

# Get Free Xbox Game Manual Free Download Pdf

The Videogame Style Guide and Reference Manual Guitar Hero Series Windows 8.1: The Missing Manual A Newbies Guide to Xbox 360 Thought-Provoking Play: Political Philosophies in Science Fictional Videogame Spaces from Japan Citrix XenDesktop & XenApp 7.7/7.8 Game Preview HALO: Official Spartan Field Manual Windows 10: The Missing Manual My Xbox Light It Up Dante Alighieri Video Game Audio Focus On: 100 Most Popular Unreal Engine Games The Official Xbox Magazine Management Accounting Case Book Special and Gifted Education: Concepts, Methodologies, Tools, and Applications Professional Techniques for Video Game Writing BioShock Handbook of Research on Effective Electronic Gaming in Education Tomb Raider The Video Gaming Manual Call of Duty Series Playing War Windows 10 May 2019 Update: The Missing Manual Fifty Key Video Games The Minds Behind Shooter Games Solutions Manual, Chapters 12-26 The Official Far Cry Survival Manual Music Video Games Microsoft XNA Game Studio 3.0 Unleashed The Ultimate Player's Guide to Minecraft Teenage Kicks: 101 Things To Do Before You're 16 Unlimited Replays James Bond Uncovered The Video Game Theory Reader Best Before Xbox Monster Hunter: World - Official Complete Works Memoirs of a Virtual Caveman

Memoirs of a Virtual Caveman Aug 22 2019 Join veteran gamer, video game fansite webmaster, and born storyteller, Rob Strangman as he takes you on a tour of some of the most defining moments in video game history as seen through his eyes. From the fall of Atari to the emergence of the Sony PlayStation and beyond, Rob relates tales of the adventures that were had during the golden age of gaming. Rob also discusses his

experiences with importing, the "gamer" stereotype, and shares his opinions on the current state of gaming. While Rob may have been the original "Virtual Caveman," he certainly wasn't the only one. Included here are many other stories and contributions from gamers both young and old. Also within these pages you will find interviews with many of the gaming industry's veterans: David Crane, Howard Scott Warshaw, Martin Alessi, Yuzo Koshiro, Kouichi "Isuke" Yotsui and more.

Focus On: 100 Most Popular Unreal Engine Games Nov 17 2021

Management Accounting Case Book Sep 15 2021 Enlighten your students and improve your understanding of management accounting with this carefully curated collection of case studies Management Accounting Case Book: Cases from the IMA Educational Case Journal offers a detailed account of real-world business cases accessible to a variety of business-savvy audiences. It provides comprehensive coverage of several areas relevant to students and professionals in business and finance, including: Strategic cost management (including product and service costing, cost allocation, and strategy implementation) Planning and decision making (including cost estimation, CVP analysis, budgeting, decision making, capital investments, target costing, and TOC) Operations, process management, and innovation (including flexible budgeting, standard costs, variance analysis, non-financial performance indicators, quality control, lean, and innovation governance) Used by dozens of different universities, the Management Accounting Case Book contains cases reviewed and rigorously vetted by the Institute of Management Accountants. The book is perfect for anyone hoping to increase their understanding of management theory or facilitate lively discussion about the topics contained within.

The Video Gaming Manual Mar 10 2021 Video gaming has evolved over the years to become a massive market, on course to overtake mainstream forms of entertainment such as films and music. The Video

Gaming Manual reflects on the full history of the industry and provides an overview of key hardware, comprising an introduction and analysis, technical specifications, common problems (and, where applicable, solutions) and selected key software titles. Written by an author known and respected in the video gaming world, and supported by hundreds of carefully selected images, this fascinating retrospective will appeal to seasoned and casual gamers alike

