

Zelda Phantom Hourglass Guide

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The Legend of Zelda. The History of a Legendary Saga Vol. 2 Valérie Précigout 2019-02-19 Continue the discovery of the famous game The Legend of Zelda! Featuring in the pantheon of video games, the Breath of the Wild episode of the mythical Zelda saga is fully covered in this new book. Following the first Chronicle volume of a legendary saga, this second part focuses exclusively on the episode Breath of the Wild, decrypting its references, its game system and the inspiration of its developers! EXTRACT Starting production on a title that sought to radically redefine the core elements of a franchise as iconic as The Legend of Zelda involved a certain amount of risk for Nintendo. To fully understand the situation, we feel it is essential to start by determining what was really at stake in this challenging effort by looking at the many promises that The Legend of Zelda: Breath of the Wild carried with it from the earliest announcement of its

development until the moment it was released. With this perspective in mind, we will first step back in time to examine any clues potentially found in other recent installments of the franchise as to the creators' desire to rethink the game's most basic conventions. We will then consider what fans were expecting from this attempt to go back to basics and revive the ambitions of the original Legend of Zelda. We will also look at Nintendo's communications strategy by way of the trailers and other official presentations that were used to introduce the game, and consider the credibility of Breath of the Wild's claim to innovation in its approach to the open world genre. Of course, we will also focus considerable attention on director Hidemaro Fujibayashi's history with the series, and listen to the development team's thoughts as we attempt to better understand the origins of this latest Zelda game. We then close the chapter with a look at initial reactions from fans and video game journalists when the game was

first released on March 3, 2017. ABOUT THE AUTHOR Better known by her pseudonym Romendil, Valérie Précigout spent 15 years as a journalist for Jeuxvideo.com, Europe's largest video game website. A fan of Japanese RPGs, she managed to establish herself as an online critic when the Internet was still struggling to keep up with print media. She loves manga culture and Japanese leisure activities and shares her impressions about video-gaming news at Extralife.fr. She is also the author of Dragon Ball: The Tribute, from the Force label at Third Éditions, and contributes articles to the Level Up book series from the same publisher.

Game Feel Steve Swink 2008-10-13 "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance

of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described. GameAxis Unwired 2007-12 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Alles tussen jou & mij Susan Wiggs 2019-02-26 Een dramatisch voorval brengt hen samen, maar liefde lijkt onmogelijk... Caleb Stolz heeft zijn broer op diens sterfbed beloofd dat hij zijn twee jonge kinderen zal grootbrengen. Dit betekent dat hij terug moet naar de kleine gesloten Amish-gemeenschap die hij jaren eerder heeft verlaten. Het valt hem zwaar, maar toch is hij gelukkig op de boerderij met zijn neefje en nichtje. Tot het noodlot toeslaat en zijn neefje zwaargewond raakt. Caleb kan niet anders dan het kind naar het ziekenhuis in de stad brengen, waarmee hij zich de woede van de hele gemeenschap op de hals haalt. Hij staat er alleen voor, maar dan ontmoet hij Reese Powell, een toegewijde arts tot wie hij zich onmiddellijk aangetrokken voelt. Reese worstelt met de hoge werkdruk in het ziekenhuis en de nog hogere verwachtingen van haar familie. Caleb zet haar hele leven op zijn kop, maar is liefde tussen mensen uit zulke verschillende werelden wel mogelijk?

The Oxford Handbook of Mobile Music Studies, Volume 2
Sumanth Gopinath 2014-03 The two volumes of The Oxford Handbook of Mobile Music Studies consolidate an area of scholarly inquiry that addresses how mechanical, electrical, and digital technologies and their corresponding economies of scale have rendered music and sound increasingly mobile-portable, fungible, and ubiquitous. At once a marketing term, a common mode of everyday-life performance, and an instigator of experimental aesthetics, "mobile music" opens up a space for studying the momentous transformations in the production, distribution, consumption, and experience of music and sound that took place between the late nineteenth and the early twenty-first centuries. Taken together, the two volumes cover a large swath of the world-the US, the UK, Japan, Brazil, Germany, Turkey, Mexico, France, China, Jamaica, Iraq, the Philippines, India, Sweden-and a similarly broad array of the musical and nonmusical sounds suffusing the soundscapes of mobility. Volume 2 investigates the ramifications of mobile music technologies on musical/sonic performance and aesthetics. Two core arguments are that "mobility" is not the same thing as actual "movement" and that artistic production cannot be absolutely sundered from the performances of quotidian life. The volume's chapters investigate the mobilization of frequency range by sirens and miniature speakers; sound vehicles such as boom cars, ice cream trucks, and trains; the gestural choreographies of soundwalk pieces and mundane interactions with digital media; dance music practices in laptop and iPod DJing; the imagery of iPod commercials; production practices in Turkish political music and black popular music; the aesthetics of handheld video games and chiptune music; and the mobile

device as a new musical instrument and resource for musical ensembles.

