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This book looks closely at the endings of narrative digital games, examining their ways of concluding the processes of both storytelling and play in order to gain insight into what endings are and how we identify them in different media. While narrative digital games share many representational strategies

for signalling their upcoming end with more traditional narrative media - such as novels or movies - they also show many forms of endings that often radically differ from our conventional understanding of conclusion and closure. From vast game worlds that remain open for play after a story's finale, to multiple endings that are often hailed as a means for players to create their own stories, to the potentially tragic endings of failure and "game over", digital games question the traditional singularity and finality of endings. Using a broad range of examples, this book delves deeply into these and other forms and their functions, both to reveal the closural specificities of the ludonarrative hybrid that digital games are, as well as to find the core elements that characterise endings in any medium. It examines how endings make themselves known to players and raises the question of how well-established closural conventions blend with play and a player's effort to achieve a goal. As an interdisciplinary study that draws on game studies as much as on transmedial narratology, *Forms and Functions of Endings in Narrative Digital Games* is suited for scholars and students of digital games as well as for narratologists yet to become familiar with this medium. Psychoanalysis can make a huge difference in the lives of patients, their families and others they encounter. Myths have developed, however, about how psychoanalysis should end - what patients experience and what analysts do. These expectations come primarily from accounts by analysts in the analytic literature which are often perpetuated in an oversimplified form in teaching. Patients'

perspectives are rarely presented. In her book, Judy Leopold Kantrowitz seeks to address this omission. *Exploring the accounts of 82 former analysands*, she illustrates the rich diversity of psychoanalytic endings and ways of maintaining analytic benefits after ending; in presenting patients' experiences Kantrowitz provides correctives for some myths about termination. *Myths of termination: What patients can teach psychoanalysts about endings* is not a book that seeks to refute or support any specific idea about a best way of ending analysis, but rather to show that there are countless ways of having a satisfactory conclusion to the process. Nor is the author espousing any particular analytic theory. Kantrowitz sets out to show that an oversimplified view of psychoanalytic endings not only diminishes an appreciation of the diversity of psychoanalytic outcomes but may also interfere with the creativity of individual psychoanalysts. In this book, former analysands describe and illustrate how their analyses ended. They reflect on the effect of non-mutual endings due to external factors (moving, retirement, illness or death) or psychological factors (wishing to avoid facing some issue); the impact of post-analytic contact; and the ways in which they have held on to their analytic benefits after ending their analyses. *Myths of termination* confronts and refutes the myths about the termination phase of psychoanalysis that are passed from generation to generation. It is a refreshing and insightful study that will be welcomed by psychoanalysts, psychodynamic therapists, such as clinical psychologists, social workers, and others trained or in training to do clinical work. *Humanity*

has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on 'harvesting' the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths - and weaknesses - by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out. This Mass Effect Legendary Edition guide will help give a walkthrough to each of the 3 games, as you return to the total set of 3 in its completely remastered greatness. Just as the primary games, basically every piece of single-player DLC has likewise been incorporated, which means you're truly getting the total bundle as you head off on your space experiences with Commander Shepard. Normally, you'll need to take advantage of this experience, so we have an entire set-up of Mass Effect Legendary Edition walkthrough guides covering sentiments, weapons, and how to get the most ideal endings for every one of the 3 games in the set. Assuming you're prepared, Commander,

we'll start. This colposcopy manual was developed in the context of the cervical cancer screening research studies of the International Agency for Research on Cancer (IARC) and the related technical support provided to national programs. It is thus a highly comprehensive manual, both for the training of new colposcopists and for the continuing education and reorientation of those who are more experienced. This manual offers a valuable learning resource, incorporating recent developments in the understanding of the etiology and pathogenesis of cervical intraepithelial neoplasia (CIN), as well as in colposcopy and cervical pathology. Expertise in performing satisfactory, safe, and accurate colposcopic examinations requires high competence in the technical, interpretive, and cognitive aspects, and the capability to develop pragmatic and effective management plans and treatment. This comprehensive and concise manual covers all these aspects and serves as a useful handbook for acquiring the necessary skills for the visual recognition and interpretation of colposcopic findings and for developing the personal and professional attributes required for competence in colposcopy. Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games--including the award-winning "Lair of the Shadow Broker" from Mass Effect 2 and the fan-favorite "Citadel" from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's

masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming! Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars, the newest interstellar species struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station: smoking ruins littered with bodies and unanswered questions. Who attacked this post, and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy - one he won't live to tell about. Or so the enemy thinks. ? As video gaming and gaming culture became more mainstream in the 1970s, science fiction authors began to incorporate aspects of each into their work. This study examines how media-fueled paranoia about video gaming—first emerging almost fifty years ago—still resonates in modern science fiction. The author reveals how negative stereotypes of gamers and gaming have

