

Undertale The Last Human Limited Edition

This eight-time Eisner Award–winning comic book series blending fantasy and humor returns in a historical adventure blending Japanese and Western occult! An elder member of the occult-battling pack of Wise Dogs recalls a harrowing mission—in U.S.-occupied Japan after World War II, a mysterious curse creates an army of crawling, disembodied heads which threatens to overwhelm the region. Emrys and a team of canine companions attempt to solve the mystery, bringing them into conflict with shape-changing tanuki, evil oni, and a horde of vengeful demons. This volume collects the comic-book series *Beasts of Burden: Occupied Territory* issues #1–#4, published by Dark Horse Comics.

When you get up in the morning, the last thing you expect to see is a murdered guy hanging outside your window. Things like that tend to draw the attention of the local police, and when you're squatting in your parents' old house until you can afford to buy it, another thing you can't afford is the attention of the cops. Oh yeah. Hi. My name is Pet. It's not my real name, but it's the only one you're getting. Things like names are important these days. And it's not so much that I'm Pet. I am a pet. A human pet: I belong to the two Behindkind fae and the pouty vampire who just moved into my house. It's not weird, I promise--well, it is weird, yeah. But it's not weird weird, you know?

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! *Getting Started with p5.js* contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With *Getting Started with p5.js*, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Complicating perspectives on diversity in video games Gamers have been troublemakers as long as games have existed. As our popular understanding of “gamer” shifts beyond its historical construction as a white, straight, adolescent, cisgender male, the troubles that emerge both confirm and challenge our understanding of identity politics. In *Gamer Trouble*, Amanda Phillips excavates the turbulent relationships between surface and depth in contemporary gaming culture, taking readers under the hood of the mechanisms of video games in order to understand the ways that difference gets baked into its technological, ludic, ideological, and social systems. By centering the insights of queer and women of color feminisms in readings of online harassment campaigns, industry animation practices, and popular video games like *Portal* and *Mass Effect*, Phillips adds essential analytical tools to our conversations about video games. She embraces the trouble that attends disciplinary crossroads, linking the violent hate speech of trolls and the representational practices marginalizing people of color, women, and queers in entertainment media to the dehumanizing logic undergirding computation and the optimization strategies of gameplay. From the microcosmic level of electricity and flicks of a thumb to the grand stages of identity politics and global capitalism, wherever gamers find themselves, gamer trouble follows. As reinvigorated forms of racism, sexism, and homophobia thrive in games and gaming communities, Phillips follows the lead of those who have been making good trouble all along, agitating for a better world.

This is an Undertale fan book/AU (Alternate Universe). Frisk's parents are ready to take them and their sister Michelle camping to Mt. Ebott. However, Frisk hears from their best friend Blake that Mt. Ebott is supposed to be dangerous, because the humans that went exploring up Mt. Ebott never returned. Frisk decides to take the risk and treks up the mountain without their parents' knowledge, which resulted in them falling down into a hole, dropping into the underground where monsters lived. But these monsters aren't 'monsters'. They've been banished by humans into the underground, and they need seven human souls to break the barrier, the magic spell trapping them underground, and Frisk is the seventh human. Accompany Frisk throughout their journey in the underground as they enter unusual situations, encounter life-threatening battles and make hard choices. This story is written by a eleven year old girl.

Hello human, and welcome to the world of Undertale This is an action packed adventure book set in the world of Undertale, where you, the reader, decide what actions to take to survive the underground. Humans are not a common occurrence in the underground - not ones that are alive, anyway. So, as you will see, you being here will be quite a treat for all of the monsters. Winner of Mark Lawrence's 3rd Self Published Fantasy Blog Off Finalist in BookNest's 2017 Fantasy Awards Nominated for a r/Fantasy Best of 2017 Stabby Award Everyone knows Drake Morrass is only out for himself. As the fires of a dying city burn on a distant shore, Drake sees an opportunity to unite the other pirate Captains under his flag and claim himself a crown. If he is to succeed he will need allies and credibility. Who better than gentleman pirate, Keelin Stillwater, renowned for taking ships without bloodshed, as well as his skill with a sword. Enemy ships sail their waters, setting the Pirate Isles ablaze. The sinister Tanner Black threatens to steal the throne before Drake has even sat in it. Now Drake must somehow convince the other pirate Captains that his best interests are also theirs. Dive into this swashbuckling adventure today!

