

Cool Math Awesome Tanks 2



Cool Math Games: Awesome Tanks 2 - A Deep Dive into Strategy and Fun

Are you ready to unleash your inner general? Cool Math Games' Awesome Tanks 2 isn't just another online game; it's a strategic battleground where cunning outmaneuvers brute force. This comprehensive guide dives deep into the world of Awesome Tanks 2, exploring its gameplay mechanics, advanced strategies, and hidden secrets to help you dominate the battlefield. Whether you're a seasoned veteran or a newbie just starting your tanking journey, this post has something for you. Get ready to level up your Awesome Tanks 2 game!

Understanding the Basics of Awesome Tanks 2

Before we delve into advanced tactics, let's establish a solid foundation. Awesome Tanks 2 presents a top-down perspective where you control a tank, navigating a diverse range of maps and engaging in intense tank battles against AI opponents or other players (depending on the game mode).

Key Gameplay Elements:

Tank Selection: Choose from a variety of tanks, each with unique strengths and weaknesses. Consider factors like speed, firepower, armor, and special abilities when making your selection.

Experimenting with different tanks is key to finding your preferred playstyle.

Movement and Targeting: Mastering movement is crucial. Learn to utilize cover effectively, predict enemy movements, and anticipate their attacks. Accurate targeting is equally vital – practice your aim to maximize damage output.

Weaponry and Upgrades: Different tanks wield different weapons, from rapid-fire cannons to powerful but slower-firing artillery. Strategic upgrades are essential for enhancing your tank's performance. Prioritize upgrades that complement your playstyle and chosen tank.

Power-ups: Scattered across the maps are valuable power-ups that provide temporary advantages, such as increased speed, enhanced firepower, or temporary invincibility. Knowing where these power-ups typically spawn can give you a significant edge.

Advanced Strategies for Awesome Tanks 2 Domination

Now that we've covered the basics, let's explore advanced strategies to elevate your gameplay:

Mastering Map Awareness:

Understanding the layout of each map is paramount. Identify choke points, strategic vantage points, and potential ambush locations. Knowing the terrain will allow you to predict enemy movements and position yourself for maximum effectiveness.

Effective Teamwork (Multiplayer):

In multiplayer modes, communication and coordination are crucial. Work with your teammates to flank enemies, provide covering fire, and strategically utilize power-ups. A well-coordinated team is far more effective than individual players acting alone.

Exploiting Enemy Weaknesses:

Observe your opponents' playstyles and identify their weaknesses. Are they overly aggressive? Do they favor specific tactics? Exploit these weaknesses to gain a decisive advantage. Adaptability is key – don't stick to a single strategy if it's not working.

Mastering the Art of Camouflage and Deception:

Utilizing the environment to your advantage is a crucial skill. Use camouflage to mask your movements, and employ deceptive tactics to lure enemies into traps. A well-placed ambush can turn the tide of battle.

Unlocking Hidden Secrets and Easter Eggs in Awesome Tanks 2

While the core gameplay is engaging, Awesome Tanks 2 also contains hidden secrets and Easter eggs waiting to be discovered. These range from unlockable content to subtle visual gags hidden within the game's environments. Exploring the game thoroughly will reward you with these hidden gems. Keep an eye out for unusual elements in the levels - you might just stumble upon something unexpected.

Conclusion

Cool Math Games' Awesome Tanks 2 offers a thrilling blend of strategic gameplay and exhilarating tank battles. By mastering the basics, implementing advanced strategies, and exploring the game's hidden depths, you can unlock your full potential and dominate the battlefield. Remember, practice makes perfect! The more you play, the better you'll become at anticipating enemy movements, mastering your chosen tank, and ultimately, achieving victory. So gear up, strategize, and get ready to conquer!

FAQs

Q1: Can I play Awesome Tanks 2 on mobile devices?

A1: Awesome Tanks 2 is primarily a browser-based game, so it's accessible on most devices with a modern web browser, including smartphones and tablets.

Q2: Are there different game modes in Awesome Tanks 2?

A2: Yes, Awesome Tanks 2 typically offers various game modes, including single-player against AI opponents and multiplayer options for battling against other players online.

Q3: How can I improve my aim in Awesome Tanks 2?

