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Significant Zero Heroes Villains And

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SIGNIFICANT ZERO is the story by Walt Williams of what it's like to be a professional game designer on some of the more important AAA games of the past

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[Significant Zero] has a bright Hero's Journey arc (complete with setbacks, small deaths) and the winning of boons through cleverness and combat." (Jason Sheehan , NPR) "Fascinating and compelling, Walt Williams' memoir is an incredibly human account of what it takes to survive in today's video game industry.

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Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games Kindle Edition by Walt Williams (Author) Format: Kindle Edition 4.5 out of 5 stars 29 ratings

Significant Zero: Heroes, Villains, and the Fight for Art ...

Significant Zero offers a rare look inside this fascinating, billion-dollar industry and a path forward for its talented men and women—gamers and nongamers alike—that imagines how video games might inspire the best in all of us. It's really good. But hey, don't take my word for it.

Significant Zero – Walt Williams

Significant Zero is a rare and illuminating look inside “the video gaming industry in all its lucrative shine and questionable morality...[and] provides a refreshing and realistic portrayal of succeeding at attaining a dream via an unforeseen career trajectory” (Booklist).

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Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games
Audible Audiobook – Unabridged Walt Williams (Author), Kevin T. Collins (Narrator),
Tantor Audio (Publisher) & 0 more

From the award-winning video game writer of such hits as Star Wars Battlefront and BioShock comes an exclusive “compelling look into a world that doesn’t like to spill its secrets to outsiders” (NPR): the video game industry. When his satirical musings in a college newspaper got him discharged from the Air Force, it became clear to Walt Williams that his destiny in life was to be a writer—he just never thought he’d end up writing video games, including some of the biggest franchises today. A veteran video game narrative designer, Williams pulls back the curtain on an astonishingly profitable industry that has put its stamp on pop culture and yet is little known to those outside its walls. As Williams walks you through his unlikely and at times inglorious rise within one of the world’s top gaming companies, he exposes an industry abundant in brain power and out-sized egos, but struggling to stay innovative. Significant Zero also provides clear-eyed criticism of the industry’s addiction to violence and explains how the role of the narrative designer is crucial for expanding the scope of video games into more immersive and emotional experiences. Significant Zero is a rare and illuminating look inside “the video gaming industry in all its lucrative shine and questionable morality...[and] provides a refreshing and realistic portrayal of succeeding at attaining a dream via an unforeseen career trajectory” (Booklist).

Zero. Zip. Zilch. Nada. That's what all the other numbers think of Zero. He doesn't add anything in addition. He's of no use in division. And don't even ask what he does in multiplication. (Hint: Poof!) But Zero knows he's worth a lot, and when the other numbers get into trouble, he swoops in to prove that his talents are innumerable.

A marvelous global history of the pivotal year 1945 as a new world emerged from the ruins of World War II Year Zero is a landmark reckoning with the great drama that ensued after war came to an end in 1945. One world had ended and a new, uncertain one was beginning. Regime change had come on a global scale: across Asia (including China, Korea, Indochina, and the Philippines, and of course Japan) and all of continental Europe. Out of the often vicious power struggles that ensued emerged the modern world as we know it. In human terms, the scale of transformation is almost impossible to imagine. Great cities around the world lay in ruins, their populations decimated, displaced, starving. Harsh revenge was meted out on a wide scale, and the ground was laid for much horror to come. At the same time, in the wake of unspeakable loss, the euphoria of the liberated was extraordinary, and the revelry unprecedented. The postwar years gave rise to the European welfare state, the United Nations, decolonization, Japanese pacifism, and the European Union. Social, cultural, and political “reeducation” was imposed on vanquished by victors on a scale that also had no historical precedent. Much that was done was ill advised, but in hindsight, as Ian Buruma shows us, these efforts were in fact relatively enlightened, humane, and effective. A poignant grace note throughout this history is Buruma’s own father’s story. Seized by the Nazis during the occupation of Holland, he spent much of the war in Berlin as a laborer, and by

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war's end was literally hiding in the rubble of a flattened city, having barely managed to survive starvation rations, Allied bombing, and Soviet shock troops when the end came. His journey home and attempted reentry into "normalcy" stand in many ways for his generation's experience. A work of enormous range and stirring human drama, conjuring both the Asian and European theaters with equal fluency, *Year Zero* is a book that Ian Buruma is perhaps uniquely positioned to write. It is surely his masterpiece.

