

Access Free The Unreal And The Real Volume Two Selected Stories Of Ursula K Le Guin Outer Space Inner Lands

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A history of lucrative real estate in Los Angeles shares the lesser-known contributions of a range of figures from Douglas Fairbanks and Marilyn Monroe to Howard Hughes and Ronald Reagan. By the best-selling author of Rogues' Gallery.

North to Orsinia and the boundaries between reality and madness ... South to discover Antarctica with nine South American women ... West to find an enchanted harp and the borderland between life and death ... and onward to all points on and off the compass. Twenty astonishing stories from acclaimed author Ursula K. Le Guin carry us to worlds of wonder and horror, desire and destiny, enchantment and doom.

Liberals and conservatives proclaim the end of the American holiday from history. Now the easy games are over; one should take sides. Žižek argues this is precisely the temptation to be resisted. In such moments of apparently clear choices, the real alternatives are most hidden. Welcome to the Desert of the Real steps back, complicating the choices imposed on us. It proposes that global capitalism is fundamentalist and that America was complicit in the rise of Muslim fundamentalism. It points to our dreaming about the catastrophe in numerous disaster movies before it happened, and explores the irony that the tragedy has been used to legitimize torture. Last but not least it analyzes the fiasco of the predominant leftist response to the

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events.

'Le Guin's storytelling is sharp, magisterial, funny, thought-provoking and exciting, exhibiting all that science fiction can be' EMPIRE The Unreal and the Real is a two-volume collection of stories, selected by Ursula Le Guin herself, and spans the spectrum of fiction from realism through magical realism, satire, science fiction, surrealism and fantasy. Volume One, WHERE ON EARTH, focuses on Le Guin's interest in realism and magical realism and includes 18 of her satirical, political and experimental earthbound stories. Highlights include WORLD FANTASY and HUGO AWARD-winner 'Buffalo Gals, Won't You Come Out Tonight', the rarely reprinted satirical short, 'The Lost Children', JUPITER AWARD-winner, 'The Diary of the Rose' and the title story of her PULITZER PRIZE finalist collection 'Unlocking the Air'.

The Ghosts of Yearning is a gothic novella about profound loss and the boundaries of the real and the unreal. It is partially inspired by The Sixth Sense, The Notebook, and Katherine Mansfield's short story Bliss. It centers on the lives of three women—the elderly and lonely Maisie Dearborn, the fiercely determined Helen McCardle, who is haunted by a young specter, and Mona Jeffries, whose awkward obsession with her handsome neighbor threatens her own sanity. Its melancholy mosaic creates a complex and fundamentally disturbing psychic mystery as this short story slowly reveals how nearly every word is as important as the pieces of an interlocking jigsaw puzzle.

The Unreal Real, Liza Ryan's fifth publication, surveys the last two decades of her work. Thirteen chapters, loosely organized by chronology and series, present a collection of Ryan's nuanced observations. Trained as a photographer and a student of literature, Ryan uses images as language as she moves fluidly between photography and video, collage and mixed

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media, to capture her diverse perceptions. The Unreal Real describes the otherworldly that exists in the everyday and offers a common thread of meaning throughout Ryan's layered oeuvre. Whether documenting her experience in Antarctica or examining the repercussions of loss, Ryan's work captures a sense of evanescence that might otherwise go unnoticed. Real Objects in Unreal Situations is a lucid account of a much-neglected subject in art and cinema studies: the material significance of the art object incorporated into the fiction film. By examining the historical, political, and personal realities that situate the artworks, Susan Felleman offers an incisive account of how they operate not as mere objects but as powerful players within the films, thereby exceeding the narrative function of props, copies, pastiches, or reproductions. The book consists of a series of interconnected case studies of movies, including *The Trouble with Harry*, *An Unmarried Woman*, *The Player*, and *Pride & Prejudice*, among others, ultimately showing that when real art works enter into fiction films, they often embody themes and discourses in ways that other objects cannot.

