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Discover new and exciting Minecraft base builds, with construction tips, blueprint spreads, and fun locations—written in official partnership with the experts at game-creator Mojang. Are you an expert builder? Looking for inspiration for your next epic build? Then the search is over! Visit the legendary bases of The Twelve, a guild of expert builders, who are ready to showcase their most stunning creations, including flying airships and underwater lairs. Learn their top tips and tricks for making incredible bases in a variety of themes, and follow their expert advice to create challenging structures and complex redstone mechanisms. Full of thematic builds and unique features, this book of exceptional bases will spark the imagination of Minecrafters young and old.

From one of our finest military historians, a monumental work that shows us at once the truly global reach of World War II and its deeply personal consequences. World War II involved tens of millions of soldiers and cost sixty million lives—an average of twenty-seven thousand a day. For thirty-five years, Max Hastings has researched and written about different aspects of the war. Now, for the first time, he gives us a magnificent, single-volume history of the entire war. Through his strikingly detailed stories of everyday people—of soldiers, sailors and airmen; British housewives and Indian peasants; SS killers and the citizens of Leningrad, some of whom resorted to cannibalism during the two-year siege; Japanese suicide pilots and American carrier crews—Hastings provides a singularly intimate portrait of the world at war. He simultaneously traces the major developments—Hitler's refusal to retreat from the Soviet Union until it was too late; Stalin's ruthlessness in using his greater population to wear down the German army; Churchill's leadership in the dark days of 1940 and 1941; Roosevelt's steady hand before and after the United States entered the war—and puts them in real human context. Hastings also illuminates some of the darker and less explored regions under the war's penumbra, including the conflict between the Soviet Union and Finland, during which the Finns fiercely and surprisingly resisted Stalin's invading Red Army; and the Bengal famine in 1943 and 1944, when at least one million people died in what turned out to be, in Nehru's words, "the final epitaph of British rule" in India. Remarkably informed and wide-ranging, *Inferno* is both elegantly written and cogently argued. Above all, it is a new and essential understanding of one of the greatest and bloodiest events of the twentieth century.

Will Byers' top-secret binder--based on the Netflix series *Stranger Things!* Read notes from the Upside Down and uncover secrets from the Hawkins National Laboratory in Will Byers's personal files. Based on Netflix's *Stranger Things*, this book is designed to look like a vintage school binder from the '80s. Filled with photos, notes, sketches, and diary entries, this book is sure to amaze and entertain fans of all ages.

The most successful film franchise of all time, *Star Wars* thrillingly depicts an epic multigenerational conflict fought a long time ago in a galaxy far, far away. But the *Star Wars* saga has as much to say about successful strategies and real-life warfare waged in our own time and place. *Strategy Strikes Back* brings together over thirty of today's top military and strategic experts, including generals, policy advisors, seasoned diplomats, counterinsurgency strategists, science fiction writers, war journalists, and ground-level military officers, to explain the strategy and the art of war by way of the *Star Wars* films. Each chapter of *Strategy Strikes Back* provides a relatable, outside-the-box way to simplify and clarify the complexities of modern military conflict. A chapter on the case for planet building on the forest moon of Endor by *World War Z* author Max Brooks offers a unique way to understand our own sustained engagement in war-ravaged societies such as Afghanistan. Another chapter on the counterinsurgency waged by Darth Vader against the Rebellion sheds light on the logic behind past military incursions in Iraq. Whether using the destruction of Alderaan as a means to explore the political implications of targeting civilians, examining the pivotal decisions made by Yoda and the Jedi Council to differentiate strategic leadership in theory and in practice, or considering the ruthlessness of Imperial leaders to explain the toxicity of top-down leadership in times of war and battle, *Strategy Strikes Back* gives fans of *Star Wars* and aspiring military minds alike an inspiring and entertaining means of understanding many facets of modern warfare. It is a book as captivating and enthralling as *Star Wars* itself.