A Magical Key to Unlock Your Creative Wizard Are you writing a novel, but having trouble getting your first draft written? You've heard of "outlining," but that sounds too rigid for you. You've heard of "organic writing," but that seems a bit squishy to you. Take a look at the wildly popular Snowflake Method—ten battle-tested steps that jump-start your creativity and help you quickly map out your story. All around the world, novelists are using the Snowflake Method right now to ignite their imaginations and get their first drafts down. In this book, you'll follow the story of a fictitious novelist as she learns to tap into the amazing power of the Snowflake Method. Almost magically, she finds her story growing from a simple idea into a deep and powerful novel. And she finds her novel changing her—into a stronger, more courageous person. *Zany, Over the Top, and Just Plain Fun* How to Write a Novel Using the Snowflake Method is a "business parable"—a how-to guide written in story form. It's zany. It's over the top. It's just plain fun. It shows you how it's done, rather than tells you. You'll learn by example how to grow your story idea into a sizzling first draft. You'll discover: How to define your "target audience" the right way, so you know exactly how your ideal readers think and feel. Forget what the experts tell you about "demographics." How to create a dynamite selling tool that will instantly tell people whether they'll love your story or hate it. And you want them to love it or hate it. How to get inside the skin of each of your characters—even your villain. Especially your villain. How to find a deep, emotively powerful theme for your story. Do you know the best point in your novel to unveil your theme? How to know when to backtrack, and why backtracking is essential to writing great fiction. How to fire-test each scene to ensure it's high-impact—before you write it. Excerpt Goldilocks had always wanted to write a novel. She learned to read before she went to kindergarten. In grade school, she always had her nose in a book. In junior high, the other kids thought she was weird, because she actually liked reading those dusty old novels in literature class. All through high school, Goldilocks dreamed of writing a book of her own someday. But when she went to college, her parents persuaded her to study something practical. Goldilocks hated practical, and secretly she kept reading novels. But she was a very obedient girl, so she did what her parents told her. She got a very practical degree in marketing. After college, she got a job that bored her to tears—but at least it was practical. Then she got married, and within a few years, she had two children, a girl and then a boy. She quit her job to devote full time to them. As the children grew, Goldilocks took great joy in introducing them to the stories she had loved as a child. When her son went off to kindergarten, Goldilocks thought about looking for a job. But her resume now had a seven-year hole in it, and her practical skills were long out of date. The only jobs Goldilocks could qualify for were minimum wage. She suddenly realized that being practical had made her horribly unhappy. On a whim, Goldilocks decided to do the one thing she had always wanted more than anything else—she was finally going to write a novel. She didn't care if it was impractical. She didn't care if nobody would ever read her novel. She was going to do it just because she

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wanted to. For the first time in years, she was going to do something just for herself. And nobody was going to stop her.

Through the stories of gaming's greatest innovations and most beloved creations, journalist Harold Goldberg captures the creativity, controversy--and passion--behind the videogame's meteoric rise to the top of the pop-culture pantheon. Over the last fifty years, video games have grown from curiosities to fads to trends to one of the world's most popular forms of mass entertainment. But as the gaming industry grows in numerous directions and everyone talks about the advance of the moment, few explore and seek to understand the forces behind this profound evolution. How did we get from Space Invaders to Grand Theft Auto? How exactly did gaming become a \$50 billion industry and a dominant pop culture form? What are the stories, the people, the innovations, and the fascinations behind this incredible growth? Through extensive interviews with gaming's greatest innovators, both its icons and those unfairly forgotten by history, *All Your Base Are Belong To Us* sets out to answer these questions, exposing the creativity, odd theories--and passion--behind the twenty-first century's fastest-growing medium. Go inside the creation of: Grand Theft Auto * World of Warcraft * Bioshock * Kings Quest * Bejeweled * Madden Football * Super Mario Brothers * Myst * Pong * Donkey Kong * Crash Bandicoot * The 7th Guest * Tetris * Shadow Complex * Everquest * The Sims * And many more!

Boy meets dot-com, boy falls for dot-com, boy flees dot-com in horror. So goes one of the most perversely hilarious love stories you will ever read, one that blends tech culture, hero worship, cat litter, Albanian economics, venture capitalism, and free bagels into a surreal cocktail of delusion. In 1998, when Amazon.com went to temp agencies to recruit people, they gave them a simple directive: send us your freaks. Mike Daisey -- slacker, onetime aesthetics major, dilettante -- seemed perfect for the job. His ascension from lowly temp to customer service representative to business development hustler over the course of twenty-one dog years is the stuff of both dreams and nightmares. With lunatic precision, Daisey describes the lightless cube farms in which book orders were scrawled on Post-its while technicians struggled to bring computers back online; the fourteen-hour days fueled by caffeine, fanaticism, and illicit day-trading from office desks made from doors; his strange compulsion to send free books to Norwegians; and the fevered insistence of BizDev higher-ups that the perfect business partner was Pets.com -- the now-extinct company that spent all its assets on a sock puppet. In these pages, you'll meet Warren, the cowboy of customer service, capable of verbally hog-tying even the most abusive customer; Amazon employee #5, a reclusive computer gamer worth a cool \$300 million, who spends at least six hours a day locked in his office killing goblins; and Jean-Michele, Mike's girlfriend and sparring partner, who tries to keep him grounded, even as dot-com mania seduces them both. At strategic intervals, the narrative is punctuated by hysterically honest letters to CEO Jeff Bezos -- missives that seem ripped from the collective unconscious of dot-com disciples the world over. *21 Dog Years* is an epic story of greed, self-deception, and heartbreak, a wickedly funny anthem to an era of bounteous stock options and boundless insanity.