The future of politics after the pandemic COVID-19 exposed the pre-existing conditions of the current global crisis. Many Western states failed to protect their populations, while others were able to suppress the virus only with sweeping social restrictions. In contrast, many Asian countries were able to make much more precise interventions. Everywhere, lockdown transformed everyday life, introducing an epidemiological view of society based on sensing, modeling, and filtering. What lessons are to be learned? *The Revenge of the Real* envisions a new positive biopolitics that recognizes that governance is literally a matter of life and death. We are grappling with multiple interconnected dilemmas—climate change, pandemics, the tensions between the individual and society—all of which have to be addressed on a planetary

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scale. Even when separated, we are still enmeshed. Can the world govern itself differently? What models and philosophies are needed? Bratton argues that instead of thinking of biotechnologies as something imposed on society, we must see them as essential to a politics of infrastructure, knowledge, and direct intervention. In this way, we can build a society based on a new rationality of inclusion, care, and prevention.

Ursula K. Le Guin discusses her fiction, nonfiction, and poetry?both her process and her philosophy?with all the wisdom, profundity, and rigor we expect from one of the great writers of the last century. When the New York Times referred to Ursula K. Le Guin as America's greatest writer of science fiction, they just might have undersold her legacy. It's hard to look at her vast body of work?novels and stories across multiple genres, poems, translations, essays, speeches, and criticism?and see anything but one of our greatest writers, period. In a series of interviews with David Naimon (*Between the Covers*), Le Guin discusses craft, aesthetics, and philosophy in her fiction, poetry, and nonfiction respectively. The discussions provide ample advice and guidance for writers of every level, but also give Le Guin a chance to to sound off on some of her favorite subjects: the genre wars, the patriarchy, the natural world, and what, in her opinion, makes for great writing. With excerpts from her own books and those that she looked to for inspiration, this volume is a treat for Le Guin's longtime readers, a perfect introduction for those first approaching her writing, and a tribute to her incredible life and work.

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'She is unique. She is legend' THE TIMES 'Le Guin is a writer of enormous intelligence and wit, a master storyteller with the humor and the force of a Twain' BOSTON GLOBE 'Her stories will pass into legend, to touch many generations to come' GUARDIAN THE UNREAL AND THE REAL is a two-volume collection of stories, selected by Ursula Le Guin herself, and spans the spectrum of fiction from realism through magical realism, satire, science fiction, surrealism and fantasy. Volume Two, OUTER SPACE, INNER LANDS, showcases Le Guin's acclaimed stories of the fantastic, originally appearing in publications as varied as AMAZING STORIES, PLAYBOY, the NEW YORKER and OMNI, and contains 20 stories, including modern classics such as the HUGO AWARD-winning 'The Ones Who Walk Away From Omelas', NEBULA-nominee 'Nine Lives'; JAMES TIPTREE, JR MEMORIAL AWARD-winner (and HUGO and NEBULA-nominee) 'The Matter of Seggri'; NEBULA AWARD-winner 'Solitude'; and the secret history 'Sur', which was nominated for the HUGO AWARD and included in THE BEST AMERICAN SHORT STORIES.

Game Audio Implementation offers a unique practical approach to learning all about game audio. If you've always wanted to hear your sound or music in a real game then this is the book for you. Each chapter is accompanied by its own game level where you can see the techniques and theories in action before working through over 70 exercises to develop your own demo level. Taking you all the way from first principles to complex interactive systems in the industry standard Unreal Engine© you'll gain the skills to

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implement your sound and music along with a deep transferable knowledge of the principles you can apply across a range of other game development tools. The accompanying website (www.gameaudioimplementation.com) includes: 12 downloadable demonstration games A unique exercise level for you to develop for your portfolio An up-to-date online bibliography with further reading for each chapter A free sound library with hundreds of game SFX

