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Advanced Player's Guide Pathfinder Advanced Player's Guide City of Mist Player's Guide City of Mist RPG Core, Hardback Roleplaying Game Tennis Skills The C# Player's Guide (eBook) The C# Player's Guide Advanced Dungeons & Dragons, Players Handbook Scarred Lands Player's Guide Practical Theory for Guitar: A Player's Guide to Essential Music Theory in Words, Music, Tablature, and Sound, Book & Online Audio [With CD] Dungeons and Dragons Player's Strategy Guide Exalted Players Guide Ptolus Player's Guide Pathfinder RPG Bestiary 3 Pocket Edition (P2) Full Throttle Official Players Guide The Boardgamer Avalon Hill Player's Guide Collection The Kerbal Player's Guide The Ultimate Player's Guide to Minecraft The Brawler's Encyclopedia Symbaroum Advanced Player's Guide String Players' Guide to the Orchestra Pathfinder Advanced Player's Guide Special Edition The C# Player's Guide (4th Edition) The Baseball Player's Guide to Hitting Like a Pro Mental Toughness 101 The Strange Player's Guide Water Polo Players Guide ????? ??"? A Players Guide to Life, the Universe, and Everything String Players' Guide to the Orchestra for Violin 2 City of Mist Role-Playing Game Core Book Horde Player's Guide Pokémon XD Dragon Warriors Players Guide The Player's Guide to Guitar Maintenance The Legend of Zelda Final Fantasy X-2 Odyssey of the Dragonlords Players Guide Numenera 2 Players Guide String Players' Guide to the Orchestra

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"Drawing enthusiastically on Greek mythology, the revised and re-imagined *Scarred Lands* retains its place as a modern fantasy RPG setting. This is a world shaped by gods and monsters, and only the greatest of heroes can expect to be counted among them. In the *Scarred Lands Player's Guide*, players build a character to adventure on the most populous continent of Scarn, Ghelspad, which plays host to vast unexplored regions, hides unsolved riddles from ancient cultures, and taunts adventures with the promise of undiscovered riches hidden among the ruins of older civilizations." -- Back cover. Ready to go beyond the basics? Expand the limits of what's possible with the *Pathfinder Advanced Player's Guide*! This 272-page *Pathfinder Second Edition* rulebook contains exciting new rules options for player characters, adding even more depth of choice to your *Pathfinder* game! Inside you will find brand new ancestries, heritages, and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! The must-have *Advanced Player's Guide* also includes exciting new options for all your favorite *Core Rulebook* classes and tons of new backgrounds, general feats, spells, items, and 40 flexible archetypes to customize your play experience even further! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate *Pathfinder's* new edition! (Cover color and design subject to change.) The *Pathfinder Advanced Player's Guide* includes: \* Four new classes: the investigator, oracle, swashbuckler, and witch! \* Five new ancestries and five heritages for any ancestry: celestial aasimars, curious catfolk, hagspawned changelings, vampiric dhampirs, fate-touched duskwalkers, scaled kobolds, fierce orcs, fiendish tieflings, industrious ratfolk, and feathered tengu! \* 40 new archetypes including multiclass archetypes for the four new classes, *Pathfinder* favorites like the cavalier, dragon disciple, shadowdancer, and vigilante, and brand-new archetypes like the familiar master and the