endured in depictions of modern gamers in the media and how honest portrayals are still wanting, even in the "forward thinking" world of science fiction. The brain is the most complex organ in our body. Indeed, it is perhaps the most complex structure we have ever encountered in nature. Both structurally and functionally, there are many peculiarities that differentiate the brain from all other organs. The brain is our connection to the world around us and by governing nervous system and higher function, any disturbance induces severe neurological and psychiatric disorders that can have a devastating effect on quality of life. Our understanding of the physiology and biochemistry of the brain has improved dramatically in the last two decades. In particular, the critical role of cations, including magnesium, has become evident, even if incompletely understood at a mechanistic level. The exact role and regulation of magnesium, in particular, remains elusive, largely because intracellular levels are so difficult to routinely quantify. Nonetheless, the importance of magnesium to normal central nervous system activity is self-evident given the complicated homeostatic mechanisms that maintain the concentration of this cation within strict limits essential for normal physiology and metabolism. There is also considerable accumulating evidence to suggest alterations to some brain functions in both normal and pathological conditions may be linked to alterations in local magnesium concentration. This book, containing chapters written by some of the foremost experts in the field of magnesium research, brings together the latest in experimental and clinical magnesium research as it relates to the

central nervous system. It offers a complete and updated view of magnesiums involvement in central nervous system function and in so doing, brings together two main pillars of contemporary neuroscience research, namely providing an explanation for the molecular mechanisms involved in brain function, and emphasizing the connections between the molecular changes and behavior. It is the untiring efforts of those magnesium researchers who have dedicated their lives to unraveling the mysteries of magnesiums role in biological systems that has inspired the collation of this volume of work. Summaries at end of articles. Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series! Mass Effect 3 Prima Official Game Guide includes: * Fight YOUR Way - Multiple approaches to every key battle * Dominate in Multiplayer - Comprehensive maps prepare you for battle and help you survive * Choose the Best Gear - Every weapon and piece of armor revealed, including mods and upgrades * Take Earth Back - Class breakdowns and build recommendations give you the advantage you need against the reapers * Avoid Spoilers - Special callouts strategically placed and

text turned upside down at critical story moments ensure your experience won't be spoiled

Volume III of *The Cambridge History of the Cold War* examines the evolution of the conflict from the Helsinki Conference of 1975 until the Soviet collapse in 1991. A team of leading scholars analyzes the economic, social, cultural, religious, technological and geopolitical factors that ended the Cold War and discusses the personalities and policies of key leaders such as Brezhnev, Reagan, Gorbachev, Thatcher, Kohl and Deng Xiaoping. The authors show how events throughout the world shaped the evolution of Soviet-American relations and they explore the legacies of the superpower confrontation in a comparative and transnational perspective. Individual chapters examine how the Cold War affected and was affected by environmental issues, economic trends, patterns of consumption, human rights and non-governmental organizations. The volume represents the new international history at its best, emphasizing broad social, economic, demographic and strategic developments while keeping politics and human agency in focus.

Currently Updating for Legendary Edition

For years, a lone soldier has told tales of the Reapers, of their return, of these sentient machines reaching out across the vastness of space, to harvest all sentient life. But the warnings were all for nothing. Until now. The Reapers have at last come to Earth and these warnings can no longer be ignored. You are Commander Shepard, the first human spectre and elite soldier of the Alliance, tasked with uniting the galaxy in the fight to stop the Reapers destroying everything you hold dear. In your hands

lies the fate of the entire Milky Way but luckily, this time, you are no longer alone. - Strategies guaranteed to get you through this epic story in one piece. - All side missions completed. - Fool-proof boss tactics. - Find every single weapon mod tucked away in the game. - The location of every war collectible, solar system, hidden fuel station and war asset uncovered in detail. - Full coverage of all three DLC packs Leviathan, Omega and Citadel. Chapters have been rearranged and often split to work towards one chapter-one lecture model. Learning objectives and glossary of terms in the beginning of every chapter. 56 Videos and animations 120 Multiple choice questions The main aim of the Second South Asia Edition is to meet the needs of the undergraduate medical students and faculty on South Asia by aligning the book to the teaching methods in the subcontinent. This hardcover edition, with unique cover treatments to enhance the artwork, includes higher quality paper and exclusive content throughout additional pages. • A rich, branching storyline explored: A sci-fi epic with multiple endings based on your choices and actions throughout. • Large-scale and intelligent enemies: Battle enormous enemies and a smarter type of foe that will consistently challenge your best combat tactics. • Unlock a customizable arsenal: Tailor each weapon with devastating upgrades including scopes, grips, barrels and dozens of other unique attachments. • Unleash death from afar or go toe-to-toe: Customize your soldier and squad to engage the enemy on your terms with a huge variety of weapons, abilities and equipment. Everyone's favorite guide to fiction that's thrilling,