Every novella by Ursula K. Le Guin, an icon in American literature, collected for the first time in one breathtaking volume. Ursula K. Le Guin has won multiple prizes and accolades from the Medal for Distinguished Contribution to American Letters to the Newbery Honor, the Nebula, Hugo, World Fantasy, and PEN/Malamud Awards. She has had her work collected over the years, but never as a complete retrospective of her longer works as represented in the wonderful *The Found and the Lost*. Includes:

- Vaster Than Empires and More Slow
- Buffalo Gals, Won't You Come Out Tonight
- Hernes
- The Matter of Seggri
- Another Story or a Fisherman of the Inland Sea
- Forgiveness Day
- A Man of the People
- A Woman's Liberation
- Old Music and the Slave Women
- The Finder
- On the High Marsh
- Dragonfly
- Paradises Lost

This collection is a literary treasure chest that belongs in every home library.

Presents a fictionalized portrait of the life of Serey Nabokov, the gay brother of the writer Vladimir Nabokov, and his struggles with his homosexuality and adventures in the salons and clubs of pre-war Europe.

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Originally published in two editions in 2012 by Small Beers Press.

A collection of essays on life and literature, from one of the most iconic authors and astute critics in contemporary letters. *Words Are My Matter* is essential reading: a collection of talks, essays, and criticism by Ursula K. Le Guin, a literary legend and unparalleled voice of our social conscience. Here she investigates the depth and breadth of contemporary fiction—and, through the lens of literature, gives us a way of exploring the world around us. In “Freedom,” Le Guin notes: “Hard times are coming, when we’ll be wanting the voices of writers who can see alternatives to how we live now ... to other ways of being, and even imagine real grounds for hope. We’ll need writers who can remember freedom—poets, visionaries—realists of a larger reality.” Le Guin was one of those authors and in *Words Are My Matter* she gives us just that: a vision of a better reality, fueled by the power and might and hope of language and literature.

Praise for Ursula K. Le Guin's short story collections: "It is the author's more serious work that displays her talents best. . . . [A] classy and valuable collection."—Publishers Weekly "A master of the craft."—Neil Gaiman *The Unreal and the Real* is a two-volume selection of Ursula K. Le Guin's best stories. It is a much-anticipated event and there is no doubt it will delight, amuse, and provoke. *Where on Earth* explores Le Guin's satirical, risky, political, and experimental earthbound stories. Ursula K. Le Guin has received the PEN–Malamud and National Book Awards, among others. She lives in

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Portland, Oregon.

A leading American architectural critic examines Americans' peculiar passion for synthetic environments, such as shopping malls and Disneyworld, and charges today's architecture with being dehumanized and functionally out of tune with the environment.

This 1981 book is a study of wide range of fiction, from short stories to tales of horror, from fairy-tales and romances to science fiction, to which the rather loose term 'fantastic' has been applied. Cutting across this wide field, Professor Brooke-Rose examines in a clear and precise way the essential differences between these types of narrative against the background of realistic fiction. In doing so, she employs many of the methods of modern literary theory from Russian formalism to structuralism, while at the same time bringing to these approaches a sharp critical intuition and sound common sense of her own. The range of texts considered is broad: from Poe and James to Tolkien; from Flann O'Brien to the American postmodernism. This book should prove a source of stimulation to all teachers and students of modern literary theory and genre, as well as those interested in 'fantastic' literature.

Aaron and Stella Alterra had been married for more than sixty years when Aaron began to notice puzzling lapses in his wife's memory. Innocuous at first, they became more severe and more alarming. After a series of appointments and tests, the Alterras were informed that Stella was one of the more than 4.5 million Americans with Alzheimer's disease. Combining medical research on the disease and often-painful anecdotes of memory loss, deteriorating motor functions, personality shifts, support-group and daycare experiences, and drug trials, Alterra chronicles his transformation from husband to caregiver after his wife's diagnosis. More than a chronology of one family's experience of Alzheimer's disease, *The Caregiver* is an intelligent,

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beautifully reflective testimony to how family members turned caregivers become the ultimate advocates for their loved ones in the face of a disease with no cure.