shield-bearing iron wall! \* New class options for all twelve classes from the Pathfinder Core Rulebook including champions of evil, genie and shadow sorcerers, zen archer monks, rogue masterminds, spellcasting rangers, and more! \* Even more exciting new rules, from rare and unique backgrounds to investigative skill feats, from spells and rituals like reincarnate and create demiplane to new items including special wands with unusual effects and exciting potions worthy of a witch's cauldron. Create characters, explore the setting, and learn the rules in this inexpensive second copy of key rules and setting material. This 64-page softcover delivers a taste of the game and gives you an extra copy of key material for the gaming table. The C# Player's Guide (4th Edition) is the ultimate guide for people starting with C#, whether new to programming or an experienced vet. This guide takes you from your journey's beginning, through the most challenging parts of programming in C#, and does so in a way that is casual, informative, and fun. This version of the book is updated for C# 9.0 and Visual Studio 2019. Get off the ground quickly, with a gentle introduction to C#, Visual Studio, and a step-by-step walkthrough and explanation of how to make your first C# program. Learn the fundamentals of procedural programming, including variables, math operations, decision making, looping, methods, and an in-depth look at the C# type system. Delve into object-oriented programming, including inheritance, polymorphism, interfaces, and generics, from start to finish. Explore some of the most useful advanced features of C#, and take on some of the most common tasks that a programmer will tackle. Learn to control the tools and tricks of programming in C#, including the .NET framework, dealing with compiler errors, and hunting down bugs in your program. Master the needed skills by taking on a large collection of Try It Out! challenges, to ensure that you've learned the things you need to. With this guide, you'll soon be off to save the world (or take it over) with your own awesome C# programs! Kerbal Space Program (KSP) is a critically acclaimed, bestselling space flight simulator game. It's making waves everywhere from mainstream media to the actual space flight industry, but it has a bit of a learning curve. In this book, five KSP nerds--including an astrophysicist--teach you everything you need to know to get a nation of tiny green people into space. KSP is incredibly realistic. When running your space program, you'll have to consider delta-V budgets, orbital mechanics, Hohmann transfers, and more. This book is perfect for video game players, simulation game players, Minecrafters, and amateur astronomers. Design, launch, and fly interplanetary rockets Capture an asteroid and fly it into a parking orbit Travel to distant planets and plant a flag Build a moon rover, and jump off a crater ridge Rescue a crew-mate trapped in deep space Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette. The C# Player's Guide (3rd Edition) is the ultimate guide for people starting out with C#, whether you are new to programming, or an experienced vet. This guide takes you from your journey's beginning, through the most challenging parts of programming in C#, and does so in a way that is casual, informative, and fun. This version of the book is updated for C# 7.0 and Visual Studio 2017. Get off the ground quickly, with a gentle introduction to C#, Visual Studio, and a step-by-step walkthrough and explanation of how to make your first C# program. Learn the fundamentals of procedural programming, including variables, math operations, decision making, looping, methods, and an in-depth look at the C# type system. Delve into object-oriented programming, from start to finish, including inheritance,

polymorphism, interfaces, and generics. Explore some of the most useful advanced features of C#, and take on some of the most common tasks that a programmer will tackle. Learn to control the tools and tricks of programming in C#, including the .NET framework, dealing with compiler errors, and hunting down bugs in your program. Master the needed skills by taking on a large collection of Try It Out! challenges, to ensure that you've learned the things you need to. With this guide, you'll soon be off to save the world (or take over it) with your own awesome C# programs!

The String Player's Guide to the Orchestra includes orchestral repertoire, excerpts, scales and studies for string orchestra as well as individual study. The works may be played individually or in ensembles and the music selections work within a wide range of student ability levels. The book focuses on phrasing, technique and musical styles and provides a unique entry into performance music preparation with right- and left-hand studies using authentic orchestral excerpts. Fantasirollespil. "Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson"--Title page verso. Describes different styles of electric guitars, and cover maintenance, tools, and the guitar's neck, bridge, pickups, and strings Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. Drawing inspiration from the ancient Greek epics, including The Odyssey, The Iliad, and The Argonautica. The Player's Guide is a 28-page companion booklet that will provide you with everything you need to begin your career as a prospective hero in the forgotten land of Thylea. Inspired by ancient Greek mythology, Thylea is a brand new campaign setting--a lost continent that can be seamlessly added to any existing campaign setting. Made in the UK. "Expand the limits of what's possible with this collection of exciting new options for your Pathfinder character. Choose from 10 brand-new ancestries and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! Plus, over 40 new archetypes, more options for every ancestry and class in the Pathfinder Core Rulebook, and new backgrounds, feats, spells, and items provide more opportunities for customization than ever before."--Page 4 of cover. With this guide, gamers can augment their game play. Complete walkthroughs and all the maps help players navigate the game. Character descriptions, and complete lists of items, monsters and magic are included. This guide provides tips and tricks for optimizing D&D characters--to make them more awesome and fun to play at the game table. Entertaining sidebar essays written by celebrity gamers and a distinctive comic art style make this edition unique. Since a child, Chimie has asked the question "why," curious to know how things worked or the reasons behind peoples' actions. From those questions, Chimie has collected a variety of answers and understanding of how the world works and what drives it forward. In A Player's Guide to Life, the Universe, and Everything, author Chimie doesn't expect to teach you anything new. Instead, the author reminds you of what you already know and prods you to think about life and spirituality and everything—and at the same time, asks you to question everything and find the reasons behind it. Offering inspiration to become a better person, A Player's Guide to Life, the Universe, and Everything underscores the importance of understanding that you are you and you are in balance with you, your surroundings, and the universe. Let love be the power you rely on, and let compassion be the language you speak. A core rulebook for Exalted(, this book features fundamental game information for all players and storytellers. Provides readers with tips, techniques, and strategies for Minecraft, including how to register for the

