

Uncharted 2 Treasure Guide

Shows the unseen art that helped make Uncharted 2: Among Thieves the best game of the year.

Highly respected, best-selling spiritual mentors, including Francis Chan, Eugene Peterson (The Message), Bill Hybels, and others, provide guidance as you navigate uncharted roads ahead.

Clive Cussler introduces Sam and Remi Fargo in Spartan Gold. An ancient treasure stolen by Xerxes the Great . . . Discovered by Napoleon Bonaparte . . . The clues to its hidden location lost until now . . . Adventurers and treasure hunters Sam and Remi Fargo are on a wild-goose chase. Up to their waists in the Great Pocomoke Swamp in Maryland, they're hunting for lost gold. What they find instead is a small Second World War German U-boat. Inside the submarine they find a body - and a puzzling, incredibly rare bottle of wine. This bottle was one of twelve taken from Napoleon's 'lost cellar'. But it is also a clue to a fabulous, ancient treasure. One that Hadeon Bondaruk - a half-Russian, half-Persian millionaire - will do anything to get his hands on. For he claims descent from treasure's one-time owner. It will be his, no matter who stands in his way . . . Clive Cussler, author of the celebrated Dirk Pitt novels Arctic Drift and Crescent Dawn, presents his newest series, following the adventures of treasure hunters Sam and Remi Fargo - beginning with Spartan Gold. Praise for Clive Cussler: 'The guy I read' Tom Clancy

Access audio files at:<https://soundcloud.com/k-chu-j-petrus/sets/singing-in-mandarin-recorded> The success of Chinese artists internationally across many art forms has focused the world's attention on the developing cultural phenomenon in China, an emerging stage for the vocal arts. As one of the most widely spoken languages in the world, Mandarin is poised to become the next addition to lyric languages. Singing in Mandarin: A Guide to Chinese Lyric Diction and Vocal Repertoire is a comprehensive guide to unlocking the mysteries of Chinese contemporary vocal literature. In part one, Chu and Petrus focus on diction and language, providing detailed descriptions and exercises for creating the sounds of the language. They take a uniquely systematic approach, fusing together best practices from international music conservatories for diction study, with those for Chinese language learning. Part two outlines the historical context of Chinese vocal literature, chronicling the development of the language and its repertoire over the last one hundred years. Audio files narrated by native speakers demonstrating the sounds are also included. Singing in Mandarin provides guidance for both novices and those with previous experience singing or speaking Mandarin and is the first book of its kind to help bring the fascinating and previously inaccessible treasure of Chinese vocal music to Western audiences.

Join videogame industry veteran Michael Thornton Wyman on a series of detailed, behind-the-scenes tours with the teams that have made some of the most popular and critically acclaimed videogames of the modern era. Drawing on insider's perspectives from a wide variety of teams, learn about the creation of a tiny, independent game project (World of Goo), casual game classics (Diner Dash, Bejeweled Twist), the world's most popular social game (FarmVille) as well as the world's most popular MMORPG (World of Warcraft), PC titles (Half Life 2) to AAA console games (Madden NFL 10), and modern-day masterpieces (Little Big Planet, Rock Band, Uncharted 2: Among Thieves). Hear directly from the creators about how these games were made, and learn from their stories from the trenches of videogames production. This book is an excellent resource for those working directly on game design or production, for those aspiring to work in the field, or for anyone who has wondered how the world's greatest videogames get made. Celebrate your campaigns and conquests with these 75 fun, RPG-inspired cocktail recipes your whole gaming group will love! Make your next gaming adventure even more fun with this collection of 75 RPG-inspired cocktails! Featuring fantasy-themed libations from the boozy Dragon the Beach and a Potion of Strength to a sneaky Stealth Check shot and a Never Split the Party Punch, you'll keep spirits high and your friends happy during your next dungeon-crawling tabletop adventure. Complete with easy-to-follow, accessible instructions, Dungeonmeister also includes funny jokes and hilarious asides that will take your campaign (or your next gathering) to the next level!

