

The Favourite Game

An enthralling journey into the world of chess--a story of heartbreak, obsession, failure, and the hunger for greatness Sasha Chapin is a victim of chess. Like countless amateurs before him--Albert Einstein, Humphrey Bogart, Marcel Duchamp--the game has consumed his life and his mind. First captivated by it as a member of his high school chess club, his passion was rekindled during an accidental encounter with chess hustlers on the streets of Kathmandu. In its aftermath, he forgot how to care about anything else. He played at all hours, for weeks at a time. Like a spurned lover, he tried to move on, but he found the game more seductive the more he resisted it. And so, he thought, if he can't defeat his obsession, he had to succumb to it. All the Wrong Moves traces Chapin's rollicking two-year journey around the globe in search of glory. Along the way, he chronicles the highs and lows of his fixation, driven on this quest by lust, terror, and the elusive possibility of victory. Stylish, inventive, and laugh-out-loud funny, All the Wrong Moves is a celebration of the purity, violence, and beauty of the game.

"This novel has all the funny banter and sexy feels you could want in a romantic comedy."—NPR A high stakes wager pits an aspiring entrepreneur against a ruthless CEO in this sexy romantic comedy. After her life falls apart, recruitment consultant Layla Patel returns home to her family in San Francisco. But in the eyes of her father, who runs a Michelin starred restaurant, she can do no wrong. He would do anything to see her smile again. With the best intentions in mind, he offers her the office upstairs to start her new business and creates a profile on an online dating site to find her a man. She doesn't know he's arranged a series of blind dates until the first one comes knocking on her door... As CEO of a corporate downsizing company Sam Mehta is more used to conflict than calm. In search of a quiet new office, he finds the perfect space above a cozy Indian restaurant that smells like home. But when communication goes awry, he's forced to share his space with the owner's beautiful yet infuriating daughter Layla, her crazy family, and a parade of hopeful suitors, all of whom threaten to disrupt his carefully ordered life. As they face off in close quarters, the sarcasm and sparks fly. But when the battle for the office becomes a battle of the heart, Sam and Layla have to decide if this is love or just a game.

A standalone comedic thriller that is in the same world as Caimh McDonnell's internationally best-selling Dublin Trilogy.

From the New York Times bestselling author of Start With Why and Leaders Eat Last, a bold framework for leadership in today's ever-changing world. How do we win a game that has no end? Finite games, like football or chess, have known players, fixed rules and a clear endpoint. The winners and losers are easily identified. Infinite games, games with no finish line, like business or politics, or life itself, have players who come and go. The rules of an infinite game are changeable while infinite games have no defined endpoint. There are no winners or losers—only ahead and behind. The question is, how do we play to succeed in the game we're in? In this revelatory new book, Simon Sinek offers a framework for leading with an infinite mindset. On one hand, none of us can resist the fleeting thrills of a promotion earned or a tournament won, yet these rewards fade quickly. In pursuit of a Just Cause, we will commit to a vision of a future world so appealing that we will build it week after week, month after month, year after year. Although we do not know the exact form this world will take, working toward it gives our work and our life meaning. Leaders who embrace an infinite mindset build stronger, more innovative, more inspiring organizations. Ultimately, they are the ones who lead us into the future.

