

2014 Dice Summit App

Tracy Fullerton

The Role-Playing Society Andrew Byers, Francesco Crocco, 2016-03-01 Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for serious RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

Algorithms for Sensor Systems Prosenjit Bose, Leszek Antoni Gąsieniec, Kay Römer, Roger Wattenhofer, 2015-12-31 This book constitutes revised selected papers from the 11th International Symposium on Algorithms and Experiments for Wireless Sensor Networks, ALGOSENSORS 2015, held in Patras, Greece, in September 2015. The 16 full papers presented in this volume were carefully reviewed and selected from 30 submissions. The deal with algorithms analysis and problem complexity; computer communication networks; computation by abstract devices; and mathematics of computing.

Gamification in Education: Breakthroughs in Research and Practice Management Association, Information Resources, 2018-01-05 Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

Cyber-Assurance for the Internet of Things Tyson T. Brooks, 2017-01-04 Presents an Cyber-Assurance approach to the Internet of Things (IoT) This book discusses the cyber-assurance needs of the IoT environment, highlighting key information assurance (IA) IoT issues and identifying the associated security implications. Through contributions from cyber-assurance, IA, information security and IoT industry practitioners and experts, the text covers fundamental and advanced concepts necessary to grasp current IA issues, challenges, and solutions for the IoT. The future trends in IoT infrastructures, architectures and applications are also examined. Other topics discussed include the IA protection of IoT systems and information being stored, processed or transmitted from unauthorized access or modification of machine-2-machine (M2M) devices, radio-frequency identification (RFID) networks, wireless sensor networks, smart grids, and supervisory control and data acquisition (SCADA) systems. The book also discusses IA measures necessary to detect, protect, and defend IoT information and networks/systems to ensure their availability, integrity, authentication, confidentiality, and non-repudiation. Discusses current research and emerging trends in IA theory, applications, architecture and information security in the IoT based on theoretical aspects and studies of practical applications Aids readers in understanding how to design and build cyber-assurance into the IoT Exposes engineers and designers to new strategies and emerging standards, and promotes active development of cyber-assurance Covers challenging issues as well as potential solutions, encouraging discussion and debate amongst those in the field Cyber-Assurance for the Internet of Things is written for researchers and professionals working in the field of wireless technologies, information security architecture, and security system design. This book will also serve as a reference for professors and students involved in IA and IoT networking. Tyson T. Brooks is an Adjunct Professor in the School of Information Studies at Syracuse University; he also works with the Center for Information and Systems Assurance and Trust (CISAT) at Syracuse University, and is an information security technologist and science-practitioner. Dr. Brooks is the founder/Editor-in-Chief of the International Journal of Internet of Things and Cyber-Assurance, an associate editor for the Journal of Enterprise Architecture, the International Journal of Cloud Computing and Services Science, and the International Journal of Information and Network Security.

A Composer's Guide to Game Music Winifred Phillips, 2017-08-11 A comprehensive, practical guide to composing video game music, from acquiring the necessary skills to finding work in the field. Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity. Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In *A Composer's Guide to Game Music*, Winifred Phillips—herself an award-winning composer of video game music—provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business. *A Composer's Guide to Game Music* offers indispensable guidance for musicians and composers who want to deploy their creativity in a dynamic and growing industry, protect their musical identities while working in a highly technical field, and create great music within the constraints of a new medium.