Call of Duty Series Feb 06 2021

My Xbox Mar 22 2022 This is the quick, visual, one-stop tutorial for everyone who wants to get maximum fun and entertainment out of their Xbox 360, Xbox Live, and Kinect controller. Gaming experts Christina and Bill Loguidice cover everything Xbox has to offer, uncovering cool features and tools most users won't ever discover on their own. You learn how to get started with Xbox 360; fast-network your Xbox 360s; run the media content in your Windows PCs; personalize your Xbox experiences; find great stuff on Microsoft's Game, Video, and Music Marketplaces; get acquainted with your Xbox friends and communities; get to know the Kinect controller and Hub; and find great Kinect games and get better at playing them. This book's concise, step-by-step instructions link to callouts on Xbox screen captures that show you exactly what to do. Tips and Notes help you discover powerful new techniques and shortcuts, and Help features guide you past common problems. This book is designed for all 50,000,000 Xbox 360 owners: from those who've just purchased their first system, to those diving headfirst into Kinect gaming, to millions of Xbox Live subscribers who want to get even more out of Microsoft's online services.

A Newbies Guide to Xbox 360 Sep 27 2022 Games systems used to be simple--plug into TV, put in game cartirage, power on...and occasionally spend several minutes plugging dust out and putting it in at just the right angle! Today game systems are more than game

systems--they are multi-media powerhouses. In the case of Xbox 360, it is a full on computer. This guide will help you get the most out of your Xbox 360 and everything that's built into it--from adjusting parental settings to changing the way it looks. GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month.

Teenage Kicks: 101 Things To Do Before You're 16 Mar 29 2020

Have you ever ... Eaten with chopsticks for a week? Had a shopping trolley race? Helped out for a night at a homeless centre? This book will tell you how. With 101 challenges and targets for readers to try out, work towards or aspire to before reaching 16, this book is jam-packed with lots of great ideas, from the simple and quiet to the extreme and profane. With extreme action, travel, jokes and japes, charitable acts and life skills - there's something for every teen to tick off their 'must do' list.

Xbox Oct 24 2019 A complete guide to Microsoft's popular new entertainment system XBOX provides in-depth instruction on how to network one's XBOX to challenge other players online; how to use the latest controllers, cheat hardware, and memory cards; how to modify one's system; and how to take advantage of the XBOX system's special features. Original. (Intermediate)

Game Preview Jun 24 2022 A guide for game preview and rules: history, definitions, classification, theory, video game consoles, cheating, links, etc. While many different subdivisions have been proposed, anthropologists classify games under three major headings, and have drawn some conclusions as to the social bases that each sort of game requires. They divide games broadly into, games of pure skill, such as hopscotch and target shooting; games of pure strategy, such as checkers, go, or tic-tac-toe; and games of chance, such as craps and snakes and ladders. A guide for game preview and rules: history, definitions,

classification, theory, video game consoles, cheating, links, etc.

Dante Alighieri Jan 20 2022

Fifty Key Video Games Nov 05 2020 This volume examines fifty of the most important video games that have contributed significantly to the history, development, or culture of the medium, providing an overview of video games from their beginning to the present day. This volume covers a variety of historical periods and platforms, genres, commercial impact, artistic choices, contexts of play, typical and atypical representations, uses of games for specific purposes, uses of materials or techniques, specific subcultures, repurposing, transgressive aesthetics, interfaces, moral or ethical impact, and more. Key video games featured include Animal Crossing, Call of Duty, Grand Theft Auto, The Legend of Zelda, Minecraft, PONG, Super Mario Bros., Tetris, and World of Warcraft. Each game is closely analyzed in order to properly contextualize it, to emphasize its prominent features, to show how it creates a unique experience of gameplay, and to outline the ways it might speak about society and culture. The book also acts as a highly accessible showcase to a range of disciplinary perspectives that are found and practiced in the field of game studies. With each entry supplemented by references and suggestions for further reading, Fifty Key Video Games is an indispensable reference for anyone interested in video games.

Solutions Manual, Chapters 12-26 Sep 03 2020

Handbook of Research on Effective Electronic Gaming in Education May 12 2021 "This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

The Official Xbox Magazine Oct 17 2021

Video Game Audio Dec 19 2021 From the one-bit beeps of Pong to

the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others.

