

Play Hive Like A Champion Strategy Tactics And Commentary

Aimed at the player who wants to improve his or her understanding of the most important middlegame concepts

Hive is a board game with a difference - it does not have a board. If you enjoy strategy games like chess, and so long as you do not have an irrational fear of creepy crawlies, Hive could be the game for you. In this entertaining and easy-to-read book, Hive addict Steve Dee will introduce you to the game and give you some tips on how to become a good player. You will find out about pinning and pin releases, blocking, circling, piece selection, openings, elbows, pockets, deciding whether to attack or defend, controlling placement, how to use the pieces most effectively (including the new expansion pieces), playing defensively, and common mistakes to avoid. "I like the book, it does do a good job in introducing the game and has some good elements of tactics." John Yianni, inventor of Hive.

The #1 New York Times bestselling series continues! Snowfall didn't expect to be queen of the IceWings at such a young age, but now that she is, she's going to be the best queen ever. All she has to do is keep her tribe within IceWing territory, where it's safe -- while keeping every other tribe out, where they belong. It's a perfect and simple plan, backed up by all the IceWing magic Snowfall can find. That is, until a storm of

unidentified dragons arrives on her shore, looking for asylum. The foreigners are completely strange and, Snowfall is certain, utterly untrustworthy. But as she escorts the miserable new tribes out of her kingdom, Snowfall is forced to reconsider her plan. Maybe she can only keep her tribe safe . . . if she's willing to risk everything.

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At the heart of every bee hive is a queen bee. Since her well-being is linked to the well-being of the entire colony, the ability to find her among the residents of the hive is an essential beekeeping skill. In QueenSpotting, experienced beekeeper and professional "swarm catcher" Hilary Kearney challenges readers to "spot the queen" with 48 fold-out visual puzzles — vivid up-close photos of the queen hidden among her many subjects. QueenSpotting celebrates the unique, fascinating life of the queen bee chronicles of royal hive happenings such as The Virgin Death Match, The Nuptial Flight — when the queen mates with a cloud of male drones high in the air — and the

dramatic Exodus of the Swarm from the hive. Readers will thrill at Kearney's adventures in capturing these swarms from the strange places they settle, including a Jet Ski, a couch, a speed boat, and an owl's nesting box. Fascinating, fun, and instructive, backyard beekeepers and nature lovers alike will find reason to return to the pages again and again. This publication conforms to the EPUB Accessibility specification at WCAG 2.0 Level AA.

Here is a description of "More Than A Game" in the words of the protagonist, Carter Mason: I know what I look like: a stereotype; a fatherless black kid pinning his hopes on a football scholarship. But I've got the skills and the smarts to back it up. One night, and an innocent dance with a white girl, and my whole world and all my dreams start to unravel. The killing begins. People are looking at me. And the circle of people I can trust is getting smaller by the day. I can feel the net closing in. I have to find the killer before he finds me. I have to play the best football of my life. I have to stay alive long enough to get a ticket out of hell.

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such

as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

Let professional billiard instructors David MacNeill and Jonathan MacNeill show you how to bring your game to a higher level. -Learn advanced shot-making techniques -Learn the aiming system that works best for you -Learn different breaking techniques for different games -Learn strategies for eight ball, nine ball, straight pool, and one pocket -Learn insider tips and drills to elevate your skill level -Learn a little-known speed control technique -Learn how to improve your stroke for consistent results -Learn how to improve your position play to stay at the table -Learn banking and kicking systems -Learn how to prepare mentally for competition Over 200 illustrations help you understand more clearly how you can become the player you want to be.