game, customize the experience, and create new worlds. The Must-Own Insider's Guide to the Gaming Sensation! Brawl Stars is one of the latest real-time multiplayer gaming phenomena to captivate players all over the world. Players team up in threes to navigate mazes, shoot at enemies, and collect colorful gem stones. In order to triumph, players must react quickly, aim precisely, and develop strategy to perform well in each three-minute match. To keep the game interesting, Brawl Stars offers several unique game play modes, each focusing on a different primary challenge. With the valuable tips in this illustrated, information-packed guide, gamers will be better equipped to: Develop strategies for success at each different level Master the various playing arenas (mazes) and snag more wins Take advantage of the unique features of each gameplay mode The Brawler's Encyclopedia will introduce young readers to this exciting and challenging game. This full-color how-to guide includes hundreds of full-color screenshots showcasing some of the more collectible skins that can be unlocked or purchase and explaining all aspects of the game in a way that appeals to newbs and experienced gamers.

The chanting of the cultists came drifting with the breeze. Doraël-Ri had tracked them all the way from the settlement of Merel, at the border of Davokar. A small, human child one of few to survive the massacre had asked how he dared to travel the woods alone. In Davokar you are never alone, he had answered. Not me, nor you, no one Aided by mystical rituals Doraël had managed to follow the cold tracks, but now the enemy was close enough for his friend and servant, the owl Strigi, to take over the hunt. He raised his black sword, took a deep breath and placed the Horn Mask over his face; vengeful spirits immediately flocked around him, veiling him from the world. The sword quivered in his hand, hungering for tainted flesh and blood. Soon my dear, soon, he whispered. For this enemy, simpler steel will do. He put the hallowed sword back in its scabbard and drew the shorter blade that had belonged to his sister. Soon he lunged through the forest, with Strigi soaring at his side. The first enemy fell before any of the cultists realized that the avenger had come. The Advanced Players Guide expands on every aspect of the Players Guide section in the Symbaroum Core Rulebook and is equally useful for players and Game Masters. The book is brimming with new races, occupations, abilities, powers and rituals, also with lots of new equipment that will influence how the game is played. Moreover, if you take all optional rules in regard, along with its contribution to the expansion of the game world, it is hardly any doubt that the Advanced Players Guide is a must for everyone who cannot wait to walk further into the shadowy halls of Davokar!

Featured content Five new playable races, in the form of Elf, Abducted Human, Dwarf, Troll and Undead. About twenty new occupations, o The publisher of The Boardgamer magazine created five special issues devoted entirely to one game within the Avalon Hill catalog. They were known as Unofficial Player guides, but were considered the best collection of new information, variants, scenarios, rules variations, errata, inserts, and new articles written for these games. Fans loved the materials, because it delivered new life into a game that was forgotten by Avalon Hill, but still cherished by the players. This item is the collection of all five guides for 1776, PanzerBlitz, Panzer Leader, War at Sea, and B-17 Queen of the Skies. Below is a description of each guide: A. This player's guide, the first in a series of five, is dedicated to the naval wargame War At Sea The articles include: Victory In The Atlantic - Strategic Considerations and a Variety of British Opening Moves Admirals Raedar and Doenitz Would've Been Proud - Axis Play In War At Sea

