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A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Lina and Doon escaped the dying city of Ember and led their people to the town of Sparks. But they soon discover that winter is harsh aboveground. When Doon finds a book with torn pages that hints at a mysterious device from the Builders, it doesn't take much for him to convince Lina to join him for one last adventure in the city of Ember. But what—and who—will they find when they return? Praise for the City of Ember books: Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred A prequel to the modern-day classic The City of Ember. This highly acclaimed adventure series has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Nickie will grow up to be one of the first citizens of the city of Ember. But for now, she's an eleven-year-old girl whose father was sent away on some mysterious government project. So when the opportunity to move presents itself, Nickie seizes it. But her new town of Yonwood, North Carolina, isn't what she'd anticipated. It's a place full of suspicion and mistrust, where one person's visions of fire and destruction have turned the town's citizens against each other. Nickie explores the oddities around her—her great-grandfather's peculiar journals, a reclusive neighbor who studies the heavens, a strange boy who is fascinated with snakes—all while keeping an eye out for ways to help the world. Or is it already too late to avoid a devastating war? Praise for the City of Ember books: Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred Since 2003, readers of all ages have been captivated by Jeanne DuPrau's bestselling dystopian story about a doomed city and the two children determined to escape it. Now new and old fans alike can celebrate The City of Ember with this deluxe edition, which includes an introduction by the author and a brand-new story! "Chris Grabenstein just might be the smartest writer for kids in the universe." --James Patterson What if you could learn everything just by eating jellybeans?! Meet the Smartest Kid in the Universe and find out in this fun-packed new series from the Bestselling Author of Escape from Mr. Lemoncello's Library and coauthor of Max Einstein! 12 year old Jake's middle school is about to be shut down--unless Jake and his friends can figure out how to save it. When Jake spies a bowl of jellybeans at the hotel where his mom works, he eats them. But those weren't just jellybeans, one of the scientists at his mom's conference is developing the world's first ingestible information pills. And THAT'S what Jake ate. Before long, Jake is the smartest kid in the universe. But the pills haven't been tested yet. And when word gets out about this new genius, people want him. The government. The mega corporations. Not all of them are good people! Can Jake navigate the

ins and outs of his newfound geniusdom (not to mention the ins and outs of middle school) and use his smarts to save his school? BONUS! Includes extra brainteasers to test your smarts! A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred Rusty, the boy whose stories have charmed and entertained children for years, brings together his best adventures in one volume! From the time he was a boy living with his grandparents in Dehra, surrounded by an assortment of odd animals, people and relatives, to when he gets sent away to school, then makes his way to London and becomes a writer, Rusty's had more adventures than we can count. This omnibus edition contains his best, funniest, most exciting escapades. In these pages, there's Toto, the monkey that travelled in a bag on a train; an encounter with a leopard; life as a young writer in faraway London; and the return home to roots that were always loved and never forgotten. An evergreen classic of children's writing in India, *The Adventures of Rusty* will be enjoyed like never before. Suggests activities to be used in the classroom to accompany the reading of *Stuart Little* by E.B. White. Fairy Haven's newest arrival, Prilla, along with Rani and Vidia, embarks on a journey filled with danger, sacrifice, and adventure. The fate of Never Land rests on their shoulders. Duff Pringle has bought his first car. (Used.) He's got six days to drive 3,000 miles cross-country to California and start a new hi-tech job that will make him wealthy. (Sort of.) Nothing can stop him. (Or can it?) Uh-oh . . . CAR TROUBLE. Duff's Ford Escort barely makes it a hundred miles from home before breaking down. What's he supposed to do? He's promised his new boss he'll be there by Monday. But he's also promised himself that he'll make this journey by car, so he can really see the country. Using his laptop and some quick thinking, he pieces together a way to continue his trip. What he doesn't plan on are the people he meets along the road. There's Stu, a hitchhiker with a secret; Bonnie, an aspiring singer with a con artist for a