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Shortcuts and brain hacks for learning new skills fast! Three-time Australian Memory Champion Tansel Ali reveals the secret to learning new skills fast--easy-to-learn memory strategies, including mind mapping, visualization techniques, and mnemonic devices. If you'd like to study for exams efficiently, speak a foreign language, memorize a speech, learn to play a new musical instrument, or improve your general knowledge, memory-training expert Tansel shows you how to do it quickly and effectively with the aid of a few memory tricks. Packed with practical exercises for honing memory and training your brain to learn well and learn fast, this is the ultimate book for sharpening your mind and expand your knowledge. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 16.0px Times;

color: #ffffff} For George Chapman (1559-1634) his translation of Homer was 'the work that I was born to do'. The publication of his Iliad and Odyssey together in 1616 was a landmark in English literature, but until now there has been no edition which modernises his spelling and punctuation and also provides detailed help in grasping his often obscure language, and in understanding how and why he translated Homer in the particular way he did. This edition of the Odyssey, a companion to Robert Miola's edition of the Iliad, aims to bring Chapman's rendering alive for the modern reader. Its literary, philosophical, and religious context is explained in an Introduction and in footnotes, and side- and end-glosses clarify Chapman's English. His Odyssey is not only a stylistic masterpiece of seventeenth-century English: it constitutes a profound and moving interpretation - still relevant after four hundred years - of Homer's story of the suffering and grace implicit in the human condition. Through its teeming diversity of events, settings, and characters Homer and his first English translator explore the question of what it means to be human in a complex and threatening world. A complete library of the hottest, never-before-published underground hack variations In his highly provocative books, Hack Attacks Revealed (0-471-41624-X) and Hack Attacks Denied (0-471-41625-8), corporate hack master John Chirillo described the tools, techniques, and primary code that hackers use to exploit network security loopholes and then shows specific methods for blocking these attacks. However, now that so many of their standard techniques have been revealed, underground hackers and cyberpunks are again skirting the system, going beyond primary code, and resorting to using complex code variations of old techniques. That's where this book breaks new ground--by providing, for the first time, the most comprehensive compendium of all the complex variations of these techniques, both historical and current, that the hacking underground doesn't want you to see. It offers astounding details on just about every tool used by those who break into corporate networks--information that will go a long way toward helping you close any remaining security gaps. An ideal companion volume to the other "Hack Attacks" books, Hack Attacks Complete: o Covers hacks from the 1970s all the way to new millennium hacks o Details every permutation, variation, and category of hacking tools o Categorizes hacks for easy reference, with such categories as hacking, cracking, phreaking, spying, anarchy and underground spite, and hack/phreak technical library Elia Kazan was for a number of years the pre-eminent director in New York and Hollywood, who helped establish the American social-realist style in theater and film. Beginning with his early association with "The Group," Pauly shows how Kazan's realist style shifted subtly toward a more autobiographical mode, especially in his later films and how he influenced the work of writers now

identified as among the best America has produced. Also shows how commercial concerns and changing audience tastes affected what Kazan chose to do, even while he remained preoccupied with American social problems. From world-renowned author Erich Segal comes a powerful and moving saga of five extraordinary members of the Harvard class of 1958 and the women with whom their lives are intertwined. Five lives, five love stories: Danny Rossi, the musical prodigy, risks it all for Harvard, even a break with his domineering father. Yet his real problems are too much fame too soon—and too many women. Ted Lambros spends his four years as a commuter, an outsider. He is obsessed by his desire to climb to the top of the Harvard academic ladder, heedless of what it will cost him in personal terms. Jason Gilbert, the Golden Boy—handsome, charismatic, a brilliant athlete—learns at Harvard that he cannot ignore his Jewish background. Only in tragedy will he find his true identity. George Keller, a refugee from Communist Hungary, comes to Harvard with the barest knowledge of English. But with ruthless determination, he masters not only the language but the power structure of his new country. Andrew Eliot is haunted by three centuries of Harvard ancestors who cast giant shadows on his confidence. It is not until the sad and startling events of the reunion that he learns his value as a man. Their explosive story begins in a time of innocence and spans a turbulent quarter century, culminating in their dramatic twenty-five year reunion at which they confront their classmates—and the balance sheet of their own lives. Always at the center; amid the passion, laughter, and glory, stands Harvard—the symbol of who they are and who they will be. They were a generation who made the rules—then broke them—whose glittering successes, heartfelt tragedies, and unbridled ambitions would stun the world. Praise for *The Class* “Erich Segal’s best.”—Pittsburgh Press “First class entertainment.”—Cosmopolitan “An absorbing page-turner.”—Publishers Weekly “A panoramic saga.”—Philadelphia Inquirer Mackinnon recounts his own fascinating journey from north Wales to the Black Sea in a small Mirror dinghy. A marvelous madcap adventure, told with verve and humor by the indefatigable ‘captain.’ *An Odyssey in Learning and Perception* documents a fifty-year intellectual expedition in the areas of learning and perception - always with an eye to combining them in a theory of perceptual learning and development, a theory that may be broadly applicable to humans and nonhumans, young and old. The writings in this book reflect the issues and diversions that preoccupied the editorial page and the editor's articles in the *Saturday Review* -- Preface. With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational

settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of Serious Games and Edutainment Applications offers further insights for researchers, designers and educators who are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area. Use your Raspberry Pi to get smart about computing fundamentals

In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design. The world is witnessing a media revolution similar to the birth of the film industry from the early 20th Century. New forms of media are expanding

the human experience from passive viewership to active participants, surrounding and enveloping us in ways film or television never could. New immersive media forms include virtual reality (VR), augmented reality (AR), mixed reality (XR), fulldome, CAVEs, holographic characters, projection mapping, and mixed experimental combinations of old and new, live, and generated media. With the continued expansion beyond the traditional frame, practitioners are crafting these new media to see how they can influence and shape the world. The Handbook of Research on the Global Impacts and Roles of Immersive Media is a collection of innovative research that provides insights on the latest in existing and emerging immersive technologies through descriptions of case studies, new business models, philosophical viewpoints, and scientific findings. While highlighting topics including augmented reality, interactive media, and spatial computing, this book is ideally designed for media technologists, storytellers, artists, journalists, designers, programmers, developers, manufacturers, entertainment executives, content creators, industry professionals, academicians, researchers, and media students. In response to popular demand, Emmanuel Goldstein (aka, Eric Corley) presents a spectacular collection of the hacker culture, known as 2600: The Hacker Quarterly, from a firsthand perspective. Offering a behind-the-scenes vantage point, this book provides devoted fans of 2600 a compilation of fascinating—and controversial—articles. Cult author and hacker Emmanuel Goldstein has collected some of the strongest, most interesting, and often provocative articles that chronicle milestone events and technology changes that have occurred over the last 24 years. He divulges author names who were formerly only known as “anonymous” but have agreed to have their identity revealed. The accompanying CD-ROM features the best episodes of Goldstein’s “Off the Hook” radio shows. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. The year is 1983, and Chuck Klosterman just wants to rock. But he's got problems. For one, he's in the fifth grade. For another, he lives in rural North Dakota. Worst of all, his parents aren't exactly down with the long hairstyle which rocking requires. Luckily, his brother saves the day when he brings home a bit of manna from metal heaven, SHOUT AT THE DEVIL, Motley Crue's seminal paean to hair-band excess. And so Klosterman's twisted odyssey begins, a journey spent worshipping at the heavy metal altar of Poison, Lita Ford and Guns N' Roses. In the hilarious, young-man-growing-up-with-a-soundtrack-tradition, FARGO ROCK CITY chronicles Klosterman's formative years through the lens of heavy metal, the irony-deficient genre that, for better or worse, dominated the pop charts throughout the 1980s. For readers of Dave Eggers, Lester Bangs, and Nick Hornby, Klosterman delivers all the goods: from his first dance (with a girl) and his eye-opening