The Ultimate Player's Guide to Minecraft Apr 30 2020 Provides readers with tips, techniques, and strategies for Minecraft, including how to register for the game, customize the experience, and create new worlds.

Music Video Games Jul 02 2020 Music Video Games takes a look (and listen) at the popular genre of music games – video games in which music is at the forefront of player interaction and gameplay. With chapters on a wide variety of music games, ranging from well-known console games such as Guitar Hero and Rock Band to new, emerging games for smartphones and tablets, scholars from diverse disciplines and backgrounds discuss the history, development, and cultural impact of music games. Each chapter investigates important themes surrounding the ways in which we play music and play with music in video games. Starting with the precursors to music games - including Simon, the handheld electronic music game from the 1980s, Michael Austin's collection goes on to discuss issues in musicianship and performance, authenticity and “selling out,” and composing, creating, and learning music with video games. Including a glossary and detailed indices, Austin and his team shine a much needed light on the often overlooked subject of music video games.

Microsoft XNA Game Studio 3.0 Unleashed May 31 2020 Using XNA Game Studio 3.0, any programmer can master the art of game development and begin selling games to millions of Xbox 360 users worldwide. Now, there ' s a practical, comprehensive guide to game development with Microsoft ' s powerful new XNA Game Studio 3.0 and the entire XNA Framework. In Microsoft® XNA® Game Studio 3.0 Unleashed, XNA expert Chad Carter covers the entire XNA platform, presents extensive sample code, and explains that code line by line. Carter walks you through the entire process of game development, including installing XNA, creating objects, handling input, managing and extending the content pipeline, optimizing game performance, and creating both 3D and 2D games. Carter presents sophisticated coverage of using XNA ' s high level shader language; creating physical effects; and endowing characters with realistic artificial intelligence. A case study section walks through the entire process of planning and coding a game, improving it, and putting on the finishing touches that make it marketable. This edition contains nine new chapters, including all-new sections on creating networked games, programming games for the Zune handheld, and preparing and submitting games to Xbox LIVE, where accepted titles will reach gamers worldwide. Plan your games to deliver solid performance on the platforms you ' ve targeted

Understand essential XNA Framework concepts, including object creation, cameras, input handling, libraries, game services, and managing and extending the content pipeline Create a 2D game that will run across 3 platforms (Windows, Xbox 360, and Zune) with a single code base Create a Visualizer media player for the Microsoft Zune Use the High Level Shader Language (HLSL) to communicate directly with graphics hardware Bring realistic physics to your game action and realistic artificial intelligence to your characters Create sophisticated 3D effects that use advanced texturing and a particle system Build

networked games, including multiplayer demos, turn-based games, and real-time network games Create 4 full games – 2D parallax side scroller, 3D shooter, multiplayer turn-based 2D card game, and a multiplayer real-time 3D game Discover best practices for creating Xbox LIVE Community Games Sell your finished game on Xbox LIVE Marketplace CD-ROM includes: All C# examples and source code presented in this book.

Guitar Hero Series Nov 29 2022

Thought-Provoking Play: Political Philosophies in Science Fictional Videogame Spaces from Japan Aug 27 2022 This book considers videogames as spaces of political philosophy. Emerging from a negotiation between designers, player and computer, they prompt us to rethink life in common and imagine alternatives to the status quo. Several case studies on science fictional videogames from Japan serve to demonstrate this potential for thought-provoking play.

The Video Game Theory Reader Dec 27 2019 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.

