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First of all, Minecraft is one of the most popular game on PC, but it is nothing like how I'm going to explain you about the book. It is not about all the info on the game, but its about its creator. Markus Persson is the owner of the game, a simple game that soon turn out to be super fun, also the maker is already known as a celebrity because of this.

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For this second edition, this unlikely and bittersweet success story has been enriched with more Minecraft than ever: A new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence. His whole life, all Markus Persson wanted to do was create his own games.

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~~Minecraft, Second Edition: The Unlikely Tale of Markus ...~~

The incredible tale of a little game that shook the international gaming world. For this second edition, the story has been enriched with additional writing, new personalities—more Minecraft than ever! His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich.

~~Minecraft, Second Edition by Daniel Goldberg—Penguin ...~~

Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age. This edition features behind the scenes photographs of the Mojang gang and color images of the creations built by the Minecraft community's favorite builders—chosen by

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the community itself.

~~Minecraft—Seven Stories Press~~

I would hope that in the second edition that Swedish co-authors Goldberg and Larsson have captured the lead-up and after-effects of the Microsoft deal. The Persson pictured in this book bears little resemblance to the one now known almost equally for buying mansions in LA and throwing epic parties over the world over. One person found this helpful

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Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game That Changed Everything is a book written by Daniel Goldberg and Linus Larsson (and translated by Jennifer Hawkins) about the story of Minecraft and its creator, Markus "Notch" Persson. The book was released on October 17, 2013.

~~Minecraft (book)—Wikipedia~~

Minecraft: The Unlikely Tale of Markus 'Notch' Persson and the Game that Changed Everything: Hawkins, Jennifer, Larsson, Linus: Amazon.sg: Books

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The incredible tale of a little game that shook the international gaming world--now with new material including a behind-the-scenes look at the sale to Microsoft. For this second edition, the story has been enriched with more Minecraft than ever--a new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence. His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich. Then in 2009 a strange little project of his quickly grew into a worldwide phenomenon and, in just a few short years, turned its maker into an international icon. Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age--improbable success, fast money, and the power of digital technology to shake up a rock-solid industry. It's a story about being lost and finding your way, of breaking the rules and swimming against the current. It's about how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.

Three years ago, 32-year-old Markus "Notch" Persson of Stockholm was an unknown and bored computer programmer. Today, he is a multi-millionaire international icon. Minecraft, the "virtual Lego" game Markus crafted in his free time, has become one of the most talked about activities since Tetris. Talked about by tens of millions of people, in fact. It is the story of unlikely success, fast money, and the power of digital technology to rattle an empire. And it is about creation, exclusion, and the feeling of not fitting in. Here Markus opens up for the first time about his life. About his old Lego-filled desk at school. About the first computer his father brought home one day. But also about growing up in a family marked by drug abuse and conflict. But above all it is the story of the fine line between seeming misfit

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and creative madman, and the birth of a tech visionary. Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age.

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FEATURING: IAN BOGOST - LEIGH ALEXANDER - ZOE QUINN - ANITA SARKEESIAN & KATHERINE CROSS - IAN SHANAHAN - ANNA ANTHROPY - EVAN NARCISSE - HUSSEIN IBRAHIM - CARA ELLISON & BRENDAN KEOGH - DAN GOLDING - DAVID JOHNSTON - WILLIAM KNOBLAUCH - MERRITT KOPAS - OLA WIKANDER The State of Play is a call to consider the high stakes of video game culture and how our digital and real lives collide. Here, video games are not hobbies or pure recreation; they are vehicles for art, sex, and race and class politics. The sixteen contributors are entrenched—they are the video game creators themselves, media critics, and

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Internet celebrities. They share one thing: they are all players at heart, handpicked to form a superstar roster by Daniel Goldberg and Linus Larsson, the authors of the bestselling *Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything*. *The State of Play* is essential reading for anyone interested in what may well be the defining form of cultural expression of our time. "If you want to explain to anyone why videogames are worth caring about, this is a single volume primer on where we are, how we got here and where we're going next. In every way, this is the state of play." □Kieron Gillen, author of *The Wicked + the Divine*, co-founder of Rock Paper Shotgun

In their second adventure, the four remaining McNally children are drawn to the mysterious Fishbone Forest in search of their dead brother's stolen brain, only to discover the terrifying Mr. Maggs and his sinister plan to change the world.

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how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.

You've bested creepers, traveled deep into caves, and maybe even gone to The End and back—but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Designed your own color-changing disco dance floor? In *Learn to Program with Minecraft®*, you'll do all this and more with the power of Python, a free language used by millions of professional and first-time programmers! Begin with some short, simple Python lessons and then use your new skills to modify Minecraft to produce instant and totally awesome results. Learn how to customize Minecraft to make mini-games, duplicate entire buildings, and turn boring blocks into gold. You'll also write programs that:

- Take you on an automated teleportation tour around your Minecraft world
- Build massive monuments, pyramids, forests, and more in a snap!
- Make secret passageways that open when you activate a hidden switch
- Create a spooky ghost town that vanishes and reappears elsewhere
- Show exactly where to dig for rare blocks
- Cast a spell so that a cascade of flowers (or dynamite if you're daring!) follows your every move
- Make mischief with dastardly lava traps and watery curses that cause huge floods

Whether you're a Minecraft megafan or a newbie, you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power of Python, those days are over! Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi. Uses Python 3

Whimsical and touching images tell the story of an unexpected friendship and the revelations it inspires

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in this moving, wordless picture book from two-time Caldecott Honor medalist Marla Frazee. A baby clown is separated from his family when he accidentally bounces off their circus train and lands in a lonely farmer's vast, empty field. The farmer reluctantly rescues the little clown, and over the course of one day together, the two of them make some surprising discoveries about themselves—and about life! Sweet, funny, and moving, this wordless picture book from a master of the form and the creator of *The Boss Baby* speaks volumes and will delight story lovers of all ages.

Audisee® eBooks with Audio combine professional narration and sentence highlighting to engage reluctant readers! Do you play computer games? If you do, you've probably played Minecraft. When Minecraft creator Markus Persson was young, he wasn't very interested in the games themselves. He was more interested in the programming instructions in the computer's manual. By the time Persson was eight years old, he was writing code for his own computer games. When he was eighteen, Persson landed his dream job as a video game programmer. In 2009, he designed Minecraft in a single weekend. In the game, players use blocks to build whatever they choose. Persson wanted to let players use their imaginations, and the idea paid off. Today, Minecraft is one of the most popular computer games in the world. Although Persson doubts he will ever top this success, he continues to develop games, while fans wait for what's next.

Easy-to-apply, scientifically-based approaches for engaging students in the classroom Cognitive scientist Dan Willingham focuses his acclaimed research on the biological and cognitive basis of learning. His book will help teachers improve their practice by explaining how they and their students think and learn. It reveals-the importance of story, emotion, memory, context, and routine in building knowledge and

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creating lasting learning experiences. Nine, easy-to-understand principles with clear applications for the classroom Includes surprising findings, such as that intelligence is malleable, and that you cannot develop "thinking skills" without facts How an understanding of the brain's workings can help teachers hone their teaching skills "Mr. Willingham's answers apply just as well outside the classroom. Corporate trainers, marketers and, not least, parents -anyone who cares about how we learn-should find his book valuable reading." □Wall Street Journal

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