Swami Bhashyananda has explained different aspects of Vedanta philosophy in this book with appropriate quotations from the Upanishads and Gita and has brought home to us the significance of this great philosophy in the context of the present edition in the world. From the standpoint of this book will serve a very useful purpose by making readers aware of their duty to themselves and to the world at large.

Orsinia ... a land of medieval forests, stonewalled cities, and railways reaching into the mountains where the old gods dwell. A country where life is harsh, dreams are gentle, and people feel torn by powerful forces and fight to remain whole. In this enchanting collection, Ursula K. Le Guin brings to mainstream fiction the same compelling mastery of word and deed, of story and character, of violence and love, that has won her the Pushcart Prize, and the Kafka and National Book Awards.

The recipient of numerous literary prizes, including the National Book Award, the Kafka Award, and the Pushcart Prize, Ursula K. Le Guin is renowned for her lyrical writing, rich characters, and diverse worlds. The Wind's Twelve Quarters collects seventeen powerful stories, each with an introduction by the author, ranging from fantasy to intriguing scientific concepts, from medieval settings to the future. Including an insightful foreword by Le Guin, describing her experience, her inspirations, and her approach to writing, this stunning collection explores human values, relationships, and survival, and showcases the myriad talents of one of the most provocative writers of our time.

Using Unreal Engine 3, the authors teach aspiring game makers the fundamentals of designing

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a computer game. The only prerequisite is a basic working knowledge of computers and a desire to build an original game. To get the most out of the book, the authors recommend gathering up some friends and working through the book together as a team and with time limits, mimicking the key elements of real world commercial game development. This book mirrors the curriculum used at CampGame, a six week summer program organized for high school students at The New York University and Arizona State University that has been running successfully for over five years. Students enter with no prior knowledge of game making whatsoever, and through the course of six intensive weeks, they finish as teams of budding game developers who have already completed fully functional games with their own designs, code, and art. Unreal® is a registered trademark of Epic Games, Inc. Copyright in the Unreal Development Kit, Unreal Tournament, and Unreal Engine 3 is owned by Epic Games. Content of those programs included in screen shots in this book is copyrighted by Epic Games and used with the permission of Epic Games.

Real children need real experiences with real people to grow up happy, healthy, strong, kind and resilient. In the second edition of this bestselling book from one of Australia's favourite parenting authors and educators Maggie Dent, Maggie explores the 10 essential building blocks that help children build resilience and self-esteem in our chaotic, uncertain world. We can't change the world, however we can help our children to develop emotional buoyancy and competence by experiencing life's joys and successes, as well as its challenges and setbacks. When this is done within the safety of supportive relationships—especially in families and communities—one building block at a time from birth to 12, children can grow into being the capable, independent adults we all yearn to meet one day. About Maggie: Commonly known as

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the 'queen of common sense', Maggie Dent has become one of Australia's favourite parenting authors and educators, with a particular interest in the early years, adolescence and resilience. Maggie's experience includes teaching, counselling, and working in palliative care/funeral services and suicide prevention. She is a dedicated advocate to quietly changing lives in our families and communities. She is the mother of four sons and a very grateful grandmother. Maggie is the author of 11 books including her 2018 release *Mothering Our Boys* which is already a bestseller.

For over half a century, multiple award-winner Ursula K. Le Guin's stories have shaped the way her readers see the world. Her work gives voice to the voiceless, hope to the outsider and speaks truth to power. Le Guin's writing is witty, wise, both sly and forthright; she is a master craftswoman. This two-volume selection of almost forty stories was made by Ursula Le Guin herself. The two volumes span the spectrum of fiction from realism through magical realism, satire, science fiction, surrealism, and fantasy. *WHERE ON EARTH* focuses on Ursula Le Guin's interest in realism and magic realism and includes 18 of her satirical, political and experimental earthbound stories. Highlights include *WORLD FANTASY* and *HUGO AWARD*-winner 'Buffalo Gals, Won't You Come Out Tonight', the rarely reprinted satirical short, 'The Lost Children', *JUPITER AWARD*-winner, 'The Diary of the Rose' and the title story of her *PULITZER PRIZE* finalist collection 'Unlocking the Air'.