The Rough Guide to Videogames Kate Berens 2008-08-01 The Rough Guide to Videogames is the ultimate guide to the world's most addictive pastime. Both a nostalgic look at the past and a celebration of the latest in joystick-wrecking wonders, this book covers the full story from the first arcade machines to the latest digital delights. Easy access to 75 of the greatest games of all time, from Civilization and Pro Evolution Soccer to We Love Katamari and World of Warcraft. The guide profiles the stories behind the software giants, famous creators and the world's favourite characters, including Mario, Lara Croft and Sonic the Hedgehog. All the gadgets and devices for consoles, hand-helds, phones and PCs are explored as well as the wider world of gaming, from websites and movies to books.

SPIN 2007-11 From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks.

Tot de maan en terug Karen Kingsbury 2019-11-05 'Tot de maan en terug' is weer een heerlijke roman van Karen Kingsbury, ontroerend en romantisch. 'Lieve Jenna, zoals elk jaar heb ik je een brief geschreven. Voor het geval dat je vandaag naar de herdenkingsdienst komt. Voor het geval dat jij mij net zo graag wilt vinden als ik jou...' Zo begint de brief die Ashley Baxter vindt. Hij

is niet voor haar bedoeld, maar door een knappe vreemdeling tussen het ijzerdraad van een hek gestoken. Die vreemdeling is Brady Bradshaw. Hij was nog een kind toen hij zijn moeder verloor tijdens een verschrikkelijke tragedie. Bij een herdenking ontmoette hij Jenna, die haar beide ouders was verloren. In de prachtige uren die volgden kregen ze een hechte band, maar daarna hebben ze elkaar nooit weer gezien. Nu, tien jaar later, hoopt Brady Jenna weer te vinden. Ashley wil Brady daar graag bij helpen. Maar kan haar gezin wel begrip opbrengen voor het feit dat ze opeens zoveel tijd besteedt aan een wildvreemde? En kan er genezing en liefde opbloeien tussen het puin van een verwoest verleden?

Nintendo Power 2009-04

The Legend of Zelda Stephen Stratton 2007 ·Dedicated walkthrough guides you step-by-step through Link's newest adventure, complete with all optional sidequests. ·Legendary checklists for every treasure chest, ship part, Spirit Gem, Heart Container, treasure map, sunken treasure, and more. ·Complete info on all weapons and items. ·Detailed island and dungeon maps with every hidden treasure chest revealed. ·All the tips and tricks you need to overcome every monster and boss enemy. ·Multiplayer tips and tricks from the pros. ·Plus: Pull-out chart poster, fully labeled with all secrets of the Great Sea!

Legendary World of Zelda Kyle Hilliard 2017-05-01 From his very first quest to attain the Triforce, explore Hyrule, and rescue Princess Zelda, Link has been on the ultimate adventure since 1986, and fans around the world have been involved in the journey all along the way. Now celebrating its 30th anniversary, the universe of the beloved Legend of Zelda video games is still ever-

evolving, gaining new fans and reminding the world why it continues to captivate. *The Legendary World of Zelda* is a comprehensive look at everything to know and love about your favorite games with character profiles, gameplay tips, little-known facts, and more! From *A Link to the Past*, to *Ocarina of Time*, to *Twilight Princess*, and gazing ahead to *Breath of the Wild*, this is the ultimate guide for all fans of *The Legend of Zelda*.

Spymaster Brad Thor 2019-01-18 In Europa heeft een onbekende organisatie het op diplomaten gemunt. In de Verenigde Staten eist een bondgenoot dat de identiteit van een hooggeplaatste undercoveragent wordt onthuld. Wat dreigt, is een allesvernietigende oorlog. Nu zijn leermeester is uitgeschakeld, voelt terreurbestrijder Scot Harvath zich gedwongen een rol op zich te nemen die hij zijn hele carrière heeft willen ontlopen. Maar zoals dat meestal bij hem het geval is, is hij er niet bang voor de regels naar zijn hand te zetten - en dat geldt voor alle regels.