Mediterranean Strategies - The Exciting Approach To War At Sea Why I'm A "Barents On One" Believer - Allied Opening Strategy For War At Sea Underwater Strategy - Use of U-Boats In War At Sea Ten Hints Everyone Ought To Know By Now - Quick Tips For War At Sea War At Sea – Beginner's Tip Sheet - Prepared For Avaloncon '97 Rules Clarifications For War At Sea - As Of July 1, 1999 Improving Yahtzee At Sea - A War At Sea Variant References From The General - War At Sea Articles Through The Years War At Sea Series Replay #1 - Barents On 1 Challenged War At Sea Series Replay #2 - The North Sea Gambit War At Sea Series Replay #3 - The Rubber Match War At Sea Series Replay #4 - The Mediterranean Strategy Avaloncon/WBC Statistics - From the 1991 – 1998 Tournaments B. In this player's guide, the second in a series of five, is dedicated to the revolutionary-war game 1776. The articles include: The American Revolution - And The Boardgaming Hobby Command Pressures Revisited - Leader For 1776 Partisan Leaders - For 1776 1776 Elite Units, Artillery and Naval Rules - and General Rule Observations Wilmington - The Forgotten City In 1776 1776 Clarifications - and PBeM Play Conventions Trouble Areas - Realistic Supply Movement In 1776 The 1776 Thesis - Strategy In 1776 A New 1776 Thesis - The 1776 Thesis Analyzed Contrasting Games On The Revolution - American Revolution, 13: The Colonies In Revolt, and 1776 The Invasion Of Canada Scenario Revisited - Modifying 1776's Scenario #1 The British Southern Campaign - A 1776 Short Campaign Game Lincoln's Southern Campaign – 1779 - Revised The British Dilemma – 1778 - A 1776 Scenario Montcalm And Wolfe - A 1776 Variant For The French & Indian War – 1759 The Tory and Indian War – 1778 - Revised 1776 Revisited - A 1776 Scenario At Avaloncon The British Receding - A New 1776 Scenario In The South – 1781 The Carolinas – 1776 - A New Short Scenario The British Receding - A 1776 Series Replay Insert: Countersheet - Additional Counters for 1776 C. In this player's guide, the third in a series of five, is dedicated to the classic, Eastern Front armor wargame Panzerblitz. The articles include: More New Expressions For A Familiar Face - Do Your Own Panzerblitz Prokhorovka - New Scenarios For Panzerblitz Historical Addendum To Prokhorovka - Historical Orders Of Battle For Each Scenario Panzerblitz Clarifications - and Question Box Variations On A Theme - For Panzerblitz Tournament Situations - For Panzerblitz Panzerblitz Tournament Situations – Part II - And An Analysis Of The Situations The Pieces Of Panzerblitz - Part 2 References From The General New Expressions For A Familiar Face II - Still More Situations For Panzerblitz Operation Wintergale - The Relief Of Stalingrad Beyond Situation 25 - Yet More New Scenarios For Panzerblitz More Historical Corrections - To Panzerblitz Situations References From The Boardgamer Other Products From The Boardgamer Insert: Countersheet - Additional Panzerblitz Counters - Required To Play Scenarios In This Issue D. In this player's guide, the fourth in a series of five, is dedicated to the classic, Western Front armor wargame Panzer Leader The articles include: More New Expressions For Another Familiar Face - Do Your Own Panzer Leader The Battle For The Remagen Bridge - New Scenarios For Panzer Leader New British Scenarios For Panzer Leader - British And Commonwealth 1944 & 1945 Situations Panzer Leader Situations - A Collection Of Panzer Leader Scenarios Panzer Leader 1940 Situations - Variant Situations Updated Panzer Leader Clarifications - And Question Box Other Products From The Boardgamer The Pieces Of Panzer Leader - Part 2 The Pieces Of Panzer Leader - Part 3 - Panzer Leader 1940 References From The General

