

Star Wars Clone 2008 Episode Guide

In the years since Georges Méliès's *Le voyage dans la lune* (A Trip to the Moon) was released in 1902, more than 1000 science fiction films have been made by filmmakers around the world. The versatility of science fiction cinema has allowed it to expand into a variety of different markets, appealing to age groups from small children to adults. The technical advances in filmmaking technology have enabled a new sophistication in visual effects. This second edition of *Historical Dictionary of Science Fiction Cinema* contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 400 cross-referenced entries on important personalities, films, companies, techniques, themes, and subgenres. This book is an excellent resource for students, researchers, and anyone wanting to know more about science fiction cinema.

"The enemies of the Republic are back! Jedi Knight Anakin Skywalker and his new student, Ahsoka, travel to the planet Teth to rescue Jabba's son from the dark side of the Force. But old enemies Asajj Ventress and Count Dooku are waiting for them. Can the Jedi and their clone armies save the Republic ... and themselves?"--Cover.

Robots in Popular Culture: Androids and Cyborgs in the American Imagination seeks to provide one go-to reference for the study of the most popular and iconic robots in American popular culture. In the last 10 years, technology and artificial intelligence (AI) have become not only a daily but a minute-by-minute part of American life—more integrated into our lives than anyone would have believed even a generation before. Americans have long known the adorable and helpful R2-D2 and the terrible possibilities of Skynet and its army of Terminators. Throughout, we have seen machines as valuable allies and horrifying enemies. Today, Americans cling to their mobile phones with the same affection that Luke Skywalker felt for the squat R2-D2. Meanwhile, our phones, personal computers, and cars have attained the ability to know and learn everything about us. This volume opens with essays about robots in popular culture, followed by 100 A–Z entries on the most famous AIs in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various robots. The volume closes with a glossary of key terms and a bibliography providing students with resources to continue their study of what robots tell us about ourselves. Provides readers with detailed information on popular examples of robots/AI in American popular culture Provides readers with considerable "Further Reading" suggestions, including scholarly, pop culture, and scientific readings on each topic Places popular examples of robots/AI in pop culture in proper historical perspective Provides scholarly material that gives readers additional important historical context in five essays Gives equal coverage to a diverse array of robots, from the well-known to the obscure

Star Wars may have started out as a film about a Manichean battle between good and evil, but as countless filmmakers, novelists, animators, fan artists and even cosplayers have taken the opportunity to play in the fictional world George Lucas created, it has expanded into something far greater, resulting in a richly layered and diverse *Star Wars* multiverse. Drawing from a full range of *Star Wars* media, including comics, children's books, fan films, and television shows like *Clone Wars* and *The Mandalorian*, Carmelo Esterrich explores how these stories set in a galaxy far far away reflect issues that hit closer to home. He examines what they have to say about political oppression, authoritarianism, colonialism, discrimination, xenophobia, and perpetual war. Yet he also investigates subtler ways in which the personal is political within the multiverse, including its articulations of gender and sexuality, its cultural hierarchies of language use, and its complex relationships between humans, droids and myriad species. This book demonstrates that the *Star Wars* multiverse is not just a stage for thrilling interstellar battles, but also an exciting space for interpretation and discovery.

Myth, Media, and Culture in Star Wars: An Anthology Scarecrow Press

This book describes real-world killer robots using a blend of perspectives. Overviews of technologies, such as autonomy and artificial intelligence, demonstrate how science enables these robots to be effective killers. Incisive analyses of social controversies swirling around the design and use of killer robots reveal that science, alone, will not govern their future. Among those disputes is whether fully-autonomous, robotic weapons should be banned. Examinations of killers from the golem to Frankenstein's monster reveal that artificially-created beings like them are precursors of real 21st century killer robots. This book laces the death and destruction caused by all these killers with science and humor. The seamless combination of these elements produces a deeper and richer understanding of the robots around us.