Graphic Novels: A Guide to Comic Books, Manga, and More, 2nd Edition Michael Pawuk 2017-05-30 Covering genres from action/adventure and fantasy to horror, science fiction, and superheroes, this guide maps the vast and expanding terrain of graphic novels, describing and organizing titles as well as providing information that will help librarians to build and balance their graphic novel collections and direct patrons to read-alikes. • Introduces users to approximately 1,000 currently popular graphic novels and manga • Organizes titles by genre, subgenre, and theme to facilitate finding read-alikes • Helps librarians build and balance their graphic novel collections

Hellboy: The Science of Evil Fletcher Black 2008-06-24 •Locations of every hidden Artifact revealed •Send all

monsters back to the underworld with our strategies

- Master Hellboy's combat moves so you can thump evil
- Learn finishing moves that smash creatures with a single blow
- Tips and tricks for keeping Hellboy's energy up

Free Preview includes: comic pages from Dark Horse!

Vijftig tinten grijs E.L. James 2012-05-24 Wereldwijd meer dan 100 miljoen exemplaren verkocht Wanneer literatuurstudente Anastasia Steele de jonge ondernemer Christian Grey moet interviewen, ziet ze een mooie, intelligente en intimiderende man. De onbevangen, onschuldige Ana realiseert zich tot haar grote schok dat ze hem wil en dat ze zich ondanks zijn ongrijpbare terughoudendheid wanhopig tot hem aangetrokken voelt. Niet in staat om Anas pure schoonheid, humor en onafhankelijke geest te weerstaan, geeft Grey toe dat hij ook naar haar verlangt - maar wel op zijn eigen voorwaarden. Gechoqueerd maar ook gefascineerd door Greys opmerkelijke erotische voorkeuren, is Ana in eerste instantie terughoudend. Hoewel alle ingrediënten voor een succesvol leven - zijn internationale bedrijven, zijn enorme kapitaal, zijn liefhebbende familie - aanwezig zijn, is Grey een man die gekweld wordt door demonen en die wordt opgeslokt door zijn dwingende behoefte aan controle. Terwijl het duo aan een gewaagde, hartstochtelijk fysieke affaire begint, ontdekt Ana de geheimen van Christian Grey, en verkent ze haar eigen duistere verlangens.

www.uitgeverijprometheus.nl

www.fiftyshadesofgrey-film.nl www.eljamesauthor.com

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The Legend of Zelda Encyclopedia Nintendo 2018-06-19

This 320-page book is an exhaustive guide to The Legend

of Zelda from the original The Legend of Zelda to Twilight Princess HD. Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Hyrule Historia and The Legend of Zelda: Art & Artifacts. Also look for The Legend of Zelda: Breath of the Wild -- Creating a Champion for an indepth look at the art, lore, and making of the best selling video game! A comprehensive collection of enemies and items, potions to poes, an expansion of the lore touched upon in Hyrule Historia, concept art, screencaps, maps, main characters and how they relate, languages, and much, much more, including an exclusive interview with Series Producer, Eiji Aonuma! This, the last of The Goddess Collection trilogy, which includes Hyrule Historia and Art & Artifacts, is a treasure trove of explanations and information about every aspect of The Legend of Zelda universe! An exhaustive compendium of everything from the first 30 years of The Legend of Zelda. An expansion of information from The Legend of Zelda timeline. Rare development sketches of your favorite characters. An extensive database of items and enemies.

Half Licht Sally Green 2016-07-11 Nathan is op de vlucht en het Verbond van Vrije Heksen is allesbehalve verwoest. Verstrooid en voortdurend opgejaagd door de Jagers van de raad kan alleen een nieuwe gedurfde strategie de rebellen van een totale nederlaag redden. Zij hebben de helft nodig van de vermiste amulet van Gabriel - een oud artefact met de macht om zijn drager onoverwinnelijk te maken. Maar de voogd van de amulet - de teruggetrokken en vreselijk krachtige heks Ledger - heeft haar eigen agenda...