A3: Practice is key! Spend time in practice modes or lower-difficulty levels to refine your aiming skills. Experiment with different tanks and weapons to find what suits your style.

Q4: What are some good strategies for beginners in Awesome Tanks 2?

A4: Focus on learning the maps, understanding your tank's strengths and weaknesses, and utilizing cover effectively. Prioritize survival in early games to gain experience and learn from your mistakes.

Q5: Are there any cheats or hacks for Awesome Tanks 2?

A5: While some websites might claim to offer cheats, using them is generally against the terms of service and can lead to account bans. It's far more rewarding to improve your skills through practice and strategic gameplay.

cool math awesome tanks 2: Echopraxia Peter Watts, 2014-08-26 Prepare for a different kind of singularity in Peter Watts' *Echopraxia*, the follow-up to the Hugo-nominated novel *Blindsight*. It's the eve of the twenty-second century: a world where the dearly departed send postcards back from Heaven and evangelicals make scientific breakthroughs by speaking in tongues; where genetically engineered vampires solve problems intractable to baseline humans and soldiers come with zombie switches that shut off self-awareness during combat. And it's all under surveillance by an alien presence that refuses to show itself. Daniel Bruks is a living fossil: a field biologist in a world where biology has turned computational, a cat's-paw used by terrorists to kill thousands. Taking refuge in the Oregon desert, he's turned his back on a humanity that shatters into strange new subspecies with every heartbeat. But he awakens one night to find himself at the center of a storm that will turn all of history inside-out. Now he's trapped on a ship bound for the center of the solar system. To his left is a grief-stricken soldier, obsessed by whispered messages from a dead son. To his right is a pilot who hasn't yet found the man she's sworn to kill on sight. A vampire and its entourage of zombie bodyguards lurk in the shadows behind. And dead ahead, a handful of rapture-stricken monks takes them all to a meeting with something they will only call The Angels of the Asteroids. Their pilgrimage brings Dan Bruks, the fossil man, face-to-face with the biggest evolutionary breakpoint since the origin of thought itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

cool math awesome tanks 2: *The Revolt of The Public and the Crisis of Authority in the New Millennium* Martin Gurri , 2018-12-04 How insurgencies—enabled by digital devices and a vast information sphere—have mobilized millions of ordinary people around the world. In the words of economist and scholar Arnold Kling, Martin Gurri saw it coming. Technology has categorically reversed the information balance of power between the public and the elites who manage the great hierarchical institutions of the industrial age: government, political parties, the media. *The Revolt of the Public* tells the story of how insurgencies, enabled by digital devices and a vast information sphere, have mobilized millions of ordinary people around the world. Originally published in 2014, *The Revolt of the Public* is now available in an updated edition, which includes an extensive analysis of Donald Trump's improbable rise to the presidency and the electoral triumphs of Brexit. The book concludes with a speculative look forward, pondering whether the current elite class can bring about a reformation of the democratic process and whether new organizing principles, adapted to a digital world, can arise out of the present political turbulence.

cool math awesome tanks 2: *Recursion* Blake Crouch, 2019-06-13 *The brand new thriller novel from Blake Crouch - Upgrade - is available to pre-order now* A breathtaking exploration of memory and what it means to be human, *Recursion* is the follow-up novel to the smash-hit thriller,

Dark Matter, by Blake Crouch. 'Recursion takes mind-twisting premises and embeds them in a deeply emotional story about time and loss and grief and most of all, the glory of the human heart' - Gregg Hurwitz, author of Orphan X At first, it looks like a disease. An epidemic that spreads through no known means, driving its victims mad with memories of a life they never lived. But the force that's sweeping the world is no pathogen. It's just the first shockwave, unleashed by a stunning discovery - and what's in jeopardy is not just our minds. In New York City, Detective Barry Sutton is closing in on the truth - and in a remote laboratory, neuroscientist Helena Smith is unaware that she alone holds the key to this mystery . . . and the tools for fighting back. Together, Barry and Helena will have to confront their enemy - before they, and the world, are trapped in a loop of ever-growing chaos. 'A fantastic read' - Andy Weir, author of The Martian.