Wisdom is to reject conventional wisdom about almost everything. Thus begins Robert Powell's inquiry into the nature of Totality and the unreality of all else. This small but profound book is divided into three parts. In the first, *Reflections*, Robert Powell comments on some of humankind's most timeless puzzles and questions: Does the body actually exist? What is man,

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if not that bundle of concepts and images that comes upon him at birth? The second, Interchanges, uses a dialogue format that recalls Plato's Allegory of the Cave, in which a teacher and student questioner in a modern setting discuss non-duality, consciousness, and reality. The third part, Essays, is comprised of eight essays, each only a few pages long but addressing overarching themes including consciousness, fear of death, the end of the search, and the notion of the real as unknowable. Readers will leave the book with a satisfying conclusion to a brief, luminous work that can be read again and again.

NEW YORK TIMES BESTSELLER • “Fifteen years after *The Life of Pi*, Yann Martel is taking us on another long journey. Fans of his Man Booker Prize–winning novel will recognize familiar themes from that seafaring phenomenon, but the itinerary in this imaginative new book is entirely fresh. . . . Martel’s writing has never been more charming.”—Ron Charles, *The Washington Post* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR In Lisbon in 1904, a young man named Tomás discovers an old journal. It hints at the existence of an extraordinary artifact that—if he can find it—would redefine history. Traveling in one of Europe’s earliest automobiles, he sets out in search of this strange treasure. Thirty-five years later, a Portuguese pathologist devoted to the murder mysteries of Agatha Christie finds himself at the center of a mystery of his own and drawn into the consequences of Tomás’s quest. Fifty years on, a Canadian senator takes refuge in his ancestral village in northern Portugal, grieving the loss of his beloved wife. But he arrives with an unusual companion: a chimpanzee. And there the century-old quest will come to an unexpected conclusion. *The High Mountains of Portugal*—part quest, part ghost story, part contemporary fable—offers a haunting exploration of great love and great loss. Filled with tenderness, humor, and endless surprise, it takes the

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reader on a road trip through Portugal in the last century—and through the human soul. Praise for *The High Mountains of Portugal* “Just as ambitious, just as clever, just as existential and spiritual [as *Life of Pi*] . . . a book that rewards your attention . . . an excellent book club choice.”—*San Francisco Chronicle* “There’s no denying the simple pleasures to be had in *The High Mountains of Portugal*.”—*Chicago Tribune* “Charming . . . Most Martellian is the boundless capacity for parable. . . . Martel knows his strengths: passages about the chimpanzee and his owner brim irresistibly with affection and attentiveness.”—*The New Yorker* “A rich and rewarding experience . . . [Martel] spins his magic thread of hope and despair, comedy and pathos.”—*USA Today* “I took away indelible images from *High Mountains*, enchanting and disturbing at the same time. . . . As whimsical as Martel’s magic realism can be, grief informs every step of the book’s three journeys. In the course of the novel we burrow ever further into the heart of an ape, pure and threatening at once, our precursor, ourselves.”—*NPR* “Refreshing, surprising and filled with sparkling moments of humor and insight.”—*The Dallas Morning News* “We’re fortunate to have brilliant writers using their fiction to meditate on a paradox we need urgently to consider—the unbridgeable gap and the unbreakable bond between human and animal, our impossible self-alienation from our world.”—Ursula K. Le Guin, *The Guardian* “[Martel packs] his inventive novel with beguiling ideas. What connects an inept curator to a haunted pathologist to a smitten politician across more than seventy-five years is the author’s ability to conjure up something uncanny at the end.”—*The Boston Globe* “A fine home, and story, in which to find oneself.”—*Minneapolis Star Tribune*