You're Never Too Young to Fight Censorship! In Ban This Book by Alan Gratz, a fourth grader fights back when From the Mixed-Up Files of Mrs. Basil E. Frankweiler by E. L. Konigsburg is challenged by a well-meaning parent and taken off the shelves of her school library. Amy Anne is shy and soft-spoken, but don't mess with her when it comes to her favorite book in the whole world. Amy Anne and her lieutenants wage a battle for the books that will make you laugh and pump your fists as they start a secret banned books locker library, make up ridiculous reasons to ban every single book in the library to make a point, and take a stand against censorship. Ban This Book is a stirring defense against censorship that's perfect for middle grade readers. Let kids know that they can make a difference in their schools, communities, and lives! "Readers, librarians, and all those books that have drawn a challenge have a brand new hero.... Stand up and cheer, book lovers. This one's for you." —Kathi Appelt, author of the Newbery Honor-winning The Underneath "Ban This Book is absolutely brilliant and belongs on the shelves of every library in the multiverse."—Lauren Myracle, author of the bestselling Internet Girls series, the most challenged books of 2009 and 2011 "Quick paced and with clear, easy-to-read prose, this is a book poised for wide readership and classroom use."—Booklist "A stout defense of the right to read." —Kirkus Reviews "Gratz delivers a book lover's book that speaks volumes about kids' power to effect change at a grassroots level." —Publishers Weekly At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A beard-related dare and one hot-as-hell kiss changes everything. NFL center Ethan Dexter's focus has always been on playing football and little else. Except when it comes to one particular woman. The lovely Fiona Mackenzie might not care about his fame, but she's also never looked at him as anything more than one of her brother-in-law's best friends. That ends now. Fi doesn't know what to make of Dex. The bearded, tattooed, mountain of man-muscle looks more like a biker than a football player. Rumor has it he's a virgin, but she finds that hard to believe. Because from the moment he decides to turn his quiet intensity on her she's left weak at the knees and aching to see his famous control fully unleashed. Fi ought to guard her heart and walk away; they live vastly different lives in separate cities. And Dex is looking for a forever girl. But Dex has upped his game and is using all his considerable charm to convince Fi he's her forever man.

From the bestselling author of A Love Letter to Whiskey and the What He Doesn't Know Duet comes an angsty, emotional, and fun sports romance. Two season tickets. One

genius idea. Zero interest in a relationship. The plan is simple: a brand new, hot, preferably funny, definitely single male will fill one of those seats for every Bears game at Soldier Field. And I'll fill the other. I can't think of a better way to use the season passes I'd bought for my ex-husband. I am a woman of plans, and this one's foolproof. Until Zach Bowen offers to be my practice round. He's infuriating. Presumptuous and overbearing. And absolutely, undeniably gorgeous. Any woman with a heartbeat would be attracted to him, and mine picks up speed every time he speaks. But as I said, I'm a woman of plans - and I'm not backing down on this one. One night. One game. And then, his time's up. He can try to change the rules, but here's the truth: he can't win if he's playing the wrong game.

Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

The second volume of the extraordinary life of the great music and literary icon Leonard Cohen, in the words of those who knew him best. Poet, novelist, singer-songwriter, artist, prophet, icon—there has never been a figure like Leonard Cohen. He was a true giant in contemporary western culture, entertaining and inspiring the world with his work. From his groundbreaking and bestselling novels, *The Favourite Game* and *Beautiful Losers*, to timeless songs such as “Suzanne,” “Dance Me to the End of Love,” and “Hallelujah,” Cohen is one of the world's most cherished artists. His death in 2016 was felt around the world by the many fans and followers who would miss his warmth, humour, intellect, and piercing insights. *Leonard Cohen, Untold Stories* chronicles the full breadth of his extraordinary life. This second of three volumes—*From This Broken Hill*—follows him from the conclusion of his first international music tour in 1971 as he continued to compose poetry, record music, and search for meaning into the late 1980s. The book explores his decade-long relationships with Suzanne Elrod, with whom he had two children, and various other numerous romantic partners, including the beginning of his long relationship with French photographer Dominique Issermann and, simultaneously, a five-year relationship with a woman never previously identified. It is a challenging time for Cohen. His personal life is in chaos and his career stumbles, so much so that his 1984 album, *Various Positions*, is rejected by Columbia Records, while other artistic endeavours fail to find an audience. However, this period also marks the start of his forty-year immersion in Zen Buddhism, which would connect him to the legendary Zen master Joshu Sasaki Roshi and inspire some of his most profound and enduring art. In *From This Broken Hill*, bestselling author and biographer Michael Posner draws on hundreds of interviews to reach beyond the Cohen of myth and reveal the unique, complex, and compelling figure of the real man. Honest and entertaining, this is a must-have book for any Cohen fan.