After entering a mist-filled wasteland to track down their canine comrade Mullins, our band of bowsers discover a horrific valley of decapitated human heads, a horned Oni demon, ominous bird spirits, a deadly giant spider yokai, and more powerful creatures of animal and human form.

Larry Niven created his popular "Magic Goes Away" universe in 1967, and it has been a source of delight and inspiration ever since. By asking the simple question, What if magic were a finite resource?, Niven brought to life a mesmerizing world of wonder and loss, of hope and despair. The success of his first story collection, "The Magic Goes Away," birthed two sequel anthologies, "The Magic May Return" and "More Magic." All three volumes are collected here for the first time, with stories by Niven himself, as well as contributions by such luminaries of fantasy as Roger Zelazny, Fred Saberhagen, Steven Barnes, and Poul Anderson. Featuring a brand-new introduction by Larry Niven, "The Magic Goes Away Collection" gives readers insight into the breathtaking world of Niven and Jerry Pournelle's "The Burning City" and "Burning Tower" and stands on its own as a landmark in fantasy fiction

every video game has concept art...UNDERTALE is no exception...the difference being that toby fox isnt an artist lol

In a 1950 conversation at Los Alamos, four world-class scientists generally agreed, given the size of the Universe, that advanced extraterrestrial civilizations must be present. But one of the

four, Enrico Fermi, asked, "If these civilizations do exist, where is everybody?" Given the fact that there are perhaps 400 million stars in our Galaxy alone, and perhaps 400 million galaxies in the Universe, it stands to reason that somewhere out there, in the 14 billion-year-old cosmos, there is or once was a civilization at least as advanced as our own. Webb discusses in detail the 50 most cogent and intriguing solutions to Fermi's famous paradox.

This book constitutes the refereed post-conference proceedings of two conferences: The 7th EAI International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2018), and the 3rd EAI International Conference on Design, Learning, and Innovation (DLI 2018). Both conferences were hosted in Braga, Portugal, and took place October 24-26, 2018. The 51 revised full papers presented were carefully selected from 106 submissions. ArtsIT, Interactivity and Game Creation is meant to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to art in their works. The event also reflects the advances seen in the open related topics Interactivity (Interaction Design, Virtual Reality, Augmented Reality, Robotics) and Game Creation (Gamification, Leisure Gaming, Gameplay). ArtsIT has been successfully co-located with DLI as the design, learning and innovation frame the world of IT, opening doors into an increasingly playful worlds. So the DLI conference is driven by the belief that tools, techniques and environments can spark and nature a passion for learning, transformation domains such as education, rehabilitation/therapy, work places and cultural institutions.

Game of Thrones superstar EMILIA CLARKE debuts an EXTRA-LENGTH, THREE-ISSUE MINISERIES! The mayhem begins with Maya, under-the-weather scientist by day, over-the-top superhero by night, and badass single mom 24/7. Deadpool action and Fleabag comedy collide when Maya activates her freakish superpowers to take on a secret sect of human traffickers. Mature readers only! Comedy and chaos await in the first of three 40-page issues by the glamorous artist of Horde, LEILA LEIZ!

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

More children born today will survive to adulthood than at any time in history. It is now time to emphasize health and development in middle childhood and adolescence--developmental phases that are critical to health in adulthood and the next generation. Child and Adolescent Health and Development explores the benefits that accrue from sustained and targeted interventions across the first two decades of life. The volume outlines the investment case for effective, costed, and scalable interventions for low-resource settings, emphasizing the cross-sectoral role of education. This evidence base can guide policy makers in prioritizing actions to promote survival, health, cognition, and physical growth throughout childhood and adolescence.

This report focuses on how human development can be ensured for everyone, now and in future. It starts with an account of the hopes and challenges of today's world, envisioning where humanity wants to go. This vision draws from and builds on the 2030 Agenda and the Sustainable Development Goals. It explores who has been left behind in human development progress and why. It argues that to ensure that human development reaches everyone, some aspects of the human development framework and assessment perspectives have to be brought to the fore. The Report also identifies the national policies and key strategies to ensure that will enable every human being achieve at least basic human development and to sustain and protect the gains.

