

Ballblaster

Max Brallier

Junk Drawer Physics Bobby Mercer,2014-06-01 Finalist for the 2015 AAAS / Subaru SB&F Excellence in Science Book exemplify outstanding and engaging science writing and illustration for young readers A children's instructional book on how to use readily available materials to turn the house into a science lab Physics teacher Bobby Mercer provides readers with more than 50 great hands-on experiments that can be performed for just pennies, or less. Turn a plastic cup into a pinhole camera using waxed paper, a rubber band, and a thumbtack. Build a swinging wave machine using a series of washers suspended on strings from a yardstick. Or construct your own planetarium from an empty potato chip canister, construction paper, scissors, and a pin. Each project has a materials list, detailed step-by-step instructions with illustrations, and a brief explanation of the scientific principle being demonstrated. Junk Drawer Physics also includes sidebars of fascinating physics facts, such as did you know the Eiffel Tower is six inches taller in summer than in winter because its steel structure expands in the heat? Educators and parents will find this title a handy resource to teach children about physics topics that include magnetism, electricity, force, motion, light, energy, sound, and more, and have fun at the same time.

The Mysteries of Monkey Island Nicolas Deneschau,2023-10-31 That was the only target set for those 20 or so young, ambitious, hilarious and unkempt creators. Lucasfilm Games™, soon to be LucasArts™, would become a legendary developer, not least because it was within its walls that The Secret of Monkey Island™ was created in 1990. The best-known of the Point & Click adventure games, Monkey Island earned its reputation from its world of colorful, delightfully anachronistic pirates, its trademark Monty Python-style humor, and, quite simply, the fact that it revolutionized a genre. This book is an homage to the adventures of Guybrush Threepwood™, pirate extraordinaire. But it also aspires—quite ambitiously—to explain why Monkey Island marks a pivotal milestone in the way stories are told through video games. It's also an opportunity to look back at the tumultuous history of LucasArts and Telltale Games, to discover some voodoo grog recipes, to learn interactive pirate reggae songs, to impress at a party of 40-year-old geeks, and to discover one-liners as sharp as a cutlass (great for duels and birthdays).

Starflight: How the PC and DOS Exploded Computer Gaming Jamie Lendino,2022-03-14 No one saw it coming. At its launch in 1981, IBM's original Personal Computer was an expensive business machine—not a gaming behemoth of the kind you saw from Apple, Atari, Commodore, and Tandy. But by 1990, the PC had trampled all its competitors and become the gaming juggernaut it remains to this day. How did this happen? What did the PC do that the ostensibly superior Commodore Amiga, Atari ST, and Apple IIGS, couldn't? In *Starflight: How the PC and DOS Exploded Computer Gaming 1987-1994*, author Jamie Lendino tells the full story, starting with the PC's humble CGA and monochrome origins, moving through early ill-fated (if influential) failures such as the PCjr and Tandy 1000, and diving deep into the industry-shattering innovations in processing, graphics, sound, software, and distribution that gave the PC (and the gamers who loved it) unprecedented power and reach. Along the way, Lendino explores more than 110 of the PC's most entertaining and important games, revealing how they paved the way for PC supremacy while also offering players new levels of challenge and fun. From groundbreaking graphic adventures (King's Quest, The Secret of Monkey Island), innovative role-playing games (Ultima, Might and Magic), and sprawling space combat epics (Wing Commander, X-Wing) to titanic strategy titles (Civilization, X-Com), first-person shooters (Stellar 7, Doom), wide-ranging simulations (Stunts, Falcon 3.0), and hard-driving arcade action games (Arkanoid, Raptor), you'll discover every detail of how the PC's games catapulted it into the computer gaming stratosphere. Whether you were there at the time—experiencing first-hand the transition of EGA to VGA and single-voice beeps and boops to sweepingly symphonic Roland MT-32 sound, and discovering historic titles upon their release—or you're only now discovering the wonders of the era, *Starflight: How the PC and DOS Exploded Computer Gaming 1987-1994* is a fresh, dynamic, and impossible-to-put-it-down look at the years when PC gaming—and computer gaming itself—changed forever.

