

Strategos The Complete Trilogy English Edition

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*Strategos The Complete Trilogy
English Edition*

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MCMAHON LAYLA

Johnson's Universal Cyclopaedia Merriam-Webster Incorporated
An exploration of embodied intelligence and its implications points toward a theory of intelligence in general; with case studies of intelligent systems in ubiquitous computing, business and management, human memory, and robotics. How could the body influence our thinking when it seems obvious that the brain controls the body? In *How the Body Shapes the Way We Think*, Rolf Pfeifer and Josh Bongard demonstrate that thought is not independent of the body but is tightly constrained, and at the same time enabled, by it. They argue that the kinds of thoughts we are capable of have their foundation in our embodiment—in our morphology and the material properties of our bodies. This crucial notion of embodiment underlies fundamental changes in the field of artificial intelligence over the past two decades, and Pfeifer and Bongard use the basic methodology of artificial intelligence—"understanding by building"—to describe their insights. If we understand how to design and build intelligent systems, they reason, we will better understand intelligence in general. In accessible, nontechnical language, and using many examples, they introduce the basic concepts by building on recent developments in robotics, biology, neuroscience, and psychology to outline a possible theory of intelligence. They illustrate applications of such a theory in ubiquitous computing, business and management, and the psychology of human memory. Embodied intelligence, as described by Pfeifer and Bongard, has important implications for our understanding of both natural and artificial intelligence.

One King's Way Del Rey

"This biography of the young Stalin is more than the story of how a revolutionary was made: it is the first serious investigation, using the full range of Russian and Georgian archives, to explain Stalin's evolution from a romantic and idealistic youth into a hardened political operative. Suny takes seriously the first half of Stalin's life: his intellectual development, his views on issue of nationalities and nationalism, and his role in the Social Democratic debates of the late nineteenth and early twentieth centuries. This book narrates an almost tragic downfall; we see Stalin transform from a poor provincial seminarian, who wrote romantic nationalist poetry, into a fearsome and brutal ruler. Many biographers of Stalin turn to shallow psychological analysis in seeking to explain his embrace of revolution, focusing on the beatings he suffered at the hands of his father or his hero-worship of Lenins, or sensationalizing Stalin's involvement in violent activity. Suny seeks to show Stalin in the complex context of the oppressive tsarist police-state in which he lived and debates and party politics that animated the revolutionary circles in which he moved. Though working from fragmentary evidence from disparate sources, Suny is able to place Stalin in his intellectual and political context and reveal, not only a different analysis of the man's psychological and intellectual

transformation, but a revisionist history of the revolutionary movements themselves before 1917"--

The Swarm Routledge

Publisher Description

Johnson's (revised) Universal Cyclopaedia Baen Books

Evoking two of the most famous battles of the Ancient World—the Battle of Marathon and the Last Stand at Thermopylae—*The Gates of Athens* is a bravura piece of storytelling by a well acclaimed master of the historical adventure novel. In the new epic historical novel by New York Times bestselling author Conn Iggulden, in ancient Greece an army of slaves gathers on the plains of Marathon . . . Under Darius the Great, King of Kings, the mighty Persian army—swollen by 10,000 warriors known as The Immortals—have come to subjugate the Greeks. In their path, vastly outnumbered, stands an army of freeborn Athenians. Among them is a clever, fearsome, and cunning soldier-statesman, Xanthippus. Against all odds, the Athenians emerge victorious. Yet people soon forget that freedom is bought with blood. Ten years later, Xanthippus watches helplessly as Athens succumbs to the bitter politics of factionalism. Traitors and exiles abound. Trust is at a low ebb when the Persians cross the Hellespont in ever greater numbers in their second attempt to raze Athens to the ground. Facing overwhelming forces by land and sea, the Athenians call on their Spartan allies for assistance—to delay the Persians at the treacherous pass of Thermopylae . . .

Fortress of the Sun Hachette UK

A first entry in a new epic series set during the fifth-century BC war between Athens and Sparta finds Plataea resident Nikias dreaming of glory in the Olympic games only to find himself leading a ragtag band of defenders in the wake of a surprise attack. By the award-winning author of *The Wisdom of the Shire*.