More Historical Corrections - To Panzer Leader Situations References From The Boardgamer The Panzer Leader In Normandy - Situations From The Normandy Campaign Insert: Countersheet - Additional Panzerblitz Counters - Required To Play Scenarios In This Issue E. In this player's guide, the fifth in a series of five, is dedicated to the classic, aerial bomber wargame B-17: Queen of the Skies. The articles include: Bombing The Med - Adding the 9th and 12th USAAF and the RAF No. 160 & No. 178 Squadrons Command Decisions - In B-17: Queen of the Skies In Search of Geographical Accuracy - Or, "Hey Navigator Where Are We?!" The Winged Soldiers of '44 - A B-17: Queen of the Skies Variant This collection is a must have for fans of these classic, Avalon Hill wargames. The String Player's Guide to the Orchestra includes orchestral repertoire, excerpts, scales, and studies for string orchestra as well as individual study. The works may be played individually or in ensembles, and the music selections work within a wide range of student ability levels. The book focuses on phrasing, technique, and musical styles and provides a unique entry into performance music preparation with right- and left-hand studies using authentic orchestral excerpts. "Mentally Toughness 101" provides the answers to all the questions tennis players need to know about what it takes to achieve mental and emotional greatness on the tennis court. Hit the rainy streets of an enigmatic metropolis as a modern-day legend in search for the truth. The Player's Guide includes everything essential for players of City of Mist, both old and new - an introduction to the setting, tools for creating unique modern fantasy characters, the complete cinematic game rules, and a dramatic character development system. Made in the UK. Every good hitter is fighting a battle... Do you know what yours is and how to turn it to your advantage on the field? 3 out of every 4 appearances at the plate result in an out. You probably know this... so why are you doubting your skills? Self-doubt is natural in any sport, but in baseball, it can be detrimental to getting out of a hitting slump -- yet it affects so many players -- pros and weekenders alike. Former Colorado Rockies pitcher Jason Marquis knew this only too well. "You're out on the mound not trusting your stuff, waiting for the next bad thing to happen, instead of going out there and grabbing the bull by the horns," he said. And the same issue affects hitters: as soon as you start to doubt yourself, your approach is shaken, and you're stuck in a cycle of misses. You're focusing on what you're doing wrong rather than what you can do to improve your game -- and that isn't going to help you. Perhaps you think you need to work on your mechanics. Perhaps you're doubting your fitness or worrying that you should be training more. But more likely than not, none of this is true. What needs fixing is not your technique: it's your attitude. And it's through attitude that the greats took their place in the league tables. Think of Ichiro Suzuki or Rod Carew, both noted for their unusual form... it's not mechanics that make a great hitter: it's what else is going on behind that swing. To hit like a pro, you need to think like a pro -- and that means mastering a specific mental attitude as well as your physical technique. Sound like a lot to handle? If you love the game, it's not so hard -- you just need some expert guidance... and you're about to get it. In The Baseball Player's Guide to Hitting Like a Pro, you'll find a clear guide to improving your hitting technique without focusing on mechanics alone. You'll discover: The 7 key elements needed to build a strong foundation for good hitting Exactly what you can learn from MLB heroes like Pete Rose and Joe Morgan Why bench-time may not be such a bad thing -- and how you can use it to your advantage How to look beyond the field to improve your attitude

(and why you should) The reason why it isn't just top hitters you should be learning from -- and who you should be looking at instead Swing fundamentals broken down into key elements -- so you know exactly what it is you should be working on How to make technique changes that don't ruin improvements you've already made to your swing Why confidence is just as problematic as self-doubt -- and what you can do to mitigate it if you're on a streak The power of 'Situational Spirit' -- what it is, and how to harness its power A clear path out of your slump so you can start ranking again And much more. If you've fallen into a slump and you're doubting your skills as a hitter, don't despair. Even the top players have been there... The difference is that they know a secret. It won't always be easy, but if you recognize that, you're already halfway there: get ready to learn that secret, and watch your ranking improve -- even when it feels like it never will. If you're ready to master the true technique of the pros and elevate your swing, then scroll up and click "Add to Cart" right now. Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: \* Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch \* More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell \* Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger \* Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle \* A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards \* New prestige classes like the Master Chymist and the Battle Herald \* ... and much, much more! A guitar player's guide to music theory. This book is a complete theory course with recorded examples that put everything in an applicable, musical context. The recording includes all the musical examples and play-along tracks. Explains the basics of tennis, equipment, grips, stroke skills, volleys, serve, and developing strategies. The String Player's Guide to the Orchestra includes orchestral repertoire, excerpts, scales and studies for string orchestra as well as individual study. The works may be played individually or in ensembles and the music selections work within a wide range of student ability levels. The book focuses on phrasing, technique and musical styles and provides a unique entry into performance music preparation with right- and left-hand studies using authentic orchestral excerpts. A detective role-playing game in a city of ordinary people and legendary powers Full Throttle is an exciting action-adventure game that will take you to the limits of your imagination. The Full Throttle Official Players' Guide--with more than



240 pages of tips, hints, and game strategies--will be your guide for success. If you're lucky, you might make it out alive! RETURN TO LEGEND Are you a roguish knave who has pilfered this book and even now crouches in some dark alleyway, wondering where best to fence such a rare treasure? Or are you a wily hunter who braved some monster-haunted underworld in the wild woods, and found this very book in a chest of buried treasure? Or perhaps you are a devout priest, in which case you are doubtless hasten- ing to the nearest fire to consign this book to the flames, for you have peeked within and seen the wealth of lore concerning sorcery and demonology! The Players Guide to Dragon Warriors contains these three new professions and much more besides! Inside, you'll find treasures including: Organizations and sworn fellowships A miscellanea of essays on Living in Legend Secrets of arcane lore New secondary skills, weapons and armours Demons! Demons! Horrible demons! Better yet, spells to contain and banish demons! This book is designed for use with the Dragon Warriors roleplaying game.

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