

## Zombies Ate My Homework Redstone Junior High 1

Notes from a Totally Lame Vampire  
BTS: Rise of Bangtan  
Black Beauty (Picture Book)  
Tom Weekly 3: My Life and Other Massive Mistakes  
MONEY Master the Game  
Regular Show Original Graphic Novel Vol. 1: Hydration  
Hansel & Gretel & Zombies: A Graphic Novel  
Gates of Excellence  
Loser/Queen  
The Tuckshop Kid  
Of Green Stuff Woven  
The Great Zombie Invasion  
My Big Fat Zombie Goldfish  
New Ways in Teaching with Humor  
Quest for the Golden Apple  
The Gigantic Book of Graphic Novels for Minecrafters  
Educating the Net Generation  
An Introduction to the Grammar of English  
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Izzy Newton and the S.M.A.R.T. Squad: Absolute Hero (Book 1)  
Attack on Minecrafters Academy  
Dungeon Crawl! (Minecraft Woodsworld Chronicles #5)  
Ninja Notebook  
The Video Game Theory Reader  
499 Words Every College Student Should Know  
World War II  
City of Bones  
The Book of Bad Things

### Notes from a Totally Lame Vampire

This textbook introduces basic concepts of grammar in a format which should encourage readers to use linguistic arguments. It focuses on syntactic analysis and evidence. It also looks at sociolinguistic and historical reasons behind prescriptive rules.

### BTS: Rise of Bangtan

Suddenly able to see demons and the Shadowhunters who are dedicated to returning them to their own dimension, fifteen-year-old Clary Fray is drawn into this bizarre world when her mother disappears and Clary herself is almost killed by a monster.

### Black Beauty (Picture Book)

Join the young hero Phoenix as she seeks the enchanted golden apple to save her brother. An unofficial Minecraft graphic novel for kids. The first of six books in a series continued by Megan Miller and Cara J. Stevens. Phoenix longs to see the world outside of her village. One day, she risks a trip over the town's wall to see the dark forest. Her quick adventure releases a monster that turns her brother into a zombie! It's up to Phoenix to save him by leaving her village and finding the enchanted golden apple. This graphic novel for kids is followed by other Minecraft graphic novels, including Revenge of the Zombie Monks, Saving Xenos, Chasing Herobrine, The Ender Eye Prophecy, and Battle for the Dragon's Temple. They are easy graphic novels and are sure to be enjoyed by all who love Minecraft and stories filled with adventure, courage, and action. Quest for the Golden Apple is especially ideal for those who aren't inclined to read but love Minecraft. This graphic

novel is a quick and engaging read for ages 9-12 with more than 750 pictures. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

### **Tom Weekly 3: My Life and Other Massive Mistakes**

"Fourth Minecraft chapter book where Jodi, Ash, Morgan and their fellow Minecraft players go out into the real world to find clues to the identity of the mysterious and sinister Evoker King"--

### **MONEY Master the Game**

Pack your bags and take the journey of a lifetime with this fun-filled activity book packed with maps, wildlife, people and places unique to America's 50 states. In this summer companion to the popular smash-hit *The 50 States*, you can enjoy state trivia, picture scrambles, dot-to-dots, plus a double-sided fold-out map and more than 50 stickers included in this activity book like no other! Perfect for any long journeys – whether you're travelling the 50 states or not!

### **Regular Show Original Graphic Novel Vol. 1: Hydration**

### **Hansel & Gretel & Zombies: A Graphic Novel**

This story kicks off a new full-color series of unofficial graphic novels for Minecrafters! When quiet farm girl Pixel receives an acceptance letter from the prestigious academy for gifted students, Redstone Junior High, she is thrilled! And she works up the courage to leave her family and her beloved farm animals to become a Redstone student. The school prides itself on its safety record as much as its academics -- Mob-free for more than 100 years! boasts a sign on campus. Little does Pixel know that the school's long history of safety is about to take an unsettling turn. When zombies begin popping up on campus, the students begin to panic. Pixel, with the help of her new best friends, is the only one who can figure out why the zombies are invading -- but can she do it before the school becomes a battlefield? The adventure that unfolds will test Pixel's courage, reveal a unique and precious gift that she never knew she had, and change how she treats hostile mobs forever.

