

Killer Instinct Update 2 Codex Ova Games

Two women from vastly different lives struggle to save their worlds. Erin fights to stop an alien invasion force, while Aideen confronts boardroom skullduggery, murder attempts and family betrayal. Erin is an interdimensional traveler who carries a magical book her family has safeguarded for generations. She and copper-hunter Trevian must find and close the portal the invaders are using. How far has the invasion spread? Who can they trust? Aideen's father, Oswald, is the richest man in White Bluffs. His company harvests energy from fire elementals. Her brother Trevian fled their home two years ago, hunting for magical metals. Even though Oswald kept Trevian as his heir, Aideen taught herself the operations of the company. Now, with Oswald unconscious after a suspicious accident, Aideen is battling bandits and corporate raiders--and some of them are family. Copper Road picks up where the novella "Aluminum Leaves" left off, filled with magic books, bandits, mind-controlling parasites, boardroom betrayals, lesbian lovers, charms and chocolate.

Winning at competitive games requires a results-oriented mindset that many players are simply not willing to adopt. This book walks players through the entire process: how to choose a game and learn basic proficiency, how to break through the mental barriers that hold most players back, and how to handle the issues that top players face. It also includes a complete analysis of Sun Tzu's book *The Art of War* and its applications to games of today. These foundational concepts apply to virtually all competitive games, and even have some application to "real life." Trade paperback. 142 pages.

With a traitorous deity poised to destroy her world, Emi must break the curse that binds Shiro's magic. But once the ancient power in him awakens, the yokai she loves will be changed forever. As the gods gather to wage war, Emi and Shiro must gamble everything to turn the tide against their immortal foes--even if it means losing each other.

In this text, Roemer proposes a new future of socialism based on a redefinition of market socialism. The Achilles' heel of socialism has always been maintaining innovation and efficiency in an economy in which income is equally distributed. Roemer points out that large capitalist firms have already solved a similar problem: in those firms, profits are distributed to numerous shareholders, yet they continue to innovate and compete. The author argues for a modified version of socialism, not necessarily based on public ownership, but founded on equality of opportunity and political influence.

Why Global Markets, States, and Democracy Can't Coexist

Eliminating Symptoms at Their Roots Using Memory Reconsolidation

The Hearts and Thrones Series

Ink and Bone

Popular Series Fiction for Middle School and Teen Readers

A Unified Approach

Let's face it: most roleplaying games aren't grab-and-go. Giant books and prep work out the ying-yang can be fun if you have time, but what if you don't? What if you're looking for a last minute game? What if you're new to the RPG world and don't know how to try one out? What if you're introducing your kids to RPGs and want something easily accessible for them that won't lead to tears? We've got a solution: Fate Accelerated Edition. Fate Accelerated, or FAE, is a condensed version of the popular Fate system that brings all the flexibility and power of Fate in an easily digestible--and quickly read--package. With FAE, your friends can step into the world of your favorite books, movies, and TV or you can create a world of your own. And it's so simple--you can be playing in minutes. Whether you're new to RPGs or an expert gamer, FAE brings something special to the table. Fate Accelerated Edition. Your story--full speed ahead.

Every 3rd issue is a quarterly cumulation.

A guide to more than eight hundred fiction series, including graphic novels and manga.

For a century, economists have driven forward the cause of globalization in financial institutions, labour markets, and beyond. But there have been consistent warning signs that a global economy and free trade might not always be advantageous. What are the pressure points? What could be done about them? Dani Rodrik examines the back-story from its seventeenth-century origins, through the milestones of the gold standard, the Bretton Woods Agreement, and the Washington Consensus, to the present. While economic globalization has enabled unprecedented levels of prosperity in advanced countries and has been a boon to billions of poor workers in China and elsewhere in Asia, it is a concept that rests on shaky pillars, he contends. Its long-term sustainability is not a given. The heart of Rodrik's argument is a fundamental 'trilemma': that we cannot simultaneously have free trade, democracy, national self-determination, and economic globalization. Give too much power to governments, and you have protectionism. Give markets too much freedom, and you have an unstable world economy with little social and political stability for those it is supposed to help. Rodrik argues for smart globalization, not maximum globalization.

