

## **Gaming Computers Guide**

Raising the Stakes Build Your Own Gaming PC CompTIA A+ Complete Lab Manual Handbook of Research on Effective Electronic Gaming in Education Mind At Play Level Up! The Guide to Great Video Game Design PCs All-in-One For Dummies Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fifth Edition (Exams 220-901 & 220-902) Haynes Build Your Own Computer The Rough Guide to Videogaming America Online Official Internet Guide Ninja: Get Good Absolute Beginner's Guide to Computers and the Internet The Complete Idiot's Guide to PC Games Computer Gaming World The Anandtech Guide to PC Gaming Hardware Incredible LEGO Technic Computer Buyer's Guide and Handbook The Brawler's Encyclopedia The Ultimate History of Video Games: Volume Two The official America Online for Macintosh tour guide Build a Computer from Scratch Build Your Own PC Do-It-Yourself For Dummies The CRPG Book: A Guide to Computer Role-Playing Games The Art of Game Design A+ Guide to Managing & Maintaining Your PC A+ Guide to Hardware Mike Meyers' CompTIA A+ Guide to 801 Managing and Troubleshooting PCs, Fourth Edition (Exam 220-801) CompTIA A+ Complete Study Guide A Gamers Guide to Building a Gaming Computer The Ultimate Roblox Book: An Unofficial Guide The Guide to Computer Simulations and Games Rules of Play Essential Computer Security: Everyone's Guide to Email, Internet, and Wireless Security CompTIA IT Fundamentals Study Guide The Ultimate Guide to Video Game Writing and Design Inside a Gaming PC X-Play Insider's Guide to Gaming Tactical Shooter Pro Gaming Performance Guide Building Your Own Computer Made Easy

### **Raising the Stakes**

Looks at everything a person needs to know to navigate the Internet through America Online, explaining mailing lists, e-mail, newsgroups, and downloading software

### **Build Your Own Gaming PC**

### **CompTIA A+ Complete Lab Manual**

An approach that allows readers to quickly accomplish the most popular basic computer and Internet tasks. The book has 75 activities that readers can do quickly and easily in order to maximise productivity with their computer. Every key consumer topic from e mail to surfing the web and more is covered.

### **Handbook of Research on Effective Electronic Gaming in Education**

If you want a book that's easy to follow and will show you how to build a gaming computer from start to finish, then this is the one for you. This book is written in an 'easy to understand' manner that will take you through all computer parts individually to help you choose each computer component. There's also help throughout this book on choosing quality computer components and a guide on picking out a version of Windows. Finally, there's a guide on how to build a gaming computer and how to install Windows 10. So let's not hang around any longer let's get started.

### **Mind At Play**

If you've dreamed about having a customized multimedia PC or one tricked out for your favorite games, build your own and make your dreams come true! Build Your Own PC Do-It-Yourself For Dummies makes it easy. Not only is building your own PC a really rewarding project, it can also save you a nice chunk of cash. This step-by-step guide helps you decide what you need, teaches you what all those computer terms mean, and tells you exactly how to put the pieces together. It shows you: What tools you need (not as many as you might think!) All about operating systems How to install CD and DVD drives The scoop on sound and video, and how to put a sound system together from start to finish How to connect a monitor and install a modem All about setting up and configuring the hard drive Secrets for securing your system, and more Included is a bonus DVD showing you how to install the motherboard, CPU, RAM, ports, hard drive, video and sound cards, a DVD drive, and more. With Build Your Own PC Do-It-Yourself For Dummies, you can have the computer you want plus the satisfaction of doing it yourself! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

### **Level Up! The Guide to Great Video Game Design**

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems - including detailed rules for touch and motion controls Monetizing your

game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe -making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

### **PCs All-in-One For Dummies**

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

### **Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fifth Edition (Exams 220-901 & 220-902)**

Gain the Sybex advantage with this complete guide to A+ certification The CompTIA A+ Complete Study Guide is your complete solution for A+ exam preparation. Covering 100% of Exam 220-901 and Exam 220-902 objectives, this book gives you everything you need to ensure that you not only understand the basics of IT, but that you can demonstrate your understanding effectively. Now in its third edition, this guide has been updated to reflect the exam's new focus. Coverage includes the latest best practices, Windows 8/8.1 and mobile OSes, and an emphasis on the practical skills required on the job. Clear and concise, this book helps you solidify your understanding of crucial hardware and operating system maintenance and troubleshooting topics covered on the exam. You also gain access to the Sybex exclusive online interactive learning environment and test bank, featuring bonus practice exams, electronic flashcards, and a searchable PDF glossary of the most important terms you need to understand. The CompTIA A+ certification is the essential computer technician credential, and is required by over 100 leading employers. This book helps you prepare and practice so you can approach the exam with confidence, and pass with flying colors. Review the components of personal computers, laptops, and portable devices Understand operating systems, networks, and security Get up to speed on safety and environmental issues Practice effective communication and the "soft skills" of professionalism More than just a review of computer parts,

this book covers everything you'll see on the exam. Why go in unprepared when you can have the Sybex advantage?