## **Gates of Excellence**

A must-have for diehard ARMY members and new fans alike, this fan guide celebrates everything you love about BTS with an in-depth look at their journey (and ARMY's role in it)—featuring tons of color photos! This unofficial biography tells the story of BTS and their global ARMY, which helped propel them to the top of the charts all over the world. Extensively researched, Rise of Bangtan explores the lives of RM, J-Hope, Suga, Jimin, V, Jin, and Jungkook, the story behind how they all got together, and their amazing rise to fame—from their start in East Asia to their dominance across the globe. If you love BTS and everything K-Pop, this celebration of your favorite band is what you've been waiting for.

## **Loser/Queen**

You awaken in an underground cell, stripped of your armor and your sword. Your fellow prisoners inform you that you're trapped in the Underdark, soon to be taken to the great drow city of Menzoberranzan and sold off as a slave. But word is that demon

## **The Tuckshop Kid**

"Describes the events of World War II and explains the significance of the war today. The reader's choices reveal the historical details from the perspective of a member of the Dutch resistance, a Canadian soldier, and an American soldier"--Provided by publisher.

## **Of Green Stuff Woven**

Around the globe, small bands of eco-activists are working to save one reef, one rain forest, one river at a time. Of Green Stuff Woven depicts a group of native gardeners who are restoring tall grass prairie on land connected to their historic Episcopal cathedral in the middle of the financial district in Des Moines, Iowa. They are approached by hotel developers and are caught between their passion for the prairie and their need for money to repair their crumbling cathedral. Of course, the parish's largest donor stands to profit from the deal! The creation? Or the cash? As flood waters rise, so do the stakes of their choice. Of Green Stuff Woven springs from the experience of two devastating floods and of the burgeoning prairie restoration movement. Told by Brigid Brenchley – kind and quirky cathedral dean -- it is Brigid's tale but also the story of a faith community: hardworking plant enthusiasts, parishioners of varied persuasions; the bishop; the mayor; and most importantly a beloved cathedral member who loses his home and life to the flood. All converge like spokes in the spinning wheel of this decision. The book articulates the depths of Anglican spirituality that undergird creation care ministry, with compassion highlights the plight of threatened plant species and people vulnerable to climate events, and challenges us all to examine the decisions we make in the stewardship of our land. It does all this while taking readers on a good ecclesiastical romp and retaining realistic hope.

## **The Great Zombie Invasion**

"Classic tales with modern twists"--Cover.

## **My Big Fat Zombie Goldfish**

In the early days of Pong and Pac Man, video games appeared to be little more than an idle pastime. Today, video games make up a multi-billion dollar industry that rivals television and film. The Video Game Theory Reader brings together exciting new work on the many ways video games are reshaping the face of entertainment and our relationship with technology. Drawing upon examples from widely popular games ranging from Space Invaders to Final Fantasy IX and Combat Flight Simulator 2, the contributors discuss the relationship between video games and other media; the shift from third- to first-person games; gamers and the gaming community; and the important sociological, cultural, industrial, and economic issues that surround gaming. The Video Game Theory Reader is the essential introduction to a fascinating and rapidly expanding new field of media studies.

## **New Ways in Teaching with Humor**

In this graphic version of the classic fairy tale, zombie children Hansel and Gretel disguise themselves as tourists and venture into the Magical Forest in search of brains to eat--where they encounter Mrs. Witch, who has her own plans for dinner.

## **Quest for the Golden Apple**

This book highlights the multiple ways that digital technologies are being used in everyday contexts at home and school, in communities, and across diverse activities, from play to web searching, to talking to family members who are far away. The book helps readers understand the diverse practices employed as children make connections with digital technologies in their everyday experiences. In addition, the book employs a framework that helps readers easily access major themes at a glance, and also showcases the diversity of ideas and theorisations that underpin the respective chapters. In this way, each chapter stands alone in making a specific contribution and, at the same time, makes explicit its connections to the broader themes of digital technologies in children's everyday lives. The concept of digital childhood presented here goes beyond a sociological reading of the everyday lives of children and their families, and reflects the various contexts in which children engage, such as preschools and childcare centres.