A masterful tale of ambition, jealousy, desire, and superpowers. Victor and Eli started out as college roommates—brilliant, arrogant, lonely boys who recognized

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the same sharpness and ambition in each other. In their senior year, a shared research interest in adrenaline, near-death experiences, and seemingly supernatural events reveals an intriguing possibility: that under the right conditions, someone could develop extraordinary abilities. But when their thesis moves from the academic to the experimental, things go horribly wrong. Ten years later, Victor breaks out of prison, determined to catch up to his old friend (now foe), aided by a young girl whose reserved nature obscures a stunning ability. Meanwhile, Eli is on a mission to eradicate every other super-powered person that he can find—aside from his sidekick, an enigmatic woman with an unbreakable will. Armed with terrible power on both sides, driven by the memory of betrayal and loss, the archnemeses have set a course for revenge—but who will be left alive at the end? In *Vicious*, V. E. Schwab brings to life a gritty comic-book-style world in vivid prose: a world where gaining superpowers doesn't automatically lead to heroism, and a time when allegiances are called into question. "A dynamic and original twist on what it means to be a hero and a villain. A killer from page one...highly recommended!" —Jonathan Maberry, New York Times bestselling author of *Marvel Universe vs The Avengers* and *Patient Zero* One of Publishers Weekly's Best Fantasy Books of 2013 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A girl with no special powers teams up with a so-called supervillain to investigate an insidious plot in their city in this action-packed YA debut.

NATIONAL BESTSELLER "The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development." —Rami Ismail, cofounder of Vlambeer and developer of *Nuclear Throne* Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In *Blood, Sweat, and Pixels*, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, *Blood, Sweat, and Pixels* reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build *Dragon Age: Inquisition*; indie developer Eric Barone's single-handed efforts to grow country-life RPG *Stardew Valley* from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create *Destiny*, a brand new universe that they hoped would become as iconic as *Star Wars* and *Lord of the Rings*—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, *Blood, Sweat, and Pixels* is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

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NEW YORK TIMES BESTSELLER □ "This is one of those books that will go down as the seminal work—the determinative work—in this field. . . . Terrifying."—Rachel Maddow

The first definitive account of the rise and fall of the Secret Service, from the Kennedy assassination to the alarming mismanagement of the Obama and Trump years, right up to the insurrection at the Capitol on January 6—by the Pulitzer Prize winner and #1 New York Times bestselling co-author of *A Very Stable Genius* and *I Alone Can Fix It*

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST

Carol Leonnig has been reporting on the Secret Service for *The Washington Post* for most of the last decade, bringing to light the secrets, scandals, and shortcomings that plague the agency today—from a toxic work culture to dangerously outdated equipment to the deep resentment within the ranks at key agency leaders, who put protecting the agency's once-hallowed image before fixing its flaws. But the Secret Service wasn't always so troubled. The Secret Service was born in 1865, in the wake of the assassination of Abraham Lincoln, but its story begins in earnest in 1963, with the death of John F. Kennedy. Shocked into reform by its failure to protect the president on that fateful day in Dallas, this once-sleepy agency was radically transformed into an elite, highly trained unit that would redeem itself several times, most famously in 1981 by thwarting an assassination attempt against Ronald Reagan. But this reputation for courage and excellence would not last forever. By Barack Obama's presidency, the once-proud Secret Service was running on fumes and beset by mistakes and alarming lapses in judgment: break-ins at the White House, an armed gunman firing into the windows of the residence while confused agents stood by, and a massive prostitution scandal among agents in Cartagena, to name just a few. With Donald Trump's arrival, a series of promised reforms were cast aside, as a president disdainful of public service instead abused the Secret Service to rack up political and personal gains. To explore these problems in the ranks, Leonnig interviewed dozens of current and former agents, government officials, and whistleblowers who put their jobs on the line to speak out about a hobbled agency that's in desperate need of reform. "I will be forever grateful to them for risking their careers," she writes, "not because they wanted to share tantalizing gossip about presidents and their families, but because they know that the Service is broken and needs fixing. By telling their story, they hope to revive the Service they love."

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