Widower Penn Cage returns to his hometown of Natchez, Mississippi, where, finding that his father is being blackmailed, he reopens a notorious murder case that involves powerfully dangerous town forces, the FBI, and his own past. Reissue.

Leonard Cohen is one of the great writers, performers, and most consistently daring artists of our time. *Book of Longing* is Cohen's eagerly awaited new collection of poems, following his highly acclaimed 1984 title, *Book of Mercy*, and his hugely successful 1993 publication, *Stranger Music*, a Globe and Mail national bestseller. *Book of Longing* contains erotic, playful, and provocative line drawings and artwork on every page, by the author, which interact in exciting and unexpected ways on the page with poetry that is timeless, meditative, and at times darkly humorous. The book brings together all the elements that have brought Leonard Cohen's artistry with language worldwide recognition. In *Heir Apparent* there are as many ways to win as there are to get killed. Giannine can testify to how many ways there are to die—it's about all she's been able to do since she started playing. Now all she has to do is get the magic ring, find the stolen treasure, answer the dwarf's dumb riddles, come up with a poem for the head-chopping statue, cope with the army of ghosts, outmaneuver her half brothers, and defeat the man-eating dragon. If she can do all of that, why, she just might save her own life!

Naughty Dog Studios and Dark Horse proudly present the essential companion to *The Last of Us*, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, *The Art of The Last of Us* provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * *The Last of Us* swept the top Game Critics awards at 2012's E3 conference.

To mark the publication of Leonard Cohen's final book, *The Flame*, McClelland & Stewart is proud to reissue six beautiful editions of Cohen's cherished early works of poetry, many of which are back in print for the first time in decades. A freshly packaged new series for devoted Leonard Cohen fans and those who wish to discover one of the world's most adored and celebrated writers. Originally published by McClelland & Stewart in 1961, *The Spice-Box of Earth* was Leonard Cohen's breakout book, announcing the arrival of a major talent, and a popular one--the first edition sold out in less than three months, and one reviewer hailed Cohen as "probably the best young poet in English Canada right now." In his second collection, Cohen deepens his engagement with subjects that would define his career; as biographer Sylvie Simmons argues, "the poems dance back and forth across the border between the holy and the worldly, the elevated and the carnal."

Quentin Tarantino's long-awaited first work of fiction—at once hilarious, delicious and brutal—is the always surprising, sometimes shocking, novelization of his Academy Award winning film. RICK DALTON—Once he had his own TV series, but now Rick's a washed-up villain-of-the week drowning his sorrows in whiskey sours. Will a phone call from Rome save his fate or seal it? CLIFF BOOTH—Rick's stunt double, and the most infamous man on any movie set because he's the only one there who might have got away with murder. . . . SHARON TATE—She left Texas to chase a movie-star dream, and found it. Sharon's salad days are now spent on Cielo Drive, high in the Hollywood Hills. CHARLES MANSON—The ex-con's got a bunch of zonked-out hippies thinking he's their spiritual leader, but he'd trade it all to be a rock 'n' roll star.

10 years ago, Welcome Books published the star of its Art & Poetry Series, Dance Me to the End of Love, a deliriously romantic song by Leonard Cohen that was brilliantly visualized through the sensual paintings of Henri Matisse. Now for its 10-year anniversary, Welcome is thrilled to present the entirely re-imagined and redesigned Dance Me to the End of Love. With the art of Matisse and the words of Cohen still at the heart of the book, the new look and feel of this Art & Poetry book is overwhelmingly beautiful. Cohen's song is a lyrical tribute to the miracle of love, the grace it bestows on us and its healing, restorative power. Originally recorded on his Various Positions album, and featured in Cohen's anthology, Stranger Music, this poetic song is gloriously married to the art works by Henri Matisse, perhaps the greatest artist of the twentieth century. "I had this dance within me for a long time," Matisse once said in describing one of his murals. Dance Me to the End of Love is the perfect book for art lovers, song lovers, and all other lovers as well.