mysterious, suspenseful, thought-provoking, romantic, and just plain fun is back—and better than ever in this completely revamped and revised edition. A must for every readers' advisory desk, this resource is also a useful tool for collection development librarians and students in LIS programs. Inside, RA experts Wyatt and Saricks cover genres such as Psychological Suspense, Horror, Science Fiction, Fantasy, Romance, Mystery, Literary and Historical Fiction, and introduce the concepts of Adrenaline and Relationship Fiction; include everything advisors need to get up to speed on a genre, including its appeal characteristics, key authors, sure bets, and trends; demonstrate how genres overlap and connect, plus suggestions for guiding readers among genres; and tie genre fiction to the whole collection, including nonfiction, audiobooks, graphic novels, film and TV, poetry, and games. Both insightful and comprehensive, this matchless guidebook will help librarians become familiar with many different fiction genres, especially those they do not regularly read, and aid library staff in connecting readers to books they're sure to love. In review, the amount of information available on the morphological and functional properties of the frog nervous system is very extensive indeed and in certain areas is the only available source of information in vertebrates. Further more, much of the now classical knowledge in neurobiology was originally obtained and elaborated in depth in this vertebrate. To cite only a few examples, studies of nerve conduction, neuromuscular transmission, neuronal integration, sense organs, development, and locomotion have been developed with

great detail in the frog and in conjunction provide the most complete holistic description of any nervous system. Added to the above considerations, the ease with which these animals may be maintained (both as adults and during development) and the advantage of their lower cost as compared with other vertebrate forms make the frog one of the most important laboratory animals in neurobiology. With these thoughts in mind, we decided to compile this volume. Our goal in doing so was to assemble as much as possible of the information available on frog neurobiology and to have the different topics covered by authorities in each of the fields represented. To keep the handbook restricted to one volume, we found it necessary to omit the large field of amphibian muscle neurobiology, which has already been summarized in various other publications.

The body as a measuring tool for planetary harm. A nervous system under increasing stress. In this urgent collection that moves from the personal to the political and back again, writer, activist, and migrant Jessica Gaitán Johannesson explores how we respond to crises. She draws parallels between an eating disorder and environmental neurosis, examines the perils of an activist movement built on non-parenthood, dissects the privilege of how we talk about hope, and more. The synapses that spark between these essays connect essential narratives of response and responsibility, community and choice, belonging and bodies. They carry vital signals. Fantasy is often condemned as escapist, unsophisticated and superficial. This collection of new essays puts such easy dismissals to the test by examining the ways in which Fantasy

narratives present diverse, politically relevant discourses—gender, race, religion or consumerism—and thereby serve as indicators of their real-world contexts. Through their depiction of other worlds allegedly disconnected from our own, these texts are able to actualize political attitudes. Instead of categorizing Fantasy either as conservative or progressive, the essays suggest that its generic peculiarity allows the emergence of productive forms of oscillation between these extremes. Covered are J.R.R. Tolkien's *The Lord of the Rings*, George R.R. Martin's *A Song of Ice and Fire* sequence, J. K. Rowling's *Harry Potter* novels, the vampire TV series *True Blood*, and the dystopian computer game *Fallout 3*. This book presents the most comprehensive coverage of the field of Indo-European Linguistics in a century, focusing on the entire Indo-European family and treating each major branch and most minor languages. The collaborative work of 120 scholars from 22 countries, *Handbook of Comparative and Historical Indo-European Linguistics* combines the exhaustive coverage of an encyclopedia with the in-depth treatment of individual monographic studies.

Location: Our galaxy, at a time set far in our future ... Every 50,000 years, a race of machines returns to harvest the galaxy's organic life forms. In the first MASS EFFECT game, it is the year 2183, and the machines are about to return once again. This book will be a bridging novel set between the first and second MASS EFFECT games.

The maintenance of arterial blood pressure and the distribution of blood flow to the various organs of the body depends on the control of the pumping action of the heart and of the resistance of the vascular beds in the

individual organs in accordance with their metabolic needs. These controls are achieved through the integrated actions of circulating hormones, humoral factors that are synthesized and released in the heart and blood vessels, and the autonomic nervous system. The heart, however, is not only the target for the direct and indirect actions of a number of hormones and humoral factors, it is also an endocrine organ in the traditional sense, synthesizing and secreting into the circulation chemical factors that act at distant sites. In this treatise, *Hormones and the Heart in Health and Disease*, we interpret "endocrinology" broadly and consider traditional hormones as well as autocoids that are secreted by the heart or that act on it. In this overview, the relevant chapters are indicated in parentheses. The discovery of atrial natriuretic peptide (ANP; atrial natriuretic factor, ANF) in the 1980s indicated that the heart does indeed function as an endocrine organ in the classic sense. ANP (Chapter I) is synthesized in the heart and secreted into the circulation for actions on the kidney, where it is a potent natriuretic agent, and on the vasculature, where it causes vasodilation. ANP can also affect myocardial contractility. "If you're hesitant to pull the trigger when things obviously aren't working out, Henry Cloud's *Necessary Endings* may be the most important book you read all year." —Dave Ramsey, New York Times bestselling author of *The Total Money Makeover* "Cloud is a wise, experienced, and compassionate guide through [life's] turbulent passages." —Bob Buford, bestselling author of *Halftime and Finishing Well*; founder of the Leadership Network Henry Cloud, the