cool math awesome tanks 2: *Everything Bad is Good for You* Steven Johnson, 2006-05-02 From the New York Times bestselling author of How We Got To Now and Farsighted Forget everything you've ever read about the age of dumbed-down, instant-gratification culture. In this provocative, unfailingly intelligent, thoroughly researched, and surprisingly convincing big idea book, Steven Johnson draws from fields as diverse as neuroscience, economics, and media theory to argue that the pop culture we soak in every day—from Lord of the Rings to Grand Theft Auto to The Simpsons—has been growing more sophisticated with each passing year, and, far from rotting our brains, is actually posing new cognitive challenges that are actually making our minds measurably sharper. After reading *Everything Bad is Good for You*, you will never regard the glow of the video game or television screen the same way again. With a new afterword by the author.

cool math awesome tanks 2: *Games* C. Thi Nguyen, 2020 Games are a unique art form. They do not just tell stories, nor are they simply conceptual art. They are the art form that works in the medium of agency. Game designers tell us who to be in games and what to care about; they designate the player's in-game abilities and motivations. In other words, designers create alternate agencies, and players submerge themselves in those agencies. Games let us explore alternate forms of agency. The fact that we play games demonstrates something remarkable about the nature of our own agency: we are capable of incredible fluidity with our own motivations and rationality. This volume presents a new theory of games which insists on games' unique value in human life. C. Thi Nguyen argues that games are an integral part of how we become mature, free people. Bridging aesthetics and practical reasoning, he gives an account of the special motivational structure involved in playing games. We can pursue goals, not for their own value, but for the sake of the struggle. Playing games involves a motivational inversion from normal life, and the fact that we can engage in this motivational inversion lets us use games to experience forms of agency we might never have developed on our own. Games, then, are a special medium for communication. They are the technology that allows us to write down and transmit forms of agency. Thus, the body of games forms a library of agency which we can use to help develop our freedom and autonomy. Nguyen also presents a new theory of the aesthetics of games. Games sculpt our practical activities, allowing us to experience the beauty of our own actions and reasoning. They are unlike traditional artworks in that they are designed to sculpt activities - and to promote their players' aesthetic appreciation of their own activity.

cool math awesome tanks 2: *Eight Eurocentric Historians* James Morris Blaut, 2000-08-10 This text examines and critiques the work of a diverse group of Eurocentric historians who have strongly shaped our understanding of world history. It provides invaluable insights and tools for readers across a range of disciplines.

cool math awesome tanks 2: *Live to Tell the Tale* Keith Ammann, 2020-07-07 From the author of *The Monsters Know What They're Doing* comes an introduction to combat tactics for Dungeons & Dragons players. In his first book, *The Monsters Know What They're Doing* (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, *Live to Tell the Tale* evens the score. It examines the fundamentals of D&D battles: combat roles, party composition,

attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, *Live to Tell the Tale* breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever believe.

cool math awesome tanks 2: *Musashi* Eiji Yoshikawa, 2012-08-10 The classic samurai novel about the real exploits of the most famous swordsman. Miyamoto Musashi was the child of an era when Japan was emerging from decades of civil strife. Lured to the great Battle of Sekigahara in 1600 by the hope of becoming a samurai—without really knowing what it meant—he regains consciousness after the battle to find himself lying defeated, dazed and wounded among thousands of the dead and dying. On his way home, he commits a rash act, becomes a fugitive and brings life in his own village to a standstill—until he is captured by a weaponless Zen monk. The lovely Otsu, seeing in Musashi her ideal of manliness, frees him from his tortuous punishment, but he is recaptured and imprisoned. During three years of solitary confinement, he delves into the classics of Japan and China. When he is set free again, he rejects the position of samurai and for the next several years pursues his goal relentlessly, looking neither to left nor to right. Ever so slowly it dawns on him that following the Way of the Sword is not simply a matter of finding a target for his brute strength. Continually striving to perfect his technique, which leads him to a unique style of fighting with two swords simultaneously, he travels far and wide, challenging fighters of many disciplines, taking nature to be his ultimate and severest teacher and undergoing the rigorous training of those who follow the Way. He is supremely successful in his encounters, but in the Art of War he perceives the way of peaceful and prosperous governance and disciplines himself to be a real human being. He becomes a reluctant hero to a host of people whose lives he has touched and been touched by. And, inevitably, he has to pit his skill against the naked blade of his greatest rival. *Musashi* is a novel in the best tradition of Japanese story telling. It is a living story, subtle and imaginative, teeming with memorable characters, many of them historical. Interweaving themes of unrequited love, misguided revenge, filial piety and absolute dedication to the Way of the Samurai, it depicts vividly a world Westerners know only vaguely. Full of gusto and humor, it has an epic quality and universal appeal. The novel was made into a three-part movie by Director Hiroshi Inagai. For more information, visit the Shopping area