Professional Techniques for Video Game Writing Jul 14 2021 This



book by the International Game Developers Association (IGDA) Game Writing Special Interest Group focuses on various aspects of working as a professional game writer, including how to break in to game writing, writing manuals, narrative design, writing in a team, working as a freelancer, working with new intellectual property, and more. It incl

Unlimited Replays Feb 27 2020 Classical music is everywhere in video games. Works by composers like Bach and Mozart fill the soundtracks of games ranging from arcade classics, to indie titles, to major franchises like BioShock, Civilization, and Fallout. Children can learn about classical works and their histories from interactive iPad games. World-renowned classical orchestras frequently perform concerts of game music to sold-out audiences. But what do such combinations of art and entertainment reveal about the cultural value we place on these media? Can classical music ever be video game music, and can game music ever be classical? Delving into the shifting and often contradictory cultural definitions that emerge when classical music meets video games, Unlimited Replays offers a new perspective on the possibilities and challenges of trying to distinguish between art and pop culture in contemporary society.

Windows 10 May 2019 Update: The Missing Manual Dec 07 2020 The Windows 10 May 2019 Update adds a host of new and improved features to Microsoft ' s flagship operating system—and this jargon-free guide helps you get the most out of every component. This in-depth Missing Manual covers the entire system and introduces you to the latest features in the Windows Professional, Enterprise, Education, and Home editions. You ' ll learn how to take advantage of improvements to the Game Bar, Edge browser, Windows Online, smartphone features, and a lot more. Written by David Pogue—tech critic for Yahoo Finance and former columnist for The New York Times—this updated edition illuminates its subject with technical insight, plenty of wit, and

hardnosed objectivity.

The Official Far Cry Survival Manual Aug 03 2020 Learn to survive extreme situations in wild locales from around the world with The Far Cry Survival Manual, based on the hit game series. The Far Cry video game series has taken players on extreme adventures around the world: from untamed tropical islands to towering mountains and beyond, this blockbuster series thrusts players into exciting but deadly scenarios. The Far Cry Survival Manual immerses readers in the Far Cry universe with practical tips on survival, self-defense, extreme sports, stunt driving, and more, inspired by the games they love. The book is narrated by a journalist who will go to any extreme for his story, traveling to the Rook Islands, the Kingdom of Kyrat, Montana ' s Hope County, and beyond to explore and survive some of the most extreme situations and environments. This guide is his personal record of his perilous adventures and includes tips and instructions on how readers might be able to make it out alive as well. Readers will learn how to face and survive increasingly dramatic and deadly scenarios, from executing tense covert-ops to escaping pirate-filled South Pacific islands, and even surviving the prehistoric past. Packed with applicable real-world advice, this manual will entertain and inform fans of this thrilling franchise and survival enthusiasts alike.

Monster Hunter: World - Official Complete Works Sep 23 2019 Dive into this monstrously massive guide and explore all of the hunting fields, monsters, weaponry and lore that turned Capcom ' s beloved Monster Hunter franchise into a global hit! Monster Hunter: World is one of the biggest games to hit shelves in years, and an epic game deserves an epic book! This 560-page tome features all of the lore, myths and info that made Monster Hunter: World such a hit. Get all the details on the ecosystems of the hunting fields, find out just what makes a Rathalos such a ferocious predator, and explore the New World!

Playing War Jan 08 2021 Explores the culture that made military shooter video games popular, and key in understanding the War on Terror No video game genre has been more popular or more lucrative in recent years than the “ military shooter. ” Franchises such as Call of Duty, Battlefield, and those bearing Tom Clancy ’ s name turn over billions of dollars annually by promising to immerse players in historic and near-future battles, converting the reality of contemporary conflicts into playable, experiences. In the aftermath of 9/11, these games transformed a national crisis into fantastic and profitable adventures, where seemingly powerless spectators became solutions to these virtual Wars on Terror. Playing War provides a cultural framework for understanding the popularity of military-themed video games and their significance in the ongoing War on Terror. Matthew Payne examines post-9/11 shooter-style game design as well as gaming strategies to expose how these practices perpetuate and challenge reigning political beliefs about America ’ s military prowess and combat policies. Far from offering simplistic escapist pleasures, these post-9/11 shooters draw on a range of nationalist mythologies, positioning the player as the virtual hero at every level. Through close readings of key games, analyses of marketing materials, and participant observations of the war gaming community, Playing War examines an industry mobilizing anxieties about terrorism and invasion to craft immersive titles that transform international strife into interactive fun.