The Legend of Zelda Stephen Stratton 2007 Dedicated

walkthrough guides you step-by-step through Link's newest adventure, complete with all optional sidequests. **Zelda** Nicolas Courcier 2019-02-19 A collector's book to learn more about the world of one of the most legendary video games! To celebrate the 30th anniversary of The Legend of Zelda, Third Editions wanted to pay respect to this legendary saga, one of the most prestigious in the gaming world. This work chronicles every game of the series, from the first episode to the latest Hyrule Warriors on 3DS, deciphering the whole universe using deep analysis and reflection. Dive into this unique publication, presented as an ancient tome, which will allow adventure fans to finally (re)discover the amazing Legend of Zelda. Immerse yourself in this unique collection, presented in the form of an old grimoire, which will delight all adventure lovers to finally discover the fabulous legend of Zelda! EXTRACT In the kingdom of Hyrule, a legend has been passed down since the beginning of time: A mysterious artifact known as the Triforce, symbolized by three golden triangles arranged to form a fourth triangle, is said to possess mystical powers. It is hardly surprising that this object has been coveted by many power-hungry men over the centuries. One day, the evil Ganon, the Prince of Darkness whose ambition is to subjugate the entire world to his will, sends his armies to attack the peaceful kingdom. He manages to capture one of the fragments of the Triforce, the triangle of power. Daughter of the king of Hyrule, Princess Zelda is terrified at the prospect of seeing Ganon's armies swarming over the world. She, too, seizes a fragment of the Triforce, the triangle of wisdom, and chooses to break it into eight pieces, which she then scatters across the world, hiding them to prevent Ganon from ever acquiring them. She then

orders her faithful nursemaid Impa to go forth and seek a warrior brave enough to challenge Ganon. As Impa roams the kingdom of Hyrule in the hope of finding a savior, Ganon learns of Zelda's plans and has her locked up before sending his men to track down the nursemaid. Surrounded by these ruthless creatures, Impa is saved by a young boy named Link at the very moment when it appears that all is lost. As unbelievable as it may seem, Link has been chosen by the golden triangle of courage, and thus holds a part of the Triforce himself. Convinced that she has finally found the one who will save the kingdom, Impa hurries to tell him her story. Link accepts his mission to rescue Zelda without hesitation. Before confronting Ganon, however, he will have to gather the eight fragments of the triangle of wisdom, which are his only hope of gaining entry to the dungeon deep beneath Death Mountain where the Prince of Darkness hides. His quest has only just begun. ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, Console Syndrome, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid. Hideo Kojima's Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing

house that they founded together: Third.

Medievalisms Tison Pugh 2012-11-12 From King Arthur and Robin Hood, through to video games and jousting-themed restaurants, medieval culture continues to surround us and has retained a strong influence on literature and culture throughout the ages. This fascinating and illuminating guide is written by two of the leading contemporary scholars of medieval literature, and explores: The influence of medieval cultural concepts on literature and film, including key authors such as Shakespeare, Tennyson, and Mark Twain The continued appeal of medieval cultural figures such as Dante, King Arthur, and Robin Hood The influence of the medieval on such varied disciplines such as politics, music, children's literature, and art. Contemporary efforts to relive the Middle Ages. Medievalisms: Making the Past in the Present surveys the critical field and sets the boundaries for future study, providing an essential background for literary study from the medieval period through to the twenty-first century.

Big Book of Zelda Kyle Hilliard 2017-10-15 The Legend of Zelda: Breath of the Wild is one of the highest-rated, fastest-selling video games of all time, a new crown jewel in the beloved Legend of Zelda series. Having just celebrated its 30th anniversary, the universe of the Legend of Zelda is clearly ever-evolving, gaining new fans and reminding the world why it continues to captivate. The Big Book of Zelda is a comprehensive look at everything to know and love about your favorite games with character profiles, gameplay tips, little-known facts, and more. From A Link to the Past, to Ocarina of Time, to Twilight Princess, and featuring extensive coverage of Breath of the Wild, this is the ultimate guide for fans old and new to explore Hyrule and capture

the Triforce!

Wikipedia

Riders Veronica Rossi 2016-05-04 De achttienjarige Gideon Blake is commando in opleiding. Bij een van zijn eerste oefeningen valt hij uit een helikopter. Hij overleeft de val op wonderbaarlijke wijze, maar vanaf dat moment is alles anders. Gideon ontdekt dat hij een incarnatie is van een van de legendarische vier ruiters van de Apocalyps. De ruiters worden bij elkaar gebracht door het mooie maar vreemde meisje Daryn, omdat zij weet dat de wereld in groot gevaar is. Samen kunnen ze de wereld redden, maar zal iemand hen geloven? Riders is het eerste deel uit de gelijknamige fantasy-serie.