What would you do for \$200 million? Would you break into a billionaire businessman's top-security skyscraper? Would you drive a priceless sports car off the roof? Would you fly a helicopter with only a handbook to guide you? And would you take on an unstoppable hitman intent on your destruction? For teen thieves Ash and Benjamin, it's a no-brainer... Money Run is a high-octane thriller, starring two unlikely heroes with a dangerous appetite for adventure...and big stacks of cash. "If you love full-on action films then you will love this book." - The

Book Zone Second place Brilliant Book Award

Do you want to learn and understand the game of Hive(R)? Are you eager to make more out of this fun game? If so, this is the perfect book for you. It will help you to increase your understanding and your enjoyment of the game even if you have never played Hive(R) before! "A beginner's guide to Hive(R)" starts with a short history of the game. It gives you an in depth explanation of the basic rules, including detailed movement rules for each Hive(R) piece. You will follow along with sample games, solve puzzles and learn how to plan your first few moves efficiently. You will also learn about common mistakes beginners make and a technique that will allow you to plan your moves in a logic way and avoid blunders throughout the game. Don't keep losing games through trial and error. Although to be great at anything takes a lot of practice, this book will put you on the right track to start winning more games! (Included! One sample Hive(R) scoresheet.)

Play is "an occasion of pure waste: waste of time, energy, ingenuity, skill, and often of money." It is also an essential element of human social and spiritual development. In this study, Roger Caillois defines play as a voluntary activity that occurs in a pure space, isolated and protected from the rest of life. Within limits set by rules that provide a level playing field, players move toward an

unpredictable outcome by responding to their opponents' actions. Caillois qualifies types of games and ways of playing, from the improvisation characteristic of children's play to the disciplined pursuit of solutions to gratuitously difficult puzzles. He also examines the means by which games become part of daily life, ultimately giving cultures their most characteristic customs and institutions.

"See You on the Field" is the reward of spending ten weeks of my life with sixteen of the greatest young flag football players a coach could ever ask for. This book is written as a gift to my players and their families; one they could open, not just once, but for a lifetime. "See You on the Field" is a treasury of ideas, insights, lessons and principles of life that will inspire and develop the champion in you and those you love and care about. This book is also a great tool for coaches, parents, athletes or anyone who desires to be the best they can possibly be; on and off the field. There is greatness in all of us. "See You on the Field" will help reveal that greatness in you! Bonus: Complete with play-by-play recaps, offensive and defensive strategies, action shots, player and team stats. A great commemorative book for all.

The breakthrough modern sports novel *The Contender* shows readers the true meaning of being a hero. This acclaimed novel by celebrated sportswriter Robert

Lipsyte, the recipient of the Margaret A. Edwards Award for lifetime achievement in YA fiction, is the story of a young boxer in Harlem who overcomes hardships and finds hope in the ring on his path to becoming a contender. Alfred Brooks is scared. He's a high-school dropout, and his grocery store job is leading nowhere. His best friend is sinking further and further into drug addiction. Some street kids are after him for something he didn't even do. So Alfred begins going to Donatelli's Gym, a boxing club in Harlem that has trained champions. There he learns it's the effort, not the win, that makes the boxer—that before you can be a champion, you have to be a contender. ALA Best of the Best Books for Young Adults * ALA Notable Children's Book * New York Public Library Books for the Teen Age

Presents a groundbreaking investigation into the origins of morality at the core of religion and politics, offering scholarly insight into the motivations behind cultural clashes that are polarizing America.

How do honeybees grow? Follow each step in the life cycle from tiny eggs in the hive to busy bees making honey in this interesting book!

An inspiring, gutsy handbook for success from the first woman to ever coach in the NFL When Jen Welter became a linebackers coach for the Arizona Cardinals in 2015, she was the first woman to ever break the glass sideline of the NFL. In

Play Big, Welter reveals the grit that it took to be a trailblazer in the ultimate boys' club. Pre-NFL, Welter was an undersized, underestimated athlete who made sacrifice after sacrifice to achieve her football dreams--rising to the top of women's football leagues and eventually daring to play against men twice her size. Play Big lays out how she succeeded despite the odds, through force of will and determination, revealing the wisdom Welter gained over countless setbacks and challenges. With vivid wit and candor, Play Big will coach you to do the same--whatever your obstacles might be--while translating Welter's hard-earned advice for cultivating true perseverance and toughness.