L'avventura ha finalmente avuto inizio! Dopo aver abbandonato la sicurezza dell'isola, il naufrago è partito alla volta dell'ignoto, in cerca di nuove terre e risposte. La tanto agognata meta, però, non è proprio come si aspettava: una tundra fredda, vastissima e inospitale è ciò che lo attende, e in quelle lande gelide scopre di non essersi mai sentito più solo. Avrà fatto bene ad abbandonare l'isola? Sarebbe meglio tornare indietro? Non ha tempo per i ripensamenti, specialmente quando terrificanti zombi e lupi feroci cominciano a braccarlo. L'esploratore sta per perdere la speranza, quando una misteriosa figura interviene in suo aiuto, sgominando gli inseguitori. Summer è una naufraga come lui, una vera esperta di sopravvivenza in quelle terre selvagge e l'esploratore non riesce a credere alla fortuna di aver trovato finalmente un suo simile! I due decidono di unire le forze e quando raggiungono il riparo della fortezza di Summer, ricavata nell'imponente montagna che incombe sul paesaggio, si sentono finalmente al sicuro... ma in un mondo sconosciuto e tutto da scoprire le insidie si nascondono ovunque e il lavoro di squadra si rivela ben presto un complesso meccanismo per due compagni abituati a muoversi da soli. Anche l'amicizia ha le sue regole e i naufraghi dovranno imparare a conoscerle per sopravvivere e trovare le risposte che stanno cercando.

"Paquet and Sandoval together offer up agorgeously illustrated, nightmarish dreamscape of a young boy experiencing traumatic emotional turmoil." - Booklist (Starred) Eleven-year-old Pepe's world turns inside-out when he finds himself pulled inside the walls of his own home, seemingly trapped in a strange and surreal place. As he searches for a way out, he discovers a myriad of strange, intriguing, and frightening characters, who ultimately lead him to complete the greatest journey of them all: growing up. A fantastical trip through a strangeland that explores the changing perspective of a young boy facing adulthood. As surreal as *Alice in Wonderland*, with a powerful truth underneath it all. This beautifully illustrated, watercolored tale will make readers long for the simplicity of youth while embracing the wonderful complexities of adulthood: RESPONSIBILITY, LOVE, CONSEQUENCE, and ultimately the shocking, inevitable realities of LIFE and DEATH. Written by Pierre Paquet, this honest portrayal of a moment from his own life will take readers to a land of contemplation and adventure. Discover the many faces of the Moon Knight! Mercenary. Werewolf hunter. Millionaire playboy. Cab driver. Super hero? Moon Knight is many things to many people, and he has the multiple personalities to match!

Follow Marc Spector, the earthly Fist of Khonshu, as he battles to find his place in the Marvel Universe -- and builds the strangest rogues' gallery in all of comics. Prepare yourself for the deadly Bushmaster! Arsenal, the one-man army! Stained Glass Scarlet, the nun with a crossbow! And more! Featuring iconic stories by Doug Moench and Bill Sienkiewicz!

COLLECTING: Werewolf by Night (1972) 32-33; Marvel Spotlight (1971) 28-29; Defenders (1972) 47-50; Peter Parker, the Spectacular Spider-Man (1976) 22-23; Marvel Two-in-One (1974) 52; Moon Knight (1980) 1-20; Marvel Team-Up Annual (1976) 4; Amazing Spider-Man (1963) 220; material from Defenders (1972) 51; Hulk Magazine (1978) 11-15, 17-18, 20; Marvel Preview (1975) 21