mother; two thugs looking for a trunkful of cash; and Moony, the terrier prone to carsickness. An authorized portrait of the first astronaut to set foot on the moon sheds light on other aspects of his career, from the honors he received as a naval aviator to the price he and his family paid for his professional dedication. The third volume in Philip Pullman's incredible HIS DARK MATERIALS trilogy. First published in 2000, and acclaimed as a modern masterpiece, it won the UK's top awards for children's literature. "We're going to the land of the dead and we're going to come back." Will and Lyra, whose fates are bound together by powers beyond their own worlds, have been violently separated. But they must find each other, for ahead of them lies the greatest war that has ever been—and a journey to a dark place from which no one has ever returned... One human. One immortal. Will their alliance save the kingdom, or will their forbidden love be a death sentence? When Cassia seeks out a Hesperine, he could end her mortal life in a heartbeat. But she has no fear of his magic or his fangs. She knows the real monster is the human king, her father. If he finds out she's bargaining with his enemy, he'll send her to the executioner. As a Hesperine diplomat, Lio must negotiate with mortals who hate him. Cassia is different, but politics aren't why she captivates the gentle immortal. He wants more than her blood, and if he can't resist the temptation, he'll provoke the war he's trying to prevent. Blood and Ash fans will love this slow-burn, steamy romance with classic fantasy worldbuilding. Follow fated mates Cassia and Lio through their epic love story for a guaranteed series HEA. Meet Jackie Robinson and solve a mystery in the #1 bestselling Magic Tree House chapter book series! PLAY BALL! Jack and Annie aren't great baseball players . . . yet! Then Morgan the librarian gives them magical baseball caps that will make them experts. They just need to wear the caps to a special ballgame in Brooklyn, New York. The magic tree house whisks them back to 1947! When they arrive, Jack and Annie find out that they will be batboys in the game—not ballplayers. What exactly does Morgan want them to learn? And what's so special about this game? They only have nine innings to find out! Discover history, mystery, humor, and baseball in this one-of-a-kind adventure in Mary Pope Osborne's New York Times bestselling Magic Tree House series lauded by parents and teachers as books that encourage reading. Magic Tree House books, with fiction and nonfiction titles, are perfect for parents and teachers using the Core Curriculum. With a blend of magic, adventure, history, science, danger, and cuteness, the topics range from kid pleasers (pirates, the Titanic, pandas) to curriculum perfect (rain forest, American Revolution, Abraham Lincoln) to seasonal shoo-ins (Halloween, Christmas, Thanksgiving). There is truly something for everyone here! Nothing ever happens in MacOongafoondsen

(population 21) that is, until a mysterious ship washes up on the town's beach. The lone survivor is a small, hairy figure the townspeople take for a Frenchman. While thirteen-year-old Emmaline Perth and her best friend, Flurp, the Town Fool, welcome Monsieur Eek, the rest of the town is a little uncertain of the stranger. In fact, Shmink the Bailiff thinks Monsieur Eek is a spy! In short order, Eek is arrested and put on trial for his life. As the town's fear of foreigners grows, Emmaline and Flurp find themselves not only defending their new friend's life, but also trying to save their own. This revised, expanded edition of the Common Worship President's Edition contains everything to celebrate Holy Communion Order One throughout the church year. It combines relevant material from the original President's Edition with Eucharistic material from Times and Seasons, Festivals and Pastoral Services, and the Additional Collects. STAR OF BBC ONE'S FREEZE THE FEAR 'I've never felt so alive' JOE WICKS 'A fascinating look at Wim's incredible life and method' FEARNE COTTON My hope is to inspire you to retake control of your body and life by unleashing the immense power of the mind. 'The Iceman' Wim Hof shares his remarkable life story and powerful method for supercharging your health and happiness. Refined over forty years and championed by scientists across the globe, you'll learn how to harness three key elements of Cold, Breathing and Mindset to take ownership over your own mind and wellbeing. 