cool math awesome tanks 2: *Brothers, We are Not Professionals* John Piper, 2013 John Piper pleads with fellow pastors to abandon the professionalization of the pastorate and pursue the prophetic call of the Bible for radical ministry.

cool math awesome tanks 2: *Restaurant Man* Joe Bastianich, 2012-05-01 The New York Times Bestselling Book--Great gift for Foodies "The best, funniest, most revealing inside look at the restaurant biz since Anthony Bourdain's *Kitchen Confidential*." —Jay McInerney With a foreword by Mario Batali Joe Bastianich is unquestionably one of the most successful restaurateurs in America—if not the world. So how did a nice Italian boy from Queens turn his passion for food and wine into an empire? In *Restaurant Man*, Joe charts a remarkable journey that first began in his parents' neighborhood eatery. Along the way, he shares fascinating stories about his establishments and his superstar chef partners—his mother, Lidia Bastianich, and Mario Batali. Ever since Anthony Bourdain whet literary palates with *Kitchen Confidential*, restaurant memoirs have been mainstays of the bestseller lists. Serving up equal parts rock 'n' roll and hard-ass business reality, *Restaurant Man* is a compelling ragu-to-riches chronicle that foodies and aspiring restaurateurs alike will be hankering to read.

cool math awesome tanks 2: *In the Beginning...Was the Command Line* Neal Stephenson, 2009-10-13 This is the Word -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the one man is Neal Stephenson, the hacker Hemingway (*Newsweek*) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (*Snow Crash*, *Cryptonomicon*, etc.,

etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's *In the Beginning... was the Command Line* is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

cool math awesome tanks 2: *The Cult of Smart* Fredrik deBoer, 2020-08-04 Named one of Vulture's Top 10 Best Books of 2020! Leftist firebrand Fredrik deBoer exposes the lie at the heart of our educational system and demands top-to-bottom reform. Everyone agrees that education is the key to creating a more just and equal world, and that our schools are broken and failing. Proposed reforms variously target incompetent teachers, corrupt union practices, or outdated curricula, but no one acknowledges a scientifically-proven fact that we all understand intuitively: Academic potential varies between individuals, and cannot be dramatically improved. In *The Cult of Smart*, educator and outspoken leftist Fredrik deBoer exposes this omission as the central flaw of our entire society, which has created and perpetuated an unjust class structure based on intellectual ability. Since cognitive talent varies from person to person, our education system can never create equal opportunity for all. Instead, it teaches our children that hierarchy and competition are natural, and that human value should be based on intelligence. These ideas are counter to everything that the left believes, but until they acknowledge the existence of individual cognitive differences, progressives remain complicit in keeping the status quo in place. This passionate, voice-driven manifesto demands that we embrace a new goal for education: equality of outcomes. We must create a world that has a place for everyone, not just the academically talented. But we'll never achieve this dream until the Cult of Smart is destroyed.

cool math awesome tanks 2: *The Lightmaker's Manifesto* Karen Walrond, 2021-11-02 Karen Walrond shines her light so we can find our own. —Brené Brown Many of us have strong convictions. We want to advocate for causes we care about--but which ones? We want to work for change--but will the emotional toll lead to burn out? Leadership coach, lawyer, photographer, and activist Karen Walrond knows that when you care deeply about the world, light can seem hard to find. But when your activism grows out of your joy--and vice versa--you begin to see light everywhere. In *The Lightmaker's Manifesto*, Walrond helps us name the skills, values, and actions that bring us joy; identify the causes that spark our empathy and concern; and then put it all together to change the world. Creative and practical exercises, including journaling, daily intention-setting, and mindful self-compassion, are complemented by lively conversations with activists and thought leaders such as Valarie Kaur, Brené Brown, Tarana Burke, and Zuri Adele. With stories from around the world and wisdom from those leading movements for change, Walrond beckons readers toward lives of integrity, advocacy, conviction, and joy. By unearthing our passions and gifts, we learn how to joyfully advocate for justice, peace, and liberation. We learn how to become makers of light.