## **The Gigantic Book of Graphic Novels for Minecrafters**

A continuation of the memoir "A Girl Named Zippy" follows the story of her mother, Delonda, who reinvents her life by returning to college and

losing fifty pounds, while Zippy continues to work out the dynamic of their nuclear family.

### **Educating the Net Generation**

When middle school mishaps happen, five friends form the S.M.A.R.T. Squad and use their collective skills and the power of science to bring order to their school. Science reigns supreme with this squad of young brainiacs. Join Izzy Newton and her friends in the first adventure of this fun new middle-grade fiction series from National Geographic Kids. A crowded new school and a crazy class schedule is enough to make Izzy feel dizzy. It may be the first day of middle school, but as long as her best friends Allie Einstein and Charlie Darwin are by her side, Izzy knows it'll all be okay. However, first-day jitters take an icy turn when Izzy's old pal Marie Curie comes back to town. Instead of a warm welcome, Marie gives her former pal the cold shoulder. The problems pile up when the school's air-conditioning goes on the fritz and the temperature suddenly drops to near freezing. The adults don't seem to have a clue how to thaw out the school. Cold temperatures and a frigid friendship? Izzy has had enough of feeling like an absolute zero. She rallies the girls to use their brainpower and science smarts to tackle the school's chilly mystery and hopefully to fix a certain frozen friendship along the way. Will the girls succeed and become the heroes of Atom Middle School?

### **An Introduction to the Grammar of English**

"An irreverent illustrated chapter book that features a ton of gore and zombie mayhem, but portrayed in such a cartoony, over-the-top style that it will make kids chuckle more than scream." (Brightly.com) This is the first book in the heavily illustrated *Zombie Chasers* series by John Kloepper. This fan-favorite is perfect for reluctant readers as well as fans of *Diary of a Wimpy Kid* and *Dork Diaries*. A sudden zombie epidemic has turned a sleepover at Zack Clarke's house into a level three creep-over! Zack's sister is now a zombie; his living dead, flesh-eating neighbors have wrecked his house; and he's been left to fend them off with his sister's snotty BFF, Madison. Luckily Zack's nerdy pal Rice has a plan to defeat the undead...if these three zombie chasers can make it out alive. Featuring John Kloepper's signature hilarious and gory descriptions and Steve Wolfhard's hysterical black and white interior illustrations, this is an uproarious, gore-streaked kick-off to the ever-popular *Zombie Chasers* series!

### **The 50 States: Activity Book**

I'm Tom Weekly. You think you've made mistakes? I've made more. Every single word in this book is true. I do know someone with the worst case of nits in history. Stella Holling used chocolate to trick me into kissing her again. My sister, Tanya, truly is an evil genius. And as weird as it sounds, I really did ask Jack to help me mine my teeth for cash. It's embarrassing, but it's true. Bonus stuff inside this book: 1. Test your dad for Cranky Dad Syndrome 2. Make your own slime 3. Have your brain removed

## **The Big Sparkly Box of Unicorn Magic: Phoebe and Her Unicorn Box Set**

Cammy Hall is what anyone would describe as a loser. She lives with her grandparents and has adopted their way of life... right down to the comfortable shoes and early bedtime. And can she help it that she actually likes to knit? At school, her skills with knitting needles and some yarn go completely unappreciated: people like Bekka Bell reign while Cammy and her best friend, the fearless Danish exchange student Gerdi, watch from the sidelines. Cammy's used to being an outsider; after years of humiliating moments, her goal is simply to fly under the radar. Then she suddenly starts receiving mysterious text messages that lead her right to all the embarrassing secrets about the most popular kids in school. Cammy never expected to be able to climb up the high school food chain, and the agenda of the texter may be questionable—but how can she possibly give up the chance to be Queen? This is the print version of the groundbreaking online interactive serial LOSER/QUEEN that premiered in July 2010 on [www.loserqueen.com](http://www.loserqueen.com). Each week, readers voted on major plot twists. The winning choice was then incorporated into the next week's chapters. Now that voting—and the book—are complete, LOSER/QUEEN will be published as a paperback and packed with extras from the author... and readers will have the opportunity to own the book they helped create! Jodi Lynn Anderson, the national bestselling author of *Peaches* and *The Secrets of Peaches*, has lived in Georgia, Costa Rica, and New York, but she currently lives in Washington, D.C. Brittney Lee is a designer and animator. She lives in Emeryville, CA.