Hubert's Hair Raising Adventure

The Video Game Explosion

A History from PONG to Playstation and Beyond

Becoming the Champion

An American Boy, a Chinese School, and the Global Race to Achieve

Merriam-Webster's Vocabulary Builder

Jess Brightwell believes in the value of the Library, but the majority of his knowledge comes from illegal books obtained by his family, who are involved in the thriving black market. Jess has been sent to be his family's spy, but his loyalties are tested in the final months of his training to enter the Library's service.

Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource

for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games

"The wildest, strangest, best Dresden adventure to date...Butcher's blending of modern fantasy with classic noir sensibilities ensures that there's never a dull moment."—SF Site Paranormal investigations are Harry Dresden's business and Chicago is his beat, as he tries to bring law and order to a world of wizards and monsters that exists alongside everyday life. And though most inhabitants of the Windy City don't believe in magic, the Special Investigations Department of the Chicago PD knows better. Karrin Murphy is the head of S. I. and Harry's good friend. So when a killer vampire threatens to destroy Murphy's reputation unless Harry does her bidding, he has no choice. The vampire wants the Word of Kemmler (whatever that is) and all the power that comes with it. Now, Harry is in a race against time—and six merciless necromancers—to find the Word before Chicago experiences a Halloween night to wake the dead...

What is Human? What is Divine? The Divine not only can do things that The Human cannot imagine, The Divine can imagine things that The Human cannot imagine. It is in this space that Irena Haiduk's work lives its perpetually challenged life: where that which we cannot imagine gets imagined. This art is a magnet that extracts psychic metal. --From the introduction Spells is the first collection of Irena Haiduk's writing, gathering her texts and limited-edition publications since 2007. Moving through a wide range of formats, the book encompasses manifestos, music scores, forecasts, conversions, translations, architectural programs, and other difficult-to-categorize works. With sharp teeth and a killer instinct, Haiduk leads the way to a sunny spot where every soul suffers infinite injustice.

Immortal Fire

The Marvel Art of Savage Sword of Conan

The Magicians

Playing to Win

Dead Beat

Human Law and Computer Law: Comparative Perspectives

The New York Times bestselling novel about a young man practicing magic in the real world, now an original series on SYFY "The Magicians is to Harry Potter as a shot of Irish whiskey is to a glass of weak tea. . . . Hogwarts was never like this."

—George R.R. Martin "Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy." —Joe Hill "A very knowing and wonderful take on the wizard school genre." —John Green "The Magicians may just be the most subversive, gripping and enchanting fantasy novel I've read this century." —Cory Doctorow "This gripping novel draws on the conventions of contemporary and classic fantasy novels in order to upend them . . . an unexpectedly moving coming-of-age story." —The New Yorker "The best urban fantasy in years." —A.V. Club Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined. . . . The prequel to the New York Times bestselling book The Magician King and the #1 bestseller The Magician's Land, The Magicians is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination.

The first novel in Hugo Award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a desk restoring lost data. His world was dull and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out . . .

In a world of rising tensions between Russia and the United States, the Middle East and Europe, Sunnis and Shiites, Islamism and liberalism, Turkey is at the epicentre. And at the heart of Turkey is its right-wing populist president, Recep Tayyip Erdoğan. Since 2002, Erdoğan has consolidated his hold on domestic politics while using military and diplomatic means to solidify Turkey as a regional power. His crackdown has been brutal and consistent - scores of journalists arrested, academics officially banned from leaving the country, university deans fired and many of the highest-ranking military officers arrested. In some senses, the nefarious and failed 2016 coup has given Erdoğan the licence to make good on his repeated promise to bring order and stability under a 'strongman'. Here, leading Turkish expert Soner Cagaptay will look at Erdoğan's roots in Turkish history, what he believes in and how he has cemented his rule, as well as what this means for the world. The book will also unpick the 'threats' Erdogan has worked to combat - from the liberal Turks to the Gulen movement, from coup plotters to Kurdish nationalists - all of which have culminated in the crisis of modern Turkey.

Friends help a lion who has lost his mane regrow a most unusual one.