cool math awesome tanks 2: *The Percy Jackson and the Olympians, Book Three: Titan's Curse* Rick Riordan, 2007-05 In this third book of the acclaimed series, Percy and his friends are escorting two new half-bloods safely to camp when they are intercepted by a mantichore and learn that the goddess Artemis has been kidnapped.

cool math awesome tanks 2: *The Precipice* Toby Ord, 2020-03-24 This urgent and eye-opening book makes the case that protecting humanity's future is the central challenge of our time. If all goes well, human history is just beginning. Our species could survive for billions of years - enough time to end disease, poverty, and injustice, and to flourish in ways unimaginable today. But this vast future is at risk. With the advent of nuclear weapons, humanity entered a new age, where we face existential catastrophes - those from which we could never come back. Since then, these dangers have only multiplied, from climate change to engineered pathogens and artificial intelligence. If we do not act fast to reach a place of safety, it will soon be too late. Drawing on over a decade of research, *The Precipice* explores the cutting-edge science behind the risks we face. It puts them in the context of the greater story of humanity: showing how ending these risks is among the most pressing moral issues of our time. And it points the way forward, to the actions and strategies that can safeguard humanity. An Oxford philosopher committed to putting ideas into action, Toby Ord

has advised the US National Intelligence Council, the UK Prime Minister's Office, and the World Bank on the biggest questions facing humanity. In *The Precipice*, he offers a startling reassessment of human history, the future we are failing to protect, and the steps we must take to ensure that our generation is not the last. A book that seems made for the present moment. —New Yorker

cool math awesome tanks 2: The Monsters Know What They're Doing Keith Ammann, 2019-10-29 From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

cool math awesome tanks 2: City of Fortune Roger Crowley, 2012-01-24 "The rise and fall of Venice's empire is an irresistible story and [Roger] Crowley, with his rousing descriptive gifts and scholarly attention to detail, is its perfect chronicler."—*The Financial Times* The *New York Times* bestselling author of *Empires of the Sea* charts Venice's astounding five-hundred-year voyage to the pinnacle of power in an epic story that stands unrivaled for drama, intrigue, and sheer opulent majesty. *City of Fortune* traces the full arc of the Venetian imperial saga, from the ill-fated Fourth Crusade, which culminates in the sacking of Constantinople in 1204, to the Ottoman-Venetian War of 1499-1503, which sees the Ottoman Turks supplant the Venetians as the preeminent naval power in the Mediterranean. In between are three centuries of Venetian maritime dominance, during which a tiny city of "lagoon dwellers" grow into the richest place on earth. Drawing on firsthand accounts of pitched sea battles, skillful negotiations, and diplomatic maneuvers, Crowley paints a vivid picture of this avaricious, enterprising people and the bountiful lands that came under their dominion. From the opening of the spice routes to the clash between Christianity and Islam, Venice played a leading role in the defining conflicts of its time—the reverberations of which are still being felt today. "[Crowley] writes with a racy briskness that lifts sea battles and sieges off the page."—*The New York Times* "Crowley chronicles the peak of Venice's past glory with Wordsworthian sympathy, supplemented by impressive learning and infectious enthusiasm."—*The Wall Street Journal*

cool math awesome tanks 2: War Of The Realms Strikeforce Tom Taylor, Bryan Hill, Dennis [Hopeless] Hallum, 2019-08-21 Collects *War of the Realms Strikeforce: The Land of the Giants*, *The Dark Elf Realm* and *The War Avengers*. Earth's heroes undertake a multi-pronged mission to win the *War of the Realms*! With Thor trapped in Jotunheim, Captain America takes up the God of Thunder's ax, Jarnbjorn, and leads a team including Spider-Man, Wolverine, Luke Cage and Iron Fist into the land of ice and snow in search of their fellow Avenger! Meanwhile, All-Mother Freyja leads the charge to shut down Malekith's Black Bifrost - and Hulk, Blade, Ghost Rider and Punisher follow her straight into the Dark Elf's home territory! And it's up to Captain Marvel and her War Avengers - Weapon H, Captain Britain, Venom, Deadpool, Winter Soldier and Black Widow - to reclaim the Earth! But Malekith's army is vast, and Carol is fighting a losing battle!