Fifty Key Figures in Science Fiction is a collection of engaging essays on some of the most significant figures who have shaped and defined the genre. Diverse groups within the science fiction community are represented, from novelists and film makers to comic book and television writers. Important and influential names discussed include: Octavia Butler George Lucas Robert Heinlein Gene Roddenberry Stan Lee Ursula K. Le Guin H.G. Wells This outstanding reference guide charts the rich and varied landscape of science fiction and includes helpful and up-to-date lists of further reading at the end of each entry. Available in an easy to use A-Z format, *Fifty Key Figures in Science Fiction* will be of interest to students of Literature, Film Studies, and Cultural Studies.

This book traces the changing representation of female characters in the *Star Wars* franchise through the lens of the four feminist waves, arguing that while the original trilogy reflects the second wave of feminism, the prequels mirror the girl power era that followed, and the sequels are helping define a new fourth wave of inclusion and diversity.

Relive your favorite *Star Wars* adventures with this collection of the galaxy's greatest posters. Judge a book by its size, do you? Hold over four decades of cinematic history in the palm of your hand with *Star Wars: The Poster Collection*. This mini book features posters from all eras of *Star Wars*, from the original trilogy's classic theatrical posters and the epic one-sheets of the prequel films to the latest artwork for *Star Wars: The Rise of Skywalker*. Featuring iconic posters and rarely seen artwork and promotional imagery,

Star Wars: The Poster Collection spotlights the art that has captured the imaginations of multiple generations, making it the perfect gift for all Star Wars fans.

Narratives are everywhere—and since a significant part of contemporary media culture is defined by narrative forms, media studies need a genuinely transmedial narratology. Against this background, *Transmedial Narratology and Contemporary Media Culture* focuses on the intersubjective construction of storyworlds as well as on prototypical forms of narratorial and subjective representation. It provides not only a method for the analysis of salient transmedial strategies of narrative representation in contemporary films, comics, and video games but also a theoretical frame within which medium-specific approaches from literary and film narratology, from comics studies and game studies, and from various other strands of media and cultural studies may be applied to further our understanding of narratives across media.

The Jedi Knights lead the battle against a powerful droid army of separatists, while Anakin Skywalker mentors his first Padawan, a girl named Ahsoka, learning the skills of a warrior and becoming a hero of the Clone Wars, in a second novelization based on the new television animated series. Original. 100,000 first printing. (A Cartoon Network series, created by Lucasfilm Animation). (Science Fiction)

Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. *Building Imaginary Worlds* departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds—which are often transnarrative, transmedial, and transauthorial in nature—are compelling objects of inquiry for Media Studies. Chapters touch on: a theoretical analysis of how world-building extends beyond storytelling, the engagement of the audience, and the way worlds are conceptualized and experienced a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's *Odyssey* to the present internarrative theory examining how narratives set in the same world can interact and relate to one another an examination of transmedial growth and adaptation, and what happens when worlds make the jump between media an analysis of the transauthorial nature of imaginary worlds, the resulting concentric circles of authorship, and related topics of canonicity, participatory worlds, and subcreation's relationship with divine Creation *Building Imaginary Worlds* also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1,400 imaginary worlds, listing their names, creators, and the works in which they first appeared.

In October 2012, the Walt Disney Company paid more than \$4 billion to acquire Lucasfilms, the film and production company responsible for *Howard the Duck*. But Disney, despite its history and success with duck characters, wasn't after Howard; in buying Lucasfilms, it also bought the rights to the Star Wars franchise. Soon after the purchase, Disney announced a new Star Wars film was in the works and would be released in 2015, nearly four decades after the first movie hit big screens around the world and changed popular culture forever. The continued relevance of Star Wars owes much to the passion of its fans. For millions of people around the world, the films are more than diversions—they are a way of life. Through costumed role-playing, incessant quoting, Yoda-like grammatical inversions, and scholarly debates about the Force, fans keep the films alive in a variety of ways, and in so doing, add to the saga's cultural relevance. The first book to address the films holistically and from a variety of cultural perspectives, *Fan Phenomena: Star Wars* explores numerous aspects of Star Wars fandom, from its characters to its philosophy. As one contributor notes, “the saga that George Lucas created affects our lives almost daily, whether we ourselves are fans of the saga or not.” Anyone who is struggling to forget Jar Jar Binks can certainly agree to that. Academically informed but written for a general audience, this book will appeal to every fan and critic of the films. That is, all of us.