### **Haynes Build Your Own Computer**

Examines the psychological processes involved in playing video games, discusses behavior problems frequent players can develop, and compares video games to other fads of the past

### **The Rough Guide to Videogaming**

Information Technology is not just about what applications you can use; it is about the systems you can support. The CompTIA IT Fundamentals certification is an introduction to the skills required to become a successful systems support professional, progressing onto more advanced certifications and career success. The Sybex CompTIA IT Fundamentals Study Guide covers 100% of the exam objectives in clear and concise language and provides you authoritatively with all you need to know to succeed in the exam. Along with gaining preventative maintenance skills, you will also develop the tools to complete troubleshooting and fault resolution and resolve common issues experienced by the majority of computer systems. The exam focuses on the essential IT skills and knowledge needed to perform tasks commonly performed by advanced end-users and entry-level IT professionals alike, including: Identifying and explaining computer components Setting up a workstation, including conducting software installations Establishing network connectivity Identifying compatibility issues and identifying and preventing security risks Managing the safety and preventative maintenance of computers Practical examples, exam highlights and review questions provide real-world applications and uses. The book includes Sybex's interactive online learning environment and test bank with an assessment test, chapter tests, flashcards, and a practice exam. Our study tools can help you prepare for taking the exam???and increase your chances of passing the exam the first time!

### **America Online Official Internet Guide**

Meaningful play - Design - Systems - Interactivity - Defining games - The magic circle - Defining rules - Rules on three levels - The rules of digital games - Games as systems of uncertainty - Games as systems of information - Games as cybernetic systems - Games as systems of conflict - Games as the play of experience - Games as the play of meaning - Games as the play of simulation - Games as cultural rhetoric - Games as cultural resistance - Games as cultural environment.

### **Ninja: Get Good**

Inside the Games You Grew Up with but Never Forgot With all the whiz, bang, pop, and shimmer of a glowing arcade. The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. From the arcade to television and from the PC to the handheld device, video games have entranced kids at heart for nearly 30 years. And author and gaming historian Steven L. Kent has been there to record the craze from the very beginning. This engrossing book tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, you'll read firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover:

- The video game that saved Nintendo from bankruptcy
- The serendipitous story of Pac-Man's design
- The misstep that helped topple Atari's \$2 billion-a-year empire
- The coin shortage caused by Space Invaders
- The fascinating reasons behind the rise, fall, and rebirth of Sega
- And much more!

Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

### **Absolute Beginner's Guide to Computers and the Internet**

This book's friendly format combines solid instructions with a light-hearted style full of wit and humor that takes the fear out of choosing a game and running a program. It teaches the user how to set up, configure, and optimize their computer system for PC games.

### **The Complete Idiot's Guide to PC Games**

First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

### **Computer Gaming World**

Learn how to take a PC to its limits. Turn an innocent PC into a gaming powerhouse or build the gaming PC of ones dreams from scratch. In-depth coverage of processors, chipsets, motherboards, and memory from a gamer's perspective. This is the ultimate PC gaming hardware buying guide!

### **The Anandtech Guide to PC Gaming Hardware**

The Must-Own Insider's Guide to the Gaming Sensation! Brawl Stars is one of the latest real-time multiplayer gaming phenomena to captivate players all over the world. Players team up in threes to navigate mazes, shoot at enemies, and collect colorful gem stones. In order to triumph, players must react quickly, aim precisely, and develop strategy to perform well in each three-minute match. To keep the game interesting, Brawl Stars offers several unique game play modes, each focusing on a different primary challenge. With the valuable tips in this illustrated, information-packed guide, gamers will be better equipped to: Develop strategies for success at each different level Master the various playing arenas (mazes) and snag more wins Take advantage of the unique features of each gameplay mode The Brawler's Encyclopedia will introduce young readers to this exciting and challenging game. This full-color how-to guide includes hundreds of full-color screenshots showcasing some of the more collectible skins that can be unlocked or purchase and explaining all aspects of the game in a way that appeals to newbs and experienced gamers.