With over half-a-million copies sold worldwide, come see why readers and authors alike all call this, "an unforgettable story that will stay with you for years," by New York Times Bestselling Author, J. Sterling. He's a game she never intended to play. And she's the game changer he never knew he needed. The Perfect Game tells the story of college juniors, Cassie Andrews & Jack Carter. When Cassie meets rising baseball hopeful Jack, she is determined to steer clear of him and his typical cocky attitude. But Jack has other things on his mind... like getting Cassie to give him the time of day. They're both damaged, filled with mistrust and guarded before they find one another (and themselves) in this emotional journey about love and forgiveness. Strap yourselves for a ride that will not only break your heart, but put it back together. Sometimes life gets ugly before it gets beautiful.

This title gives a gripping glimpse into a high stakes underworld where the difference between winning big and losing everything you have comes down to how smart you play. It tells the story of Beth Raymer.

The extraordinary life of one of the world's greatest music and literary icons, in the words of those who knew him best. Poet, novelist, singer-songwriter, artist, prophet, icon—there has never been a figure like Leonard Cohen. He was a true giant in contemporary western culture, entertaining and inspiring people everywhere with his work. From his groundbreaking and bestselling novels, The Favourite Game and Beautiful Losers, to timeless songs such as "Suzanne," "Dance Me to the End of Love," and "Hallelujah," Cohen is a cherished artist. His death in 2016 was felt around the world by the many fans and followers who would miss his warmth, humour, intellect, and piercing insights. Leonard Cohen, Untold Stories chronicles the full breadth of his extraordinary life. The first of three volumes—The Early Years—follows him from his boyhood in Montreal to university, and his burgeoning literary career to the world of music, culminating with his first international tour in 1970. Through the voices of those who knew him best—family and friends, colleagues and contemporaries, rivals, business partners, and his many lovers—the book probes deeply into both Cohen's public and private life. It also paints a portrait of an era, the social, cultural, and political revolutions that shook the 1960s. In this revealing and entertaining first volume, bestselling author and biographer Michael Posner draws on hundreds of interviews to reach beyond the Cohen of myth and reveal the unique, complex, and compelling figure of the real man.

One of the best-known experimental novels of the 1960s, Beautiful Losers is Leonard Cohen's most defiant and uninhibited work. As imagined by Cohen, hell is an apartment in Montreal, where a bereaved and lust-tormented narrator reconstructs his relations with the dead. In that hell two men and a woman twine impossibly and betray one another again and again. Memory blurs into blasphemous sexual fantasy--and redemption takes the form of an Iroquois saint and virgin who has been dead for 300 years but still has the power to save even the most degraded of her suitors. First published in 1966, Beautiful Losers demonstrates that its author is not only a superb songwriter but also a novelist of visionary power. Funny, harrowing, and fiercely moving, it is a classic erotic tragedy, incandescent in its prose and exhilarating for its risky union of sexuality and faith.

In this unforgettable novel, Leonard Cohen boldly etches the youth and early manhood of Lawrence Breavman, only son of an old Jewish family in Montreal. Life for Breavman is made up of dazzling colour – a series of motion pictures fed through a high-speed projector: the half-understood death of his father; the adult games of love and war, with their infinite capacity for fantasy and cruelty; his secret experiments with hypnotism; the night-long adventures with Krantz, his beloved comrade and confidant. Later, achieving literary fame as a college student, Breavman does penance through manual labour, but ultimately flees to New York. And although he has loved the bodies of many women, it is only when he meets Shell, whom he awakens to her own beauty, that he discovers the totality of love and its demands, and comes to terms with the sacrifices he must make.

