

## Great Age Of Sail Pinica

In Bingaman's stellar memoir, his boyish obsession with flight blossoms into a grueling but rewarding career in the U.S. military, leading him into the uncertainties of war. Bingaman returns to his Iowa roots in this collection of anecdotes, reminiscences and close calls among fighter pilots and their peers. Recounting first his time in England as an American airman in a NATO squadron, the narrative covers his time in Oregon, the Midwest and Vietnam, detailing the operations-particularly the idiosyncrasies and frustrations-of military programs and the officers that oversaw them. Well-paced and written in economical prose, Bingaman's retelling of his past is at once richly personal and broadly historical, sacrificing neither breadth nor depth to convey specific bits of information as well as the zeitgeist of the time. A sensitive, astute contribution to the history of the armed forces. -Kirkus Review

Joshua Slocum was the first man to sail alone around the world. It was a feat that made him the "patron saint" of small boat sailors everywhere. His voyage, retold in *Sailing Alone Around the World*, took place from 1895 to 1898. It made Slocum and his little boat *Spray* forever famous. Rod Scher received his M.Ed. from the University of Oregon. A longtime boating enthusiast, writer, and former English teacher, he is currently VP of Technology for Class.com. He lives in Lincoln, Nebraska.

*Freshwater Heritage: A History of Sail on the Great Lakes, 1670-1918* represents the culmination of a lifelong passion for sailing and for the history of sail as it applies to Canada. Author/sailor/boat builder Don Bamford takes us deep into the psyche of sailing as it applies to historical events on the Great Lakes and to stories of the people and places there at the

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time. His extensive historical research takes us back to the time of European contact, through the fate of the luckless Griffon and the achievements of the French in the era of sail. From the 1760s through to 1815, Bamford chronicles the glory years of the brigs, the schooners, the snows and the warships that dominated the lakes during the war years, with a particular emphasis on the War of 1812 and the race for naval domination of the Great Lakes. Much deserving attention is given to the shipbuilders and to the challenges of constructing these vessels in the wilderness of the colonies, all supported by carefully researched detail. Bamford also documents the critical role played by sailing vessels in the settlement process as newly arrived immigrants struggled to establish a home in a new land. The commercial role of sail on the Great Lakes is captured through the refinements to the schooners, the place of ships in the fur trade, the early days of fishing the lakes as an industry, the role of the timber droghers, the stone hookers and the first ore carriers of the first part of the 20th century. Never before has the place of sailing vessels in the early history of Canada's Great Lakes been so inclusive, and made so accessible to the general reader. Richly illustrated with archival visuals and photographs of significant works of art, and supported by a full index and extensive end matter, Freshwater Heritage is a must for both the armchair historian and those who love to sail.

### The PinnacleAuthorsolutions

"Bingaman returns to his Iowa roots in this collection of anecdotes, reminiscences, and close calls among fighter pilots and their peers. Recounting first his time in England as an American airman in a NATO squadron, the narrative covers his time in Oregon, the Midwest and Vietnam, detailing the operations -- particularly the

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idiosyncrasies and frustrations -- of military programs and the officers that oversaw them. In the Cold War shadows cast by Eisenhower and Khrushchev, Bingaman changes locations multiple times, taking his family with him. In Vietnam, as the war unfolds, he finds himself caught between the dangerous requirements of his occupation and an American bureaucracy with strenuous demands but too little regard for the human costs. A careful combination of career savvy and compassion helps Bingaman keep his wits sharp as friends disappear around him and the political situation grows thornier; he manages to survive a war he judged to be 'a complete misfortune' and in which the White House wasted arms, effort and men"--Back cover.

The new Hanoverian dynasty that came to power with the accession of George I in 1714 inherited the largest navy in the world. In the course of the century, this force would see a vast amount of action against nearly every major navy, reaching a pinnacle of success in the Seven Years War only to taste defeat in the American Revolutionary struggle, when it faced the combined navies of France, Spain, the Netherlands, and the rebellious colonies themselves. Considering the contribution to history of these ships, there is surprisingly little readily available on their careers. Now this gap is comprehensively filled by this superb reference book, outlining the service history of every ship, built, purchased or captured, that fought for the Royal Navy in the great wars of the eighteenth century—well over 2000 vessels. The book is organized by Rate, classification and class, with outline technical and building data, but

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followed by a concise summary of the careers of each ship in every class. This includes commissioning dates, refit periods, changes of captain, the stations where they served (and when), as well as details of any noteworthy actions in which they took part. It will enable anyone to follow up a casual reference to any warship, and will provide the researcher with a solid core of information on which to base further study. With nothing remotely like it in print, this is a work of the utmost importance to every naval historian and general reader interested in the navy of the sailing era.