Hawk Quest Tor Books

Explores the possibilities of alternative history by changing the participants and the stakes in World War II

Masters of Rome Vertical Comics

The chaos spirit had chosen the child Alexander to be its human host. But Parmenion, most powerful warrior of ancient Greece, had won a small victory over the darkness that sought to rule through Alexander. The boy's soul had not been destroyed by evil, but instead had merged with it -- and now Parmenion aided Alexander in the battle between light and dark that constantly raged within him. But there was another world, where the creatures of Greece's legends still flourished. There, the chaos spirit already ruled, through a demon king. In this Greece, there was a prophecy that a child of great power, the legendary golden child, would come and restore the fading magic of the land to the creatures of myth. The demon king believed also that devouring the heart of this fabled child would give him immortality. He believed Alexander, with the power of the chaos spirit within him, to be that child. And so he called Alexander into his world . . . Only Parmenion, guided by the seeress Derae, his lost love from another life, could hope to save Alexander from the demon king. But who could save the young prince from the chaos spirit that

threatened to conquer his soul?

Marching Through Georgia Macmillan

"Return to the universe of Ender's game"--Jacket.

Lord of Emperors Cambridge University Press

Driven by prophetic dreams, the Viking warrior Shef as become the One King, the undisputed ruler of the North. Now he must face the reborn power of the Holy Roman Empire. Rome threatens Shef's fearsome Viking navy with a new invention of unparalleled destruction: Greek fire. Unable to defend his fleet against this awesome weapon, Shef travels East in search of new wisdom. His quest leads him to the lavish court of the Muslim Caliph and, ultimately, to the secret hiding place of the Holy Grail. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Guide to the Underworld DigiCat

The 1980s saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons. A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game. *Dangerous Games* explores both the history and the sociological significance of this panic. Fantasy role-playing games do share several functions in common with religion. However, religion— as a socially constructed world of shared meaning—can also be compared to a fantasy role-playing game. In fact, the claims of the moral entrepreneurs, in which they presented themselves as heroes battling a dark conspiracy, often resembled the very games of imagination they condemned as evil. By attacking the imagination, they preserved the taken-for-granted status of their own socially constructed reality. Interpreted in this way, the panic over fantasy-role playing games yields new insights about how humans play and together construct and maintain meaningful worlds. Laycock's clear and accessible writing ensures that *Dangerous Games* will be required reading for those with an interest in religion, popular culture, and social behavior, both in the classroom and beyond.

Webster's Biographical Dictionary MIT Press

Guy Gavriel Kay, multiple award-winning author of *The Fionavar Tapestry* and *Sailing to Sarantium*, completes his magnificent tale of an alternate Byzantine world... In the golden city of Sarantium, a renowned mosaicist seeks to fill his artistic ambitions and his destiny high upon a dome intended to be the emperor's enduring sanctuary and legacy. The beauty and solitude of Crispin's work cannot protect him from the dangerous intrigues of court and city, swirling with rumors of war and conspiracy, while otherworldly fires mysteriously flicker and disappear in the streets at night. The emperor is plotting a conquest of Crispin's homeland to regain an empire. And with his fate entwined with that of his royal benefactor, Crispin's loyalties come with a very high price. And another voyager has come to the imperial city: Rustem of Kerakek, a physician from an eastern desert kingdom, determined to find his own fate amid the shifting, treacherous currents of passion and violence that define Sarantium.

King and Emperor Ardsley House

The biggest name in Japanese science fiction—Gundam—returns with one of its creators retelling its origins 25 years after the series debuted. Caught in the crossfire of a space civil war, teenager Amuro Ray accidentally finds a new mobile weapon—the RX-78 Gundam. In the eighth volume of *Gundam: THE ORIGIN*, readers are sent back to the war at hand. The White Base continues to be chased across the Earth by Zeon forces. The story shifts away from the jungles and deserts of the Americas, moving into much more urban settings in Europe.