'The book will change your life' BEN FOGLE 'Wim is a legend of the power ice has to heal and empower' BEAR GRYLLES Introduction to Sociology 2e adheres to the scope and sequence of a typical, one-semester introductory sociology course. It offers comprehensive coverage of core concepts, foundational scholars, and emerging theories, which are supported by a wealth of engaging learning materials. The textbook presents detailed section reviews with rich questions, discussions that help students apply their knowledge, and features that draw learners into the discipline in meaningful ways. The second edition retains the book's conceptual organization, aligning to most courses, and has been significantly updated to reflect the latest research and provide examples most relevant to today's students. In order to help instructors transition to the revised version, the 2e changes are described within the preface. The images in this textbook are grayscale. Authors include: Heather Griffiths, Nathan Keirns, Eric Strayer, Susan Cody-Rydzewski, Gail Scaramuzzo, Tommy Sadler, Sally Vyain, Jeff Bry, Faye Jones Sometimes getting a little lost can help you discover who you really are . . . When her spell at Witchcraft School goes wrong, Gem lands in an unfamiliar, empty cottage, outside a strange, colourful town. Everyone in Ellsworth Pining thinks Gem is their new village witch, even when Gem tries to correct them. And Gem's new friends do need her help. The Weather Worker is missing, and there are tales of a terrifying beast in the woods. Gem might know a spell that could work - if she can get it right. With more than 3.5 million copies sold, the City of Ember books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel The City of Ember, the story of a girl, a boy, and their beleaguered city. Through the sequel, The People of Sparks, the satisfying conclusion, The Diamond of Darkhold, and the prequel, The Prophet of Yonwood, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world. A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. 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Containing walks and detailed maps from throughout the city, *Secret Stairs* highlights the charms and quirks of a unique feature of the Los Angeles landscape, and chronicles the geographical, architectural, and historical aspects of the city's staircases, as well as of the neighborhoods in which the steps are located. From strolling through the classic La Loma neighborhood in Pasadena to walking the Sunset Junction Loop in Silver Lake, to taking the Beachwood Canyon hike through "Hollywoodland" to enjoying the magnificent ocean views from the Castellammare district in Pacific Palisades, *Secret Stairs* takes you on a tour of the staircases all across the City of Angels. The circular walks, rated for duration and difficulty, deliver tales of historic homes and their fascinating inhabitants, bits of unusual local trivia, and stories of the neighborhoods surrounding the stairs. That's where William Faulkner was living when he wrote the screenplay for *To Have and Have Not*; that house was designed by Neutra; over there is a Schindler; that's where Woody Guthrie lived, where Anais Nin died, and where Thelma Todd was murdered . . . Despite the fact that one of these staircases starred in an Oscar-winning short film—Laurel and Hardy's *The Music Box*, from 1932—these civic treasures have been virtually unknown to most of the city's residents and visitors. Now, *Secret Stairs* puts these hidden stairways back on the map, while introducing urban hikers to exciting new "trails" all around the city of Los Angeles. It's August 1941, and Brick and Mariel both love the Brooklyn Dodgers. Brick listens to their games on the radio in Windy Hill, in upstate New York, where his family has an apple orchard; Mariel, once a polio patient in the hospital in Windy Hill, lives in Brooklyn near the Dodgers' home, Ebbets Field. She was adopted by Loretta, a nurse at the hospital, and has never known what happened to her own mother. Someday, somehow, she plans to return to Windy Hill and find out. When a fire destroys their orchard, Brick's parents must leave the farm to find work. They send him to live in Brooklyn with their friend Loretta, even though Brick knows that their elderly neighbors need his help to pick what's left of the apples. The only good thing about Brooklyn is seeing the Dodgers play—that, and his friendship with Mariel. Maybe, together, they'll find a way to return to Windy Hill, save the harvest, and learn the truth about Mariel's past. Based on a true story, *The Royal Bee* is an elegantly written tale that pays tribute to a young boy's courage and strength of character. Song-ho is a young Korean boy destined by birth to a life of poverty. Barred from going to school—only the sons of wealthy families could attend—he dreams of learning to read and write. Then one day he hears the sound of a school bell and follows it deep into the valley. There, the school master turns him away, but Song-ho's boldness and determination earn him a chance at gaining an education nevertheless. Dramatically illustrated with richly textured oil paintings, the story offers glimpses of daily life in Korea a century ago—for both the rich and the poor. With more than 3.5 million copies sold, the *City of Ember* books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! *Escape the Dark. Discover the Adventure.* The city of Ember was built as a last

refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel *The City of Ember*, the story of a girl, a boy, and their beleaguered city. Through the sequel, *The People of Sparks*, the satisfying conclusion, *The Diamond of Darkhold*, and the prequel, *The Prophet of Yonwood*, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world. A dystopian future set underground brings to light the struggles that humanity will endure in order to survive. The variety of engaging activities can be easily broken up over several weeks to coordinate with assigned reading. Describe in detail the city of Ember, from how it looks to how it operates. Analyze the chapter titles and dissect what they could allude to. Explain what we as readers discover about Ember when Doon visits the library. Answer comprehension questions about events in the book surrounding Doon's investigation in the tunnels. Create your own list of instructions that have been damaged and have a partner decipher what they are for. Plot the important moments or points of action from the story in a Pipeline Timeline graphic organizer. Aligned to your State Standards and written to Bloom's Taxonomy, additional crossword, word search, comprehension quiz and answer key are also included. About the Novel: *The City of Ember* tells the tale of a society living underground for hundreds of years and the two kids who must bring them into the light. Hundreds of years earlier, a group of people descended underground in hopes to save the human race from extinction. They had enough supplies and power to last them for over 200 years, at which point, instructions on how to return to the surface would be revealed. The only problem is, no one knows these instructions exist, and when they are revealed, they are destroyed. It's up to Lina and Doon to decipher the few clues they have, locate the way out, and get this news back to their people. But it's not that easy. In their attempts to find the way out, Lina and Doon stumble on a conspiracy that involves the Mayor and city guards. As such, they are now being hunted as fugitives. Their nearly impossible task just got harder. Now they must race against the clock to escape from Ember with no knowledge of where they are going, and how they can get back to save everyone else. A poignant story filled with heart-warming courage as a young girl takes on a harrowing journey to be reunited with her mother. Ami lives on Culion, an island in the Philippines for people who have leprosy. Her mother is among the infected. Ami loves her home: with its blue seas and lush forests, Culion contains all she knows and loves. But the arrival of malicious government official Mr. Zamora changes her world forever. Islanders untouched by sickness are forced to leave for a neighboring island, where the children are placed in an orphanage. Banished across the sea, Ami is desperate to return to Culion before her mother's death. She finds a strange and fragile hope in a colony of butterflies. Can they lead her home before it's too late? Heartrending yet hopeful, celebrated newcomer Kiran Hargrave's novel is a story about loss, perseverance, and faith. A KIRKUS REVIEWS BEST BOOK OF THE YEAR All you need to know. Gin now has its own geek's bible, a heady cocktail of information, enthusiasm and authority. -- Observer Food Monthly All alcohols have a social history and this book tells the story of gin. The spirit has a long and lively history and its popularity has waxed and waned over the centuries. But it is in demand again -- and rising -- and many would say that only now is it getting the recognition it truly deserves. At the same time, new makers populate the scene, many of them small, craft distilleries. The great G&T (gin and tonic) has earned new respect and is more fashionable now than when it was created by the English during Queen Victoria's reign. From Glenfiddich Food & Drink Award-winning writer Simon Difford comes this beautiful guide to the 'juniper jewel.' Gin brings comprehensive coverage of the white spirit. It provides a detailed history of the rollercoaster ride gin has taken over the centuries, a full explanation of gin styles and production methods, in-depth reports on 16 distilleries, and production and tasting notes on nearly 175 different gins. It is a true celebration of arguably the world's most dynamic and fashionable spirit. Gin includes: A wealth of encyclopedic information for keen amateurs and drinks professionals alike A spotlight on the craft gin distilling movement as well as larger, more established gin producers Interviews and quotes from some of the most well-known characters in the world of gin Contrasting detail of cutting-edge production technologies with centuries-old techniques and traditions. For the great many aficionados of gin, new and veteran, Gin is a lively, informative and affectionate history of the heart and