trip to Mandan with the debate team; to his list of 'essential' albums; and his thoughtful analysis of the similarities between Guns 'n' Roses' 'Lies' and the gospels of the New Testament. In Author Under Sail, Jay Williams offers the first complete literary biography of Jack London as a professional writer engaged in the labor of writing. It examines the authorial imagination in London's work, the use of imagination in both his fiction and nonfiction, and the ways he defined imagination in the creative process in his business dealings with his publishers, editors, and agents. In this first volume of a two-volume biography, Williams traverses the years 1893 to 1902, from London's "Story of a Typhoon" to The People of the Abyss. The Jack London who emerges in the pages of Author Under Sail is a writer whose partnership with publishers, most notably his productive alliance with George Brett of Macmillan, was one of the most formative in American literary history. London pioneered many author models during the heyday of realism and naturalism, blurring the boundaries of these popular genres by focusing on absorption and theatricality and the representation of the seen and unseen. London created an impassioned, sincere, and extremely personal realism unlike that of other American writers of the time. Author Under Sail is a literary tour de force that reveals the full range of London as writer, creative citizen, and entrepreneur at the same time it sheds light on the maverick side of machine-age literature. Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an international spy ring fueled by cash, cocaine, and the KGB. Want to develop games for Xbox 360 and Windows Phone 7? This hands-on book will get you started with Microsoft's XNA 4.0 development framework right away -- even if you have no experience developing games. Although XNA includes several key concepts that can be difficult for beginning web developers to grasp, Learning XNA 4.0 shortens the learning curve by walking you through the framework in a clear and understandable step-by-

step format. Each chapter offers a self-contained lesson with illustrations and annotated examples, along with exercises and review questions to help you test your understanding and practice new skills as you go. Once you've finished this book, you'll know how to develop your own sophisticated games from start to finish. Learn game development from 2D animation to 3D cameras and effects Delve into high-level shader language (HLSL) and introductory artificial intelligence concepts Build three complete, exciting games using 2D, 3D, and multiplayer techniques Develop for and deploy your games to the Xbox 360 and Windows Phone 7 This award-winning and bestselling business handbook for digital transformation is now fully updated and expanded with the latest research and new case studies! Over the last five years, The DevOps Handbook has been the definitive guide for taking the successes laid out in the bestselling The Phoenix Project and applying them in any organization. Now, with this fully updated and expanded edition, it's time to take DevOps out of the IT department and apply it across the full business. Technology is now at the core of every company, no matter the business model or product. The theories and practices laid out in The DevOps Handbook are tools to be used by anyone from across the organization to create joy and succeed in the marketplace. The second edition features fifteen new case studies, including stories from adidas, American Airlines, Fannie Mae, Target, and the US Air Force. In addition, renowned researcher and coauthor of Accelerate, Nicole Forsgren, PhD, provides her insights through new and updated material and research. With over 100 pages of new content throughout the book, this expanded edition is a must read for anyone who works with technology. Called "everything a war memoir could possibly be" by The New York Times, this all-time classic of the military memoir genre now includes a new forward from bestselling author and retired Navy SEAL Jocko Willink. Whether he was fifteen years old or forty, David Hackworth devoted his life to the US Army and quickly became a living legend. However, he appeared on TV in 1971 to decry the doomed war effort in Vietnam. From Korea to Berlin and the Cuban missile crisis to Vietnam, Hackworth's story is that of an exemplary patriot, played against the backdrop of the changing fortunes of America and the US military. This memoir is the stunning indictment of the Pentagon's fundamental misunderstanding of the Vietnam conflict and of the bureaucracy of self-interest that fueled the war. With About Face, Hackworth has written what many Vietnam veterans have called the most important book of their generation and presents a vivid and powerful portrait of patriotism. Want to solve your biggest problems tomorrow? You have problems, but you don't have time for a 5-year plan. You're tired of philosophy, research and piles of data. You want practical solutions that you can implement immediately. You don't need a committee or another