One of the most influential teaching guides ever—updated! Teach Like a Champion 2.0 is a complete update to the international bestseller. This teaching guide is a must-have for new and experienced teachers alike. Over 700,000 teachers around the world already know how the techniques in this book turn educators into classroom champions. With ideas for everything from classroom management to inspiring student engagement, you will be able to perfect your teaching practice right away. The first edition of Teach Like a Champion influenced thousands of educators because author Doug Lemov's teaching strategies are simple and powerful. Now, updated techniques and tools make it even easier to put students on the path to college readiness. Here are just a few of the brand new resources available in the 2.0 edition: Over 70 new video clips of real teachers modeling the techniques in the classroom (note: for online access of this content, please visit my.teachlikeachampion.com) A selection of never before

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seen techniques inspired by top teachers around the world Brand new structure emphasizing the most important techniques and step by step teaching guidelines Updated content reflecting the latest best practices from outstanding educators With the sample lesson plans, videos, and teachlikeachampion.com online community, you will be teaching like a champion in no time.

The classroom techniques you'll learn in this book can be adapted to suit any context. Find out why Teach Like a Champion is a "teaching Bible" for so many educators worldwide.

Travis Maddox, Eastern University's playboy, makes a bet with good girl Abby that if he loses, he will remain abstinent for a month, but if he wins, Abby must live in his apartment for the same amount of time.

Treasured moments at grandmother's house and unconditional love for her grandson is portrayed in this culturally mosaic diverse book. He tells us about his overnight stay and how he and his grandmother play with trains, play outside, eat his favorite foods and play shadow games. This is a loving, heartwarming story written from the author's heart, encouraging all grandparents worldwide to spend time with their grandchildren, thus spreading sunshine in their lives. Cheerful, endearing illustrations accompany the lyrical rhyme in this family story.

“An excellent guide on how teams can effectively work together, regardless of location.”

—STEPHANE KASRIEL, former CEO of Upwork IN TODAY'S MODERN GLOBAL ECONOMY, companies and organizations in all sectors are embracing the game-changing benefits of the remote workplace. Managers benefit by saving money and resources and by having access to talent outside their zip codes, while employees enjoy greater job opportunities, productivity, independence, and work-life satisfaction. But in this new digital arena, companies need a plan for supporting efficiency and fostering streamlined, engaging teamwork. In Work Together

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Anywhere, Lisette Sutherland, an international champion of virtual-team strategies, offers a complete blueprint for optimizing team success by supporting every member of every team, including:

- Employees advocating for work-from-home options
- Managers seeking to maximize productivity and profitability
- Teams collaborating over complex projects and long-term goals
- Organizations reliant on sharing confidential documents and data
- Company owners striving to save money and attract the best brainpower

Packed with hands-on materials and actionable advice for cultivating agility, camaraderie, and collaboration, *Work Together Anywhere* is a thorough and inspiring must-have guide for getting ahead in today's remote-working world.

They inherited their mother's legendary powers of telepathy. But Damia's children will need more than psionic Talent to face the enemy's children--an alien race more insect than human... >>> SPECIAL FEATURE: Foreword written by John Yianni, designer of Hive. Second Edition has 38 pages of new material! This includes a chapter on the latest expansion bug, The Pillbug, a new chapter entitled 'Bug Placement' and additions to five existing chapters. Hive is a fun, simple, award winning, abstract board game based around an insect theme. Using over 300 illustrations taken from more than 100 actual games, this book demonstrates strategy and tactics (both elementary and advanced) that will surely turn you into a Hive Master! Written by Randy Ingersoll, the 2011 Online Hive Champion, this book covers tactics ranging from elementary ones like 'The Pin' and 'The Cover' to more complex ones like 'The Hop Around' and 'The Two Beetle Attack.' Read this book and your Hive playing skills will no doubt improve. The New York Times bestselling series continues with a thrilling revelation -- brand-new tribes of dragons! Some secrets are deadly. It's no secret that Sundew wants to destroy the

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HiveWings. It's her life's mission to exact revenge on the tribe that tried to wipe out the LeafWings and ripped every tree from the surface of Pantala. Every tree, that is, except the wild and dangerous Poison Jungle, where the surviving LeafWings have been hiding since the war. Hiding, plotting, and waiting for a dragon like Sundew, who is uniquely qualified to bring down the Hives. There are dark secrets in the jungle, though—some that Sundew is keeping, and some that she's only just beginning to discover. And now that a new war is upon them, Sundew and her friends must unearth the oldest secret in the jungle—even if what they find has the power to destroy them all.