The Globalization of the American Psyche

The Globalization Paradox

Unlocking the Emotional Brain

Symbaroum

Spy's Honor

Fear of Success

"Spufford cunningly maps out a literary genre of his own . . . Freewheeling and fabulous." —The Times (London) Strange as it may seem, the gray, oppressive USSR was founded on a fairy tale. It was built on the twentieth-century magic called "the planned economy," which was going to gush forth an abundance of good things that the lands of capitalism could never match. And just for a little while, in the heady years of the late 1950s, the magic seemed to be working. Red Plenty is about that moment in history, and how it came, and how it went away; about the brief era when, under the rash leadership of Khrushchev, the Soviet Union looked forward to a future of rich communists and envious capitalists, when Moscow would out-glisten Manhattan and every Lada would be better engineered than a Porsche. It's about the scientists who did their genuinely brilliant best to make the dream come true, to give the tyranny its happy ending. Red Plenty is

history, it's fiction, it's as ambitious as Sputnik, as uncompromising as an Aeroflot flight attendant, and as different from what you were expecting as a glass of Soviet champagne.

Come join the adventure in Symparoum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken.

Made in Sweden

The focus of this book is on the epistemological and hermeneutic implications of data science and artificial intelligence for democracy and the Rule of Law. How do the normative effects of automated decision systems or the interventions of robotic fellow 'beings' compare to the legal effect of written and unwritten law? To investigate these questions the book brings together two disciplinary perspectives rarely combined within the framework of one volume. One starts from the perspective of 'code and law' and the other develops from the domain of 'law and literature'. Integrating original analyses of relevant novels or films, the authors discuss how computational technologies challenge traditional forms of legal thought and affect the regulation of human behavior. Thus, pertinent questions are raised about the theoretical assumptions underlying both scientific and legal practice.

Includes authors, titles, subjects.

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes]

A Reading and Selection Guide

Little Soldiers

A Novel

Red Plenty

Evolutionary Psychopathology

The majestic art of the legendary black-and-white magazine, The Savage Sword of Conan, is represented in a deluxe hardcover art book worthy of Crom himself! With the massive success of the Hyborian warrior in Marvel's line of color comics and a short run in the seminal black-and-white mag Savage Tales, the decision was made to spin Conan off in his own magazine, the better to capture the bone-crushing action of the barbarian's world. Stripped to just its pencil-and-ink essentials, Conan took on a new savagery drawn by masters such as Barry Windsor-Smith, John Buscema and Ernie Chan. The story of Savage Sword isn't solely about the black-and-white interiors, though. The series' fully painted covers were worth the cover price themselves, with gorgeous illustrations by Boris Vallejo, Michael Kaluta, Earl Norem and many others, while the many hidden gems to be found among the pinups and spot illustrations in the magazine's interiors are waiting to be rediscovered by Conan fans. With 235 issues in its epic history, there is no shortage of mind-blowing Savage Sword art; this deluxe hardcover shares the best of it!

It is well known that American culture is a dominant force at home and abroad; our exportation of everything from movies to junk food is a well-documented phenomenon. But is it possible America's most troubling impact on the globalizing world has yet to be accounted for? In Crazy Like Us, Ethan Watters reveals that the most devastating consequence of the spread of American culture has not been our golden arches or our bomb craters but our bulldozing of the human psyche itself: in the process of homogenizing the way the world goes mad. America has been the world leader in generating new mental health treatments and modern theories of the human psyche. We export our psychopharmaceuticals packaged with the certainty that our biomedical knowledge will relieve the suffering and stigma of mental illness. We categorize disorders and thereby defining mental illness and health, and then parade these seemingly scientific certainties in front of the world. Blowback from these efforts is just now coming to light: It turns out that we have not only been changing the way the world talks about and treats mental illness -- we have been changing the mental illnesses themselves. For millennia, local beliefs and different cultures have shaped the experience of mental illness into endless varieties. Crazy Like Us documents how Western interventions have discounted and worked to change those indigenous beliefs, often at a dizzying rate. Over the last century, mental illnesses popularized in America have been spreading across the globe with the speed of contagious diseases. As we travel from China to Tanzania to bring home the unsettling conclusion that the virus is us: As we introduce American ways of treating mental illnesses, we are in fact spreading the diseases. In post-tsunami Sri Lanka, Watters reports on Western trauma counselors who, in their rush to help, inadvertently trampled local expressions of grief, suffering, and healing. In Hong Kong, he retraces the last steps of the teenager whose death sparked an epidemic of the American disorder anorexia nervosa. Watters reveals the truth about a multi-million-dollar campaign by one of the world's biggest drug companies to change the Japanese experience of depression -- literally marketing the disease along with the drug. But this book is not just about the damage we've caused in faraway places. Looking at our impact on the psyches of people in other cultures is a gut check, a way of forcing ourselves to take a fresh look at our own beliefs about mental health and happiness. When we examine our assumptions from a farther shore, we begin to understand how our own culture constantly shapes and sometimes creates the mental illnesses of our time. By setting aside our role as the world's therapist, we may come