James Bond Uncovered Jan 26 2020 This volume brings fresh perspectives to the study of James Bond. With a strong emphasis on the process of Bond ’ s incarnation on screen and his transit across media forms, chapters examine Bond in terms of adaptation, television, computer games, and the original novels. Film nonetheless provides the central focus, with analysis of both the corpus as a whole—from Dr. No to Spectre—and of particular films, from popular and much-discussed

movies such as *Goldfinger* and *Skyfall* to comparatively under-examined texts such as the 1967 *Casino Royale* and *A View to a Kill*. Contributors' expertise and interests encompass such diverse aspects of and approaches to the Bond stories as Sound Design, Empire, Food and Taste, Geo-politics, Feminist re-reading, Tarot, Landscape and Sets.

Citrix XenDesktop & XenApp 7.7/7.8 Jul 26 2022 This book provides an in-depth insight into the new architectures and concepts of current Citrix XenDesktop and XenApp technologies for central provisioning of desktops and applications. It is aimed both at newcomers to the Citrix virtualization world and at those upgrading from previous versions. All the necessary steps for the creation of a design, and the development and operation of a complete, scalable virtualization environment are discussed in a detailed and practical manner. Valuable advice and comprehensive background information also feature in this solution-oriented compendium, making it an indispensable companion for IT solution architects, consultants and administrators.

Light It Up Feb 18 2022 Examines the U.S. Marines' visual culture of combat in the Iraq War. American military power in the War on Terror has increasingly depended on the capacity to see the enemy. The act of seeing—enhanced by electronic and digital technologies—has separated shooter from target, eliminating risk of bodily harm to the remote warrior, while YouTube videos eroticize pulling the trigger and video games blur the line between simulated play and fighting. *Light It Up* examines the visual culture of the early twenty-first century military. Focusing on the Marine Corps, which played a critical part in the invasion and occupation of Iraq, John Pettegrew argues that U.S. military force in the Iraq War was projected through an “optics of combat.” Powerful military technology developed in the Iraq and Afghanistan wars has placed war in a new posthuman era. Pettegrew's interviews with marines, as well as his analysis of first-person shooter

videogames and combat footage, lead to startling insights into the militarization of popular digital culture. An essential study for readers interested in modern warfare, policy makers, and historians of technology, war, and visual and military culture.

**The Minds Behind Shooter Games** Oct 05 2020 Featuring interviews with the creators of 39 popular video games--including Halo 3, Call of Duty: Modern Warfare, Medal of Honor and Metroid Prime--this book gives a behind-the-scenes look at the origins of some of the most iconic shooter games. Interviewees recount endless hours of painstaking development, the challenges of working with mega-publishers, the growth of the genre and the creative processes that produced some of the industry's biggest hits, cult classics and indie successes.

**Windows 8.1: The Missing Manual** Oct 29 2022 Windows 8.1 continues the evolution of the most radical redesign in Microsoft's history. It combines the familiar Windows desktop with a new, touchscreen-friendly world of tiles and full-screen apps. Luckily, David Pogue is back to help you make sense of it?with humor, authority, and 500 illustrations. The important stuff you need to know: What's new in 8.1. The update to 8.1 offers new apps, a universal Search, the return of the Start menu, and several zillion other nips and tucks. New features. Storage Spaces, Windows To Go, File Histories?if Microsoft wrote it, this book covers it. Security. Protect your PC from viruses, spyware, spam, sick hard drives, and out-of-control kids. The network. HomeGroups, connecting from the road, mail, Web, music streaming among PCs?this book has your network covered. The software. Media Center, Photo Gallery, Internet Explorer, speech recognition?this one authoritative, witty guide makes it all crystal clear. It's the book that should have been in the box.