USA Today Bestseller! Debut author Sally Thorne bursts on the scene with a hilarious and sexy workplace comedy all about that thin, fine line between hate and love. Nemesis (n.) 1) An opponent or rival whom a person cannot best or overcome. 2) A person's undoing 3) Joshua Templeman Lucy Hutton and Joshua Templeman hate each other. Not dislike. Not begrudgingly tolerate. Hate. And they have no problem displaying their feelings through a series of ritualistic passive aggressive maneuvers as they sit across from each other, executive assistants to co-CEOs of a publishing company. Lucy can't understand Joshua's joyless, uptight, meticulous approach to his job. Joshua is clearly baffled

by Lucy's overly bright clothes, quirkiness, and Pollyanna attitude. Now up for the same promotion, their battle of wills has come to a head and Lucy refuses to back down when their latest game could cost her her dream job... But the tension between Lucy and Joshua has also reached its boiling point, and Lucy is discovering that maybe she doesn't hate Joshua. And maybe, he doesn't hate her either. Or maybe this is just another game.

#1 NEW YORK TIMES BESTSELLER • A bold work from the author of *The Black Swan* that challenges many of our long-held beliefs about risk and reward, politics and religion, finance and personal responsibility In his most provocative and practical book yet, one of the foremost thinkers of our time redefines what it means to understand the world, succeed in a profession, contribute to a fair and just society, detect nonsense, and influence others. Citing examples ranging from Hammurabi to Seneca, Antaeus the Giant to Donald Trump, Nassim Nicholas Taleb shows how the willingness to accept one's own risks is an essential attribute of heroes, saints, and flourishing people in all walks of life. As always both accessible and iconoclastic, Taleb challenges long-held beliefs about the values of those who spearhead military interventions, make financial investments, and propagate religious faiths. Among his insights: • For social justice, focus on symmetry and risk sharing. You cannot make profits and transfer the risks to others, as bankers and large corporations do. You cannot get rich without owning your own risk and paying for your own losses. Forcing skin in the game corrects this asymmetry better than thousands of laws and regulations. • Ethical rules aren't universal. You're part of a group larger than you, but it's still smaller than humanity in general. • Minorities, not majorities, run the world. The world is not run by consensus but by stubborn minorities imposing their tastes and ethics on others. • You can be an intellectual yet still be an idiot. "Educated philistines" have been wrong on everything from Stalinism to Iraq to low-carb diets. • Beware of complicated solutions (that someone was paid to find). A simple barbell can build muscle better than expensive new machines. • True religion is commitment, not just faith. How much you believe in something is manifested only by what you're willing to risk for it. The phrase "skin in the game" is one we have often heard but rarely stopped to truly dissect. It is the backbone of risk management, but it's also an astonishingly rich worldview that, as Taleb shows in this book, applies to all aspects of our lives. As Taleb says, "The symmetry of skin in the game is a simple rule that's necessary for fairness and justice, and the ultimate BS-buster," and "Never trust anyone who doesn't have skin in the game. Without it, fools and crooks will benefit, and their mistakes will never come back to haunt them."

From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (*The Telegraph*). "[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted." —*Criterion*

A definitive selection of song lyrics and poems from the Rock-and-Roll Hall of Fame inductee and Grammy Lifetime Achievement Award-winning musical artist includes such influential pieces as "Sisters of Mercy," "Bird on the Wire" and "I'm Your Man."

Leonard Cohen's two classic novels now available together in this collector's edition. This beautifully designed collector's hardcover edition brings together Leonard Cohen's acclaimed novels in a single volume. Published originally in 1963 and 1966, these novels have had a recent resurgence of popularity and sales around the world. In his unforgettable debut novel, *The Favourite Game*, Cohen boldly etches the youth and early manhood of Lawrence Breavman, only son of an old Jewish family in Montreal. *Beautiful Losers* is Cohen's classic novel of the sixties. Funny, harrowing, and deeply moving, it is his most defiant and uninhibited work.