"This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition." —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

Provides a guide to the video game that includes walkthroughs, character profiles, strategies, level maps, treasure checklists, fighting tactics, and weapon data.

Inside the making of Uncharted 3 by Nolan North, aka (Drake)

Uncharted: The Lost Legacy is an action-adventure game developed by Naughty Dog. In this spin-off expansion to the popular franchise, you'll play as the sassy fortune hunter, Chloe Frazer, as she seeks the legendary Tusk of Ganesh in India during a civil war. Pursued by an insurgent leader, and joined by her allies, the quest to recover the Tusk soon becomes a perilous mission to save all of India. In this guide you will find: - A complete story walkthrough - A guide for the optional 'Mystery Ruin' side quest - A complete Treasure Hunting Guide covering the locations of all 68 treasures - A complete Photo Locations Guide covering all optional photo opportunities - A complete Optional Conversations Guide - A complete Lockbox Locations Guide - Full Trophy list

Mapmaking fulfills one of our most ancient and deepseated desires: understanding the world around us and our place in it. But maps need not just show continents and oceans: there are maps to heaven and hell; to happiness and despair; maps of moods, matrimony, and mythological places. There are maps to popular culture, from Gulliver's Island to Gilligan's Island. There are speculative maps of the world before it was known, and maps to secret places known only to the mapmaker. Artists' maps show another kind of uncharted realm: the imagination. What all these maps have in common is their creators' willingness to venture beyond the boundaries of geography or convention. You Are Here is a wide-ranging collection of such superbly inventive maps. These are charts of places you're not expected to find, but a voyage you take in your mind: an exploration of the ideal country estate from a dog's perspective; a guide to buried treasure on Skeleton Island; a trip down the road to success; or the world as imagined by an inmate of a mental institution. With over 100 maps from artists, cartographers, and explorers, You are Here gives the reader a breath-taking view of worlds, both real and imaginary.

This volume is the first reader on video games and learning of its kind. Covering game design, game culture and games as twenty-first-century pedagogy, it demonstrates the depth and breadth of scholarship on games and learning to date. The chapters represent some of the most influential thinkers, designers and writers in the emerging field of games and learning - including James Paul Gee, Soren Johnson, Eric Klopfer, Colleen Macklin, Thomas Malaby, Bonnie Nardi, David Sirlin and others. Together, their work functions both as an excellent introduction to the field of games and learning and as a powerful argument for the use of games in formal and informal learning environments in a digital age.

Discover the satisfying fun of spinning your own yarn! This step-by-step guide shows you how to create 80 distinctive yarn types, from classics like mohair bouclé to novelties like supercoils. Covering the entire spinning process, Sarah Anderson describes the unique architecture of each type of yarn and shares expert techniques for manipulating and combining fibers. Take your crafting to a new level and ensure that you have the best yarn available by spinning it yourself.

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

A special 25th anniversary edition of the extraordinary international bestseller, including a new Foreword by Paulo Coelho. Combining magic, mysticism, wisdom and wonder into an inspiring tale of self-discovery, The Alchemist has become a modern classic, selling millions of copies around the world and transforming the lives of countless readers across generations. Paulo Coelho's masterpiece tells the mystical story of Santiago, an Andalusian shepherd boy who yearns to travel in search of a worldly treasure. His quest will lead him to riches far different—and far more satisfying—than he ever imagined. Santiago's journey teaches us about the essential wisdom of listening to our hearts, of recognizing opportunity and learning to read the omens strewn along life's path, and, most importantly, to follow our dreams.