that we have as much to learn from other cultures' beliefs about the mind as we have to teach.

The Code of Hammurabi was one of several sets of laws in the ancient Near East and also one of the first forms of code of laws was arranged in orderly groups, so that all who read the laws would know what was required of them. collections of laws include the Code of Ur-Nammu, king of Ur (c. 2050 BC), the Laws of Eshnunna (c. 1930 BC) and of Lipit-Ishtar of Isin (c. 1870 BC), while later ones include the Hittite laws, the Assyrian laws, and Mosaic Law. These come from similar cultures in a relatively small geographical area, and they have passages which resemble each other.

“Surprising. Impressive. Cannibalism restores my faith in humanity.” —Sy Montgomery, *The New York Times Book Review*

For centuries scientists have written off cannibalism as a bizarre phenomenon with little biological significance. Its place in nature was dismissed as a desperate response to starvation or other life-threatening circumstances, and few spent time studying it. A taboo subject in our culture, the behavior was portrayed mostly through horror movies or tabloids sensationalizing the crimes of real-life flesh-eaters. But the true nature of cannibalism--the role it plays in evolution and human history--is even more intriguing (and more normal) than the misconceptions we've come to accept as fact. In *Cannibalism: A Perfectly Natural History*, zoologist Bill Schutt sets the record straight, debunking common myths and investigating our new understanding of cannibalism's role in biology, anthropology, and history in the most fascinating account yet written on this complex topic. Schutt takes readers from Arizona's Chiricahua Mountains, where he waded through ponds full of tadpoles devouring their siblings, to the Sierra Nevadas, where he joins researchers who are shedding new light on what happened to the Donner Party--the most infamous episode of cannibalism in American history. He meets with an expert on the preparation and consumption of human placenta (and, yes, it goes well with Chianti). Bringing together the latest cutting-edge science, Schutt answers questions such as why some amphibians consume their mothers; why certain insects bite the heads off their partners after sex; why, up until the end of the twentieth century, Europeans regularly ate human body parts as medical curatives; and how cannibalism might be linked to the extinction of the Neanderthals. He takes us into the future as well, investigating whether, as climate change causes famine, disease, and overcrowding, we may see more outbreaks of cannibalism in many more species--including our own. *Cannibalism* places a perfectly natural occurrence into a vital new context and invites us to explore why it both enthralls and repels us.

The Map of Chaos

Books in Print Supplement

Maximum Rocknroll

A Future for Socialism

Cannibalism

The Annual American Catalog, 1900-1909

Mental disorders arise from neural and psychological mechanisms that have been built and shaped by natural selection across our evolutionary history. Looking at psychopathology through the lens of evolution is the only way to understand the deeper nature of mental disorders and turn a mass of behavioral, genetic, and neurobiological findings into a coherent, theoretically grounded discipline. The rise of evolutionary psychopathology is part of an exciting scientific movement in psychology and medicine -- a movement that is fundamentally transforming the way we think about health and disease. Evolutionary Psychopathology takes steps toward a unified approach to psychopathology, using the concepts of life history theory -- a biological account of how individual differences in development, physiology and behavior arise from tradeoffs in survival and reproduction -- to build an integrative framework for mental disorders. This book reviews existing evolutionary models of specific conditions and connects them in a broader perspective, with the goal of explaining the large-scale patterns of risk and comorbidity that characterize psychopathology. Using the life history framework allows for a seamless integration of mental disorders with normative individual differences in personality and cognition, and offers new conceptual tools for the analysis of developmental, genetic, and neurobiological data. The concepts presented in Evolutionary Psychopathology are used to derive a new taxonomy of mental disorders, the Fast-Slow-Defense (FSD) model. The FSD model is the first classification system explicitly based on evolutionary concepts, a biologically grounded alternative to transdiagnostic models. The book reviews a wide range of common mental disorders, discusses their classification in the FSD model, and identifies functional subtypes within existing diagnostic categories.