"A venerated creator. An adored, tragic interpreter. An uncomplicated, memorable melody. Ambiguous, evocative words. Faith and uncertainty. Pain and pleasure." Today, "Hallelujah" is one of the most-performed rock songs in history. It has become a staple of movies and television shows as diverse as *Shrek* and *The West Wing*, of tribute videos and telethons. It has been covered by hundreds of artists, including Bob Dylan, U2, Justin Timberlake, and k.d. lang, and it is played every year at countless events—both sacred and secular—around the world. Yet when music legend Leonard Cohen first wrote and recorded "Hallelujah," it was for an album rejected by his longtime record label. Ten years later, charismatic newcomer Jeff Buckley reimagined the song for his much-anticipated debut album, *Grace*. Three years after that, Buckley would be dead, his album largely unknown, and "Hallelujah" still unreleased as a single. After two such commercially disappointing outings, how did one obscure song become an international anthem for human triumph and tragedy, a song each successive generation seems to feel they have discovered and claimed as uniquely their own? Through in-depth interviews with its interpreters and the key figures who were actually there for its original recordings, acclaimed music journalist Alan Light follows the improbable journey of "Hallelujah" straight to the heart of popular culture. *The Holy or the Broken* gives insight into how great songs come to be, how they come to be listened to, and how they can be forever reinterpreted.

This warm and lyrical semi-autobiographical first novel by singer-songwriter Leonard Cohen charts the coming of age of Lawrence Breavman, the only son of a Jewish Montreal family.

"One of my favorite books of the year." —Lee Child "Cancel all your plans and call in sick; once you start reading, you'll be caught in your own escape room—the only key to freedom is turning the last page!" —*Kirkus Reviews* (starred) "A sleek, well-crafted ride." —*The New York Times* In Megan Goldin's unforgettable debut, *The Escape Room*, four young Wall Street rising stars discover the price of ambition when an escape room challenge turns into a lethal game of revenge. Welcome to the escape room. Your goal is simple. Get out alive. In the lucrative world of finance, Vincent, Jules, Sylvie, and Sam are at the top of their game. They've mastered the art of the deal and celebrate their success in style—but a life of extreme luxury always comes at a cost. Invited to participate in an escape room challenge as a team-building exercise, the ferociously competitive co-workers crowd into the elevator of a high-rise building, eager to prove themselves. But when the lights go off and the doors stay shut, it quickly becomes clear that this is no ordinary competition: they're caught in a dangerous game of survival. Trapped in the dark, the colleagues must put aside their bitter rivalries and work together to solve cryptic clues to break free. But as the game begins to reveal the team's darkest secrets, they realize there's a price to be paid for the terrible deeds they committed in their ruthless climb up the corporate ladder. As tempers fray,

and the clues turn deadly, they must solve one final chilling puzzle: which one of them will kill in order to survive?

When you become the poker prize, all bets are off... Jade Frost thought she was going on a date with her boyfriend--not to his poker game. She really didn't expect that weasel to throw her in the pot. Then he had the nerve to lose. Talk about the perfect excuse for Jade to make him her ex-boyfriend. She wasn't quick enough, though. Before she knows it, a frat boy wins the hand--and her. Shep Prescott is extremely handsome and richer than sin, but he doesn't own her. It was just a game, after all. No matter how disinterested she acts, no matter how rudely she rejects his advances, he keeps coming back. Maybe even more than before. He could have anything he wants, but she's the only prize he's after. When she finds herself starting to fall for him, Jade's confused. There's more to Shep than the carefree player he shows the world. So is he ready to win her for real, or will she call his bluff? **Due to mature situations and language, recommended for readers 17 and older** Book 1 in the new adult/contemporary romance series THE RULES.

Des Howell is a former rock 'n' roll star who never leaves his secluded oceanfront mansion. Naked, rich and fabulously deranged, he subsists on a steady diet of whiskey, pharmaceuticals and jelly doughnuts and occasionally works on his masterpiece, "Whale Music." One day, upon awakening from his usual drunken stupor, Des discovers on his sofa a young alien from the faraway universe of Toronto. This girl has made the trek to Des' hideaway because she believes in the "Whale Music" and she's crazy enough to think that Des can make a comeback hit with his mad magnum opus--

A Football Log Book The perfect accessory for any football fan. This log book allows you to maintain a full record of your league teams results and statistics

Presents the behind-the-scenes details of the motion picture, featuring interviews, concept art, the visual effects process, and profiles of the cast and crew.