Encyclopedia of Computer Graphics and Games Newton Lee, 2024-01-19 Encyclopedia of Computer Graphics and Games (ECGG) is a unique reference resource tailored to meet the needs of research and applications for industry professionals and academic communities worldwide. The ECGG covers the history, technologies, and trends of computer graphics and games. Editor Newton Lee, Institute for Education, Research, and Scholarships, Los Angeles, CA, USA Academic Co-Chairs Shlomo Dubnov, Department of Music and Computer Science and Engineering, University of California San Diego, San Diego, CA, USA Patrick C. K. Hung, University of Ontario Institute of Technology, Oshawa, ON, Canada Jaci Lee Lederman, Vincennes University, Vincennes, IN, USA Industry Co-Chairs Shuichi Kurabayashi, Cygames, Inc. & Keio University, Kanagawa, Japan Xiaomao Wu, Gritworld GmbH, Frankfurt am Main, Hessen, Germany Editorial Board Members Leigh Achterbosch, School of Science, Engineering, IT and Physical Sciences, Federation University Australia Mt Helen, Ballarat, VIC, Australia Ramazan S. Aygun, Department of Computer Science, Kennesaw State University, Marietta, GA, USA Barbaros Bostan, BUG Game Lab, Bahçeşehir University (BAU), Istanbul, Turkey Anthony L. Brooks, Aalborg University, Aalborg, Denmark Guven Catak, BUG Game Lab, Bahçeşehir University (BAU), Istanbul, Turkey Alvin Kok Chuen Chan, Cambridge Corporate University, Lucerne, Switzerland Anirban Chowdhury, Department of User Experience and Interaction Design, School of Design (SoD), University of Petroleum and Energy Studies (UPES), Dehradun, Uttarakhand, India Saverio Debernardis, Dipartimento di Meccanica, Matematica e Management, Politecnico di Bari, Bari, Italy Abdennour El Rhalibi, Liverpool John Moores University, Liverpool, UK Stefano Ferretti, Department of Computer Science and Engineering, University of Bologna, Bologna, Italy Han Hu, School of Information and Electronics, Beijing Institute of Technology, Beijing, China Ms. Susan Johnston, Select Services Films Inc., Los Angeles, CA, USA Chris Joslin, Carleton University,

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Rethinking Gamification Mathias Fuchs, Sonia Fizek, Paolo Ruffino, 2014 Gamification marks a major change to everyday life. It describes the permeation of economic, political, and social contexts by game-elements such as awards, rule structures, and interfaces that are inspired by video games. Sometimes the term is reduced to the implementation of points, badges, and leaderboards as incentives and motivations to be productive. Sometimes it is envisioned as a universal remedy to deeply transform society toward more humane and playful ends. Despite its use by corporations to manage brand communities and personnel, however, gamification is more than just a marketing buzzword. States are beginning to use it as a new tool for governing populations more effectively. It promises to fix what is wrong with reality by making every single one of us fitter, happier, and healthier. Indeed, it seems like all of society is up for being transformed into one massive game. The contributions in this book offer a candid assessment of the gamification hype. They trace back the historical roots of the phenomenon and explore novel design practices and methods. They critically discuss its social implications and even present artistic tactics for resistance. It is time to rethink gamification!

Economics of Grids, Clouds, Systems, and Services Massimo Coppola, Emanuele Carlini, Daniele D'Agostino, Jörn Altmann, José Ángel Bañares, 2019-03-05 This book constitutes the refereed proceedings of the 15th International Conference on Economics of Grids, Clouds, Systems, and Services, GECON 2018, held in Pisa, Italy, in September 2018. The 21 full papers and 9 short papers presented together with 1 invited talk were carefully reviewed and selected from 40 submissions. This GECON 2018 proceedings was structured in three special sessions on selected topics, namely: IT service ecosystems enabled through emerging digital technologies; machine learning, cognitive systems and data science for system management; and blockchain technologies and economics.

MONEY Master the Game Anthony Robbins, Tony Robbins, 2016-03-29 Bibliography found online at tonyrobbins.com/masterthegame--Page [643].