The Legend of Zelda Box Set David Hodgson 2013-11-26 * The guides will be contained in a unique, high quality box that is The Legend of Zelda(tm) themed and held closed by an embedded magnetic clasp. * An individually numbered certificate of authenticity will be included for collectors, with a signature and message from Mr. Eiji Aonuma, Producer/Director for The Legend of Zelda(tm) series. * A high quality, 2-sided laser etched metallic bookmark will be included with the box set to help players keep their spot in over 2,000 pages of The Legend of Zelda(tm) strategies. The bookmark is 7.5 x 2.5 inches and includes a protective case. * The set includes 6 hardcover collector's editions for The Legend of Zelda(tm): Ocarina of Time 3D, The Legend of Zelda(tm): Spirit Tracks, The Legend of Zelda(tm): Phantom Hourglass, The Legend of Zelda(tm): The Wind Waker HD, The Legend of Zelda(tm): Twilight Princess, and The Legend of Zelda(tm): Skyward Sword. Many of these hard cover guides are out of print and not available anywhere else. * All 6 of the guides will be on high quality paper with gilded edges, giving the

guides a gold shine along the pages. * For the first time ever, The Legend of Zelda(tm): Ocarina of Time 3D guide is available in hard cover and exclusive to this box set. * The Legend of Zelda(tm): Skyward Sword guide has been revised and expanded by over 100 pages. * This limited edition set will only be printed once, when it is sold out they will be gone forever!

Game Informer Magazine 2009-05

De Koninklijke Konijnen van Londen Simon Sebag Montefiore 2016-10-14 Het leven is een avontuur. Alles is mogelijk, met wilskracht en geluk, een sappige wortel, een natte neus en een snufje onbezonnen moed! Shylo was altijd het onderdeurtje van zijn nest, de zwakste en rustigste van de familie. Zijn broers en zussen zetten hem voor schut, omdat hij anders is. Maar wanneer Shylo op een groepje paparazzi's stuit en van hun plan hoort om een foto te nemen van de koningin in haar nachtjapon, is het aan deze onwaarschijnlijke held om naar Londen te reizen en de Koninklijke Konijnen van Londen te vertellen over dit duivelse plot! De Koninklijke Konijnen van Londen kennen een lange geschiedenis in de bescherming van de koninklijke familie en nu is het aan dit geheime genootschap om in actie te komen en de Razzi's te stoppen... Kan een klein konijntje zo zwak en verlegen als Shylo hen ervan overtuigen dat de koningin in gevaar is? Van de bestsellerauteurs Simon Sebag Montefiore & Santa Montefiore! Origineel, sprankelend en fantasievol Met sfeervolle, levendige illustraties van Kate Hindley *The Legend of Zelda Titles*

Swipe This! Scott Rogers 2012-05-30 Learn to design games for tablets from a renowned game designer! Eager to start designing games for tablets but not sure where to start? Look no further! Gaming guru Scott Rogers has

his finger on the pulse of tablet game design and is willing to impart his wisdom and secrets for designing exciting and successful games. As the creator of such venerable games as God of War, the SpongeBob Squarepants series, and Pac-Man World, to name a few, Rogers writes from personal experience and in this unique book, he hands you the tools to create your own tablet games for the iPad, Android tablets, Nintendo DS, and other touchscreen systems. Covers the entire tablet game creation process, placing a special focus on the intricacies and pitfalls of touch-screen game design Explores the details and features of tablet game systems and shows you how to develop marketable ideas as well as market your own games Offers an honest take on what perils and pitfalls await you during a game's pre-production, production, and post-production stages Features interviews with established tablet game developers that serve to inspire you as you start to make your own tablet game design Swipe This! presents you with an in-depth analysis of popular tablet games and delivers a road map for getting started with tablet game design.

Dochter van Albion Ilka Tampke 2016-04-12 Dochter van Albion van Ilka Tampke is, in de traditie van Jean Auel, het prachtige begin van een historische romanserie die zich afspeelt in de Keltische IJzertijd: de tijd van Arthur, Albion en de Romeinen. Liefhebbers van sterke vrouwelijke personages zoals Claire van Diana Gabaldon of Game of Thrones' Daenerys Targaryen zullen zeker van Dochter van Albion genieten. Zuidwest-Engeland, het jaar 43. Voor de bevolking van Caer Cad, een gemeenschap vol spiritualiteit, rituelen en magie, is de mystieke band met hun land en hun voorouders het hoogste goed. Ailia is te vondeling gelegd en geadopteerd binnen de Stam:

daardoor is ze gedoemd een buitenstaander te blijven en wordt ze uitgesloten van ceremonies, onderwijs en het huwelijk. Maar de matriarchale gemeenschap, met al haar rituelen en gebruiken, wordt bedreigd. De Romeinse legers rukken op. En ook intern is er verdeeldheid: niet iedereen wil vasthouden aan de oude gebruiken. Ailia – intelligent, nieuwsgierig en dapper – gaat op een verboden reis om haar volk te redden. En zal ze ooit te weten komen waar haar eigen wortels liggen?