You both knew you would talk about it one day. Innocent curiosity had brought that day a lot faster than either of you had planned for.

WARNING: This is not the actual book Looking for Alaska by John Green. Do not buy this reading Sidekick if you are looking for a full copy of this great book. Use this expert sidekick to dissect these themes in Looking for Alaska, while enjoying a detailed analysis of each chapter of the book. If that wasn't enough, we close with potential questions and responses to help you get the conversation started with co-workers, friends, or fellow book club members. This newly discovered gem from the past (2005) has become a must-read, thanks in no small part to the success of Green's 2012 masterpiece: The Fault in Our Stars. As many Green fans have already discovered, our sidekick is the ultimate go-to source for understanding the complexities of John Green's tales of teen angst and tragedy. Looking for Alaska tells the story of Miles Halter, a 16-year-old with a nondescript life who is seeking a "Great Perhaps." In his quest, he finds himself at the Culver Creek Boarding School, where his past life of boredom and safety takes a back seat to adventure and sexual experimentation. His trek to the other side of the tracks takes him only a few steps, as he meets Alaska Young just down the hall at school. She is sexy, funny, and everything else that makes teenage boys drool. She is also a self-destructive sort, headed toward the "After" portion of Looking for Alaska, where everything comes crashing down. As our sidekick details, the themes of life and death weave their way through the novel, drawing the characters closer together while preparing them for something that will rip them apart.

Julia Rivers presents: Grimms' Nightmares from the Otherworld Go with this Adult Coloring Book on a fantastic journey and discover: ? 40 nightmare inducing designs ? Detailed and beautiful illustrations ? A large print (8.5 x 11) ? One-sided printed pages ? Hours of Inspiration, Meditation and Fun Don't hesitate and order your own Julia Rivers' Coloring Book. You'll love it!

A revelatory and timely look at how technology boosts our cognitive abilities—making us smarter, more productive, and more creative than ever It's undeniable—technology is changing the way we think. But is it for the better? Amid a chorus of doomsayers, Clive Thompson delivers a resounding "yes." In Smarter Than You Think, Thompson shows that every technological innovation—from the written word to the printing press to the telegraph—has provoked the very same anxieties that plague us today. We panic that life will never be the same, that our attentions are eroding, that culture is being trivialized. But, as in the past, we adapt—learning to use the new and retaining what is good of the old. Smarter Than You Think embraces and extols this transformation, presenting an exciting vision of the present and the future.

GET A COPY OF THIS LIMITED EDITION, 8.5x11 INCHES, FIRST PRINT! THESE WILL NEVER BE SOLD AGAIN! A book where your choices matter... Save the Underground, or destroy

it? Undertale - The Last Human puts you in the shoes of the fallen human, trapped in the dark and shadowy Underground. As you navigate this cruel realm, the choices you make will influence how everything ends... Fight or flee? Kill or SPARE? Genocide or Mercy? You decide. Meet with Undertale's most popular characters, including Sans, Papyrus, Toriel, Alphys, Mettaton and so many more! The perfect gift for any Undertale fan, be it for birthdays, Christmas or just a gift to show how much you love someone.

This remarkable and monumental book at last provides a comprehensive answer to the age-old riddle of whether there are only a small number of 'basic stories' in the world. Using a wealth of examples, from ancient myths and folk tales via the plays and novels of great literature to the popular movies and TV soap operas of today, it shows that there are seven archetypal themes which recur throughout every kind of storytelling. But this is only the prelude to an investigation into how and why we are 'programmed' to imagine stories in these ways, and how they relate to the inmost patterns of human psychology. Drawing on a vast array of examples, from Proust to detective stories, from the Marquis de Sade to E.T., Christopher Booker then leads us through the extraordinary changes in the nature of storytelling over the past 200 years, and why so many stories have 'lost the plot' by losing touch with their underlying archetypal purpose. Booker analyses why evolution has given us the need to tell stories and illustrates how storytelling has provided a uniquely revealing mirror to mankind's psychological development over the past 5000 years. This seminal book opens up in an entirely new way our understanding of the real purpose storytelling plays in our lives, and will be a talking point for years to come.