THE UNREAL AND THE REAL is a two-volume collection of stories, selected by Ursula Le

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Guin herself, and spans the spectrum of fiction from realism through magical realism, satire, science fiction, surrealism and fantasy. Volume Two, OUTER SPACE, INNER LANDS, showcases Le Guin's acclaimed stories of the fantastic, originally appearing in publications as varied as AMAZING STORIES, PLAYBOY, the NEW YORKER and OMNI, and contains 20 stories, including modern classics such as the HUGO AWARD-winning 'The Ones Who Walk Away From Omelas', NEBULA-nominee 'Nine Lives'; JAMES TIPTREE, JR MEMORIAL AWARD-winner (and HUGO and NEBULA-nominee) 'The Matter of Seggri'; NEBULA AWARD-winner 'Solitude'; and the secret history 'Sur', which was nominated for the HUGO AWARD and included in THE BEST AMERICAN SHORT STORIES.

Learn how to hack systems like black hat hackers and secure them like security experts Key Features Understand how computer systems work and their vulnerabilities Exploit weaknesses and hack into machines to test their security Learn how to secure systems from hackers Book Description This book starts with the basics of ethical hacking, how to practice hacking safely and legally, and how to install and interact with Kali Linux and the Linux terminal. You will explore network hacking, where you will see how to test the security of wired and wireless networks. You'll also learn how to crack the password for any Wi-Fi network (whether it uses WEP, WPA, or WPA2) and spy on the connected devices. Moving on, you will discover how to gain access to remote computer systems using client-side and server-side attacks. You will also get the hang of post-exploitation techniques, including remotely controlling and interacting with the systems that you compromised. Towards the end of the book, you will be able to pick up web application hacking techniques. You'll see how to discover, exploit, and prevent a number of website vulnerabilities, such as XSS and SQL injections. The attacks covered are

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practical techniques that work against real systems and are purely for educational purposes. At the end of each section, you will learn how to detect, prevent, and secure systems from these attacks. What you will learn Understand ethical hacking and the different fields and types of hackers Set up a penetration testing lab to practice safe and legal hacking Explore Linux basics, commands, and how to interact with the terminal Access password-protected networks and spy on connected clients Use server and client-side attacks to hack and control remote computers Control a hacked system remotely and use it to hack other systems Discover, exploit, and prevent a number of web application vulnerabilities such as XSS and SQL injections Who this book is for Learning Ethical Hacking from Scratch is for anyone interested in learning how to hack and test the security of systems like professional hackers and security experts.

The recipient of numerous literary prizes, including the National Book Award, the Kafka Award, and the Pushcart Prize, Ursula K. Le Guin is renowned for her spare, elegant prose, rich characterization, and diverse worlds. "The Ones Who Walk Away from Omelas" is a short story originally published in the collection *The Wind's Twelve Quarters*.

The Unreal and the Real The Selected Short Stories of Ursula K. Le Guin Simon and Schuster Intense attention has been paid to Detroit as a site of urban crisis. This crisis, however, has not only yielded the massive devaluation of real estate that has so often been noted; it has also yielded an explosive production of seemingly valueless urban property that has facilitated the imagination and practice of alternative urbanisms. The first sustained study of Detroit's alternative urban cultures, *The Unreal Estate Guide to Detroit* initiates a new focus on Detroit as a site not only of urban crisis but also of urban possibility. The Guide documents art and

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curatorial practices, community and guerilla gardens, urban farming and forestry, cultural platforms, living archives, evangelical missions, temporary public spaces, intentional communities, furtive monuments, outsider architecture, and other work made possible by the ready availability of urban space in Detroit. The Guide poses these spaces as “unreal estate”: urban territory that has slipped through the free- market economy and entered other regimes of value, other contexts of meaning, and other systems of use. The appropriation of this territory in Detroit, the Guide suggests, offers new perspectives on what a city is and can be, especially in a time of urban crisis.