cool math awesome tanks 2: Class Paul Fussell, 1992 This book describes the living-room artifacts, clothing styles, and intellectual proclivities of American classes from top to bottom.

cool math awesome tanks 2: Immortal Hulk Tom Taylor, 2021-10-27 Collects *Immortal Hulk: Great Power* (2020) #1, *Immortal Hulk: The Threshing Place* (2020) #1, *Immortal Hulk: Flatline* (2021) #1, material from *Immortal Hulk: Time of Monsters* (2021) #1. The *Immortal Hulk* stars in tales to astonish from some of the most incredible talents in comics! When Bruce Banner wakes up as himself in the dead of night, he thinks he's finally free. But the Hulk is immortal, and he has a new

alter ego: Peter Parker! Then, after a young girl goes missing on a Kansas farm, Banner searches for answers. But this town doesn't take kindly to strangers - especially the big, green, violent kind. When a new gamma-powered villain shows up in a small New Mexico town, Bruce is forced to confront the source of his anger - and it's not what you expect! And 10,000 years ago, who was the first to open the immortal Green Door?!

cool math awesome tanks 2: Blurred Tara Fuller, 2013-07-02 Cash is haunted by things. Hungry, hollow things. They only leave him alone when Heaven's beautiful reaper, Anaya, is around. Cash has always been good with girls, but Anaya isn't like the others. She's dead. And with his deteriorating health, Cash might soon be as well. Anaya never breaks the rules, but the night of the fire, she recognized part of Cash's soul—and doomed him to something worse than death. Cash's soul now resides in an expired body, making him a shadow walker, a rare, coveted being that can walk between worlds. A being creatures of the underworld would do anything to get their hands on. The lines between life and death are blurring, and Anaya and Cash find themselves falling helplessly over the edge. Trapped in a world where the living don't belong, can Cash make it out alive?

cool math awesome tanks 2: Paper Towns John Green, 2013 Quentin Jacobson has spent a lifetime loving Margo Roth Spiegelman from afar. So when she cracks open a window and climbs into his life - dressed like a ninja and summoning him for an ingenious campaign of revenge - he follows. After their all-nighter ends, Q arrives at school to discover that Margo has disappeared.

cool math awesome tanks 2: God Touched John Conroe, 2010-04-16 Chris Gordon is a rookie cop in the Big Apple with an interesting sideline - hunting demons. But after rescuing a beautiful girl from a demonic attack, he finds life stranger than he ever thought possible. Vampires, werewolves, shadowy federal agencies and a giant short-faced bear. And it's not even Halloween yet.

cool math awesome tanks 2: The Circle Dave Eggers, 2013-10-10 NOW A MAJOR MOTION PICTURE starring Tom Hanks, Emma Watson and John Boyega A thrilling and compulsively addictive novel about our obsession with the internet When Mae is hired to work for the Circle, the world's most powerful internet company, she feels she's been given the opportunity of a lifetime. Run out of a sprawling California campus, the Circle links users' personal emails, social media, and finances with their universal operating system, resulting in one online identity and a new age of transparency. Mae can't believe her great fortune to work for them - even as life beyond the campus grows distant, even as a strange encounter with a colleague leaves her shaken, even as her role at the Circle becomes increasingly public ... 'Tremendous. Inventive, big hearted and very funny. Prepare to be addicted' Daily Mail 'Prescient, important and enjoyable . . . a deft modern synthesis of Swiftian wit with Orwellian prognostication' Guardian 'A gripping and highly unsettling read' Sunday Times