When eleven-year-old Gregor falls through a grate in the laundry room of his apartment building, he hurtles into the dark Underland, where spiders, rats and giant cockroaches coexist uneasily with humans. This world is on the brink of war, and Gregor's arrival is no accident. Gregor has a vital role to play in the Underland's uncertain future.

Do you wanna have a good time? The Undertale Drawing Guide is here! Learn how to draw ten of your favorite characters, from Sans to Papyrus, Asriel to Asgore and even the fabulous Mettaton! We've even included a super secret bonus character, just for you guys! Perfect for beginners and experts alike! The Undertale Drawing Guide is the greatest gift any Undertale fan could ask for!

UndertaleThe Last HumanCreatespace Independent Publishing Platform

Hey buddies, welcome to the UNDERTALE joke book with all of your favorite characters, the creators put a skele-ton of work into this book, so show it some LOVE

First Published in 2000. Routledge is an imprint of Taylor & Francis, an informa company.

First released in the Spring of 1999, How People Learn has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a real connection between classroom activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, this book offers exciting new research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-experts? What can teachers and schools do-with curricula, classroom settings, and teaching methods--to help children learn most effectively? New evidence from many branches of science has significantly added to our understanding of what it means to know, from the neural processes that occur during learning to the influence of culture on what people see and absorb. How People Learn examines these findings and their implications for what we teach, how we teach it, and how we assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question concepts and practices firmly entrenched in our current education system. Topics include: How learning actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they learn. What the thought processes of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opportunities for teachers. A realistic look at the role of technology in education.

A one-of-a-kind blend of art, nature, and conservation, The Underwater Museum re-creates an awe-inspiring dive into the dazzling under-ocean sculpture parks of artist Jason deCaires Taylor. Taylor casts his life-size statues from a special kind of cement that facilitates reef growth, and sinks them to the ocean floor. There, over time, the artworks attract corals, algae, and fish, and evolve into beautiful and surreal installations that are also living reefs. This volume brings readers face to face with these wonders and explains the science behind their creation. Ocean enthusiasts, divers, art lovers, and anyone entranced by the natural world will be instantly engrossed by this pearl of a book.

Genocide run gotcha down? Can't beat Flowey's bullet-hell? Or maybe you want to practice for Grillby's open-mic night. Jam-packed with dozens of jokes from your favorite skeleton. We even managed to sneak a few in from Alphys, Undyne and... Toriel? Welp, hope you like knock-knock jokes. The perfect gift for any Undertale fan, as a birthday present, stocking stuffer or a present for doing well on a test. WARNING! TELL NONE OF THESE JOKES TO PYPYRUS! HE HATES THAT SORT OF THING!

Only a few years after Britain defeated fascism came the Mau Mau uprising in Kenya - a mass armed rebellion by the Kikuyu people, demanding the return of their land and freedom. The draconian response of Britain's colonial government was to detain nearly the entire Kikuyu population of 1.5 million and to portray them as sub-human savages. Detainees in their thousands - possibly a hundred thousand or more - died from exhaustion, disease, starvation and systemic physical brutality. For decades these events remained untold. Caroline Elkins conducted years of research to piece together this story, unearthing reams of documents and interviewing several hundred Kikuyu survivors. Britain's Gulag reveals, for the first time, the full savagery of the Mau Mau war and the ruthless determination with which Britain sought to control its empire.

When the Human commits Genocide, Alphys does nothing but hide. Nothing but retreat. Nothing but run. But when worst comes to worst, and the entire force of evil and death itself comes crashing down, one little monster has to do everything she can to become the hero she'd only dreamed of being. But for each monster slain, another must rise.