Mathematical Statistics with Applications in R Kandethody M. Ramachandran, Chris P. Tsokos, 2014-09-14 Mathematical Statistics with Applications in R, Second Edition, offers a modern calculus-based theoretical introduction to mathematical statistics and applications. The book covers many modern statistical computational and simulation concepts that are not covered in other texts, such as the Jackknife, bootstrap methods, the EM algorithms, and Markov chain Monte Carlo (MCMC) methods such as the Metropolis algorithm, Metropolis-Hastings algorithm and the Gibbs sampler. By combining the discussion on the theory of statistics with a wealth of real-world applications, the book helps students to approach statistical problem solving in a logical manner. This book provides a step-by-step procedure to solve real problems, making the topic more accessible. It includes goodness of fit methods to identify the probability distribution that characterizes the probabilistic behavior or a given set of data. Exercises as well as practical, real-world chapter projects are included, and each chapter has an optional section on using Minitab, SPSS and SAS commands. The text also boasts a wide array of coverage of ANOVA, nonparametric, MCMC, Bayesian and empirical methods; solutions to selected problems; data sets; and an image bank for students. Advanced undergraduate and graduate students taking a one or two semester mathematical statistics course will find this book extremely useful in their studies. Step-by-step procedure to solve real problems, making the topic more accessible Exercises blend theory and modern applications Practical, real-world chapter projects Provides an optional section in each chapter on using Minitab, SPSS and SAS commands Wide array of coverage of ANOVA, Nonparametric, MCMC, Bayesian and empirical methods

Risk, Reliability and Sustainable Remediation in the Field of Civil and Environmental Engineering Thendiyath Roshni, Pijush Samui, Dieu Tien Bui, Dookie Kim, Rahman Khatibi, 2022-03-22 Risk, Reliability and Sustainable Remediation in the Field of Civil and Environmental Engineering illustrates the concepts of risk, reliability analysis, its estimation, and the decisions leading to sustainable development in the field of civil and environmental engineering. The book provides key ideas on risks in performance failure and structural failures of all processes involved in civil and environmental systems, evaluates reliability, and discusses the implications of measurable indicators of sustainability in important aspects of multitude of civil engineering projects. It will help practitioners become familiar with tolerances in design parameters, uncertainties in the environment, and applications in civil and environmental systems. Furthermore, the book emphasizes the importance of risks involved in design and planning stages and covers reliability techniques to discover and remove the potential failures to achieve a sustainable development. Contains relevant theory and practice related to risk, reliability and sustainability in the field of civil and environment engineering Gives firsthand experience of new tools to integrate existing artificial intelligence models with large information obtained from different sources Provides engineering solutions that have a positive impact on sustainability

Gamificar Brian Burke, 2015-11-25 ● Livro mostra como obter os resultados desejados por meio da gamificação. ● Autor apresenta grande número de exemplos e miniestudos de caso. ● Descubra como envolver pessoas para a obtenção de objetivos individuais e comuns. O livro Gamificar – Como a gamificação motiva as pessoas a fazerem coisas extraordinárias (DVS Editora), de Brian Burke, mostra como a gamificação poder ser usada não apenas para incentivar as pessoas a mudarem seus comportamentos e desenvolverem novas habilidades, mas também para estimular a inovação - ao mesmo tempo em que alcançam os objetivos da empresa. Burke mostra como gamificação cria modelos de envolvimento completamente novos, capazes de motivar pessoas a cumprirem metas que elas próprias desconheciam. De fato, isso está no cerne da própria definição do termo. Para a Gartner, empresa da qual o autor é vice-presidente, gamificação significa “o uso de design de experiências digitais e mecânicas de jogos para motivar e engajar as pessoas para que elas atinjam seus objetivos”. No entanto, o livro adverte sobre um erro comum em muitas companhias para as quais a simples implementação de design de jogos já funcione como uma espécie de elixir mágico para doutrinação e manipulação das massas; como algo capaz de fazer com que as empresas atinjam seus próprios objetivos. Todavia, essas organizações estão confundindo pessoas com marionetes e, neste caso, esses esforços claramente condenáveis estão fadados ao fracasso; na verdade, a Gartner prevê que 80% deles irão naufragar. Gamificar – Como a gamificação motiva as pessoas a fazerem coisas extraordinárias vai muito além de disso e se concentra nos 20% que estão fazendo a coisa certa. Com o conteúdo do livro, o leitor compreende que o ponto central dos objetivos da gamificação é o alinhamento entre as metas da empresa e a dos “jogadores”. Ou seja, a chave para o sucesso da gamificação é envolver as pessoas em um nível emocional, motivando-as a atingir seus próprios objetivos, o que levaria, conseqüentemente, ao ganho da organização como um todo. Repleto de histórias de sucesso oriundas de todos os setores comerciais, o livro Gamificar representa um importante guia para empreendedores e líderes empresariais empenhados em iniciativas de gamificação. A obra explica de que maneira evitar armadilhas e introduzir as melhores práticas, garantindo a compreensão clara dessa nova e promissora estratégia de negócios.