One of the most powerful forces in world culture, American cinema has a long and complex history that stretches through more than a century. This history not only includes a legacy of hundreds of important films but also the evolution of the film industry itself, which is in many ways a microcosm of the history of American society. *Historical Dictionary of American Cinema, Second Edition* contains a chronology, an introduction, and an extensive bibliography. The dictionary section has more than 600 cross-referenced entries covering people, films, companies, techniques, themes, and subgenres that have made American cinema such a vital part of world culture.

Rediscover All the Reasons Why You Love Star Wars Celebrate the greatest saga ever told: All of us who are deeply influenced by the epic saga of Star Wars have our favorite moments. Each time the screen goes black and you see those words? “A Long Time Ago, In A Galaxy Far, Far Away”?the music blasts through you and you're a kid again. Ken Napzok, expert appreciator of Star Wars, counts down each one of those special moments that makes this series not just the best movies of all time, but the Greatest Saga Ever Told. Become a scholar of Star Wars: What began as one movie about good people, evil oppressors, and the space wizards that stood between them has exploded into a franchise. The moments that continue to inspire are on screen and in the pages of novels. They are found in the panels of comic books and among animated sequences on television. And they all continue to grow in stature, importance, and myth through discussions, debates, and daydreams. *The Perfect Star Wars Dad Gift: Spread the love to old and new fans.* Countless numbers of us have been inspired by these classic epic tales, and we all have a favorite moment that hooked us. Rediscover each one of those moments and share them with the last and next generation of fans. This Star Wars book is the perfect Dad gift, Niece gift, Best Friend gift, and general token of appreciation for the fans in your life. *Why We Love Star Wars: The Great Moments That Built A Galaxy Far, Far Away* is a shared story of fandom. Classic moments include: • The first shots of the ragtag Rebels running from the monstrous Galactic Empire • Young Anakin winning the podrace • And the first time we saw the crackle of Luke Skywalker's lightsaber *Why We Love Star Wars: The Great Moments That Built A Galaxy Far, Far Away* is the ultimate gift for the film buff who has binged all 1001 Movies to See Before You Die, and the superfans who covet *Star Wars: The Visual Encyclopedia* and *Star Wars: Complete Locations*.

This book demonstrates, in contrast to statistics that show declining consumption of physical formats, that there has not been a mass shift towards purely digital media. Physical releases such as special editions, DVD box-sets and Blu-Rays are frequently promoted and sought out by consumers. And that past formats such as VHS, Laserdisc and HD-DVD make for sought-after collectible items. These trends are also found within particular genres and niche categories, such as documentary, education and independent film distribution. Through its case studies, this collection makes a distinctive and significant

intervention in highlighting the ways in which the film industry has responded to rapidly changing markets. This volume, global in scope, will prove useful to those studying the distribution and exhibition of films, and the economics of the film industry around the world.

Collects essays examining the influence of the science fiction films on such popular culture themes as fairy tales and comics.

This book presents biographies of 100 of the most influential entertainers of all time. It includes the best-known actors, comedians, directors, and musicians who have kept audiences tuned in and have constantly pushed the limits of entertainment.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

The second edition of this innovative textbook introduces students to the ways that society shapes our many forms of entertainment and in turn, how entertainment shapes society. Entertainment and Society examines a broad range of types of entertainment that we enjoy in our daily lives – covering new areas like sports, video games, gambling, theme parks, travel, and shopping, as well as traditional entertainment media such as film, television, and print. A primary emphasis is placed on the impact of technological and cultural convergence on innovation and the influence of contemporary entertainment. The authors begin with a general overview of the study of entertainment, introducing readers to various ways of understanding leisure and play, and then go on to trace a brief history of the development of entertainment from its live forms through mediated technology. Subsequent chapters review a broad range of theories and research and provide focused discussions of the relationship between entertainment and key societal factors including economics and commerce, culture, law, politics, ethics, advocacy and technology. The authors conclude by highlighting innovations and emerging trends in live and mediated entertainment and exploring their implications for the future. The new edition features updated examples and pedagogical features throughout including text boxes, case studies, student activities, questions for discussion, and suggestions for further reading.