cool math awesome tanks 2: A-10s Over Kosovo Phil M. Haun, Christopher E. Haave, Air University Press, 2011 First published in 2003. The NATO-led Operation Allied Force was fought in 1999 to stop Serb atrocities against ethnic Albanians in Kosovo. This war, as noted by the distinguished military historian John Keegan, marked a real turning point . . . and proved that a war can be won by airpower alone. Colonels Haave and Haun have organized firsthand accounts of some of the people who provided that airpower-the members of the 40th Expeditionary Operations Group. Their descriptions-a new wingman's first combat sortie, a support officer's view of a fighter squadron relocation during combat, and a Sandy's leadership in finding and rescuing a downed F-117 pilot-provide the reader with a legitimate insight into an air war at the tactical level and the airpower that helped convince the Serbian president, Slobodan Milosevic, to capitulate.

cool math awesome tanks 2: The Hunt for Zero Point Nick Cook, 2007-12-18 This riveting work of investigative reporting and history exposes classified government projects to build gravity-defying aircraft--which have an uncanny resemblance to flying saucers. The atomic bomb was not the only project to occupy government scientists in the 1940s. Antigravity technology, originally spearheaded by scientists in Nazi Germany, was another high priority, one that still may be in effect today. Now for the first time, a reporter with an unprecedented access to key sources in the intelligence and military communities reveals suppressed evidence that tells the story of a quest

for a discovery that could prove as powerful as the A-bomb. The Hunt for Zero Point explores the scientific speculation that a zero point of gravity exists in the universe and can be replicated here on Earth. The pressure to be the first nation to harness gravity is immense, as it means having the ability to build military planes of unlimited speed and range, along with the most deadly weaponry the world has ever seen. The ideal shape for a gravity-defying vehicle happens to be a perfect disk, making antigravity tests a possible explanation for the numerous UFO sightings of the past 50 years. Chronicling the origins of antigravity research in the world's most advanced research facility, which was operated by the Third Reich during World War II, The Hunt for Zero Point traces U.S. involvement in the project, beginning with the recruitment of former Nazi scientists after the war. Drawn from interviews with those involved with the research and who visited labs in Europe and the United States, The Hunt for Zero Point journeys to the heart of the twentieth century's most puzzling unexplained phenomena.

cool math awesome tanks 2: *Global Trends 2040* National Intelligence Council, 2021-03 The ongoing COVID-19 pandemic marks the most significant, singular global disruption since World War II, with health, economic, political, and security implications that will ripple for years to come. -Global Trends 2040 (2021) Global Trends 2040-A More Contested World (2021), released by the US National Intelligence Council, is the latest report in its series of reports starting in 1997 about megatrends and the world's future. This report, strongly influenced by the COVID-19 pandemic, paints a bleak picture of the future and describes a contested, fragmented and turbulent world. It specifically discusses the four main trends that will shape tomorrow's world: - Demographics-by 2040, 1.4 billion people will be added mostly in Africa and South Asia. - Economics-increased government debt and concentrated economic power will escalate problems for the poor and middleclass. - Climate-a hotter world will increase water, food, and health insecurity. - Technology-the emergence of new technologies could both solve and cause problems for human life. Students of trends, policymakers, entrepreneurs, academics, journalists and anyone eager for a glimpse into the next decades, will find this report, with colored graphs, essential reading.

cool math awesome tanks 2: Serious Educational Game Assessment: Practical Methods and Models for Educational Games, Simulations and Virtual Worlds L.A. Annetta, Stephen Bronack, 2011-07-22 In an increasingly scientific and technological world the need for a knowledgeable citizenry, individuals who understand the fundamentals of technological ideas and think critically about these issues, has never been greater. There is growing appreciation across the broader education community that educational three dimensional virtual learning environments are part of the daily lives of citizens, not only regularly occurring in schools and in after-school programs, but also in informal settings like museums, science centers, zoos and aquariums, at home with family, in the workplace, during leisure time when children and adults participate in community-based activities. This blurring of the boundaries of where, when, why, how and with whom people learn, along with better understandings of learning as a personally constructed, life-long process of making meaning and shaping identity, has initiated a growing awareness in the field that the questions and frameworks guiding assessing these environments should be reconsidered in light of these new realities. The audience for this book will be researchers working in the Serious Games arena along with distance education instructors and administrators and students on the cutting edge of assessment in computer generated environments.

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