Two centuries before the daring exploits of Navy SEALs and Marine Raiders captured the public imagination, the U.S. Navy and Marine Corps were already engaged in similarly perilous missions: raiding pirate camps, attacking enemy ships in the dark of night, and striking enemy facilities and resources on shore. Even John Paul Jones, father of the American navy, saw such irregular operations as critical to naval warfare. With Jones's own experience as a starting point, Benjamin Armstrong sets out to take irregular naval warfare out of the shadow of the blue-water battles that dominate naval history. This book, the first historical study of its kind, makes a compelling case for raiding and irregular naval warfare as key elements in the story of American sea power. Beginning with the Continental Navy, *Small Boats and Daring Men* traces maritime missions through the wars of the early republic, from the coast of modern-day Libya to the rivers and inlets of the Chesapeake Bay. At the same time, Armstrong examines the era's conflicts with nonstate enemies and threats to American peacetime interests along Pacific and Caribbean shores. Armstrong brings a uniquely informed perspective to his subject; and his work—with reference to original naval operational reports, sailors'

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memoirs and diaries, and officers' correspondence—is at once an exciting narrative of danger and combat at sea and a thoroughgoing analysis of how these events fit into concepts of American sea power. Offering a critical new look at the naval history of the Early American era, this book also raises fundamental questions for naval strategy in the twenty-first century.

The Gold-Bug (Edgar Allan Poe): A man is bitten by a golden bug and what ensues is a treasure hunt adventure featuring a cryptic message. Treasure Island (Robert Louis Stevenson): A young boy is trapped between fierce pirates and his desire to find the missing treasure. The Pirate of Panama (William Macleod Raine): A story of the fight for buried treasure. Black Bartlemy's Treasure (Jeffery Farnol): A treasure hunt for the gold of legendary pirate, Black Bartlemy. The Pagan Madonna (Harold MacGrath): An unusual treasure-hunt tale featuring a lost but precious glass bead and a modern pirate. Pieces of Eight (Richard Le Gallienne) The Book of Buried Treasure: Being a True History of the Gold, Jewels, and Plate of Pirates (Ralph D. Paine) Stolen Treasure (Howard Pyle): treasure hunt stories from the author of Peter Pan adventures: Buccaneers and Marooners of the Spanish Main The Ghost of Captain Brand With the Buccaneers Tom Chist and the Treasure Box Jack Ballister's Fortunes Blueskin, the Pirate Captain Scarfield The Ruby of Kishmoor A True History of the Devil at New Hope

This unique collection of "THE PIRATES OF THE HIGH SEAS – Know Your Infamous Buccaneers, Their Exploits & Their Real Histories (9 Books in One Edition)" has been designed and formatted to the highest digital standards. A General History of the Robberies and Murders of the Most Notorious Pirates (Captain Charles Johnson) Book of Pirates: Fiction, Fact & Fancy (Howard Pyle) The Book of Buried Treasure: Being a True History of the Gold, Jewels, and Plate

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of Pirates (Ralph D. Paine) The Pirates Own Book: Authentic Narratives of the Most Celebrated Sea Robbers (Charles Ellms) Sea-Wolves of the Mediterranean (Currey E. Hamilton) The Pirates of Panama (A True Account by a Pirate) (John Esquemeling) The Story of the Barbary Corsairs (J. D. Jerrold Kelley and Stanley Lane-Poole) The Pirate Gow (Daniel Defoe) The King of Pirates (Daniel Defoe)

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Enjoy the best sea adventures, treasure hunt tales and bloody battles, along with learning the truth behind the legends, the real life stories that inspired so many writers and produced so many beloved classics: History of the Robberies and Murders of the Most Notorious Pirates (Captain Charles Johnson) The Book of Buried Treasure Treasure Island (R. L. Stevenson) Blackbeard: Buccaneer (R. D. Paine) Pieces of Eight (Le Gallienne) Captain Singleton (Defoe) Gold-Bug (Edgar Allan Poe) Hearts of Three (Jack London) The Dark Frigate (C. B. Hawes) Isle of Pirate's Doom (Robert E. Howard) Swords of Red Brotherhood (Howard) Queen of Black Coast (Howard) Barbarossa—King of the Corsairs Black Vulmea (Howard) Afloat and Ashore (James F. Cooper) Homeward Bound (Cooper) Red Rover (Cooper) Facing the Flag (Jules Verne) A Pirate of the Caribbees (H. Collingwood) Pirate Gow (Daniel Defoe) The King of Pirates (Defoe) The Pirate (Walter Scott) Rose of Paradise (Howard Pyle) Captain Sharkey (Arthur Conan Doyle) The Pirate (Frederick Marryat) Three Cutters (Marryat) Madman and the Pirate (R. M. Ballantyne) The Offshore Pirate (F. Scott Fitzgerald) Coral Island (Ballantyne) Under the Waves (Ballantyne) Pirate City (Ballantyne) Captain Boldheart (Dickens) Master Key (L. Frank Baum) A Man to His Mate (J. Allan Dunn) Tales of the Fish Patrol (Jack London) Robinson Crusoe (Defoe) Peter Pan and Wendy (J. M. Barrie) Mysterious Island