Nature lovers will adore this ingenious board book that transforms into a stand-up beehive! Simply "fly" the two bee characters attached to ribbons through the beautifully illustrated pages to visit a garden, tour the beehive, and see how honey is made. Full of playful and informative touches, this book is a sweet introduction to the hardworking honeybee that will have young readers buzzing to learn more.

Chess Workbook for Children is a fun, comprehensive workbook and instruction book for children (and adults) who are new to chess or who are in the beginning stages of learning to play the royal game. Two hundred problems with a comprehensive answer key are given at two skill levels: Basset Hound (beginner) and Chess Detective (intermediate). The book has large print and is easy to read and understand.

As a Master Tier player on both EUW and EUNE servers that cares deeply about the state of League of Legends, I had enough of the lack of high quality educational material about the game. So about a year ago, I used my experience as a real life

teacher and high elo player and wrote what turned out to be the best selling ebook about improving at League of Legends on Amazon for Season 6 - 30 Days to Diamond. By the way - an improved, enriched and even more detailed version for Season 7 is out and it's called 21 Days to Diamond and Beyond. Ever since the book delivered on the results it promised, I've received dozens of requests from players asking me to write separate, very detailed books about the roles of ADC, Mid lane, Top lane and Jungle that would be adapted for Season 7. Due to the support I got from my dear readers, I felt motivated to roll up my sleeves and produce the best of my work as a results-oriented League of Legends coach. After countless hours of hard work, I am proud to announce that each of the books people wanted me to write is now available to anyone that is open to learning and is willing to get to that next level as a player in their favorite role. So why is League of Legends Mid Lane Mastery worth your time? If you are still paying attention, I am assuming you are an ambitious, competitive person with a winner's mindset that is interested in acquiring all the necessary game knowledge that will help you improve massively as a Mid lane main. Here is a list of the contributions that this book will make towards your current level of game knowledge: - You will learn what the Mid laner's role and responsibilities are, and there are a lot of specific instructions on what you can do to develop each quality, especially towards the end of the chapter. This includes map awareness, leadership, shot calling and more. - You will learn how to model your champion pool for Mid lane (yes, there is a best way to do it)

and how to overcome the disadvantages of facing lane counters. - You will learn the optimal Runes and Masteries setup for each popular Mid laner. - You will learn the intricacies of what you can do to acquire outstanding farming skills. - You will learn the wave management techniques for Mid lane which will help you build a massive advantage over your opponent. - You will learn all you need to know about vision control, which includes the best warding spots for Mid lane on both sides. - You will learn the various ways in which you can influence your Jungler to gank for you more often and give you the Blue Buff every time. - You will learn all you need to know about dominating your trades and how to trade against short-ranged, medium-ranged and long-ranged opponents. - You will learn multiple other principles to dominating the Mid lane (refer to the table of contents). - You will learn the various approaches you should use to extend your advantage and carry your games to victory. - You will also learn all the details you need on how to play when you are behind in lane. - Lastly, you will learn the practical steps that you can take to cultivate an unstoppable winner's attitude that will also help you have more fun with the game. - There also are a lot of general game knowledge golden nuggets thrown all throughout the book to help you in your journey further. I know this is a big list of things and to some of you it might seem intimidating, but I promise you that once you learn and apply the information in this book in your own gameplay, you will transform completely as a player. Are you excited? Best of luck on the Summoner's Rift!

Programmed text offers experienced as well as beginning players the opportunity to develop chess skills.