**Tomb Raider** Apr 10 2021

Best Before Nov 25 2019 Despite record sales and an ever-growing

global industry, the simple fact is that videogames are disappearing. Most obviously, the physical deterioration of discs, cartridges, consoles and controllers means that the data and devices will crumble to dust and eventually will be lost forever. However, there is more to the disappearance of videogames than plastic corrosion and bit rot. Best Before examines how the videogames industry's retail, publishing, technology design, advertising and marketing practices actively produce obsolescence, wearing out and retiring old games to make way for the always new, just out of reach, 'coming soon' title and 'next generation' platform. Set against the context of material deterioration and the discursive production of obsolescence, Best Before examines the conceptual and practical challenges faced within the nascent field of game preservation. Understanding videogames as rich, complex and mutable texts and experiences that are supported and sustained by cultures of gameplay and fandom, Best Before considers how - and even whether - we might preserve and present games for future generations.

HALO: Official Spartan Field Manual May 24 2022 For the first time ever, Halo fans of all ages can join the ranks of the most powerful super-soldiers in the galaxy with this in-world military handbook. Spartans. Humanity's first -- and last -- line of defense in a hostile 26th century galaxy. You have been selected to join their ranks. The Official Spartan Field Manual is a guide to every element of the United Nations Space Command (UNSC) SPARTAN-IV program, disseminated to all newly augmented Spartans. Inside these pages is the guidance you'll need to put your enhanced strength, speed, and skills to use in both War Games training simulations and, ultimately, joint combat operations. This manual is essential for getting to know the weapons and vehicles you will be using on the battlefield, as well as the allies and enemies you can expect to encounter. **COMPULSORY READING FOR ALL SPARTAN-IV FIRETEAM LEADERS AND COMMANDERS.**

BioShock Jun 12 2021 A historical, critical look at the famous videogame franchise BioShock, understanding it through philosophical, ideological and computational interpretations of systems, decisions and 'propaganda'.

Windows 10: The Missing Manual Apr 22 2022 Windows 10 hit the scene in 2015 with an all-new web browser (Edge), the Cortana voice assistant, and universal apps that run equally well on tablets, phones, and computers. Now, the Creators Update brings refinement and polish to Windows 10—and this jargon-free guide helps you get the most out of this supercharged operating system. Windows 10: The Missing Manual covers the entire system, including all the new features, like the three-column Start menu, the extensions in the Microsoft Edge browser, Paint 3D, and live game broadcasting. You'll learn how to: Explore the desktop, including File Explorer, Taskbar, Action Center, and Cortana Work with programs and documents, Windows starter apps, the Control Panel, and 3D apps Connect with Edge and email Beef up security and privacy Set up hardware and peripherals, including tablets, laptops, hybrids, printers, and gadgets Maintain computer health with backups, troubleshooting tools, and disk management Learn about network accounts, file sharing, and setting up your own small network Written by David Pogue—tech critic for Yahoo Finance and former columnist for The New York Times—this updated edition illuminates its subject with technical insight, plenty of wit, and hardnosed objectivity.

The Videogame Style Guide and Reference Manual Dec 31 2022 Journalists, stop playing guessing games! Inside the answers to your most pressing questions await: Videogame, one word or two? Xbox, XBox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar

game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism.

Special and Gifted Education: Concepts, Methodologies, Tools, and Applications Aug 15 2021 Diverse learners with exceptional needs require a specialized curriculum that will help them to develop socially and intellectually in a way that traditional pedagogical practice is unable to fulfill. As educational technologies and theoretical approaches to learning continue to advance, so do the opportunities for exceptional children. Special and Gifted Education: Concepts, Methodologies, Tools, and Applications is an exhaustive compilation of emerging research, theoretical concepts, and real-world examples of the ways in which the education of special needs and exceptional children is evolving. Emphasizing pedagogical innovation and new ways of looking at contemporary educational practice, this multi-volume reference work is ideal for inclusion in academic libraries for use by pre-service and in-service teachers, graduate-level students, researchers, and educational software designers and developers.

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