Uncharted 2: Among ThievesBrady

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzujak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

"Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art"--

The tale begins over three-hundred years ago, when the Fair People—the goblins, fairies, dragons, and other fabled and fantastic creatures of a dozen lands—fled the Old World for the New, seeking haven from the ways of Man. With them came their precious jewels: diamonds, rubies, emeralds, pearls... But then the Fair People vanished, taking with them their twelve fabulous treasures. And they remained hidden until now... Across North America, these twelve treasures, over ten-thousand dollars in precious jewels in 1982

dollars, are buried. The key to finding each can be found within the twelve full-color paintings and verses of THE SECRET. Are you smart enough? THE SECRET: A TREASURE HUNT was published in 1982. The year before publication, the author and publisher Byron Preiss had traveled to 12 locations in the continental U.S. (and possibly Canada) to secretly bury a dozen ceramic casques. Each casque contained a small key that could be redeemed for one of 12 jewels Preiss kept in a safe deposit box in New York. The key to finding the casques was to match one of 12 paintings to one of 12 poetic verses, solve the resulting riddle, and start digging. Since 1982, only two of the 12 casques have been recovered. The first was located in Grant Park, Chicago, in 1984 by a group of students. The second was unearthed in 2004 in Cleveland by two members of the Quest4Treasure forum.

'The Mysterious Island' - one of the most famous in the world literature novels written by the famous French writer Jules Verne. Five Americans appear on a desert island in the Southern Hemisphere but they are not going to despair. Eventually it appears that their skills are all they need there to survive. But suddenly life throws a riddle to them... Last time we saw Benjamin Franklin Gates, the cunning, impassioned lead character of Walt Disney Pictures' National Treasure, he had succeeded in evading shady characters, fulfilling his family's destiny, and discovering an unimaginable trove of treasures beneath Manhattan's oldest church./DIV DIVNow, Ben is back. In National Treasure 2: Book of Secrets, the hero finds an all-new set of dangers, conflicts, double-crossings, and of course...treasure!

The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design—from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

100% complete guide to Uncharted 3. The Collector's Edition comes in a hardcover featuring unique cover art developed exclusively for this edition. Includes an exclusive audio CD with 10 tracks from the Uncharted 3 official music score. Dedicated walkthrough provides visual, step-by-step guidance through the adventure, tailor-made for each game situation and supported by commentaries and input direct from the Naughty Dog team. Reference & Analysis chapter presents all gameplay features: all Moves Lists, Weapons, Enemies, Treasures, Trophies and Unlockables. A dedicated Multiplayer chapter covers all MP features: Score & Customisation, Advanced Tips, Competitive and Co-Op Maps. A guide code reveals an exclusive Multiplayer Emblem, which can then be used and edited by the player. An Extras chapter covers all Hidden Scenes and Easter Eggs, play through on Crushing Difficulty, story recap of the entire Uncharted series, exclusive Behind-the-Scenes interviews at Naughty Dog as well as an extensive Artwork Gallery featuring a wealth of exclusive, official artwork. Carefully designed to avoid unnecessary story spoilers.

UNOFFICIAL GUIDE Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. With the success of my hundreds of other written guides and strategies I have written another advanced professional guide for new and veteran players. This gives specific strategies and tips on how to progress in the game, beat your opponents, acquire more coins and currency, plus much more! Here is what you will be getting when you purchase this professional advanced and detailed game guide. – Professional Tips and Strategies. – Cheats and Hacks. – Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! – How to Get Tons of Cash/Coins. – PLUS MUCH MORE! All versions of this guide have screenshots to help you better understand the game. There is no other guide that is as comprehensive and advanced as this one. You will be glad that you purchased this guide and will benefit from it greatly compared to the other less effective guides out there. Purchase now and crush your opponents! Become a Pro Player Today!

Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history!

First published in the year 1724, the present book titled 'A General History of the Pyrates' is a historical work by English fictional writer and journalist Daniel Defoe.

10th Standard English Tamil Nadu state board - solutions, guide For the first time in Tamil Nadu, Technical books are available as ebooks.

There are three major areas in the Disgaea universe, Celestia, which is home to the angels, the Human World, and the Netherworlds. The Netherworlds are split up into a bunch of different ones, each governed by an Overlord, who has their own set of rules. Those very same Netherworlds are now in danger of being destroyed or taken over by an evil army known as The Lost, who is being led Void Dark. However, a ray of hope appears in the form of Killia, who seems to have a deep grudge against Void Dark. Can he really go through the rumored 10 billion Lost soldiers and exact his revenge against Void? Let us guide you on the epic journey from Level 1 to Level 9999, as you shoot, punch and fry enemies with various skills in our Disgaea 5 comprehensive guide! - Detailed strategies on getting through the main story; - How to get through the postgame content, including

beat the super optional boss; - Create and power up a character that can deal in excess of 10 billion damage; - Get the most out of the Item and Chara Worlds; - Obtain every single trophy in the game.