The Man Who Saved New York Seymour P. Lachman, Robert Polner, 2010-07-01 A dramatic and colorful portrait of one of New York's most remarkable governors, Hugh L. Carey, with emphasis on his leadership during the fiscal crisis of 1975. The Man Who Saved New York offers a portrait of one of New York's most remarkable governors, Hugh L. Carey, with emphasis on his leadership during the fiscal crisis of 1975. In this dramatic and colorful account, Seymour P. Lachman and Robert Polner's examine Carey's youth, military service, and public career against the backdrop of a changing, challenged, and recession-battered city, state, and nation. It was Carey's leadership, Lachman and Polner argue, that helped rescue the city and state from the brink of financial and social ruin. While TV comedians mocked and tabloids shrieked about the Big Apple's rising muggings, its deteriorating public services, and the threats and walkouts by embattled police, firefighters, and teachers, all amid a brutal recession, Carey and his team managed to hold on and ultimately prevailed, narrowly preventing a huge disruption to the state, national, and global economy. At one point, the city came within a few hours of having to declare itself incapable of paying its debts and obligations, but in the end stability and consensus prevailed, and America's largest city stayed out of bankruptcy court. The center held. Based on extensive interviews with Carey and his family, as well as numerous friends, observers, and former advisors, including Steven Berger, David Burke, John Dyson, Peter Goldmark, Judah Gribetz, Richard Ravitch, and Felix Rohatyn, The Man Who Saved New York aims to place Carey and his achievements at the center of the financial maelstrom that met his arrival in Albany. While others were willing to let the city go into default, Carey was strongly opposed, since it would not only affect the state as a whole but would have reverberations both nationally and internationally. In recounting the 1975 rescue of New York City and the aftershocks that nearly sank the state government, Lachman and Polner illuminate the often-volatile interplay among elite New York bankers, hard-nosed municipal union leaders, the press, and influential conservatives and liberals from City Hall to the Albany statehouse to the White House. Although often underappreciated by the public, it was Carey's force of will, wit, intellect, judgment, and experiences that allowed the state to survive this unparalleled ordeal and ultimately to emerge on a stronger footing. Further, Lachman and Polner argue, Carey's accomplishment is worth recalling as a prime example of how governments—local, state, and federal—can work to avoid the renewed threat of bankruptcy that now confronts many overstretched states and localities. Seymour P. Lachman served as President of the New York City Board of Education and University Dean of the City University of New York before being elected to the New York State Senate, where he served five terms. He was consulting editor of The United States in the Middle East and was coauthor (with Barry A. Kosmin) of One Nation Under God: Religion in Contemporary American Society and (with Robert Polner) Three Men in a Room: The Inside Story of Power and Betrayal in an American Statehouse. He is currently Director of the Hugh L. Carey Institute for Government Reform at Wagner College, Staten Island, where he is also a Distinguished Professor in Residence. Robert Polner, a former award-winning reporter for Newsday, works as a public affairs officer for New York University and its Robert F. Wagner Graduate School of Public Service. He was the editor of America's Mayor, America's President? The Strange Career of Rudy Giuliani, and coauthor (with Seymour P. Lachman) of Three Men in a Room: The Inside Story of Power and Betrayal in an American Statehouse. He also cowrote (with Paul Schwartzman) New York Notorious: A Borough-by-Borough Tour of the Ci