Ender's Game Princeton University Press

THINK ABOUT HISTORY. NOW MAKE IT WORSE . . . The Domination of the Draka begins as a British possession in Africa, but soon becomes far more. Absorbing refugees after the American Revolution, and later the Civil War, the Draka become a people bred to rule with an iron fist. They permanently enslave the peoples of Africa, when they do not simply kill them. But this does not slake the Draka thirst for power. Sweeping across the world, the Draka empire engulfs nation after nation, shackling into servitude all who are not Draka. Europe, Asia, and finally all the Earth and its colonies throughout the Solar System fall before the might of the Draka. But empires are not faceless monoliths; they are made of individuals, complex humans with their own hopes and dreams. And so one might ask: Who are the Draka? What sort of people does the Domination rule? The Draka would have many different answers and this is their story. At the publisher's request, this title is sold without DRM (Digital Rights Management). " . . . an exciting, evocative [and] horrifying read." ³/₄Poul Anderson "A vivid alternate reality . . . truly a tour de force." ³/₄David Drake "A potent, unflinching look at a might-have-been world whose evil both contrasts with and reflects that in our own." ³/₄Publishers Weekly " . . . superb action scenes, interesting characters, and a detailed if somewhat grisly world." ³/₄Chicago Sun-Times

Stalin Hodder & Stoughton

A craftsman, visionary, and warrior, Shef has risen from slavery to become king of a mighty Viking nation. But his growing kingdom menaces all of Europe, and he has made many powerful enemies. Chief among his enemies are the Knights of the Lance, a fanatical order of soldiers sworn to bring Shef down, no matter what the cost. To defeat Shef, they will go to extraordinary lengths to find the sacred spear of Christ—and resurrect the Holy Roman Empire. Driven by dreams, Shef battles to change the course of history, but even the gods themselves may be plotting against him.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Gates of Athens Del Rey

A biographical dictionary which profiles over 30,000 individuals, including birth and death dates, major accomplishments, and historical influence.

The Terror of Constantinople (Death of Rome Saga Book Two)

Baen Publishing Enterprises

An expert at simulated war games, Andrew "Ender" Wiggin believes that he is engaged in one more computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction.

Lion of Macedon Tor Teen

First published in 1973. Routledge is an imprint of Taylor & Francis, an informa company.

The Crest-Wave of Evolution Simon and Schuster

From its ancient incarnation as a song to recent translations in modern languages, Homeric epic remains an abiding source of inspiration for both scholars and artists that transcends temporal and linguistic boundaries. The *Cambridge Guide to Homer* examines the influence and meaning of Homeric poetry from its earliest form as ancient Greek song to its current status in world literature, presenting the information in a synthetic manner that allows the reader to gain an understanding of the different strands of Homeric studies. The volume is structured around three main themes: Homeric Song and Text; the Homeric World, and Homer in the World. Each section starts with a series of 'macropedia' essays arranged thematically that are accompanied by shorter complementary 'micropedia' articles. The *Cambridge Guide to Homer* thus traces the many routes taken by Homeric epic in the ancient world and its continuing relevance in different periods and cultures.

Earth Awakens Univ of California Press

The story of The First Formic War continues in Earth Awakens. Nearly 100 years before the events of Orson Scott Card's bestselling novel Ender's Game, humans were just beginning to step off Earth and out into the Solar System. A thin web of ships in both asteroid belts; a few stations; a corporate settlement on Luna. No one had seen any sign of other space-faring races; everyone expected that First Contact, if it came, would happen in the future, in the empty reaches between the stars. Then a young navigator on a distant mining ship saw something moving too fast, heading directly for our sun. When the alien ship screamed through the solar system, it disrupted communications between the far-flung human mining ships and supply stations, and between them and Earth. So Earth and Luna were unaware that they had been invaded until the ship pulled into Earth orbit, and began landing terra-forming crews in China. Politics and pride slowed the response on Earth, and on Luna, corporate power struggles seemed more urgent than distant deaths. But there are a few men and women who see that if Earth doesn't wake up and pull together, the planet could be lost. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide /

Children of the Mind / Ender in Exile / Children of the Fleet
Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings
Legionary: Viper of the North (Legionary #2) Hodder & Stoughton
The Danubian frontier is weaker than ever, and a storm is gathering in the north . . . Deep winter, 376 AD: Emperor Valens has withdrawn the field armies from Moesia and Thracia to fight in the Persian War. The impoverished limitanei legions left behind to defend the banks of the River Danubius are now all that stand between the war-hungry Goths and heart of the Eastern Roman Empire. For Numerius Vitellius Pavo and the men of the XI Claudia, the brief from Emperor Valens is simple: to avoid war with the Goths at all costs while the Roman defences are so weak. But in the frozen lands north of the Danubius a dark legend, thought long dead, has risen again. The name is on the lips of every warrior in Gutthiuda; the one who will unite the tribes, the one whose armies will march upon the empire, the one who will bathe in Roman blood . . . The Viper!