## **Zombies Ate My Homework**

This e-book offers an insightful look into the way today's students think about and use technology in their academic and social lives. It will help institutional leaders help their students to become more successful and satisfied.

## **Ghast in the Machine! (Minecraft Woodsword Chronicles #4)**

"Evan Quick, Hero's Log, May the 25th and darn it – I just can't do this. I'm never going to be a Mask. Get over it Evan." Evan Quick has spent his whole life dreaming of becoming a hero. Every morning he wakes up and runs through a checklist of test to see if he's developed powers over night, and every day it is the same thing – nothing. No flying, no super strength, no heat rays or cold beams. No invulnerability – that always hurt to check – no telepathy, no magic. Not even the ability to light a light bulb without flipping a switch. And now, he's finally ready to give up. But then, the class field trip to the Mask Museum is interrupted by a super villain attack, and Evan somehow manages to survive a death ray. Even better, Evan's favorite Mask, Captain Commanding, shows up to save them all -- and when things go very wrong, it's Evan who finds the strength to come to Captain Commanding's rescue. Yet the hero's reception Evan is expecting never happens. Before he even gets the chance to say hello, Evan is bundled away to The Academy, an institution derisively called The School for Sidekicks by its students. Forced to take classes like Banter Basics and Combat with Dinnerware, while being assigned as an 'apprentice' to Foxman – a Mask widely considered a has-been -- Evan starts to worry that he'll never be able to save the day

## **Ninja: Get Good**

A collection of essays relating to the author's experience as a writer of novels for children, and her ideas on children's literature in general.

## **Far Out Fairy Tales**

New York Times bestselling author. Attention Minecraft players, take an adventure right into the game you love! Can Gameknight999 survive a Minecraft journey one hundred years into the past? This adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. A freak thunderstorm strikes just as Gameknight999 is activating his father's digitizer to re-enter Minecraft. Sparks flash across his vision as he is sucked into the game... and when the smoke clears, he's arrived safely. But it doesn't take long to realize that things in the Overworld are very different. Gameknight sees the same blocky terrain and square clouds as usual, but almost everything else has changed. His friends are nowhere to be found. His castle has disappeared and the village he calls home is missing its defenses and fortified wall. Even stranger, no one seems to know who he is. The User-that-is-not-a-user realizes he's been accidentally sent a hundred years into the past, back to the time of the historic Great Zombie Invasion. None of his friends have even been born yet. But that might be the least of Gameknight999's worries, because travelling back in time also means that the evil virus Herobrine, the scourge of Minecraft, is still alive... Sky Pony Press, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more.

## **She Got Up Off the Couch**

## **School for Sidekicks**

Words equal credibility. The more articulate a person is, the more seriously they will be taken—by everyone. On any given day, you might read “abrogate” used in a USA Today article; or “demagogue” or “fiduciary” used on CNN. You might hear “ensorcelled” and “torpor” in a TV drama; you'll hear a political candidate described as “truculent.” You may hear “pedantic” used in a movie. How many of these words are part of most college students' “arsenal of words”? Hopefully all of them, but if not, 499 Words Every College Student Should Know will provide them with what they need to become more articulate in their speaking and writing. It will also enhance their comprehension in their reading, ultimately culminating in what every student aspires to: earning better grades! 499 Words Every College Student Should Know teaches truly important vocabulary words and focuses on Professor Spignesi's classroom-tested Trinity of Vocabulary Use. For each word, the vocabulary-enriched and educated student will be able to: Understand the word in their reading Use the word in their speaking Make good

use of the word in their writing Using easy-to-understand, informative, and often humorous explanations of every word, 499 Words Every College Student Should Know also explores how to use the words in sentences, and in proper context. The majority of these words were individually chosen because they are fairly commonplace in media, books, online, and elsewhere, and students need to be able to understand them. Knowing them — in fact, using the words and making them part of their everyday language — will make any college student or those soon-to-be, more credible.