The Uncharted series has been an award winning and cutting edge since it's first release. Now, Naughty Dog has continued its success with Uncharted 3. The groundbreaking use of fire, water, and sand push the limits of the engines' abilities. Return to the world of Nathan Drake in his new adventure, 20 years in the making. Inside the guide: - 100% Chapter Completion; - All Treasures included in the Walkthrough itself; - Treasure Checklist by chapter; - Trophy Guide covering all trophies and how to obtain them.

'Warm, wise and practical' Cressida Cowell, MBE An invaluable reference for parents of sick or hospitalised children by an experienced and eminent psychologist. To many parents, it is hard to imagine a more upsetting reality than one where their child is hospitalised, severely sick, or terminally ill. In *When Your Child is Sick*, psychologist Joanna Breyer distils decades of experience working with sick children and their families into a comprehensive guide for navigating the uncharted and frightening terrain. She provides expert advice to guide them through the hospital setting, at-home care, and long-term outcomes. Breyer's actionable techniques and direct advice will help parents feel more in-control of a circumstance that has upended their life. She alerts parents to key personnel in the hospital, gives dialogue prompts to help parents ask for the help they need, addresses the needs of their other children at home, offers advice on how to best utilise friends and family who want to help, includes stories from other families who have been there, and teaches coping techniques to help both parents and children weather the stress of prolonged illness and even death. *When Your Child is Sick* is a valuable guide to managing the myriad practical and emotional complications of an impossible situation.

'Deliciously detailed and dense, as satisfying as any mystery. . . spellbinding' As a ransom for his King, an Incan general leaves a hoard of gold for the Spanish Conquistador Pizarro. In mysterious circumstances the gold disappeared leaving only its legend, and a map, behind. In *Valverde's Gold* Mark Honigsbaum attempts to unravel a myth that has obsessed men for centuries and has led to many fruitless and fatal treasure hunts. Undeterred by this, and armed with a Victorian botanist's map, Honigsbaum embarks on an epic journey into the dark heart of South America. This is the story of how gold can intoxicate even the most mild mannered of historians, about how characters - both real and fictional - become seized with the desire to claim lost treasure from even the most inhospitable areas of the world. On his quest he meets a bizarre array of treasure hunters, profiteers and traffickers, all with an unquenchable thirst for the hoard that has eluded man for centuries. Battling through the mountains and jungles, Mark Honigsbaum brings us closer to understanding the allure of the treasure hunt, as he gets closer to the hidden gold. Rich in description, atmosphere and adventure, *Valverde's Gold* is an unforgettable journey into greed, obsession and legend, and a must for anyone who has dreamed of being Indiana Jones.

Video games can instil amazing qualities in children – curiosity, resilience, patience and problem-solving to name a few – but with the World Health Organisation naming gaming disorder as a clinically diagnosable condition, parents and carers can worry about what video games are doing to their children. Andy Robertson has dealt with all of the above, not just over years of covering this topic for newspapers, radio and television but as a father of three. In this guide, he offers parents and carers practical advice and insights – combining his own experiences with the latest research and guidance from psychologists, industry experts, schools and children's charities – alongside a treasure trove of 'gaming recipes' to test out in your family. Worrying about video game screen time, violence, expense and addiction is an understandable response to scary newspaper headlines. But with first-hand understanding of the video games your children love to play, you can anchor them as a healthy part of family life. Supported by the www.taminggaming.com Family Video Game Database, Taming Gaming leads you into doing this so that video games can stop being a point of argument, worry and stress and start providing fulfilling, connecting and ambitious experiences together as a family.