soul of the G&T. Will and Maddie are imprisoned at Chateau des Falaises. Baron Lassigny is scheming to recruit them as spies for hire, but Maddie raises the stakes when she challenges Lassigny's garrison commander to a duel on horseback. Will is horrified – especially when he realises the treacherous baron won't fight fair. If Maddie can survive the duel, they still need to escape the heavily guarded chateau and rescue the kidnapped prince they were sent to retrieve. It will take all their ingenuity, courage and determination to triumph this time – and to solve the mystery of who betrayed them. "The Alpha and Omega teams are in a race for the six essential elements that can fuse into a new source of clean energy, but the elements are scattered throughout the galaxy, and the teams are running out of time."-- The bestselling and highly acclaimed 100

Cupboards series continues with its action-packed second book, *Dandelion Fire*. Perfect for readers who love Percy Jackson, the *Unwanteds*, and *Beyonders*! Henry has discovered that the 100 cupboard doors hidden behind his bedroom wall are actually portals to other worlds. Now he must go through the cupboards to find the truth about where he's from and who his real parents are. Along the way, Henry is suddenly struck with a gift of magic—a magic that burns so brightly it attracts unwanted attention. As he discovers the strength of his new powers, he is chased by wizards and faeren and ultimately forced into battle with Nimiane, the evil witch-queen. And this time, the witch is not alone.... "A must-read series." —The Washington Post

One afternoon, police officers show up at Ben Silver's front door. Minutes after they leave, his parents arrive home. Ben and his little sister Olive are bundled into the car and told they're going on a holiday. But are they? It doesn't take long for Ben to realise that his parents are in trouble. Ben's always dreamt of becoming a detective - his dad even calls him 'Cop'. Now Ben gathers evidence and tries to uncover what his parents have done. The problem is, if he figures it out, what does he do? Tell someone? Or keep the secret and live life on the run? WINNER, Young Australian Best Books Award (YABBA) - Fiction for Years 7-9, 2015 HONOUR BOOK, Children's Book Council of Australia Book of the Year - Younger Readers 2015 'A tense, hard-edged, no-holds-barred thriller.' Anthony Horowitz, author of the Alex Rider series 'A high stakes adventure that will keep you guessing and breathless until the very end.' Michael Gerard Bauer, author of *Don't Call Me Ishmael*. Kensy and Max's lives are turned upside down - they are whisked off to London where they discover their parents are missing! So many things don't add up - their strange school, the bizarre grannies on their street, the coded messages that keep popping up in unusual places, and the feeling that all the adults around them are keeping secrets! They are determined to uncover the truth. In the spring 2003, kids, parents, teachers, librarians—whole communities—discovered and fell in love with Jeanne DuPrau's story about a doomed city, and the two children who found a way out. Nearly 10 years later, that story, *The City of Ember*, is a bona fide classic, with over 1.7 million copies sold. Now experience Jeanne DuPrau's vision anew as artist Niklas Asker faithfully brings to life the glare of the lamps, the dinginess of the streets, and the brilliance of the first sunrise. A seemingly ordinary village participates in a yearly lottery to determine a sacrificial victim. With more than 3.5 million copies sold, the *City of Ember* books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time!

Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel *The City of Ember*, the story of a girl, a boy, and their beleaguered city. Through the sequel, *The People of Sparks*, the satisfying conclusion, *The Diamond of Darkhold*, and the prequel, *The Prophet of Yonwood*, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world. After Edwy is smuggled off to Refuge City to stay with his brother and sister, Rosi, Bobo, and Cana are stuck alone—and in danger—in *Cursed Town* in the thrilling follow-up to *Children of Exile* from New York Times bestselling author, Margaret Peterson Haddix. It's been barely a day since Edwy left Fredtown to be with his parents and, already, he is being sent away. He's smuggled off to boarding school in Refuge City, where he will be with his brother and sister, who don't even like him very much. The boarding school is nothing like the school that he knew, there's no one around looking up to him now, and he's still not allowed to ask questions! Alone and confused, Edwy seeks out other children brought back from Fredtown and soon discovers that Rosi and the others—still stuck in the *Cursed Town*—might be in danger. Can Edwy find his way back to his friends before it's too late?

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