Studying Elites Using Qualitative Methods Rosanna Hertz,Jonathan B. Imber,1995-08-03 Few social researchers study elites because elites, by their nature, are very difficult to access. The contributors to this volume provide valuable insights on how researchers can successfully penetrate elite settings. As the authors reflect on their experiences, they provide constructive advice as well as cautionary tales about how they learned to maneuver and become accepted in a world that is often closed to them. This book's coverage includes three broad research domains: business elites, professional elites, and community and political elites. Although the studies focus on qualitative methodology, even researchers who emphasize more quantitative methods will benefit from this volume's thoughtful observations on how researchers gather data, construct interview strategies, write about their subjects, and experience the research process. A wide range of researchers in organizational studies, sociology, political science, and many other fields will find this volume to be an important guide to the many subtle and elusive features of conducting successful research with these groups.

Honoring the Code Matt Barton,2016-04-19 If you want to be successful in any area of game development—game design, programming, graphics, sound, or publishing—you should know how standouts in the industry approach their work and address problems. In *Honoring the Code: Conversations with Great Game Designers*, 16 groundbreaking game developers share their stories and offer advice for anyone

The Researcher Experience in Qualitative Research Susan Diemert Moch,Marie F. Gates,2000 This text illustrates why and how researchers must consider their own place in the research act. Contributors look at the various populations and settings involved and consider ways in which the researcher experience can be reported.

Les mystères de Monkey Island , Nicolas Deneschau,2019-10-31 Le mythique studio Lucasfilm a fait rêver plus d'un enfant... Nicolas Deneschau nous offre un retour sur l'une des histoires les plus passionnantes du jeu vidéo. Lucasfilm Games™ puis LucasArts™deviendra un développeur légendaire, entre autres parce que c'est dans ses locaux qu'en 1990 fut créé The Secret of Monkey Island™. Le plus connu des jeux d'aventure Point & Click, qui doit sa réputation à son univers de pirates bariolés, délicieusement anachronique, à son humour tout droit hérité des Monty Pythons, mais aussi, tout simplement, parce qu'il a révolutionné un genre. Le présent ouvrage se veut un hommage aux aventures de Guybrush Threepwood™, pirate de génie. Mais il souhaite aussi, avec beaucoup de prétention, vous expliquer pourquoi Monkey Island représente une étape décisive dans la manière de raconter une histoire à travers un jeu vidéo. Il sera par ailleurs l'occasion de revenir sur l'histoire tumultueuse de LucasArts, de Telltale Games, de découvrir quelques recettes de grog vaudou, d'apprendre des chansons interactives de reggae pirate, de briller lors d'une soirée mondaine entre geeks quadragénaires et de découvrir des répliques aussi aiguës qu'un sabre d'abordage (utiles pour les duels ou les anniversaires). Ce livre explique tout un monde construit par des pixels qui a chamboulé la vie de tant de jeunes. On y découvre des anecdotes, détails et secrets de la fabrication de chaque épisode de la saga Monkey Island aux autres jeux de la série, chacun doué d'une réelle personnalité. Cet ouvrage vous fera rebasculer dans le passé et redécouvrir tout un monde. EXTRAIT L'île aux Singes fourmille de petites anecdotes. Guybrush y découvre la tête géante du singe qui sert d'entrée vers la caverne de LeChuck. À l'origine, Dave Grossman voulait en faire un robot géant, une idée qui sera reprise bien des années plus tard dans *Escape from Monkey Island*, le quatrième épisode. Devant la tête du singe, des idoles sont disposées au sol, dont une est à l'effigie de Sam and Max34. Pour ouvrir l'accès, il lui faut utiliser une clef en forme de coton-tige géant que notre héros doit subtiliser aux inoffensifs cannibales. Ces derniers attrapent Guybrush pour l'emprisonner non sans lui dire « C'est une banane que tu as dans ta poche ou bien tu es content de nous voir ? »35, une référence à la citation « Là, dans ta poche, c'est ton revolver ou t'es juste content de me voir ? » de l'actrice Mae West dans le film *She Done Him Wrong*36. Citation qui sera elle-même reprise en 2009 dans *Uncharted 2 : Among Thieves*, le jeu de Naughty Dog, dont