bestselling author of *Integrity* and *The One-Life Solution*, offers this mindset-altering method for proactively correcting the bad and the broken in our businesses and our lives. Cloud challenges readers to achieve the personal and professional growth they both desire and deserve—and gives crucial insight on how to make those tough decisions that are standing in the way of a more successful business and, ultimately, a better life. *Queerness in Play* examines the many ways queerness of all kinds—from queer as ‘LGBT’ to other, less well-covered aspects of the queer spectrum—intersects with games and the social contexts of play. The current unprecedented visibility of queer creators and content comes at a high tide of resistance to the inclusion of those outside a long-imagined cisgender, heterosexual, white male norm. By critically engaging the ways games—as a culture, an industry, and a medium—help reproduce limiting binary formations of gender and sexuality, *Queerness in Play* contributes to the growing body of scholarship promoting more inclusive understandings of identity, sexuality, and games.

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Y This novel continues the all-new, completely original story begun in the first three MASS EFFECT stories. The heroine, Gillian, was once the subject of horrifying scientific experiments, but now, after her rescue, she is beginning to master her amazing powers. But when she falls under the sway of a radical group who believes their powers make them superior to ordinary humans, she finds herself faced with a choice between her destiny . . . and her humanity. Since their first description in 1875, Merkel cells have remained an elusive cell type. Their origin as well as their classification as mechanoreceptors have been a matter of controversy and intense discussion. The peptidergic granules in these cells are suggestive of neuroendocrine functions, but their discovery has raised additional questions regarding Merkel cell function. Essential aspects of structure, development and function of normal Merkel cells and Merkel cell carcinoma are presented in short chapters, providing concise and up-to date information on this fascinating cell type. For centuries after a devastating battle between the immortals, humanity has been protected from the Chaos realm by an invisible barrier known as the Legacy. But sealed behind the weakening barrier, the traitor Daemron makes one last, desperate bid for freedom: he casts his most deadly spell and curses four unsuspecting children. Born under the Blood Moon, they are destined to wield Daemron's talismans of power, to either save the barrier - or bring it crashing down... INSTANT NEW YORK TIMES BESTSELLER From the #1 New York Times bestselling author of In a Dark, Dark Wood, The Woman in Cabin 10, The Lying Game, and The Death of

Mrs. Westaway comes Ruth Ware's highly anticipated fifth novel. When she stumbles across the ad, she's looking for something else completely. But it seems like too good an opportunity to miss—a live-in nanny post, with a staggeringly generous salary. And when Rowan Caine arrives at Heatherbrae House, she is smitten—by the luxurious “smart” home fitted out with all modern conveniences, by the beautiful Scottish Highlands, and by this picture-perfect family. What she doesn't know is that she's stepping into a nightmare—one that will end with a child dead and herself in prison awaiting trial for murder. Writing to her lawyer from prison, she struggles to explain the unravelling events that led to her incarceration. It wasn't just the constant surveillance from the cameras installed around the house, or the malfunctioning technology that woke the household with booming music, or turned the lights off at the worst possible time. It wasn't just the girls, who turned out to be a far cry from the immaculately behaved model children she met at her interview. It wasn't even the way she was left alone for weeks at a time, with no adults around apart from the enigmatic handyman, Jack Grant. It was everything. She knows she's made mistakes. She admits that she lied to obtain the post, and that her behavior toward the children wasn't always ideal. She's not innocent, by any means. But, she maintains, she's not guilty—at least not of murder. Which means someone else is. Full of spellbinding menace and told in Ruth Ware's signature suspenseful style, *The Turn of the Key* is an unputdownable thriller from the Agatha Christie of our time. The champions of BioWare's award winning series embark

on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. Mass Effect's vibrant world is teeming with conflict, and always on the edge of tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series Discovery which follows the Turian soldier Tiran Kandros. This book compiles all of the Mass Effect comic book series in one affordable, accessible, and comprehensive format--a must buy for fans of the Mass Effect universe and BioWare. Collects Mass Effect: Redemption #1-4, Mass Effect: Evolution #1-4, Mass Effect: Invasion #1-4, Mass Effect: Homeworlds #1-4, Mass Effect: Foundation #1-13, and Mass Effect: Discovery #1-4.

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