### **Tales of an 8-Bit Kitten: Lost in the Nether**

A girl learns how to walk dogs—and walk tall—in this charming, coming-of-age novel Twelve-year-old Jessie is in for a long, lonely summer at her aunt and uncle's house. Her uncle is clueless, her aunt is downright frosty, and worst of all, her cousin Ann thinks Jessie isn't cool enough to hang out with anymore. But Jessie is industrious, and—not content with being ignored all summer—she convinces Wes, a grouchy neighborhood dog walker, to take her on as his apprentice. Sure, dog walking turns out to be harder than she expected, but she has Wes's dog-walking code, the Rules of the Ruff, to guide her, and soon, she's wrangling her very own pack like the best of them. But when Monique, a charming rival dog walker, moves to town, she quickly snatches up most of Wes's business—and Jessie decides she isn't going to take this defeat with her tail between her legs.

### **Digital Childhoods**

From one of the leading Fortnite gamers in the world comes your game plan for outclassing the rest at playing video games. Packed with illustrations, photographs, anecdotes, and insider tips, this complete compendium includes everything Tyler "Ninja" Blevins wishes he knew before he got serious about gaming. Here's how to: -Build a gaming PC -Practice with purpose -Develop strategy -Improve your game sense -Pull together the right team -Stream with skill -Form a community online -And much more Video games come and go, but Ninja's lessons are timeless. Pay attention to them and you'll find that you're never really starting over when the next big game launches. Who knows--you may even beat him one day. As he says, that's up to you.

### **Rules of the Ruff**

When Tom's big brother decides to become an Evil Scientist, his first experiment involves dunking Frankie the goldfish into toxic green gunk. Tom knows that there is only one thing to do: Zap the fish with a battery and bring him back to life! But there's something weird about the new Frankie. He's now a BIG FAT ZOMBIE GOLDFISH with hypnotic powers . . . and he's out for revenge!

### **Escape the Underdark**

Nigel Mullet isn't your typical teenager . . . he's a vampire. But unfortunately, when Nigel transformed he didn't become all broody and interesting, and as for super strength and speed . . . well, forget it! Instead he's got acne, a voice that squeaks, a tendency to break out in a rash (not sparkles!) when exposed to the sun, and absolutely no idea how to talk to girls. When a beautiful new girl moves into the neighborhood, Nigel is determined to win her heart but first he's got to figure out how. In the meantime, he writes about her in his diary and composes really bad love poetry that he will recite to her one day, if he can work up the courage to tell her the truth. Can Nigel win the girl and the respect of his family--or is he destined to be a totally lame vampire forever?

### **The Zombie Chasers**

Eeebs isn't a very disciplined kitten. His mom warned him not to play in the forest, but he didn't listen. That's how he found himself in the Nether, a bizarre world inhabited by scary creatures. In the company of a ghost, almost cheerful witch, Eeebs develops supernatural powers. Will this be enough to fight against Endernova's army, the Enderman, who want to rule over the Overworld? In order to save his friends, Eeebs must become the champion of the Nether, as the prophecy of The Chosen One tells . . .

### **Izzy Newton and the S.M.A.R.T. Squad: Absolute Hero (Book 1)**

Hungry? Need Lunch? Mum's packed you curried banana and pickle sandwiches again? Only got a \$1.25 to your name? Then you need to see Matt, because Matt has an amazing talent . . . Some kids are good at footy, or handball, or tennis. Not Matt, though. Matt is an expert at Tuckshop. (\$1.25 = sausage roll and small choc milk, by the way . . .) In the dog-eat-pie world of the playground, when your best friend is the lunch lady, and hunger can be just around the corner, someone like Matt can go a long way. But of course, being the best at anything does have its problems. Even tuckshop.