From the New York Times bestselling author of *The Map of Time* and *The Map of the Sky*, the final installment in the award-winning trilogy that *The Washington Post* called “a big, genre-bending delight.” When the person he loves most dies in tragic circumstances, the mysterious protagonist of *The Map of Chaos* does all he can to speak to her one last time. A session with a renowned medium seems to offer the only solution, but the experience unleashes terrible forces that bring the world to the brink of disaster. Salvation can only be found in *The Map of Chaos*, an obscure, hand-written mathematical treatise that he is desperate to uncover. In his search, he is given invaluable help by Sir Arthur Conan Doyle, Lewis Carroll, and of course by H.G. Wells, whose *Invisible Man* seems to have escaped from the pages of his famous novel to sow terror among mankind. They alone can discover the means to save the world and to find the path that will reunite the lovers separated by death. Proving once again that he is “a master of ingenious plotting” (*Kirkus Reviews*), Félix J. Palma brings together a cast of real and imagined literary characters in Victorian London, when spiritualism is at its height. *The Map of Chaos* is a spellbinding adventure that mixes impossible loves, nonstop action, real ghosts, and fake mediums, all while paying homage to the giants of science fiction.

The ideal book for people who want to increase their word power. Thorough coverage of 1,200 words and 240 roots while introducing 2,300 words. The Vocabulary Builder is organized by Greek and Latin roots for effective study with nearly 250 new words and roots. Includes quizzes after each root discussion to test progress. A great study aid for students preparing to take standardized tests.

In his acclaimed Codex Alera novels, #1 New York Times bestselling author Jim Butcher has created a fascinating world in

which the powerful forces of nature take physical form. But even magic cannot sway the corruption that threatens to destroy the realm of Alera once and for all... When the power-hungry High Lord of Kalare launches a merciless rebellion against the First Lord, young Tavi of Calderon joins a newly formed legion under an assumed name. And when the ruthless Kalare allies himself with a savage enemy of the realm, Tavi finds himself leading an inexperienced, poorly equipped legion—the only force standing between Alera and certain doom...

A Perfectly Natural History

The Annual American Catalog, 1908

A Handbook of Grammar for the Innocent, the Eager, and the Doomed

Book Review Index

The Code of Hammurabi

The Atrocity Archives

Nought's had, all's spent, Where our desire is got without content: 'Tis safer to be that which we destroy Than by destruction dwell in doubtful joy. So speaks Lady Macbeth upon the attainment of the aim of her ambition (act 3, scene 2). Is this expression of a fear of success the consequence of the highly competitive arena in which she is striving to achieve? Will this sentiment later lead to the avoidance of this or other forms of success? Does she fear success because she is a woman? While the fear and avoidance of success are ideas that are not new to psychology or to human behavior, recent work by Matina Homer has excited great interest in the psychological measure of a personal disposition to avoid success and a behavioral measure of that avoidance. It is with this recent wave of research and writing that Part II of this book is concerned. Great personal interest was stimulated in the "fear of success" concept. It is not only the hypochondriacs who find in the idea of a "fear of success" syndrome an explanation for the course of their lives. In Part I are presented the earlier forms which the concept of "fear of success" took, especially in psychoanalytic theory and personality theory, originating with Freud's discussion of "those wrecked by success," but citing some of the much older cultural traditions involving a fear and/or avoidance of success.

This title traces the growth of video games, showing how they have become an integral part of popular culture today.