meeting. You need Hackers-experienced educators who understand your school's problems and see quick fixes that may be so simple that they've been overlooked. Hacking Education is the book that every teacher, principal, parent, and education stakeholder has been waiting for--the one that actually solves problems. Read it today-fix it tomorrow! In Hacking Education, Mark Barnes and Jennifer Gonzalez employ decades of teaching experience and hundreds of discussions with education thought leaders, to show you how to find and hone the quick fixes that every school and classroom need. Using a Hacker's mentality, they provide one Aha moment after another with 10 Quick Fixes for Every School--solutions to everyday problems that any teacher or administrator can implement immediately. Imagine being able to walk into school tomorrow and eliminate: Hours of wasted meeting time Classroom management issues Interruptions in planning time The need for more books Negative attitudes Technology issues If you want to improve teaching and learning at your school now, learn how to develop a Hacker's mentality. Discover How to Solve Problems with Pineapple Charts The 360 Spreadsheet Glass Classrooms Track Records Marigold Committees The TQZ More Impactful Hacks Not Your Average Education Book Hacking Education won't weigh you down with outdated research or complicated strategies. Barnes and Gonzalez provide brilliant ideas woven into a user-friendly success guide that you'll want to keep nearby throughout the school year. Each chapter is neatly wrapped in this simple formula: The Problem The Hack (a ridiculously easy solution that you've likely never considered) What You Can Do Tomorrow (no waiting necessary) Blueprint for Full Implementation (a step-by-step action plan for capacity building) The Hack in Action (yes, someone has actually done this) Are you ready to fix your school and your classroom? Get Hacking Education now, and solve your biggest problems tomorrow. There Is Nothing Common About This Common Core Book It's finally here: a book that unravels the Common Core State Standards, exposes the myths, and shows educators and parents exactly how to bring back the fun to teaching and learning--even in a standardized world. In "Hacking the Common Core," longtime teacher and CCSS specialist Michael Fisher reveals 10 amazing hacks for teaching the Core in all subjects. The Common Core Is Not Evil, but. . . Fisher explains how the CCSS are not evil, while demonstrating their limitations, particularly when teachers trust a vendor product over their own professionalism. Getting to the CORE of contemporary instructional practice and undoing the mass hysteria following the Common Core implementation are both the heart of this book. What All Education Stakeholders Will Learn How to bring literature back to the classroom The truth about close reading What the instructional shifts really mean for instructional design Why we must ditch "Rigor" in favor of "Vigor" How to fix

vocabulary with "Morecabulary" How to upgrade the verb The problem with the one-size-fits-all mentality Why parents need to understand the Common Core Change How You Teach "Hacking the Common Core" is the book that every teacher who feels handcuffed by standards and testing has been waiting for. It's time to take back your class, engage all learners, and be amazing for your students. The Hack Learning Formula The Hack Learning Series formula is perfect for Hacking the Common Core. Forget everything you've heard about standardization and the Core. Fisher throws out or upgrades most information and strategies, and in classic Hack Learning style, he gives you: The Problem (a single writing issue that needs a Hacker's mentality) The Hack (a ridiculously easy solution that you've likely never considered) What You Can Do Tomorrow (no waiting necessary; you can make writing immediately) Blueprint for Full Implementation (a step-by-step action plan for capacity building) The Hack in Action (yes, people have actually done this) Are you ready to bring the fun back to learning? Scroll up and and click the Buy button now

Aprender un idioma es uno de los grandes retos a los que una persona se puede enfrentar a lo largo de su vida. El éxito depende de uno mismo, pero contar con un buen método, y conocer todo lo que realmente significa llevar a cabo ese sueño, puede marcar la diferencia entre lograrlo o no. Además, de nosotros depende que nuestros hijos puedan ser bilingües, y para ello es importante contar con unos conocimientos básicos. "¡Más idiomas, más vidas!" te da la información práctica, fruto de la experiencia de muchos políglotas y la mía personal, para que tú mismo elabores tu plan de trabajo con las mayores garantías, siempre con el imprescindible apoyo de la tecnología. La lectura de "¡Más idiomas, más vidas!" te resolverá muchas de las dudas que puedas tener respecto a lo que supone aprender una nueva lengua, y te aportará toda la motivación que necesitas para conseguirlo.