A fun, quick, step by step guide to level design and creating your own game world.

A collection of short stories by the legendary and iconic Ursula K. Le Guin—selected with an introduction by the author, and combined in one volume for the first time. *The Unreal and the Real* is a collection of some of Ursula K. Le Guin’s best short stories. She has won multiple prizes and accolades from the Medal for Distinguished Contribution to American Letters to the Newbery Honor, the Nebula, Hugo, World Fantasy, and PEN/Malamud Awards. She has had her work collected over the years, but this is the first short story volume combining a full range of her work. Stories include: -Brothers and Sisters -A Week in the Country -Unlocking the Air -Imaginary Countries -The Diary of the Rose -Direction of the Road -The White Donkey -Gwilan’s Harp -May’s Lion -Buffalo

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Gals, Won't You Come Out Tonight -Horse Camp -The Water Is Wide -The Lost Children -Texts -Sleepwalkers -Hand, Cup, Shell -Ether, Or -Half Past Four -The Ones Who Walk Away from Omelas -Semely's Necklace -Nine Lives -Mazes -The First Contact with the Gorgonids -The Shobies' Story -Betrayals -The Matter of Seggri -Solitude -The Wild Girls -The Flyers of Gy -The Silence of the Asonu -The Ascent of the North Face -The Author of the Acacia Seeds -The Wife's Story -The Rule of Names -Small Change -The Poacher -Sur -She Unnames Them -The Jar of Water

The New York Times–bestselling author of *Find Me and Call Me by Your Name* returns to the essay form with his collection of thoughts on time, the creative mind, and great lives and works. Irrealis moods are a category of verbal moods that indicate that certain events have not happened, may never happen, or should or must or are indeed desired to happen, but for which there is no indication that they will ever happen. Irrealis moods are also known as counterfactual moods and include the conditional, the subjunctive, the optative, and the imperative—all best expressed in this book as the might-be and the might-have-been. One of the great prose stylists of his generation, André Aciman returns to the essay form in *Homo Irrealis* to explore what time means to artists who cannot grasp life in the present. Irrealis moods are not about the present or

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the past or the future; they are about what might have been but never was but could in theory still happen. From meditations on subway poetry and the temporal resonances of an empty Italian street to considerations of the lives and work of Sigmund Freud, C. P. Cavafy, W. G. Sebald, John Sloan, Éric Rohmer, Marcel Proust, and Fernando Pessoa and portraits of cities such as Alexandria and St. Petersburg, *Homo Irrealis* is a deep reflection on the imagination's power to forge a zone outside of time's intractable hold.

Unreal City: a cartoon megalopolis where towers are built of cotton candy, facts scatter like pixie dust, and the truth is whatever you feel it to be. And it's no fantasy. It's where we live. "We dwell in Unreal City. We believe in un-being." With saber-like wit, poet and professor Anthony Esolen leads readers on a tour through the ruins of their own Western world—through king-size bookstores, manicured college campuses, strobe-lit choir lofts, mechanized farms, divorce courts, drag-queen libraries, and beyond. This hilarious guide to a culture gone mad with sex and self-care minces no words and spares no egos. We the people of Unreal City are no better, and certainly no smarter, than our fathers. But fear not. Sex and the Unreal City insists there's no need to settle down in the ninth circle of unreality. Esolen lights a torch and heads up the well-trod path back to our cleaner, kinder, truer homeland: Earth. Along the way, the author sings the

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songs of masters long forgotten—Shakespeare, Dante, Milton, the Evangelists—and asks us to join in.

The recipient of numerous literary prizes, including the National Book Award, the Kafka Award, and the Pushcart Prize, Ursula K. Le Guin is renowned for her spare, elegant prose, rich characterization, and diverse worlds. "Semley's Necklace" is a short story originally published in the collection *The Wind's Twelve Quarters*.

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