### **Incredible LEGO Technic**

Everyone has to get a new computer at some time or another so why not get the computer you always wanted? Sure you can buy a nice computer off of the store shelf but you never really get exactly what you want that way. When you build your own computer, you are in charge of what components are going to be used so you know that it will perform the way you want it to. The goal of this book is to help you choose the parts (components) for your new computer so you can end up with a computer that does what you want it to do. Then you will be taken through the build process with step by step instructions and illustrations making it easy to get your new computer up and running in no time. Finally you will be guided through the process of installing an operating system on your computer so you can start enjoying your work. The chapters in the book cover the following topics: Chapter 1 - Why Build Your Own Computer? Chapter 2 - Choosing Components Chapter 3 - Planning Your Build Chapter 4 - Putting the Pieces Together Chapter 5 - Initial Power Up Chapter 6 - Installing Your Operating System About the Author James Bernstein has been working with various companies in the IT field since 2000, managing technologies such as SAN and NAS storage, VMware, backups, Windows Servers, Active Directory, DNS, DHCP, Networking, Microsoft Office, Exchange, and more. He has obtained certifications from Microsoft, VMware, CompTIA, ShoreTel, and SNIA, and continues to strive to learn new technologies to further his knowledge on a variety of subjects. He is also the founder of the website OnlineComputerTips.com, which offers its readers valuable information on topics such as Windows, networking, hardware, software, and troubleshooting. Jim writes much of the content himself and adds new content on a regular basis. The site was started in 2005 and is still going strong today.

### **Computer Buyer's Guide and Handbook**

Now in its fifth edition, this best-selling manual has been fully revised to bring you right up-to-date with the latest

technology, explaining what you need, where to find the best prices and how to put it all together. You'll discover the best multi-core processors and graphics options, whether solid-state drives are better than hard disks and the differences between Windows 7 and Windows 8, all written in a jargon-free style. With step-by-step photos showing how to build a powerful PC and an ultra-compact one - and a troubleshooting guide to help you with any issues you may encounter - this up-to-date manual is a must for anybody who wants to build their own computer.

### **The Brawler's Encyclopedia**

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

### **The Ultimate History of Video Games: Volume Two**

Provides reviews, features, and previews of a variety of video and computer games.

### **The official America Online for Macintosh tour guide**

The first computer simulation book for anyone designing or building a game Answering the growing demand for a book catered for those who design, develop, or use simulations and games this book teaches you exactly what you need to know in order to understand the simulations you build or use all without having to earn another degree. Organized into three parts, this informative book first defines computer simulations and describes how they are different from live-action and paper-based simulations. The second section builds upon the previous, with coverage of the technical details of simulations, a detailed description of how models are built, and an explanation of how those models are translated into simulations. Finally, the last section develops four examples that walk you through the process from model to finished and functional simulation, all of which are created using freely available software and all of which can be downloaded. Targets anyone interested in learning about the inner workings of a simulation or game, but may not necessarily be a programmer or scientist Offers technical details on what simulations are and how they are built without overwhelming you with intricate jargon Breaks down simulation vs. modeling and traditional vs. computer simulations Examines verification and validation and discusses simulation tools Whether you need to learn how simulations work or it's something you've always been curious about but couldn't find the right resource, look no further. The Guide to Computer Simulations and Games is the ideal book for getting a solid understanding of this fascinating subject.

### **Build a Computer from Scratch**

### **Build Your Own PC Do-It-Yourself For Dummies**

This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, *A+ GUIDE TO MANAGING AND MAINTAINING YOUR PC* closely integrates the CompTIA A+ Exam objectives to prepare you for the 220-801 and 220-802 certification exams. The new Eighth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. Supported by a wide range of supplemental resources to enhance learning—including innovative tools, interactive exercises and activities, and online study guides—this proven text offers an ideal way to prepare you for success as a professional PC repair technician. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

