

vial, the specter of germ warfare has moved into a prominent position in the public's mind. This riveting narrative traces America's own covert biological weapons program from its origins in World War II to its abrupt cancellation in 1969. This project, at its peak, employed 5,000 people, tested pathogens on 2,000 live human volunteers, and conducted open-air tests on American soil. The U.S. government appropriated research from Japanese experiments on Chinese civilians, thus benefiting from one of the twentieth century's greatest atrocities; sprayed its own cities with bacterial aerosols; and stockpiled millions of bacterial bombs for instant deployment. Yet, surprisingly, almost nothing has been published about this project until now. In light of America's increasing surveillance and condemnation of foreign biological weapons programs, this exposé of America's own dangerous Cold War secret is both fascinating and shocking.

Introduction -- The meaning of death -- Cycles and tragedies -- Gray rhinos, black swans, and dragon kings -- Networld -- The science delusion -- The psychology of political incompetence -- From the boogie woogie flu to Ebola in town -- The fractal geometry of disaster -- The plagues -- The economic consequences of the plague -- The three-body problem -- Future shocks.

Part 5 of 5! Discover the true meaning of terror as fright-masters Steve Niles and Kelley Jones bring you five frightening tales of stark raving horror! In one tale we watch a very sad and lonely man reaching the end of his rope, only to discover he's in way deeper than he ever imagined. It seems there's an army of little demons in his garden and he's their next sacrifice... Or another, of brave space explorer left to roam a strange planet all-alone as a result of an engine malfunction, with his only companion, a weather droid. And yet another, as we witness a husband and wife who thought the toughest challenge before them was their impending divorce, until a terrible car "accident" makes them unwitting subjects in a bizarre scientific experiment.

Created by indie comics artist Jhonen Vasquez, *Invader Zim* tells the story of extraterrestrial outcast Zim, from the planet Irk. With the assistance of his malfunctioning robot GIR, Zim repeatedly tries (and fails) to execute his dastardly plan to conquer Earth, all while masquerading as an average elementary school student. *DOOM DOOM DOOM: The Art of Invader Zim* is the definitive history of both the fan-favorite series and the upcoming *Invader Zim* television movie *Enter the Florpus*, airing in spring 2019. A fully authorized, all-access compendium of never-before-published production art, storyboards, behind-the-scenes photos, and ephemera, the book will feature exclusive, interviews with Vasquez and other key crewmembers that reveal the origins, art, and imagination behind one of Nickelodeon's most beloved turn-of-the-millennium series.

Publisher description

When Blossom the Unicorn accidentally releases Zorgoth the slug from captivity, the reluctant heroes of the Super Happy Magic Forest must find a way stop him from drinking the potion of power which will give him the ability to destroy the forest.

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Masters of Doom is the true inside story of the Lennon and McCartney of the video game industry: John Carmack and John Romero. Together they created an empire, ruled a multibillion-dollar industry, and provoked a national controversy. They lived a unique American dream, escaping their broken homes to co-create the most innovative and notoriously successful video games in history - *Doom* and *Quake* - until the games they made tore them apart. David Kushner has been covering the video game industry for ten years and knows all the angles. Even those with no interest in video games will be fascinated by this vastly entertaining tale of friendship, betrayal and the genesis of a multibillion-dollar popular art form.

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