Game Design Workshop Tracy Fullerton, 2014-03-05 Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

Global Study on Homicide 2013 United Nations, 2014-06-15 The Global Study on Homicide 2013 is based on comprehensive data from more than 200 countries/territories, and examines and analyses patterns and trends in homicide at the global, regional, national and sub-national levels. Such analysis is fundamental to understanding the various factors and dynamics that drive homicide, so that measures can be developed to reduce violent crime. The Study provides a typology of homicide, including homicide related to crime, coexistence-related homicide, and socio-political homicide. The nature of crime in several countries emerging from conflict, the role of various mechanisms in killing, and the response of the criminal justice system to homicide are also analyzed. A further chapter examines homicide at the sub-national level, and includes analysis at the city-level for selected global cities.

Probability and Statistics for Engineering and the Sciences + Enhanced Webassign Access ,2017

Modernity Britain David Kynaston, 2014-09-11 David Kynaston's history of post-war Britain has so far taken us from the radically reforming Labour governments of the late 1940s in Austerity Britain, through the growing prosperity of Family Britain's more placid 1950s, to the very cusp of the 1960s and the coming of a new Zeitgeist in Modernity Britain. The first part, Opening the Box, 1957-59, plotted the main themes of the new spirit of the age. Now, in part two - A Shake of the Dice, 1959-62 - through a rich haul of diaries, letters, newspapers and many other sources, Kynaston gets up close to a turbulent era as the speed of social change accelerated. By 1959 consumerism was inexorably taking hold (stripes for Signal toothpaste, flavours for potato crisps), relative economic decline was becoming the staple of political discourse (entry into Europe increasingly seen as our salvation), immigration was turning into an ever-hotter issue (the controversial coming of controls), traditional norms of morality were perceived as under serious threat (Lady Chatterley's Lover freely on sale after the famous case), and traditional working-class culture was changing (wakes weeks in decline, the end of the maximum wage for footballers) even as Coronation Street established itself as a national institution. The greatest shake of the dice, though, concerned urban redevelopment: city centres were being yanked into the age of the motor car, slum clearance was intensified, and the skyline became studded with brutalist high-rise boxes. Some of this transformation was necessary, but too much would destroy communities and leave a harsh, fateful legacy. This profoundly important story of the period of transformation from the old to the brink of a new world is now told brilliantly and in full for the first time.

Effective Business Intelligence with QuickSight Rajesh Nadipalli, 2017-03-10 From data to actionable business insights using Amazon QuickSight! About This Book A practical hands-on guide to improving your business with the power of BI and Quicksight Immerse yourself with an end-to-end journey for effective analytics using QuickSight and related services Packed with real-world examples with Solution Architectures needed for a cloud-powered Business Intelligence service Who This Book Is For This book is for Business Intelligence architects, BI developers, Big Data architects, and IT executives who are looking to modernize their business intelligence architecture and deliver a fast, easy-to-use, cloud powered business intelligence service. What You Will Learn Steps to test drive QuickSight and see how it fits in AWS big data eco system Load data from various sources such as S3, RDS, Redshift, Athena, and Salesforce and visualize using QuickSight Understand how to prepare data using QuickSight without the need of an IT developer Build interactive charts, reports, dashboards, and storyboards using QuickSight Access QuickSight using the mobile application Architect and design for AWS Data Lake Solution, leveraging AWS hosted services Build a big data project with step-by-step instructions for data collection, cataloguing, and analysis Secure your data used for QuickSight from S3, RedShift, and RDS instances Manage users, access controls, and SPICE capacity In Detail Amazon QuickSight is the next-generation Business Intelligence (BI) cloud service that can help you build interactive visualizations on top of various data sources hosted on Amazon Cloud Infrastructure. QuickSight delivers responsive insights into big