Playful and practical, this is the style book you can't wait to use, a guide that addresses classic questions of English usage with wit and the blackest of humor. Gordon has taken her enormously successful book of English usage and expanded it to include more rules, fine points, examples, and illustrations. Playful and practical, this style book combines classic questions of usage with wit and the blackest of humor.

Psychotherapy that regularly yields liberating, lasting change was, in the last century, a futuristic vision, but it has now become reality, thanks to a convergence of remarkable advances in clinical knowledge and brain science. In *Unlocking the Emotional Brain*, authors Ecker, Ticic and Hulley equip readers to carry out focused, empathic therapy using the process found by researchers to induce memory reconsolidation, the recently discovered and only known process for actually unlocking emotional memory at the synaptic level. Emotional memory's tenacity is the familiar bane of therapists, and researchers have long believed that emotional memory forms indelible learning. Reconsolidation has overturned these views. It allows new learning to erase, not just suppress, the deep, unconscious, intensely problematic emotional learnings that form during childhood or in later tribulations and generate most of the symptoms that bring people to therapy. Readers will learn methods that precisely eliminate unwanted, ingrained emotional responses—whether moods, behaviors or thought patterns—causing no loss of ordinary narrative memory, while restoring clients' well-being. Numerous case examples show the versatile use of this process in AEDP, Coherence Therapy, EFT, EMDR and IPNB.

Copper Road

The New Sultan

Crazy Like Us

Arts & Humanities Citation Index

Cursor's Fury

Containing a Record, Under Author, Title, Subject and Series: Also, the Full Titles, with Descriptive Notes, of All Books Recorded in the Publishers' Weekly, 1908, Statistics of Book Production, Directory of Publishers, Etc

Rhianne, mind mage and Imperial Princess of Kjall, cannot openly challenge the emperor. Instead she acts in secret to aid the victims of his worst excesses. But now the emperor plans to wed her to the cruel Augustan, the man leading Kjall's attack against the nation of Mosar. Soon she will be torn from her supporters and shipped overseas, where she can help no one. Mosari crown prince Janto is desperate to save his country from invasion. When one of his most trusted spies disappears while gathering intelligence at the Kjallan palace, Janto takes his place and continues searching for information that could save his people. But falling for the Imperial Princess was not part of his plan. Nor was having his true identity revealed... Now Rhianne must make a choice—follow the path of tradition or the one of the heart, even if it means betraying her own race.

New York Times Book Review Editor's Choice; Real Simple Best of the Month; Library Journal Editors' Pick In the spirit of *Battle Hymn of the Tiger Mother*, *Bringing up Bébé*, and *The Smartest Kids in the World*, a

hard-hitting exploration of China's widely acclaimed yet insular education system that raises important questions for the future of American parenting and education. When students in Shanghai rose to the top of international rankings in 2009, Americans feared that they were being "out-educated" by the rising super power. An American journalist of Chinese descent raising a young family in Shanghai, Lenora Chu noticed how well-behaved Chinese children were compared to her boisterous toddler. How did the Chinese create their academic super-achievers? Would their little boy benefit from Chinese school? Chu and her husband decided to enroll three-year-old Rainer in China's state-run public school system. The results were positive—her son quickly settled down, became fluent in Mandarin, and enjoyed his friends—but she also began to notice troubling new behaviors. Wondering what was happening behind closed classroom doors, she embarked on an exploratory journey, interviewing Chinese parents, teachers, and education professors, and following students at all stages of their education. What she discovered is a military-like education system driven by high-stakes testing, with teachers posting rankings in public, using bribes to reward students who comply, and shaming to isolate those who do not. At the same time, she uncovered a years-long desire by government to alleviate its students' crushing academic burden and make education friendlier for all. The more she learns, the more she wonders: Are Chinese children—and her son—paying too high a price for their obedience and the promise of future academic prowess? Is there a way to appropriate the excellence of the system but dispense with the bad? What, if anything, could Westerners learn from China's education journey? Chu's eye-opening investigation challenges our assumptions and asks us to consider the true value and purpose of education.

The Transitive Vampire
Canadian Periodical Index
Spells
Fate Accelerated Edition
Paperbound Books in Print