Iconic characters and creatures from the new Star Wars animated television series, Episodes I-III, and more! The Clone Wars expansion for the Star Wars Miniatures Game features both new and familiar characters from the Star Wars saga, including characters drawn from the new Star Wars animated TV series debuting in Fall 2008. The Star Wars Miniatures Game allows fans to stage their own epic battles with the most diverse collection of high quality, authentic figures available. Each booster pack contains: - 7 random miniatures--all pre-painted, fully assembled, durable plastic - Full-color stat cards (one per miniature) - The Clone Wars set checklist

The 1950s era of science fiction film effectively ended when space flight became a reality with the first manned orbit of Earth in 1962. As the genre's wildly speculative depictions of science and technology gave way to more reality-based representations, relations between male and female characters reflected the changing political and social climates of the era. Drawing on critical analyses, film reviews and cultural commentaries, this book examines the development of science fiction film and its representations of gender, from the groundbreaking films of 1968—including 2001: A Space Odyssey, Barbarella and Planet of the Apes—through its often overlooked “Middle Period,” which includes such films as Colossus: The Forbin Project (1970), The Stepford Wives (1975) and A Boy and His Dog (1975). The author examines intersections of gender and race in The Omega Man (1971) and Frogs (1972), gender and dystopia in Soylent Green (1973) and Logan's Run (1976), and gender and computers in Demon Seed (1977). The big-budget films of the late 1970s—Close Encounters of the Third Kind, Alien and Star Wars—are also discussed.

Once upon a time, science fiction was only in the future. It was the stuff of drive-ins and cheap double-bills. Then, with the ever-increasing rush of new, society-altering technologies, science fiction pushed its way to the present, and it busted out of the genre ghetto of science fiction and barged its way into the mainstream. What used to be mere fantasy (trips to the moon? Wristwatch radios? Supercomputers capable of learning?) are now everyday reality. Whether nostalgic for the future or fast-forwarding to the present, The Sci-Fi Movie Guide: The Universe of Film from Alien to Zardoz covers the broad and widening range of science-fiction movies. From the trashy to the epic, from the classics to today's blockbusters, this cinefile's guidebook reviews nearly 1,000 of the biggest, baddest, and brightest from every age and genre of cinematic and TV science fiction. You'll find more than just Star Wars, Star Trek, and Transformers, with reviews on many overlooked and under-appreciated gems and genres, such as ... • Monsters! Pacific Rim, Godzilla, The Thing, Creature from the Black Lagoon • Superheroes: Thor, Iron Man, X-Men, The Amazing Spider-man, Superman • Avant-garde masterpieces: Solaris, 2001, Brazil • and many, many more categories and movies!!

Pop Goes the Decade: The 2000s comprehensively examines popular culture in the 2000s, placing the culture of the decade in historical context and showing how it not only reflected but also influenced its times. Pop Goes the Decade: The 2000s starts with a timeline of major historical pop culture events of the 2000s, followed by an introduction describing what the U.S. was like at the beginning of the new millennium and how it would change throughout the decade. Next come chapters broken down by medium: television, sports, music, movies, literature, technology, media, and fashion and art. A chapter on controversies in popular culture is followed by a chapter on game-changers, featuring 20 individuals who made a major impact on the U.S. in the 2000s. Finally, a conclusion shows the impact that pop culture in the 2000s has had on the U.S. in the years since. This volume serves as a comprehensive resource for high school and college students studying popular culture in the 2000s. It provides a summary of total impact, plus specific insights into each individual topic. It also includes a wide swath of the scholarship produced on the subject to date. Covers the people, events, and ideas whose impact is still felt in the years since the 2000s, rather than simply telling the history of a decade Offers a detailed understanding of the variety of strands composing the culture of the decade Covers the personalities who helped to shape the decade Suggests areas of further exploration for students of popular culture