data and enables organizations to quickly democratize data visualizations and scale to hundreds of users at a fraction of the cost when compared to traditional BI tools. This book begins with an introduction to Amazon QuickSight, feature differentiators from traditional BI tools, and how it fits in the overall AWS big data ecosystem. With practical examples, you will find tips and techniques to load your data to AWS, prepare it, and finally visualize it using QuickSight. You will learn how to build interactive charts, reports, dashboards, and stories using QuickSight and share with others using just your browser and mobile app. The book also provides a blueprint to build a real-life big data project on top of AWS Data Lake Solution and demonstrates how to build a modern data lake on the cloud with governance, data catalog, and analysis. It reviews the current product shortcomings, features in the roadmap, and how to provide feedback to AWS. Grow your profits, improve your products, and beat your competitors. Style and approach This book takes a fast-paced, example-driven approach to demonstrate the power of QuickSight to improve your business' efficiency. Every chapter is accompanied with a use case that shows the practical implementation of the step being explained.

Wuthering Heights Emily Bronte,2020-09-28 Wuthering Heights is the name of Mr. Heathcliff's dwelling. 'Wuthering' being a significant provincial adjective, descriptive of the atmospheric tumult to which its station is exposed in stormy weather. Pure, bracing ventilation they must have up there at all times, indeed: one may guess the power of the north wind blowing over the edge, by the excessive slant of a few stunted firs at the end of the house; and by a range of gaunt thorns all stretching their limbs one way, as if craving alms of the sun. Happily, the architect had foresight to build it strong: the narrow windows are deeply set in the wall, and the corners defended with large jutting stones. Before passing the threshold, I paused to admire a quantity of grotesque carving lavished over the front, and especially about the principal door; above which, among a wilderness of crumbling griffins and shameless little boys, I detected the date '1500,' and the name 'Hareton Earnshaw.' I would have made a few comments, and requested a short history of the place from the surly owner; but his attitude at the door appeared to demand my speedy entrance, or complete departure, and I had no desire to aggravate his impatience previous to inspecting the penetralium. One stop brought us into the family sitting-room, without any introductory lobby or passage: they call it here 'the house' pre-eminently. It includes kitchen and parlour, generally; but I believe at Wuthering Heights the kitchen is forced to retreat altogether into another quarter: at least I distinguished a chatter of tongues, and a clatter of culinary utensils, deep within; and I observed no signs of roasting, boiling, or baking, about the huge fireplace; nor any glitter of copper saucepans and tin cullenders on the walls. One end, indeed, reflected splendidly both light and heat from ranks of immense pewter dishes, interspersed with silver jugs and tankards, towering row after row, on a vast oak dresser, to the very roof. The latter had never been under-drawn: its entire anatomy lay bare to an inquiring eye, except where a frame of wood laden with oatcakes and clusters of legs of beef, mutton, and ham, concealed it. Above the chimney were sundry villainous old guns, and a couple of horse-pistols: and, by way of ornament, three gaudily-painted canisters disposed along its ledge. The floor was of smooth, white stone; the chairs, high-backed, primitive structures, painted green: one or two heavy black ones lurking in the shade. In an arch under the dresser reposed a huge, liver-coloured bitch pointer, surrounded by a swarm of squealing puppies; and other dogs haunted other recesses.

Mountain of the Dead Keith McCloskey,2013-07-01 In January 1959, ten experienced young skiers set out for Mount Otorten in the far north of Russia. While one of the skiers fell ill and returned., the remaining nine lost their way and ended up on another mountain slope known as Kholat Syakhl (or 'Mountain of the Dead').On the night of 1 February 1959 something or someone caused the skiers to flee their tent in such terror that they used knives to slash their way out. Search parties were sent out and their bodies were found, some with massive internal injuries but with no external marks on them. The autopsy stated the violent injuries were caused by 'an unknown compelling force'. The area was sealed off for years by the authorities and the full events of that night remained unexplained.Using original research carried out in Russia and photographs from the skier's cameras, Keith McCloskey attempts to explain what happened to the nine young people who lost their lives in the mysterious 'Dyatlov Pass Incident'.

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