Orange Coast Magazine is the oldest continuously published lifestyle magazine in the region, bringing together Orange County's most affluent coastal communities through smart, fun, and timely editorial content, as well as compelling photographs and design. Each issue features an award-winning blend of celebrity and newsmaker profiles, service journalism, and authoritative articles on dining, fashion, home design, and travel. As Orange County's only paid subscription lifestyle magazine with circulation figures guaranteed by the Audit Bureau of Circulation, Orange Coast is the definitive guidebook into the county's luxe lifestyle. After over 20 years in the USMC and coming off a five year tour as a contractor in Afghanistan, all Talon Clark wanted to do was spend time with his kids and wife on his ranch in Texas. Occasionally, taking a short term contract job to pay the bills, Talon is marooned in Washington, D.C. when the nation is attacked by a series of false flag operations against our infrastructure and is then

devastated by a series of EMP attacks. With every major city burning and the nation's electrical grid down, civil order has deteriorated to the point of no return, at least for the immediate future. Separated by over 1400 miles from his family, Talon sets out on foot to get home as fast as he can relying on his skills and experience. With only about a week's worth of supplies in his get home bag, Talon must find supplies as quick as he can and get out of the D.C. Metro area before the chaos overwhelms him. From his first steps he finds out nothing is going to be easy or fast. Learning Chinese can be frustrating and difficult, partly because it's very different from European languages. Following a teacher, textbook or language course is not enough. They show you the characters, words and grammar you need to become proficient in Chinese, but they don't teach you how to learn them! Regardless of what program you're in (if any), you need to take responsibility for your own learning. If you don't, you will miss many important things that aren't included in the course you're taking. If you study on your own, you need to be even more aware of what you need to do, what you're doing at the moment and the difference between them. Here are some of the questions I have asked and have since been asked many times by students: How do I learn characters efficiently? How do I get the most out of my course or teacher? Which are the best learning tools and resources? How can I become fluent in Mandarin? How can I improve my pronunciation? How do I learn successfully on my own? How can I motivate myself to study more? How can I fit learning Chinese into a busy schedule? The answers I've found to these questions and many others form the core of this book. It took eight years of learning, researching, teaching and writing to figure these things out. Not everybody has the time to do that! I can't go back in time and help myself learn in a better way, but I can help you! This book is meant for normal students and independent language learners alike. While it covers all major areas of learning, you won't learn Chinese just by reading this book. It's like when someone on TV teaches you how to cook: you won't get to eat the delicious dish just by watching the program; you have to do the cooking yourself. That's true for this book as well. When you apply what you learn, it will boost your learning, making every hour you spend count for more, but you still have to do the learning yourself. This is what a few readers have said about the book: "The book had me nodding at a heap of things I'd learnt the hard way, wishing I knew them when I started, as well as highlighting areas that I'm currently missing in my study." - Geoff van der Meer, VP engineering "This publication is like a bible for anyone serious about Chinese proficiency. It's easy for anyone to read and written with scientific precision." - Zachary Danz, foreign teacher, children's theatre artist About me I started learning Chinese when I was 23 (that's more than eight years

ago now) and have since studied in many different situations, including serious immersion programs abroad, high-intensity programs in Sweden, online courses, as well as on the side while working or studying other things. I have also successfully used my Chinese in a graduate program for teaching Chinese as a second language, taught entirely in Chinese mostly for native speakers (the Graduate Institute for Teaching Chinese as a Second Language at National Taiwan Normal University). All these parts have contributed to my website, *Hacking Chinese*, where I write regularly about how to learn Mandarin. *The Way of The Linguist*, A language learning odyssey. It is now a cliché that the world is a smaller place. We think nothing of jumping on a plane to travel to another country or continent. The most exotic locations are now destinations for mass tourism. Small business people are dealing across frontiers and language barriers like never before. The Internet brings different languages and cultures to our finger-tips. English, the hybrid language of an island at the western extremity of Europe seems to have an unrivalled position as an international medium of communication. But historically periods of cultural and economic domination have never lasted forever. Do we not lose something by relying on the wide spread use of English rather than discovering other languages and cultures? As citizens of this shrunken world, would we not be better off if we were able to speak a few languages other than our own? The answer is obviously yes. Certainly Steve Kaufmann thinks so, and in his busy life as a diplomat and businessman he managed to learn to speak nine languages fluently and observe first hand some of the dominant cultures of Europe and Asia. Why do not more people do the same? In his book *The Way of The Linguist*, A language learning odyssey, Steve offers some answers. Steve feels anyone can learn a language if they want to. He points out some of the obstacles that hold people back. Drawing on his adventures in Europe and Asia, as a student and businessman, he describes the rewards that come from knowing languages. He relates his evolution as a language learner, abroad and back in his native Canada and explains the kind of attitude that will enable others to achieve second language fluency. Many people have taken on the challenge of language learning but have been frustrated by their lack of success. This book offers detailed advice on the kind of study practices that will achieve language breakthroughs. Steve has developed a language learning system available online at: www.thelinguist.com. In *The Human Odyssey: Life-Span Development*, Third Edition, Paul S. Kaplan embarks the reader on a sweeping journey through life, examining the physical and intellectual changes we undergo from conception through death. Now thoroughly updated with more multicultural material and numerous new features, this book continues to skillfully build on the basic themes of life-span