De verloren familie Jenna Blum 2017-11-07 De langverwachte nieuwe roman van de auteur van Het familieportret Een ontroerend, indrukwekkend verhaal over de gevolgen van de Tweede Wereldoorlog voor een overlever De Duits-Joodse Peter Rashkin heeft de concentratiekampen van de Tweede Wereldoorlog overleefd, maar verloor er zijn hele familie. Na de oorlog ontvlucht hij Europa en probeert hij in Amerika een nieuw leven op te bouwen. Hij trouwt en krijgt met zijn vrouw June een dochter, maar onder de oppervlakte van zijn geslaagde nieuwe leven sluimeren de herinneringen aan alles wat hij moest achterlaten. Terwijl Peter en zijn gezin te maken krijgen met de snelle veranderingen en spanningen van de naoorlogse jaren in Amerika, dringt het verleden, dat Peter liever zou vergeten, zich steeds meer op. Als hij zijn dierbaren niet nog eens wil verliezen, kan hij de zwaarstwegende herinnering van allemaal niet langer wegstoppen: die aan zijn verloren familie... De pers over Het familieportret 'Een verhaal dat u niet snel zult vergeten.' Libelle 'Mooi geschreven verhaal over een bijzonder leven.' Noordhollands Dagblad 'Een oorlogsverhaal om heel diep in te kruipen.' Glamour 'Met Het familieportret heeft Jenna Blum een klein meesterwerk afgeleverd. Op briljante wijze weet zij de andere kant van de oorlog, die van de Duitse

slachtoffers, tot in het kleinste detail uit te diepen.' 8weekly

In de ban van de ring John Ronald Reuel Tolkien 2011
The Dark Side of Game Play Torill Elvira Mortensen 2015-06-05 Games allow players to experiment and play with subject positions, values and moral choice. In game worlds players can take on the role of antagonists; they allow us to play with behaviour that would be offensive, illegal or immoral if it happened outside of the game sphere. While contemporary games have always handled certain problematic topics, such as war, disasters, human decay, post-apocalyptic futures, cruelty and betrayal, lately even the most playful of genres are introducing situations in which players are presented with difficult ethical and moral dilemmas. This volume is an investigation of "dark play" in video games, or game play with controversial themes as well as controversial play behaviour. It covers such questions as: Why do some games stir up political controversies? How do games invite, or even push players towards dark play through their design? Where are the boundaries for what can be presented in a games? Are these boundaries different from other media such as film and books, and if so why? What is the allure of dark play and why do players engage in these practices?

The Diabolic S.J. Kincaid 2016-10-20 Nemesis lijkt een doodgewoon meisje, maar niets is minder waar. Ze is een Diabolic, gemaakt om te doden. Op jonge leeftijd wordt ze gekocht door een adellijke familie om hun dochter Sydonia te beschermen – zo nodig met haar leven. Als Sydonia zich moet melden aan het hof van de keizer, die duidelijk kwaad in de zin heeft, neemt Nemesis haar plaats in. Niemand mag ontdekken wie en wat ze werkelijk is. Maar dan ontmoet ze Tyrus, de toekomstige opvolger

van de keizer. Is het wel waar wat haar altijd is verteld? Hebben Diabolics dan toch gevoel, ergens diep vanbinnen?

Legend of Zelda: Phantom Hourglass Stephen Stratton
2007-10-01 • Hardcover Collector's Edition: Exclusive cover, a matched set with The Legend of Zelda: Twilight Princess Collector's Edition guide! • Maps: Maps of all

regions. • All heart pieces revealed: Every heart piece location. • Exclusive poster: Large pullout poster, double-sided with Zelda art and map art. • Extra Booklet: Exclusive to the Collector's Edition, a sixteen page story booklet. • Bonus bookmark: Deluxe leather-feel bookmark with every guide.
GamesMarkt 2006