As an empire dies, three warriors will rise. They will have to ride the storm or drown in its blood. "An exciting new author in fantasy." —Mark Lawrence, author of *Red Sister* Seventeen years after rebels stormed the streets, factions divide Kisia. Only the firm hand of the god-emperor holds the empire together. But when an unexpected betrayal destroys a tense alliance with neighboring Chiltae, all that has been won comes crashing down. In Kisia, Princess Miko Ts'ai is a prisoner in her own castle. She dreams of claiming her empire, but the path to power could rip it, and her family, asunder. In Chiltae, assassin Cassandra Marius is plagued by the voices of the dead. Desperate, she accepts a contract that promises to reward her with a cure if she helps an empire fall. And on the border between nations, Captain Rah e'Torin and his warriors are exiles forced to fight in a foreign war or die. War built the Kisian Empire. War will tear it down. *We Ride the Storm* is the epic launch of a bold and brutal fantasy series, perfect for readers of Mark Lawrence, John Gwynne, and Brian Staveley. Praise for *The Reborn Empire*: "Imaginative world building, a pace that builds perfectly to a heart-pounding finale and captivating characters. Highly recommended." —John Gwynne, author of *The Faithful and the Fallen* "A complex tale of war, politics, and lust for power." —The Guardian *The Reborn Empire We Ride the Storm We Lie with Death* For more from Devin Madson, check out: *The Vengeance Trilogy The Blood of*

Whisperers The Gods of Vice The Grave at Storm's End

At the dawn of the century, John Yianni struck gold in creating Hive(R), a strategic game about using specialized bugs to surround an enemy bee. What makes this masterpiece so much fun is its simplicity. There are no complex rules that eject you from the puzzle mindset. Chance is off the table. There isn't even a board to set up. It's an intense duel with no sound... except for the satisfying "CLACK-CLACK" produced by the physical version. A quick search online will show that Hive claims a spot on virtually every list of top-ten strategy table games for two players. That is an important distinction-you can find the game of Hive without even searching for "the game of Hive." Alas, this beautiful game is starting to get its dues. And with that recognition, Hive strategies have crystallized and evolved... over and over. There are now many skilled players. So, if you're interested in competing at the highest level, you would benefit greatly from the perspective of a true master...Joe Schultz (Jewdoka), the 2017 Hive World Champion, exposes the intricacies of the game in "The Canon of Hive: Groundwork." As a devout practitioner of Judo, Jewdoka applies the principles of "the gentle way" to the game of Hive. This book will inspire you to maximize your efficiency and avoid the fruitless fight of strength vs. strength. You will also have the tools to create your own powerful style and perhaps one day claim the rank of champion.To facilitate your growing process, "Groundwork" quantizes the levels of Hive information into five levels: (1) Principle, (2) Fundamental, (3) Technique, (4) Tactic, and finally, (5)

Strategy. By growing your skill in each level, you will have more room to expand your ability in the levels above. Because the main goal is to enable you to develop your own strategy, the bulk of this book hinges on level 3: Technique. In fact, 40 (yes 40!) technical tools sorted into five neat categories distilled for your creative combinations. But don't think that is the only part. The hinge is only as important as what it connects. You must start with your principle and ultimately arrive in your own Hive strategy. Despite having over 300 pages, Groundwork is an easy and captivating read. The bite-sized-chunk delivery allows you to learn something new or solidify a particular topic of interest within a restricted time frame. Just 5 min with this book is enough to unlock a hidden door that will help your gameplay right off the bat. You will want to come back to strengthen yourself time and time again. Groundwork is a great resource that will no doubt be a centerpiece on the lap of any interested player, no matter your skill level. Almost three years in the making, Groundwork has evolved to become the book that it is today. The long wait is over! Jewdoka is pleased to bring you "The Canon of Hive: Groundwork," with the blessing of the creator himself: "I have to say that this is an awesome book, I'm very impressed... This is a wonderful resource for the Hive community... It's such a joy reading the depth you have gone into." -John Yianni So, do you want to be the next Hive World Champion?

The #1 New York Times bestselling series continues with a thrilling revelation -- three brand-new tribes of dragons! Growing up in the hives, Cricket has always had a million

questions. Why are trees forbidden, even in art? Why do her parents seem to hate her? And the biggest, most dangerous and secret question of all: Why is Cricket immune to Queen Wasp's powers? Whenever the queen takes control of all the HiveWings, speaking through their mouths and seeing through their eyes, Cricket has to hide, terrified of being discovered. Now she's hiding again, wanted for stealing the Book of Clearsight along with her new SilkWing friends, Blue and Swordtail, and the fierce LeafWing, Sundew. The fugitives need answers, and fast, in order to prevent a LeafWing attack. But Cricket has more questions than ever. How can she stay hidden and discover the queen's deadliest secret? And if she does succeed -- can a powerless dragonet really do anything to topple a regime and stop a war?