In this pair of literary voyages into the inner self, Joseph Conrad has written two of the most chilling, disturbing, and noteworthy pieces of fiction of the twentieth century. Heart of Darkness is a devastating commentary on the corruptibility of humanity. Based on Conrad's own 1890 trip up the Congo River, the story is told by Marlow, the novelist's alter ego. It is a journey into darkness and horror—both literally, as the narrator descends into a sinister jungle landscape, and metaphorically, as he encounters the morally depraved Mr. Kurtz. The Secret Sharer is the tale of a young sea captain's first command as he sails into the Gulf of Siam—and into an encounter with his mysterious “double,” the shadow self of the unconscious mind. Joseph Conrad boldly experimented with the novella and novel forms, filled his writing with the exotic places he himself had traveled, and concerned himself with honor, guilt, moral alienation, and sin. Heart of Darkness and The Secret Sharer encapsulate his literary achievements—and his haunting portrayal of the dark side of man. With an Introduction by Joyce Carol Oates and an Afterword by Vince Passaro

This book examines the notion of storytelling in videogames. This topic allows new perspectives on the enduring problem of narrative in digital games, while also opening up different avenues of inquiry. The collection looks at storytelling in games from many perspectives. Topics include the remediation of Conrad's Heart of Darkness in games such as Spec Ops: The Line; the storytelling similarities in Twin

Peaks and Deadly Premonition, a new concept of 'choice poetics'; the esthetics of Alien films and games, and a new theoretical overview of early game studies on narrative

Satoru Iwata was the global president and CEO of Nintendo and a gifted programmer who played a key role in the creation of many of the world's best-known games. He led the production of innovative platforms such as the Nintendo DS and the Wii, and laid the groundwork for the development of the wildly successful Pokémon Go game and the Nintendo Switch. Known for his analytical and imaginative mind, but even more for his humility and people-first approach to leadership, Satoru Iwata was beloved by game fans and developers worldwide. In this motivational collection, Satoru Iwata addresses diverse subjects such as locating bottlenecks, how success breeds resistance to change, and why programmers should never say no. Drawn from the "Iwata Asks" series of interviews with key contributors to Nintendo games and hardware, and featuring conversations with renowned Mario franchise creator Shigeru Miyamoto and creator of EarthBound Shigesato Itoi, Ask Iwata offers game fans and business leaders an insight into the leadership, development, and design philosophies of one of the most beloved figures in gaming history. -- VIZ Media

After fifteen years of teaching anthropology at a large university, Rebekah Nathan had become baffled by her own students. Their strange behavior—eating meals at their desks, not completing reading assignments, remaining silent through class discussions—made her feel as if she were dealing with a completely foreign culture. So Nathan decided to do what anthropologists do when confused by a different culture: Go live with them. She enrolled as a freshman, moved into the dorm, ate in the dining hall, and took a full load of courses. And she came to understand that being a student is a pretty difficult job, too. Her discoveries about contemporary undergraduate culture are surprising and her observations are invaluable, making My Freshman Year essential reading for students, parents, faculty, and anyone interested in educational policy.

Book 8.5 in the New York Times and USA TODAY bestselling Keeper of the Lost Cities series delivers what fans of the series have been begging for! Told in an exciting new way, the saga continues with plenty of huge reveals and shocking new twists—plus a complete series guide with beautiful color and black-and-white illustrations and other awesome bonuses! In this extra special installment of the Keeper of the Lost Cities series, the story picks up right from Legacy's particularly devastating cliffhanger. But chapters alternate between Sophie and Keefe's perspectives to give readers deeper insights into both beloved characters. New powers will be discovered. Hard truths from the past will come to light. And all of your favorite characters will find themselves tested in ways they never imagined. And that's not all! Unlocked also includes a comprehensive guide to the world of the Lost Cities, featuring new character and world details that have never been revealed before—plus fun bonuses like Keeper-themed recipes, a detailed map of the Lost Cities, gorgeous illustrations, and so much more!

Horror Literature and Dark Fantasy: Challenging Genres is a collection of scholarly essays intended to address the parent whose unreasoning opposition to horror entails its removal from a school curriculum, the school administrator who sees little or no redeeming literary value in horror, and the teacher who wants to use horror to teach critical literacy skills but does not know how to do so effectively. The essays herein are intended to offer opportunities for teachers in secondary schools and higher education to enrich their classes through a non-canonical approach to literary study. This book is a deliberate attempt to enlarge the conversation surrounding works of horror and argue for their inclusion into school curricula to teach students critical literacy skills.

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