### **The CRPG Book: A Guide to Computer Role-Playing Games**

Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this four-color guide will help you become a certified IT professional with proven expertise in hardware and software, and help you pass CompTIA A+ exams 220-901 and 220-902. Mike Meyers' *CompTIA A+ Guide to Managing and Troubleshooting PCs, Fifth Edition* offers complete coverage of the latest exam objectives. You'll get on-the-job tips, end-of-chapter review questions, and hundreds of color photographs and illustrations. Learn how to: Work with CPUs, RAM, microprocessors, BIOS, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage peripheral devices and removable media Install, upgrade, and maintain operating systems, including Windows, Mac OS X, and Linux Troubleshoot common computer problems Establish users and groups Set up video and multimedia cards Administer smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Secure your PC and your network Install, configure, and manage printers and multifunction devices Work with the latest virtualization technologies Understand safety and environmental issues Electronic content includes: Practice exams for 901 & 902 One hour+ of free video training from Mike Meyers TotalSim simulations of performance-based questions Mike's favorite free PC tools and utilities A complete PDF copy of the book Instructor resources available: Instructor's Manual Power Point slides for each chapter with photographs and illustrations from the book Test Bank cartridges with hundreds of questions for use as quizzes and exams Answers to the end of chapter sections are not included in the book and are only available to adopting instructors

### **The Art of Game Design**

Videogamers will find all they need to know in this collection of reviews of the top 150 games. Includes a roundup of monthly magazines and e-zines and Web site contact information for all hardware manufacturers, game developers, and publishers mentioned in the guide. Screen shots.

### **A+ Guide to Managing & Maintaining Your PC**

Boost your understanding of CompTIA A+ exam principles with practical, real-world exercises Designed to complement CompTIA A+ Complete Study Guide, this hands-on companion book takes you step by step through the tasks a PC technician is likely to face on any given day. It supports the theory explained in the test-prep guide with additional practical application, increasing a new PC technician's confidence and marketability. Various scenarios incorporate roadblocks that may occur on the job and explain ways to successfully complete the task at hand. In addition, each task is mapped to a specific A+ exam objective for exams 220-801 and 220-802. Tasks are divided into categories: hardware and software installation, hardware and software maintenance, and installing and upgrading operating systems, networks, and security systems. Designed to enhance factual study with practical application Explains step by step how to perform a variety of tasks that PC technicians commonly face on the job Tasks include installing or replacing a power supply or a laptop hard drive, installing or upgrading to Windows 7, scanning for and removing viruses, installing printer drivers, and troubleshooting a network CompTIA A+ Complete Lab Manual gives you the hands-on experience you need to succeed in the real world.

### **A+ Guide to Hardware**

Two leading game designers take readers step by step through the entire process of creating a video game, from developing a story and integrating it into a game, to writing the game script, creating the design document, working with intellectual property rights and licensing, and selling an idea to developers and publishers. Original.

### **Mike Meyers' CompTIA A+ Guide to 801 Managing and Troubleshooting PCs, Fourth Edition (Exam 220-801)**

Build and create your own Roblox world with this bestselling easy and fun guide! Roblox, the largest user-generated online gaming platform that allows users to create and share their own game worlds and gaming creations, has taken the digital world by storm. There are so many games and social worlds to create with the platform, and this guide gives you the advice

you need to get started. With everything from instructions for playing the games to tips on creating your own games and worlds to the basics of coding, The Ultimate Roblox Book can help you to become a top Roblox designer.

### **CompTIA A+ Complete Study Guide**

This updated edition of the Build Your Own Gaming PC Manual will help readers get the performance they want on a budget they can afford. Whether you want the cutting-edge technology or are just interested in streaming video for playing the latest hit games, readers will find the guidance needed to make their perfect PC a reality. Regardless of if they are looking to upgrade an existing computer or build a new one from scratch, they'll be able to play the newest games in style and be ready to face the challenges of next year's hottest titles. The new edition includes information on virtual reality, along with all the latest software, accessories and video technology.

### **A Gamers Guide to Building a Gaming Computer**

As the premier step-by-step manual to building the ultimate computer, Inside a Gaming PC will help readers get the performance they want even when sticking to a budget. They will discover all the cutting-edge technology and information they need to bring their ideal PC to life. Detailed spec sheets and rich technical drawings will absorb readers in this accessible and comprehensive guide as well. Whether readers are looking to upgrade a current computer or building a new one, they'll be equipped to play the latest games in style and be ready to face the challenges of next year's hottest titles.