From the Star Wars expanded universe to Westworld, the science fiction western has captivated audiences for more than fifty years. These twelve new essays concentrate on the female characters in the contemporary science fiction western, addressing themes of power, agency, intersectionality and the body. Discussing popular works such as Fringe, Guardians of the Galaxy and Mass Effect, the essayists shed new light on the gender dynamics of these beloved franchises, emphasizing inclusion and diversity with their critical perspectives.

Star Wars begins with its famous title sequence, setting the story in the ancient past of a remote galaxy. Yet the phenomenal success of the film, the franchise, and its “expanded universe” is based upon its reflection of historical and cultural milieus here on modern-day Earth. This collection of new essays examine various ways in which George Lucas's saga touches upon contemporary social and political issues. Topics include the impact of the film's score on musical genres, feminism and NASA, the epic mimicry of Western-African and Bedouin cultural motifs, gender identity construction, Cold War narratives in radio and national mythology, and fan interpretations of authorship and authenticity.

The biggest movie event of 2002 in a stellar novelization by acclaimed author Patrica C. Wrede. Anakin Skywalker is now age eighteen and facing temptations of love, violence, betrayal, honor, and above all, the dark side of the Force.

A discussion of pop culture messages about masculinity, their impact on boys, and the benefits of introducing more gender balance to boys lives. When most people think about gender stereotypes and

children, they envision princesses, dolls, and pink clothing. Few consider the warriors, muscle-bound action figures, and T-shirts covered in graffiti and skulls that are assumed to signify masculinity. The pop culture environment that surrounds boys introduces them to a world where traditionally masculine traits like toughness, aggression, and stoicism are highly esteemed and where female influence is all but absent. The Achilles Effect explores gender bias in the entertainment aimed at primary school boys, focusing on the dominant themes in children's TV shows, toy advertising, movies, and books: gender stereotypes of both sexes, male dominance, negative portrayals of fathers, breaking of the mother/son bond, and the devaluing of femininity. It examines the gender messages sent by pop culture, provides strategies for countering these messages, and encourages discussion of a vitally important issue that is rarely talked about: boys and their often skewed understanding of gender. The Achilles Effect is a guide for parents, educators, and students who want to learn more about male and female stereotypes, their continued strong presence in kids pop culture, and their effect on young boys.

This is not just a travel guide, it's an ADVENTURE GUIDE that goes far beyond what other travel books offer. Written for both first time visitors and experienced travelers, this book has something for everyone.

- Detailed information on every attraction, restaurant, and shop in the park.
- Secrets, tips, and inside information about every aspect of your visit.
- Maps to attractions, restaurants, shops, parking and more.
- Planning help and itineraries.
- Complete transportation guides for getting to and around the Disneyland Resort.
- Money-saving tips for dining, snacking, buying tickets and arranging travel.
- Restaurant, souvenir, and gift recommendations.
- Full dining menus and special guides to vegan foods, healthy eating, specialty coffees, desserts and more.
- Seasonal activities and special events.
- Specialty guides to pin trading, Vinylmation, coin press machines, picnic spots, character meets, photo opportunities, and more.
- A complete guide to all of the stories that drive the rides, restaurants, and shops in the park.
- Helpful appendixes cross reference all of the films, books, and music featured in the park so you can discover which locations feature your favorite Disney characters.