A teddy bear tells his life story, beginning with his creation in Germany prior to World War II, and continuing through the war and on to America, where eventually he is miraculously reunited with his original owner. In a land far away, there were two kingdoms: the Outside, where twisted beasts roamed that could curse with a touch, and the Inside, where humans lived in safety and peace. The girl and the beast should never have met, but when they do, a quiet fairytale begins. This is a story of two people--one human, one inhuman--who linger in the hazy twilight that separates night from day. A little fox is in a big bad mood, and is worried that its mother won't love it forever. In this beautiful and lyrical picture book we see a clever and resourceful mother prove to her child that a parents love is limitless - no matter what! In this reassuring and warm picture book the hugely talented Debi Gliori manages to treat the familiar subject of childhood worries in a very fresh, original and inventive way. 'this is an instant childhood classic for anyone over the age of three' Independent On Sunday 'the literary equivalent of a big hug' The Times 'With gentle rhyming text, humorous pictorial detail and themes which can be explored and re-explored, this is a brilliant gem of a book.' The Guardian Brilliantly read by Amelia Fox. Please note that audio is not supported by all devices, please consult your user manual for confirmation. Introduces the game, outlines basic features, and describes such elements as hostile mobs, naturally generated structures, and biomes. Why is he so odd? Hmmm? Maybe it's because he looks weird? Or creeps up on you... Enderman feels alone in his dark, cold world. He has heard stories of other enderman traveling to colorful worlds. They come back to share their stories of how the other world is beautiful. The endermen would come back home with blocks they have stolen from that world. Enderman starts to write in his journal speaking of how he is curious to see this colorful world with his own eyes. When he finally gains the courage to explore this new world, he decides to visit at night time. He knows he looks intimidating and also realizes that if another being looks into his eyes, he will automatically go into attack mode. He doesn't want to be this way. Take a journey into the unknown with this odd enderman, as he finds himself in many situations, good and bad! Disclaimer: This is not an official Minecraft book and is not authorized or owned by Mojang "Dove sono? Chi sono? E perché tutto ciò che mi circonda è fatto di blocchi?" Queste le domande di un naufrago che approda su un'isola misteriosa, dove il paesaggio e le creature che lo popolano gli appaiono interamente costituiti da forme squadrate. Un mondo stupefacente e pieno di insidie dove la priorità è trovare del cibo. La seconda è non diventare cibo per le altre creature che si aggirano nell'isola, come lo zombi che si fa vivo appena cala la notte, i creeper esplosivi e gli scheletri armati. Senza alcun aiuto a parte alcuni strumenti improvvisati e i saggi consigli di un amico improbabile: una mucca. In questo mondo non sempre le regole hanno un senso, ma il coraggio e la fantasia la fanno da padroni. Ci sono foreste da esplorare, tunnel sotterranei da saccheggiare e masse di non morti da sconfiggere. Solo allora il segreto dell'isola potrà essere rivelato. Summer Beach Coloring Book; A great book to help your kid to enjoy summer and have a great time on the beach 60 Pages of great Draws that mix imaginations and varieties of beach scenes ... 1096.2

Before he was the charismatic singer of Black Veil Brides and an accomplished solo artist under the Andy Black moniker, he was Andrew Dennis Biersack, an imaginative and creative kid in Cincinnati, Ohio, struggling with anxiety, fear, loneliness, and the impossible task of fitting in. With his trademark charm, clever wit, and insightful analysis, Biersack tells the story of his childhood and adolescence. The discovery of the artistic passions that would shape his life, and his decision to move to Hollywood after his 18th birthday to make his dreams come true, even when it meant living in his car to make it all a reality. It's the origin story of one of modern rock's most exciting young superheroes, from building miniature concerts with KISS action figures in his bedroom to making the RIAA gold-certified single "In the End" and connecting with passionate fans worldwide. Rafe Khatchadorian is getting the Hollywood treatment in a film version of Middle School: The Worst Years of My Life starring Griffin Gluck, Lauren Graham, Rob Riggle and Thomas Barbusca. After a rough summer, Rafe is heading back to the dreaded Hills Village Middle School, the site of the very worst years of his life. And as if that's not bad enough, Rafe's learned that he's going to be held back a year unless he can prove himself on an outdoor survival excursion – complete with dangerous white-water rafting, dizzying rock climbing and military style counsellors. Rafe and the rest of the pack of 'delinquent' trainees are forced to cooperate as they prepare for the final test: a solo excursion in the deep woods. Can Rafe come out of the experience in one piece? And if he does, will anyone recognise him as the kid they once knew? From tiny ants to enormous elephants, there's a kiss for everyone in this warm and cozy feel-good story. Includes audio! Find out if worms kiss underground, with the soil all around, or if fish kiss with a splash and a splish in this eBook with audio. With an irresistible text that begs to be read aloud and adorable illustrations, parents and grandparents will love sharing this collection of affection with the youngest of readers. The first official chapter book series based on Minecraft! The adventures continue in the Minecraft Chapter Book series as five young Minecraft players find themselves transported inside the game they love. When zombie hordes attack them in the game, and bats invade their school in the real world, Ash, Morgan, and their friends realize that it's going to take all their talents to get to the bottom of these monstrous migrations. This illustrated hardcover series will thrill and engage fans of Minecraft and action-packed fantasy stories alike. © 2019 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB. Twelve-year-old Matthew is trapped in his bedroom by crippling OCD, spending most of his time staring out of his window as the inhabitants of Chestnut Close go about their business. Until the day he is the last person to see his next door neighbour's