One Ordinary Man... One Extraordinary Guide A 400-year old clue sets Nathan Drake on a dangerous journey to uncover the fabled treasure of El Dorado. It's up to you to lead him through this deadly quest while dealing with South Seas Pirates, gun-runners, competing treasure hunters, an ambitious reality TV host, and a mysterious uncharted island unwilling to reveal its secrets. Beautifully Illustrated Maps combine with our Complete Walkthrough to lead you through the deadly environments and trickiest puzzles! Exclusive 2-Sided Foldout! Incredible Behind the Scenes Look at Naughty Dog and the Creation of Uncharted! Find Every Treasure Obtain Every Medal Earn Every Reward Platform: PlayStation 3 Genre: Action/Adventure This product is available for sale in North America only.

Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of *Red Dead Redemption 2*. **GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD:** All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story **CHARTING THE WILDS:** Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here **100% COMPLETION:** Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion **VISUAL SOLUTIONS:** Supported by annotated 4K screenshots **COMPLETION ROADMAPS:** Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables **EXPERT ANALYSIS:** All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals – and so much more **EASE OF USE:** Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

Following on *Well Played 1.0* and *2.0*, this book will also be full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. Contributors will analyze sequences in a game in detail in order to illustrate and interpret how the various components of a game can come together to create fulfilling a playing experience unique to this medium. Contributors will again be looking at video games, some that were covered in *Well Played 1.0* and *2.0* as well as new ones, in order to provide a variety of perspectives

on more great games.

It is three years after the events of Uncharted 3 and Nathan Drake, the world's most famous hunter of treasure, has hung up his boots and left that work behind him. However, the sudden appearance of his brother, Samuel Drake, has made that calling for adventure come back in full force, as he needs Nathan's help to save his own life. They are on the hunt for Captain Henry Avery's long-lost treasure, bringing them to many exotic locations wrought with danger, in another exciting entry in the Uncharted franchise. The guide includes: - A complete and detailed walkthrough of the main story. - Locations for all of the game's collectibles. - Comprehensive guide to get every single trophy.

The capable, confident, and occasionally ruthless heroine of Daughter of the Pirate King is back in this action-packed sequel that promises rousing high seas adventures and the perfect dash of magic. Alosa's mission is finally complete. Not only has she recovered all three pieces of the map to a legendary hidden treasure, but the pirates who originally took her captive are now prisoners on her ship. Still unfairly attractive and unexpectedly loyal, first mate Riden is a constant distraction, but now he's under her orders. And she takes great comfort in knowing that the villainous Vordan will soon be facing her father's justice. When Vordan exposes a secret her father has kept for years, Alosa and her crew find themselves in a deadly race with the feared Pirate King. Despite the danger, Alosa knows they will recover the treasure first . . . after all, she is the daughter of the Siren Queen. In Daughter of the Siren Queen, Tricia Levenseller brings together the perfect mix of thrilling action, tense battle scenes, and a heart-pounding romance.

William Golding's Lord of the Flies is a dystopian classic: 'exciting, relevant and thought-provoking' (Stephen King). When a group of schoolboys are stranded on a desert island, what could go wrong? 'One of my favorite books - I read it every couple of years.' (Suzanne Collins, author of The Hunger Games) A plane crashes on a desert island. The only survivors are a group of schoolboys. By day, they discover fantastic wildlife and dazzling beaches, learning to survive; at night, they are haunted by nightmares of a primitive beast. Orphaned by society, it isn't long before their innocent childhood games devolve into a savage, murderous hunt ... 'Stands out mightily in my memory ... Such a strong statement about the human heart.' (Patricia Cornwell) 'Terrifying and haunting.' (Kingsley Amis) 'Beautifully written, tragic and provocative.' (E. M. Forster) ONE OF THE BBC'S ICONIC 'NOVELS THAT SHAPED OUR WORLD' What readers are saying: 'Every real human being should read this ... This is what we are.' 'It's brilliant, it's captivating, it's thought provoking and brutal and for some, its truly terrifying.' 'It can be read and re-read many times, and every time something new will appear.' 'There is a reason why this is studied at school ... Excellent read.' 'This is one of the few books I've read that I keep on my Kindle to read again.' 'I revisit this every few years and it's always fresh and impressive ... One of the best books I've ever read.'

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