les développeurs assument leur amour inconditionnel de la série Monkey Island³⁷. Il est amusant de noter que lorsque Guybrush s'échappe de la hutte des cannibales et y revient, l'entrée en est de plus en plus renforcée jusqu'à devenir une véritable forteresse futuriste à code d'accès. CE QU'EN DIT LA CRITIQUE Dès lors, attendez-vous à sourire pendant cette lecture décidément conseillée. Aussi, sachez que l'ouvrage contient plein de bonus qui ne pourront que plaire aux amateurs de la série, comme les fameux duels d'insultes, ici retranscrits. Pour terminer, signalons que le très qualitatif travail de Third Editions (L'Ascension de The Witcher, Les Mémoires de Final Fantasy 7) , concernant l'objet, est toujours au rendez-vous : papier solide, couverture sublime signée Steve Purcell, et signet bien utile. Du tout bon ! - Mickaël Barbato sur Culturellement vôtre À PROPOS DE L'AUTEUR Omnivore gavé de Kaiju-Eiga, de films de SF en noir et blanc et de romans de piraterie, Nicolas tente encore de retrouver son poulet en caoutchouc avec une poulie au milieu. Passé par la case cinéma avec Cinegenre.net avant de traîner sa plume sur le site Merlanfrit, il collabore aujourd'hui avec Third Éditions. Il est notamment le co-auteur du livre Uncharted. Journal d'un explorateur.

Proceedings of the ... ASME Design Engineering Technical Conferences ,2001

APOCalypse 2500 Magic & Techno-Sorcery J L Arnold,2017-01-22 APOCalypse 2500 Magic & Techno-Sorcery is the first volume of magic and techno-magic designed for the game Universe of APOCalypse 2500. This revised edition, covers the theory and practice of magic in the game universe in more detail and contains theory spells devices potions weapons vehicles and rules augmentation. Game masters will find this book an invaluable tool in their many campaigns and a good source of magical treasure. Licensed Product Producers will find this book a must have, resource when adding magic to their adventure scenarios.

Retail Focus ,2001

The Last Kids on Earth and the Nightmare King Max Brallier,2017-09-26 A Netflix Original series! The third book in the New York Times, USA Today, and Wall Street Journal bestselling series, with over 7 million copies in print! Terrifyingly fun! Delivers big thrills and even bigger laughs.--Jeff Kinney, author of the #1 New York Times bestseller Diary of a Wimpy Kid Jack's friends make a startling discovery: they may not be the last kids on earth, after all. This is great news for everyone... except Jack. Once they've found other humans, his friends won't stick around for long! Jack's only hope for keeping things the way they are is to prove that everything here is perfect, life is crazy fun, and nothing else could be any better. After all, they live in a mind-clobberingly cool tree fort, speed through town playing real-life Mario Kart, have a crew of monster buddies, and battle zombies on the regular. That's as good as it gets! One problem: it's hard convincing his friends that everything is great when they're being hunted by a monstrous Nightmare King and an ancient evil who won't rest until Earth has been devoured. Crud! Maybe life after the monster apocalypse is more complicated than Jack thought... Told in a mixture of text and black-and-white illustration, this is the perfect series for any kid who's ever dreamed of starring in their own comic book or video game.

