumes of this four volume novel, *The Sword of the Lictor* and *The Citadel of the Autarch*.

New races of man had evolved, new species of beast; science had vanished and magic had arisen to dominate the twilight of our world as it dominated the earth's morning. *The Dying Earth* is *Jack Vance's* finest work - a stunning evocation of a world peopled by wizards, witches, demons, monsters, dashing princes and forlorn maidens. A jewelled gallery of strange and wonderful beings in the eminent tradition of *Tolkien* and *William Morris*. *Jack Vance's* preferred title for this collection is *Mazirian the Magician*, but while we have elsewhere deferred to his wishes, in this case the book is so famous under a title of which he apparently strongly disapproves that we concluded it would be absurd to change it. All *Jack Vance* titles in the *SFGateway* use the author's preferred texts, as restored for the *Vance Integral Edition (VIE)*, an extensive project masterminded by an international online community of *Vance's* admirers. In general, we also use the *VIE* titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Kirth Gersen carries in his pocket a slip of paper with a list of five names written upon it - the names of five *Demon Princes*. The *Demon Princes* are a race of beings who disguise themselves as humans and delight in power and destruction. However, to *Kirth* they are merely murderers who killed his family and destroyed his

home planet - and who deserve to die for those misdeeds. Three have already fallen at *Kirth's* hands, but there are two more names on the list.

Embracing Greatness: A Guide for Living the Life You Love takes the lid off previously held beliefs you have about yourself and the world around you. In this book, you'll learn how to shine a conscious light of inquiry and understanding on those beliefs. The process revealed in *Embracing Greatness* helps you uncover the special contributions you're meant to make in the world and action steps toward them. Get ready to transform your life - your relationships; your physical, emotional, and spiritual health; your financial freedom; your joy in life; your business and creative expression; and the ability to do what you want, when you want, where you want, and with whom you want. Find out more at www.EmbracingGreatness.com. Even before its publication, here's what people who received advance copies said about *Embracing Greatness: A Guide for Living the Life You Love*. "Sophia Falke has nailed it! In her own inimitable way Sophia helps you discover the beauty and purpose in your uniqueness ... Please read this book!" *Mike Rayburn, CSP, CPAE, Hall of Fame Keynote Artist*. "If you're ready to live the life you would love, ... You will forever thank yourself for reading and applying this wonderful book." *Mary Morrissey, International Speaker, Best-Selling Author, CEO Consultant*. "Embracing Greatness is for anyone who wants to discover and cast aside long-held barriers to personal success." *Kathleen Quinlan, MSW, LCSW, Author/Producer of The Land of Love*. "As a business owner who left corporate life to start my own business, I was inspired by Sophia's message..." *Deborah Armstrong, Small Business Owner*. "Embracing Greatness is like taking a walk on a warm spring day with a much respected mentor while getting the pep-talk of a lifetime. Filled with inspiration, doable exercises, and heartwarming stories of real people making tremendous positive changes, this personal-growth handbook is a true gem!" *Cate Montana, MA, Author of The E Word: Ego, Enlightenment & Other Essentials*.

Oh no! The big bad wolf is in London! But he is no match for these three little pigs! Staring a silly big bad Siberian Husky, the cleverest Guinea Pig this side of a hard hat, and famous London city landmarks, this version of the *Three Little Pigs* turns the classic children's story into a hilarious tale of London pride! Includes a write your own story activity especially for children ages 3-8 who are planning to visit, or who have recently visited, the great city of London! Looking for a different city? Search Dr. Silly Goose for more city-specific versions of *The Three Little Pigs*. Also available: Los Angeles, Chicago, Houston, Philadelphia, San Antonio, San Diego, Dallas, New York City, Jacksonville, San Francisco, Austin, Seattle, Denver, Washington DC, and Boston.

A *Jason Bourne* novel from the #1 New York Times bestselling author *Facing down mercenaries in Africa*, *Jason Bourne* witnesses the death of an art dealer named *Tracy Atherton*. Her killing dredges up snatches of *Bourne's* impaired memory, in particular the murder of a young woman on *Bali* who entrusted him with a strangely engraved ring-an artifact of such powerful significance that people have killed to obtain it. Now he's determined to find the ring's owner and purpose. But *Bourne* never knows what terrible acts he'll discover he committed when he digs into the past. The trail will lead him through layers of conspiracy to a vicious Russian mercenary, *Leonid Arkadin*, who was also a graduate of the *Central Intelligence* training program *Treadstone*. A covert course designed to create ruthless assassins for *C.I.*, it was shuttered by Congress for corruption. Yet before it was dismantled, it produced *Bourne* and *Arkadin*, giving them equal skills, equal force, and equal cunning. As *Bourne's* destiny circles closer to *Arkadin's*, it becomes clear that the eventual collision of these men is not of their own making. Someone else has been watching and manipulating them. Someone who wants to know, Who is the more deadly agent?

A four book volume containing "The Dying Earth," "The Eyes of the Overworld," "Cugel's Saga," and "Rhialto the Marvellous."