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(Jules Verne) Count of Monte Cristo (Dumas) Ghost Pirates (W. H. Hodgson) The Pirate Island (H. Collingwood) Among Malay Pirates The Capture of Panama, 1671 The Malay Proas (James F. Cooper) The Daughter of the Great Mogul (Defoe) Morgan at Puerto Bello The Ways of the Buccaneers Narrative of the Capture of the Ship Derby, 1735 The Fight Between the Dorrill and the Moca Jaddi the Malay Pirate The Terrible Ladrones The Female Captive The Passing of Mogul Mackenzie Sea-Wolves of the Mediterranean Pirates of Panama...

\* Mixes adventure travel with natural history in this solo kayaking adventure \* Includes the author's hand-drawn illustrations In this insightful account of her solo voyage in a sixteen-foot kayak, Jennifer Hahn vividly relates the ecstatic moments and terrifying predicaments of paddling against the wind through Alaska's Inside Passage. Hahn's adventures include dramatic encounters with animals and heartwarming experiences with coastal characters. Much more than a memoir, *Spirited Waters* is a remarkable blend of adventure travel, natural history, and personal challenge.

This study examines roleplaying games (RPGs) as both a literary and cultural phenomenon, in which the text's producers take the role of an authorial multiplicity. ---  
ABSTRACT: Authorship has undergone drastic revision in the twentieth century. A fundamental transformation in literature, wherein the author has become a multiplicity of voices, is evinced by the development of roleplaying games as both literary and cultural texts. The literary roots of roleplaying games are self-evident, as they draw on writers such as H. P. Lovecraft and J. R. R. Tolkien. However, a consequence of

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the development of the roleplaying game has been a subsequent departure from these authorial beginnings; roleplaying games have irrevocably transformed the role of the writers who inspired them, altering the authorial position to become a border-blurring multiplicity. Not only do roleplaying game designers reinterpret literary texts as literary games, often borrowing rules material from other designers in the process, in modifying the function of the author from a single creative entity to an empowered storytelling among groups roleplaying games further complicate previous distinctions between author and audience. Players create a fictional world as a group endeavor, authoring a complex structure of fantasy that addresses Freudian concepts of dreams and wish fulfillment. In this way, roleplaying becomes a locus for issues of identity, including questions of performance, spectatorship, and gender construction. And by allowing play in regard to identity, roleplaying games are able to transgressively navigate expressions of difference, encouraging players to subtly work against the traditional split between spectacle and narrative. The thriving fan subculture surrounding roleplaying only emphasizes the transgressiveness of the hobby; this is a social formation that aggressively utilizes new technology such as the internet, through which fans are able to explore culturally subversive methods of authoring in the face of hostility from the surrounding cultural environment. They, too, are active producers and manipulators of meanings, rather than passively accepting dominant ideology. By fusing the broader perspectives of literary and cultural criticism with personal experiences, this study examines the development of roleplaying games from the fiction of individual writers to the interactive roleplaying based on them, wherein fiction writers, the hobby's creators, designers, editors, publishers, fans, players, and the cultural environment are all invested with the

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creative power to contribute meaningfully to the narrative. America's most influential literary figure worldwide is familiar to most readers of short fiction through only about a dozen stories. This is because many of Poe's tales depend on knowledge a reader in 1835 or 1845 might have had that a typical reader in 2000 would not. In this extensively annotated and meticulously edited selection of Poe's short fiction, Stuart Levine and Susan F. Levine connect Poe to major literary forces of his era and to the rapidly changing U.S. of the 1830s and 1840s, discussing Shelley, Carlyle, Byron, Emerson, and Hawthorne, as well as the railroad, photography, and the telegraph. In the process, they reveal a Poe immersed in the America of his day--its politics, science, technology, best-selling books, biases, arts, journalism, fads, scandals, and even sexual mores--and render accessible all thirty-two stories included here. The general Introduction, the headnote to each story, and the annotations included in this volume have been extensively revised from the editors' critically acclaimed editions of the complete short fiction: *The Short Fiction of Edgar Allan Poe: An Annotated Edition* (1976, 1990).

"Arms and the State situates the history of the company in its technological, political and international contexts, with particular attention given to the role of British Parliamentary politics and the inner workings of the War Office and Admiralty bureaucracies. The central narrative is Armstrong's role in the militarization of technology in the 1850s, the commercialization of the armaments trade on a global scale in the 1860s and 1870s, and the emergence of the British military-industrial state in the 1880s and 1890s.

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