toddler, Teddy, before he goes missing. Matthew must turn detective and unravel the mystery of Teddy's disappearance - with the help of a brilliant cast of supporting characters. Page-turning, heartbreaking, but ultimately life-affirming, this story is perfect for fans of *The Curious Incident of the Dog in the Night Time* and *Wonder*. It is a book that will make you laugh and cry. With insider info and tips from the experts at Mojang, this is the definitive guide to *Minecraft Dungeons*. It is a dark and dangerous time. Corrupted by the Orb of Dominance, the evil Arch-Illager has gathered a loyal following of Illagers. Together they have ravaged the land, enslaving the peaceful Villagers and forcing them to do their bidding. The Villagers are in desperate need of a hero, and you are their only hope. Within the pages of this valuable book, you will find strategies for fighting malicious mobs, observations about the perils of each dungeon and advice about how to get your hands on rare and powerful items. You will also learn how to work as part of a team to vanquish the Arch-Illager once and for all. The fate of us all lies in your hands, brave hero. The Arch-Illager's reign of terror ends now. Set in the fictitious world of Westeros, the hit television series *Game of Thrones* chronicles the bitter and violent struggle between the realm's noble dynasties for control of the Seven Kingdoms. But this beloved fantasy drama has just as much to say about the successful strategies and real-life warfare waged in our own time and place. Winning Westeros brings together more than thirty of today's top military and strategic experts, including generals and admirals, policy advisors, counterinsurgency tacticians, science fiction and fantasy writers, and ground-level military officers, to explain the strategy and art of war by way of the *Game of Thrones* saga. Each chapter of *Winning Westeros* provides a relatable, outside-the-box way to simplify and clarify the complexities of modern military conflict. A chapter on the doomed butcher's boy whom Arya Stark befriends by *World War Z* author Max Brooks poignantly reminds us of the cruel fate that civilians face during times of war. Another chapter on Jaqen H'ghar and the faceless men of Bravos explores the pivotal roles that stealth and intelligence play in battle. Whether considering the diplomatic prowess of Tyrion Lannister, the defiant leadership style of Daenerys Targaryen, the Battle of the Bastards and the importance of reserves, Brienne of Tarth and the increased role of women in combat, or dragons as weapons of mass destruction, *Winning Westeros* gives fans of *Game of Thrones* and aspiring military minds alike an inspiring and entertaining means of understanding the many facets of modern warfare. It is a book as captivating and enthralling as *Game of Thrones* itself. Floating Islands in science, history, the arts and any number of sightings elsewhere Another thrilling unofficial Overworld adventure by *Minecraft* fan Jim Anotsu! The *Minecraft* universe is being destroyed. Herobrine is getting closer to achieving his aim: total chaos across the Overworld and beyond. Meanwhile, there are rumours about a terrifying dragon capable of destroying the digital world - and perhaps even the real world too . . . Can a pair of young *Minecraft* fans save us all from Herobrine? Or will the nastiest creature from the Nether succeed in destroying the whole *Minecraft* world - and our own? Disclaimer: This book is not authorized, sponsored, endorsed or licensed by Mojang AB, Microsoft Corp. or any other person or entity owning or controlling any rights to the *Minecraft* name, trademarks or copyrights. *Minecraft* is a registered