Dazzle teens with a film collection custom-designed to fit their interests and tastes! If you would like to build or develop a film collection with guaranteed teen appeal, this guide is for you. It discusses what's current, popular with teens, and available; and provides annotated core filmographies in categories of heroes, exploring issues of identity, strong emotions: horror and humor, and educational entertainment. In addition, the authors address popular culture influences on teens, technology and format issues, how to get teen input, where to find reliable review sources, programming with films, and promoting and merchandising your collection. Packed with ideas as well as nitty gritty information; this guide fills a gap in the literature and a real need for the profession. Dazzle teens with a film collection custom-designed to fit their interests and tastes! This guide is designed for those who would like to build or develop a film collection with guaranteed teen appeal. It discusses what's current, popular with teens, and available; and provides annotated core filmographies in categories of heroes, exploring issues of identity, strong emotions: horror and humor, and educational entertainment. In addition, the authors address popular culture influences on teens, technology and format issues, how to get teen input, where to find reliable review sources, programming with films, and promoting and merchandising your collection. Packed with ideas as well as nitty gritty information; this guide fills a gap in the literature and a real need for the profession.

The treatment—and mistreatment—of women throughout history continues to be a necessary topic of discussion, in order for progress to be made and equality to be achieved. While current articles and books expose troubling truths of the gender divide, modern cinema continues to provide problematic depictions of such behavior—with a few heartening exceptions. The Encyclopedia of Sexism in American Films closely examines the many, pervasive forms of sexism in contemporary productions—from clueless comedies to superhero blockbusters. In more than 130 entries, this volume explores a number of cinematic grievances including: the objectification of women's bodies the limited character types available for female performers the lack of sexual diversity on the screen the limited range of desirable traits for female performers the use of gratuitous sex the narrow focus on heteronormative depictions of courtship and romance The films discussed here include As Good as It Gets (1999), Beauty and The Beast (2017), The Devil Wears Prada (2006), Do the Right Thing (1989), Easy A (2010), The Forty-Year-Old Virgin (2005), Hidden Figures (2016), Lost in Translation (2003), Mulholland Drive (2001), Showgirls (1995), The Silence of the Lambs (1991), Star Wars (1977), Thelma & Louise (1991), Tootsie (1982), The Witches of Eastwick (1987), and 9 to 5 (1980). By digging deeply into more insidious forms of sexual/gender discrimination, this book illuminates one more aspect of women's lives that deserves to be understood. Offering insights and analysis from more than fifty contributors, The Encyclopedia of Sexism in American Films will appeal to scholars of cinema, gender studies, women's studies, and cultural history.

While previous work on the Star Wars universe charts the Campbellian mythic arcs, political representations, and fan reactions associated with the films, this volume takes a transmedial approach to the material, recognizing that Star Wars TV projects interact with and relate to other Star Wars texts. The chapters in this volume take as a basic premise that the televisual entrants into the Star Wars transmedia storyworld are both important texts in the history of popular culture and also key to understanding how the Star Wars franchise—and, thus, industry-wide transmedia storytelling strategies—developed. The book expands previous work to consider television studies and sharp cultural criticism together in an effort to bring both long-running popular series, long-ignored texts, and even toy commercials to bear on the franchise's complex history.

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Perfect for Star Wars fans who think they already know everything On May 25, 1977, the world of science fiction, film, and pop culture was changed forever with the release of Star Wars. The beginning of this epic space opera franchise would inspire an expanded universe of creativity, including books, comic books, theme parks, and much more. With extensive back stories, lore, and author Dan Casey's encyclopedic knowledge on the subject, this lively, detailed book explores the characters, storylines, and facts every true Star Wars fan should know. This guide covers the history of how a multibillion-dollar and beloved institution was born and went on to flourish. Dan Casey has collected every essential piece of Star Wars knowledge and trivia, including what infamous, cult classic TV movie introduced beloved bounty hunter Boba Fett, what Star Wars novel was released in 1976 before the first movie premiered, and what animal species is named after Han Solo. Whether you're a fan of the original film trilogy, an avid reader of the books, or can't wait to see what J. J. Abrams does with the next generation of movies, 100 Things Star Wars Fans Should Know & Do Before They Die is the perfect resource for all Star Wars fans looking to increase their knowledge of the storied franchise and look back on the most memorable moments of a galaxy "far, far away."

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