development. Kaplan's chronological approach allows the reader to examine the entire human life experience, whereas many life-span books are weighted in childhood and adolescence. And by putting experiences into context--such as the family, school and community, and culture--the author is able to include a level of applied information that consistently maintains student interest. From the king of "Gonzo" journalism and bestselling author who brought you Fear and Loathing in Las Vegas comes another astonishing volume of letters by Hunter S. Thompson. Brazen, incisive, and outrageous as ever, this second volume of Thompson's private correspondence is the highly anticipated follow-up to The Proud Highway. When that first book of letters appeared in 1997, Time pronounced it "deliriously entertaining"; Rolling Stone called it "brilliant beyond description"; and The New York Times celebrated its "wicked humor and bracing political conviction." Spanning the years between 1968 and 1976, these never-before-published letters show Thompson building his legend: running for sheriff in Aspen, Colorado; creating the seminal road book Fear and Loathing in Las Vegas; twisting political reporting to new heights for Rolling Stone; and making sense of it all in the landmark Fear and Loathing on the Campaign Trail '72. To read Thompson's dispatches from these years--addressed to the author's friends, enemies, editors, and creditors, and such notables as Jimmy Carter, Tom Wolfe, and Kurt Vonnegut--is to read a raw, revolutionary eyewitness account of one of the most exciting and pivotal eras in American history. This is a story of two young men, fresh from school, as they travel in search of knowledge about the world and themselves. Trying to reach Africa on motor scooters, they nearly circle the Mediterranean. The impulses and questions they have are archetypal: similar tales can be told by and of many others who have undertaken their own quests at the turning point between formal education and the decisions that will shape the rest of their lives.... A warm and surprisingly real-life biography, featuring never-before-seen photos, of one of rock's greatest talents: Prince. Neal Karlen was the only journalist Prince granted in-depth press interviews to for over a dozen years, from before Purple Rain to when the artist changed his name to an unpronounceable glyph. Karlen interviewed Prince for three Rolling Stone cover stories, wrote "3 Chains o' Gold," Prince's "rock video opera," as well as the star's last testament, which may be buried with Prince's will underneath Prince's vast and private compound, Paisley Park. According to Prince's former fiancée Susannah Melvoin, Karlen was "the only reporter who made Prince sound like what he really sounded like." Karlen quit writing about Prince a quarter-century before the mega-star died, but he never quit Prince, and the two remained friends for the last thirty-one years of the superstar's life. Well before they met as writer and subject, Prince and Karlen knew each other

as two of the gang of kids who biked around Minneapolis's mostly-segregated Northside. (They played basketball at the Dairy Queen next door to Karlen's grandparents, two blocks from the budding musician.) He asserts that Prince can't be understood without first understanding '70s Minneapolis, and that even Prince's best friends knew only 15 percent of him: that was all he was willing and able to give, no matter how much he cared for them. Going back to Prince Rogers Nelson's roots, especially his contradictory, often tortured, and sometimes violent relationship with his father, *This Thing Called Life* profoundly changes what we know about Prince, and explains him as no biography has: a superstar who calls in the middle of the night to talk, who loved *The Wire* and could quote from every episode of *The Office*, who frequented libraries and jammed spontaneously for local crowds (and fed everyone pancakes afterward), who was lonely but craved being alone. Readers will drive around Minneapolis with Prince in a convertible, talk about movies and music and life, and watch as he tries not to curse, instead dishing a healthy dose of "mamma jmmas."

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