trademark of Mojang Synergies AB. The first Graphic Novel in the world of Gaming Phenomenon *Minecraft*! Tyler is your everyday kid whose life is changed when his family has to move from the town he's always known. Thankfully, Tyler has a strong group of friends forever linked in the world of *Minecraft*! Tyler, along with his friends Evan, Candace, Tobi, and Grace have been going on countless adventures together across the expanses of the Overworld and are in need of a new challenge. They decide to go on the Ultimate Quest--to travel to the End and face off against the ender dragon! When a new virtual-reality version of *Minecraft* brings her dreams to life, one player must face her worst nightmares. Bianca has never been good at following the plan. She's more of an act-now, deal-with-the-consequences-later type of person. But consequences can't be put off forever, as Bianca learns when she and her best friend, Lonnie, are in a terrible car crash. Waking up in the hospital, Bianca is faced with questions she's not equipped to answer. She chooses instead to try a virtual-reality version of *Minecraft* that gives her control over a world at the very moment she thought she'd lost it. There she encounters a glitching avatar she believes to be Lonnie. Bianca teams up with Esme and Anton - two kids also playing on the hospital server - to save her friend. Is Lonnie really stuck in the game? And can Bianca help him back to reality? In the thrilling sequel to the *New York Times* bestselling novel *Minecraft: The Island*, a stranded hero stumbles upon another castaway—and discovers that teamwork might just be the secret to survival. Wandering a vast, icy tundra, the explorer has never felt more alone. Is there anything out here? Did I do the right thing by leaving the safety of my island? Should I give up and go back? So many questions, and no time to ponder—not when dark is falling and dangerous mobs are on the horizon. Gurgling zombies and snarling wolves lurk in the night, and they're closing in. With nowhere to hide, the lone traveler flees up a mountain, trapped and out of options . . . until a mysterious figure arrives, fighting off the horde singlehandedly. The unexpected savior is Summer, a fellow castaway and master of survival in these frozen wastes. Excited to find another person in this strange, blocky world, the explorer teams up with Summer, whose impressive mountain fortress as a safe haven . . . for now. But teamwork is a new skill for two people used to working alone. If they want to make it home, they will have to learn to work together—or risk losing everything. Un romanzo che intreccia il pulp horror di Joe R. Lansdale, sci-fi di Philip K. Dick e le atmosfere di Stephen King. Una storia dai confini di genere sfumati e dallo stile incalzante e adrenalinico. Nulla è come appare e nulla si può dare per scontato nella realtà raccontata da Iannaccone, una quotidianità forse immaginifica o che forse stiamo vivendo in questo momento... Michele e Giulio, padre e figlio, sono mondi distanti, isole allontanate da un tempo scandito da pochi momenti condivisi. Ma la vita ti sorprende sempre, "regalando" a un giorno qualunque, durante una banale corsa in metro, un risvolto inaspettato. All'improvviso, le persone attorno ai due cominciano a morire senza un motivo apparente, fin quando dal sottosuolo, non si scatena l'inferno. Una forza sconosciuta si manifesta dalle viscere della Terra e sembra intenzionata a distruggere la razza umana. Una potenza mostruosa, che si autoalimenta delle onde elettromagnetiche prodotte dalla tecnologia. Prigionieri del vagone, la realtà che ha circondato Giulio e Michele fino a quel momento potrebbe non essere altro che una menzogna, la