### **Attack on Minecrafters Academy**

"Bibliography found online at [tonyrobbins.com/masterthegame](http://tonyrobbins.com/masterthegame)"--Page [643].

### **Dungeon Crawl! (Minecraft Woodsword Chronicles #5)**

Get ready for Book 5 in the ongoing chapter book series based on Minecraft! The adventures continue in the fifth official Minecraft chapter book based on the most popular video games of all time. When Po, Morgan, and three of their fellow Minecraft players track the Evoker King to his home in the heart of a perilous dungeon, they have to gear up for an epic fantasy quest filled with danger, dragons, and hostile mobs. Meanwhile, in the real world, the school play seems to be full of its own traps and troubles. Are Po and his friends doomed in both worlds?! © 2020 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB.

## **Ninja Notebook**

### **The Video Game Theory Reader**

It's a new school year at Minecrafters Academy, and Lucy is returning—this time not as a student, but as headmaster. She sets to work preparing the school for the Overworld Academic Olympics, a prestigious competition that will test their combat, treasure hunting, and potions brewing skills. But training is interrupted when an explosion rocks the campus. The school is under attack from a mysterious culprit—and everyone is a suspect. Meanwhile, Julia, a new student at Minecrafters Academy, is having a hard time adjusting to her new life on campus. When she catches her roommate, Hallie, sneaking around just after the attacks on the school, Julia begins to suspect her. Then Hallie goes missing right before another round of explosions and a massive creeper invasion. It's up to the students and teachers of Minecrafters Academy to track down the villain behind the attacks and protect not just the school, but the entire Overworld. As the Unofficial Minecrafters Academy series continues, new friends and sinister new foes will be revealed.

### **499 Words Every College Student Should Know**

Discover the magic of Anna Sewell's *Black Beauty* in this picture book, retold and stunningly illustrated by Ruth Brown for the very youngest of horse lovers. *Black Beauty's* story improved the lives of horses all over the world. Seen through his own eyes, young horse lovers will be swept up in his incredible journey from a peaceful paddock to the streets of London. No matter what he encounters, nothing can break *Black Beauty's* spirit. 'A real treat for young horse-lovers' *Irish Times*

## **World War II**

Packaged Together for the First Time, the First Three Installments of Sky Pony's Redstone Junior High Series! When quiet farm girl Pixel receives an acceptance letter from the prestigious academy for gifted students, Redstone Junior High, she is thrilled! Little does Pixel know that the school's long history of safety is about to take an unsettling turn. The adventures that unfold will test Pixel's courage, reveal a unique and precious gift that she never knew she had, and help her create friendships that will change the course of her life. This bind up contains the following graphic novels: *Zombies Ate My Homework* *Creepers Crashed My Party* *Dragons Never Die* *The Gigantic Book of Graphic Novels for Minecrafters* will enchant readers of all ages who love playing Minecraft and love stories full of action, adventure, and bravery.

## **City of Bones**

When a mysterious pool suddenly appears on the hottest day of the summer, Mordecai and Rigby think it will be the perfect way to beat the

heat, until a giant snake monster puts them both in major trouble.

## **The Book of Bad Things**

One kid's trash is another kid's terror in this spooky supernatural mystery. When Cassidy Bean leaves New York to spend the summer upstate, she's disappointed to find that Whitechapel is not the quiet, pleasant suburb she remembers. Ursula Chambers, the strange old hermit at the end of the cul-de-sac, has passed away under mysterious circumstances. And the townspeople are shocked to discover that Ursula was a hoarder: Her farmhouse is teeming with stacks of newspapers, piles of furniture, mounds of antique dolls and taxidermy animals. Cassidy watches as the people of Whitechapel descend upon Ursula's farmhouse, claiming her abandoned treasures for their own. She listens as rumors spread that Ursula's vengeful ghost is stalking the town with a warning from beyond the grave. And when Cassidy resolves to uncover the truth behind the strangeness, she learns there are more bad things in the world than she ever suspected. . . . Modern master of the macabre Dan Pablocki is back with another scary story best read at night.

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