Set in the Gulf Stream off the coast of Havana, Hemingway's magnificent fable is the story of an old man, a young boy and a giant fish. In a perfectly crafted story, which won for Hemingway the Nobel Prize for Literature, is a unique and timeless vision of the beauty and grief of man's challenge to the elements in which he lives.

Leonard Cohen's legacy is that of one of the most literate, daring, and affecting poet-songwriters in the world. Stranger Music presents a magnificent cross-section of Cohen's work - including the legendary songs 'Suzanne', 'Joan of Arc' and 'The Chelsea Hotel', and selections from such books as Flowers for Hitler, Beautiful Losers, and Death of a Lady's Man, and eleven previously unpublished poems. Stranger Music brings together Cohen's song lyrics and a generous selection of his poetry and is a celebration of the legendary musician's extraordinary gift for language that speaks with rare clarity, passion and timelessness. 'A massive record of the poet's imaginative journey, through beauty, through horror, through the extremes of love and despair, from the deepest abyss of self-abnegation to the rare and necessary moments of ecstasy. The language ranges from the exquisitely beautiful to the darkly obscene, from the romantically inspired to the ironically banal... A poetic record like no other' Toronto Star

Kate Blackwell is the symbol of success—a beautiful woman who has parlayed her inheritance into an international conglomerate. Now, celebrating her 90th birthday, Kate surveys the family she has manipulated, dominated, and loved: the fair and the grotesque, the mad and the mild, the good and the evil—her winnings in life.

The Favourite Game Emblem Editions

"Gorgeous and richly imagined."—Sara Raasch, New York Times bestselling author of the Snow Like Ashes series "Teeming with hidden magic and fiery romance."—Sabaa Tahir, #1 New York Times bestselling author of An Ember in the Ashes Perfect for fans of Shadow and Bone and Red Queen, The Crown's Game is a thrilling and atmospheric historical fantasy set in Imperial Russia about two teenagers who must compete for the right to become the Imperial Enchanter—or die in the process—from debut author Evelyn Skye. Vika Andreyeva can summon the snow and turn ash into gold. Nikolai Karimov can see through walls and conjure bridges out of thin air. They are enchanters—the only two in Russia—and with the Ottoman Empire and the Kazakhs threatening, the tsar needs a powerful enchanter by his side. And so he initiates the Crown's Game, an ancient duel of magical skill—the greatest test an enchanter will ever know. The victor becomes the Imperial Enchanter and the tsar's most respected adviser. The defeated is sentenced to death. Raised on tiny Ovchinin Island her whole life, Vika is eager for the chance to show off her talent in the grand capital of Saint Petersburg. But can she kill another enchanter—even when his magic calls to her like nothing else ever has? For Nikolai, an orphan, the Crown's Game is the chance of a lifetime. But his deadly opponent is a force to be reckoned with—beautiful, whip smart, imaginative—and he can't stop thinking about her. And when Pasha, Nikolai's best friend and heir to the throne, also starts to fall for the mysterious enchantress, Nikolai must defeat the girl they both love . . . or be killed himself. As long-buried secrets emerge, threatening the future of the empire, it becomes dangerously clear . . . the Crown's Game is not one to lose.

The first time Melanie Ross meets April Hall, she's not sure they have anything in common. But she soon discovers that they both love anything to do with ancient Egypt. When they stumble upon a deserted storage yard, Melanie and April decide it's the perfect spot for the Egypt Game. Before long there are six Egyptians, and they all meet to wear costumes, hold ceremonies, and work on their secret code. Everyone thinks it's just a game until strange things start happening. Has the Egypt Game gone too far?

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