parte di un ciclo infinito che, inesorabilmente, porta a una nuova genesi. L'umanità è destinata a scomparire o c'è una salvezza? E cosa c'entra un ragazzino di sedici anni e il rapporto con suo padre in questo disegno? Genesi, horror urbano dai tratti fantasy, ci accompagna così per mano nella sua personalissima visione della fine dell'umanità. E nell'altrettanto astrusa ancora di salvezza che potrebbe concederci una rinascita. Leaving the lavender fields of Provence behind him, a young man sets off on a journey that will lead him all the way to Africa where deep in the interior, he discovers the mysterious Land of the Bees. Among those he encounters on his way are a penniless painter who bears more than a striking resemblance to Van Gogh, a dishevelled wanderer who could only be Rimbaud, and finally a woman with skin the colour of honey. There's no time to enjoy his newfound stardom. To save Villagetown, Runt embarks on a perilous quest far beyond the safety of the wall. Between bizarre towns, terrifying dungeons, and epic boss battles, Runt must summon the hero within and say "so lon Quando si Parla del Garda si va a toccare sempre un tasto debole, il nostro gigante blu con una ottima reputazione, luogo intenso ove si respira la cultura Bresciana e la cultura celtica, in grado di affascinare, pittori, Romanzieri, artisti, del cinema oppure del mondo musicale. Un luogo magico dove le leggende prendono vita come ad esempio la leggenda di Benny, nome coniato da Bellelli Armando, che parla di un mostro simile a Nessie, tutti dicono di vederlo, tutti dicono di avere le prove di questo avvistamento, tutti dicono che Nessie esiste e di conseguenza esiste anche Benny, ma il caso vuole che nessuno sa della presenza della tartaruga a naso di porcello che si cela nelle acque del Garda, oppure della fauna tropicale che non dovrebbe esserci, troppo impegnati a dare del pazzo drogato e ubriacone abbattendo la sua dignità, a quella persona che diceva di aver visto un coccodrillo in un laghetto che sfocia poi nel Garda, senza pensare che quel coccodrillo poteva essere tranquillamente una testuggine con la corazza armadillo, una tartaruga ben nota, ma come hanno fatto queste tartarughe ha entrare nel nostro lago? Come hanno fatto BMW, Moto e moltri altri inutili relitti a entrare nel lago? Ignoranza di chi scrive libri oppure monta documentari mostrando solo il lato negativo della nostra creatura, come dice Angelo Modina, della Deep Explorer dobbiamo non solo valorizzare il nostro lago ma il documentario o il libro che si va a preparare non dovrebbe gettare merda o fango sul suo nome ma mostrarlo per la meraviglia che è per ciò che rappresenta, non solo ai Bresciano ma hai molti Tedeschi, Inglesi e altri turisti che ogni anno lo popolano. Benvenuti nel mistero del Lago di Garda. Dante's classic is presented in the original Italian as well as in a new prose translation, and is accompanied by commentary on the poem's background and allegory. No one has failed to notice that the current generation of youth is deeply--some would say totally--involved with digital media. Professors Howard Gardner and Katie Davis name today's young people The App Generation, and in this spellbinding book they explore what it means to be "app-dependent" versus "app-enabled" and how life for this generation differs from life before the digital era. Gardner and Davis are concerned with three vital areas of adolescent life: identity, intimacy, and imagination. Through innovative research, including interviews of young people, focus groups of those who work with them, and a unique comparison of youthful artistic productions before and after the digital revolution, the authors uncover the drawbacks of apps: they may foreclose a sense of identity, encourage superficial relations with others, and stunt creative imagination. On the other hand, the benefits of apps are equally striking: they can promote a strong sense of identity, allow deep relationships, and stimulate creativity. The challenge is to venture beyond the ways that apps are designed to be used, Gardner and Davis conclude, and they suggest how the power of apps can be a springboard to greater creativity and higher aspirations. Survival is difficult in the perilous Nether and End dimensions, and you'll need to up your game if you want to make it back to the Overworld. The official Minecraft: Guide to the Nether & the End will teach you how to navigate the alien terrain, battle the native mobs and find rare blocks and items. With insider info and tips from the experts at Mojang, this is the definitive guide to the Nether and the End in Minecraft. This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestuary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners In the tradition of iconic stories like Robinson Crusoe and Treasure Island, Minecraft: The Island will tell the story of a new hero stranded in the world of Minecraft, who must survive the harsh, unfamiliar environment and unravel the secrets of the island. Minecraft: The Island by Max Brooks, bestselling author of World War Z, is the first official Minecraft novel. "Discover the uses of redstone components, learn how to make working circuits, then create clever builds using your new skills. With insider info and tips from the experts at Mojang, this is the definitive guide to engineering in Minecraft." -- page [4] of cover The third book in the Kay Scarpetta series, from No. 1 bestselling author Patricia Cornwell. 'America's most chilling writer of crime fiction' The Times A killer is stalking young lovers. Taking their lives . . . and leaving just one tantalising clue . . . When the bodies of young courting couples start turning up in remote woodlands areas, Dr Kay Scarpetta's task as Chief Medical Examiner is made more difficult by the effects of the elements. Eight times she must write that the cause of death is undetermined. But when the latest girl goes missing turns out to be the daughter of one of the most powerful women in America, Kay finds herself prey to political pressure and press harassment. As she starts to investigate, she finds that vital evidence is being withheld from her - or even faked. And all the time a cunning, sadistic killer is still at large . . . Praise for the groundbreaking series: 'One of the best crime writers writing today' Guardian 'Devilishly clever' Sunday Times 'The top gun in this field' Daily Telegraph 'Forget the pretenders. Cornwell reigns' Mirror 'The Agatha Christie of the DNA age' Express

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