The Wonder Years Daylen Daniels and Chase McCoy are as different as night and day. Chase is the beautiful golden boy. Gorgeous, popular, and the quarterback of the football team. Daylen is the quiet introvert. Lovely curves, shy, and sees herself as an orchestra geek. After Day moves next door to Chase, a run-in with a bully, a domestic dispute, and one treehouse hideout, an impenetrable bond is made. As they grow up, their attraction for each other grows with them, but is it strong enough to risk their friendship? A party, a little game of spin the bottle, and a devious enemy could shake the very foundation of their friendship. Or it could start a tumultuous romance that spans decades. Take a journey with these two best friends through first love, heartbreak and tragedy from childhood to adulthood as the two find that young love isn't

as strong as they'd hoped. A story of true growing pains in...Chasing Day. Walking can do anyone good - and Bruce Bochy knows that as well as anyone. As a Major League manager, he has one of the more stressful jobs imaginable. So what does he do to relax? He goes for long walks. Whenever possible, he takes long walks as a way to clear his head, calm his soul and give his body a workout. In this charming little volume, he shares his thoughts on walking in terms that can inspire everyone to get out more often for a good walk, a great way to stay fit and healthy through the forties and fifties and beyond. Along the way he provides glimpses into his life and character that will delight his many fans.

Longlisted for the Scotiabank Giller Prize Spanning three continents, Butter Honey Pig Bread tells the interconnected stories of three Nigerian women: Kambirinachi and her twin daughters, Kehinde and Taiye. Kambirinachi believes that she is an Ogbanje, or an Abiku, a non-human spirit that plagues a family with misfortune by being born and then dying in childhood to cause a human mother misery. She has made the unnatural choice of staying alive to love her human family but lives in fear of the consequences of her decision. Kambirinachi and her two daughters become estranged from one another because of a trauma that Kehinde experiences in childhood, which leads her to move away and cut off all contact. She ultimately finds her path as an artist and seeks to raise a family of her own, despite her fear that she won't be a good mother. Meanwhile, Taiye is plagued by guilt for what her sister suffered and also runs away, attempting to fill the void of that lost relationship with casual flings with women. She eventually discovers a way out of her stifling loneliness through a passion for food and

cooking. But now, after more than a decade of living apart, Taiye and Kehinde have returned home to Lagos. It is here that the three women must face each other and address the wounds of the past if they are to reconcile and move forward. For readers of African diasporic authors such as Teju Cole and Chimamanda Ngozi Adichie, *Butter Honey Pig Bread* is a story of choices and their consequences, of motherhood, of the malleable line between the spirit and the mind, of finding new homes and mending old ones, of voracious appetites, of queer love, of friendship, faith, and above all, family.

Profiles the Cy Young Award winner, covering his youth, his college career, and his accomplishments as a professional pitcher.

>>> SPECIAL FEATURE: Foreword written by John Yianni, designer of Hive. Hive is a fun, simple, award winning, abstract board game based around an insect theme. Using over 300 illustrations taken from more than 100 actual games, this book demonstrates strategy and tactics (both elementary and advanced) that will surely turn you into a Hive Master! Written by Randy Ingersoll, the 2011 Online Hive Champion, this book covers tactics ranging from elementary ones like 'The Pin' and 'The Cover' to more complex ones like 'The Hop Around' and 'The Two Beetle Attack.' Read this book and your Hive playing skills will no doubt improve. In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of Man in relative peace and harmony -- until the arrival of the demonic army known as the Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WARCRAFT Slave. Gladiator. Shaman. Warchief. The enigmatic Orc

known as Thrall has been all of these. Raised from infancy by cruel human masters who sought to mold him into their perfect pawn, Thrall was driven by both the savagery in his heart and the cunning of his upbringing to pursue a destiny he was only beginning to understand -- to break his bondage and rediscover the ancient traditions of his people. Now the tumultuous tale of his life's journey -- a saga of honor, hatred, and hope -- can at last be told....

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