Lucas Richard Ravalli,2024-05-14 George Lucas is an innovative and talented director, producer, and screenwriter whose prolific career spans decades. While he is best known as the creative mind behind the Star Wars franchise, Lucas first gained renown with his 1973 film American Graffiti, which received five Academy Award nominations, including Best Director and Best Picture. When Star Wars (1977) was released, the groundbreaking motion picture won six Academy Awards, became the highest grossing film at the time, and started a cultural revolution that continues to inspire generations of fans. Three decades and countless successes later, Lucas announced semiretirement in 2012 and sold his highly successful production company, Lucasfilm, to Disney. His achievements have earned him the Academy's Irving G. Thalberg Award, the American Film Institute's Life Achievement Award, induction into the Science Fiction Hall of Fame and the California Hall of Fame, and a National Medal of Arts presented by President Barack Obama. Lucas: His Hollywood Legacy is the first collection to bring a sustained scholarly perspective to the iconic filmmaker and his legacy beyond the Star Wars films. Edited by Richard Ravalli, this volume analyzes Lucas's overall contribution and importance to the film industry, diving deep into his use and development of modern special effects technologies, the history of his Skywalker Ranch production facilities, and more. With clearly written and enlightening critiques by experts consulting rare collections and archival materials, this book is an original and robust project that sets the standard for historical and cultural studies of Lucas.

Breakout Jamie Lendino,2023-08-17 Atari 8-bit computers are the first machines that truly bridged the divide between video game players and home computer enthusiasts. The Atari 400 and 800 signaled the start of a new era in computing. Breakout: How Atari 8-Bit Computers Defined a Generation is the first book to cover what made Atari's groundbreaking computer line great: its excellent graphics and sound, flexible programming environment, and wide support from the burgeoning home computer community. For those of us coming of gaming age in the 80s, Atari games were simply amazing—and you'll find out what made these titles so much fun to play. Breakout also explores the Atari 8-bit platform as it stands today, with a robust enthusiast and modding community, the increasing value of Atari computers and peripherals, and how to get started with one now or get your old one running again. With fully revised and updated sections on emulation, mods, and add-ons, plus new community sites, podcasts, and detailed write-ups of 170 Atari 8-bit games (60 more than before), this second edition of Breakout is a must-buy for every vintage computer or gaming enthusiast.

Pokemon Trainer's Guide Mark MacDonald,Brian Brokaw,J. Douglas Arnold,Mark Elies,1999 Provides information about the Red, Blue, and Yellow versions of Gameboy Pokemon, Nintendo Pokemon snap, the Pokemon trading card game, and the cartoon series.

PC/Computing ,1996-07

Gender, Legal Workers and Emotional Labor Jennifer Lynn Pierce,1991

Asian Sources Gifts & Home Products ,1993

Zillions ,1998

The Worlds of Borderlands Rick Barba,2023-09-19 Explore a universe run amok with savage beasts, bloodthirsty bandits, and the biggest bad of all—corporations, in this full-color hardcover encyclopedia of Gearbox's beloved videogame franchise! The universe of Borderlands is an inhospitable wilderness that spans every biome conceivable. It's also a land full of opportunity, but only if you have wits, skill, and guns. Lots of guns. Many come to Pandora in search of the Vault in the hopes of finding wealth, fame, or power. This is the definitive guide to the bold people who live there and in the surrounding galaxy, the mercenaries, monsters, and wilds they contend with, and the ridiculous arsenal they employ. Dark Horse Books and Gearbox present The Worlds of Borderlands—a bombastic guide to Pandora, its surrounding planets and the characters who live there. This volume is filled with art and trivia relating to the guns, vehicles, ships, companies, and adventurers of the worlds-spanning universe—and the monstrous fauna who would eat all of them.

Official Gazette of the United States Patent and Trademark Office ,2000

The Enigmatic Realm of **Ballblaster**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **Ballblaster** a literary masterpiece penned by a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book is core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of those who partake in its reading experience.

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