### **The Ultimate Roblox Book: An Unofficial Guide**

### **The Guide to Computer Simulations and Games**

### **Rules of Play**

Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exam 220-801 and become an expert PC technician. Mike Meyers' CompTIA A+ Guide to 801: Managing and Troubleshooting PCs, Fourth Edition is completely up to date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. End-of-chapter solutions and answers are only available to instructors and do not appear in

the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components  
Work with PCs safely using the proper tools Install and configure hard drives Manage input devices and removable media  
Install video and multimedia cards Install and configure wired and wireless networks Connect to the Internet Manage and maintain portable PCs Install, configure, and manage printers Protect your PC and your network Build and customize specialized PCs Electronic content features: Practice exams for 801 with hundreds of questions An “Introduction to CompTIA A+” video by Mike Meyers Links to Mike’s latest favorite shareware and freeware PC tools and utilities Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

### **Essential Computer Security: Everyone's Guide to Email, Internet, and Wireless Security**

How a form of play becomes a sport: players, agents, referees, leagues, tournaments, sponsorships, and spectators, and the culture of professional computer game play. Competitive video and computer game play is nothing new: the documentary King of Kong memorably portrays a Donkey Kong player's attempts to achieve the all-time highest score; the television show Starcade (1982-1984) featured competitions among arcade game players; and first-person shooter games of the 1990s became multiplayer through network play. A new development in the world of digital gaming, however, is the emergence of professional computer game play, complete with star players, team owners, tournaments, sponsorships, and spectators. In Raising the Stakes, T. L. Taylor explores the emerging scene of professional computer gaming and the accompanying efforts to make a sport out of this form of play. In the course of her explorations, Taylor travels to tournaments, including the World Cyber Games Grand Finals (which considers itself the computer gaming equivalent of the Olympics), and interviews participants from players to broadcasters. She examines pro-gaming, with its highly paid players, play-by-play broadcasts, and mass audience; discusses whether or not e-sports should even be considered sports; traces the player's path from amateur to professional (and how a hobby becomes work); and describes the importance of leagues, teams, owners, organizers, referees, sponsors, and fans in shaping the structure and culture of pro-gaming. Taylor connects professional computer gaming to broader issues: our notions of play, work, and sport; the nature of spectatorship; the influence of money on sports. And she examines the ongoing struggle over the gendered construction of play through the lens of male-dominated pro-gaming. Ultimately, the evolution of professional computer gaming illuminates the contemporary struggle to convert playful passions into serious play.

### **CompTIA IT Fundamentals Study Guide**

Essential Computer Security provides the vast home user and small office computer market with the information they must know in order to understand the risks of computing on the Internet and what they can do to protect themselves. Tony

Bradley is the Guide for the About.com site for Internet Network Security. In his role managing the content for a site that has over 600,000 page views per month and a weekly newsletter with 25,000 subscribers, Tony has learned how to talk to people, everyday people, about computer security. Intended for the security illiterate, Essential Computer Security is a source of jargon-less advice everyone needs to operate their computer securely. \* Written in easy to understand non-technical language that novices can comprehend \* Provides detailed coverage of the essential security subjects that everyone needs to know \* Covers just enough information to educate without being overwhelming

### **The Ultimate Guide to Video Game Writing and Design**

Building a computer system lets users get exactly the computer system that they need. This book takes them through all of the steps to create a powerful computer system. Includes 120+ photographs to guide readers through the process.  
(Computer Books)

### **Inside a Gaming PC**

"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.

### **X-Play Insider's Guide to Gaming**

This step-by-step, highly visual text provides you with a comprehensive introduction to managing and maintaining computer hardware. Written by best-selling author and educator Jean Andrews, A+ GUIDE TO HARDWARE, Sixth Edition closely integrates the CompTIA A+ Exam objectives to prepare you for the hardware portions of the 220-801 and 220-802 certification exams. The new Sixth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. Supported by a wide range of supplemental resources to enhance learning—including innovative tools, interactive exercises and activities, and online study guides—this proven text offers an ideal way to prepare you for success as a professional PC repair technician. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

### **Tactical Shooter Pro Gaming Performance Guide**

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.

### **Building Your Own Computer Made Easy**

From tanks to tow trucks, all the models showcased in this book use LEGO Technic gears, pulleys, pneumatics, and electric motors to really move. You'll find some of the world's best fan-created LEGO supercars, construction equipment, monster trucks, watercraft, and more, along with design notes and breakaway views of the truly incredible mechanisms inside. Look closely, and you'll learn how expert builders use differentials, suspensions, linkages, and complex gearing systems in their creations. Whether you're a beginning builder or a longtime LEGO fan, Incredible LEGO Technic offers a unique look at the artistry and engineering that can make your LEGO creations come alive.

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