

# Xcom Strategy Guide

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*Super Mario Bros. 3* Bob Chipman 2013-04-19

Alien RPG Free League Publishing 2019-12-10 "Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as

you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic

people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

*XCOM 2 Game Guide and Strategy Guide Notebook* Clint GRILL

2021-04-13 This notebook is a wonderful multi-purpose journal for sketching, jotting down thoughts, and writing notes as a Handbook + The notebook is durable to withstand any adventure. Check out the specifications for more information. If you would like to see a sample of the notebook, click on the "Look Inside" feature. + Specifications: 120 pages with Layout: Dot Grid - 5 mm spaced dots + Dimensions:6" x 9"

*Monsters in the Dark: the Making of X-COM: UFO Defense - Special*

*Edition* David Craddock 2021-10-05 *Monsters in the Dark* charts the career of legendary designer Julian Gollop through the creation of 1994's X-COM, a terrifying and terrifyingly deep wargame hailed as the finest PC game (IGN) and a bona fide classic (GameSpot). Includes bonus interviews not found in the book's standard edition.

*The TB12 Method* Tom Brady 2020-07-28 The #1 New York Times

bestseller by Tom Brady, six-time Super Bowl champion and one of the NFL's 100 Greatest Players of All Time. Revised, expanded, and updated, the first book by Tampa Bay Buccaneers and former New England Patriots quarterback Tom Brady—who continues to play at an elite level into his

forties—a gorgeously illustrated and deeply practical “athlete’s bible” that reveals Brady’s revolutionary approach to enhanced quality of life and performance through recovery for athletes of all abilities and ages. In this new edition of *The TB12 Method*, Tom Brady further explains and details the revolutionary training, conditioning, and wellness system that has kept him atop the NFL at an age when most players are deep into retirement. Brady—along with the expert Body Coaches at TB12, the performance lifestyle brand he cofounded in 2013—explain the principles and philosophies of pliability, a paradigm-shifting fitness concept that focuses on a more natural, healthier way of exercising, training, and living. Filled with lessons from Brady’s own training regimen, *The TB12 Method* provides step-by-step guidance on how develop and maintain one’s own peak performance while dramatically decreasing injury risks. This illustrated, highly visual manual also offers more effective approaches to functional strength & conditioning, proper hydration, supplementation, cognitive fitness, restorative sleep, and nutritious, easy-to-execute recipes to help readers fuel-up and recover. Brady steadfastly believes that the TB12 approach has kept him competitive while extending his career, and that it can make any athlete, male or female, in any sport and at any level achieve his or her own peak performance. With instructions, drills, photos, in-depth case studies that Brady himself has used, along with personal

anecdotes and experiences from his legendary career, *The TB12 Method* gives you a better way to train and get results with Tom Brady himself as living proof.

[Clockwork Game Design](#) Keith Burgun 2015-05-15 Only by finding and focusing on a core mechanism can you further your pursuit of elegance in strategy game design. *Clockwork Game Design* is the most functional and directly applicable theory for game design. It details the clockwork game design pattern, which focuses on building around fundamental functionality. You can then use this understanding to prescribe a system for building and refining your rulesets. A game can achieve clarity of purpose by starting with a strong core, then removing elements that conflict with that core while adding elements that support it. Filled with examples and exercises detailing how to put the clockwork game design pattern into use, this book is a must-have manual for designing games. A hands-on, practical book that outlines a very specific approach to designing games Develop the mechanics that make your game great, and limit or remove factors that disrupt the core concept Practice designing games through the featured exercises and illustrations

**The Video Games Guide** Matt Fox 2012-12-01 *The Video Games Guide* is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition

spans fifty years of game design—from the very earliest (1962's *Spacewar*) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

**Game Design Deep Dive: Horror** Joshua Bycer 2021-10-08 *The Game Design Deep Dive* series examines a specific game system or mechanic over the course of the history of the industry. This entry will examine the history and design of the horror genre and elements in video games. The author analyzes early video game examples, including the differences between survival, action-horror, and psychological horror. Thanks to recent hits like *Five Night's at Freddy's*, *Bendy and the Ink Machine*, and recent *Resident Evil* titles, the horror genre has seen a strong resurgence. For

this book in the Game Design Deep Dive series, Joshua Bycer will go over the evolution of horror in video games and game design, and what it means to create a terrifying and chilling experience. FEATURES • Written for anyone interested in the horror genre, anyone who wants to understand game design, or anyone simply curious from a historical standpoint • Includes real game examples to highlight the discussed topics and mechanics • Explores the philosophy and aspects of horror that can be applied to any medium • Serves as a perfect companion for someone building their first game or as part of a game design classroom Joshua Bycer is a game design critic with more than eight years of experience critically analyzing game design and the industry itself. In that time, through Game-Wisdom, he has interviewed hundreds of game developers and members of the industry about what it means to design video games. He also strives to raise awareness about the importance of studying game design by giving lectures and presentations. His first book was 20 Essential Games to Study. He continues to work on the Game Design Deep Dive series.

**George Washington's Military Genius** Dave Richard Palmer 2012-05-28  
Discusses George Washington's military strategies during the American Revolution and how his particular tactics aided in defeating the British army, including his utilization of European training techniques and his

moral leadership.

**Totally Unauthorized Guide to X-Com 2** Ronald Wartow 1995 X-COM 2 is one of the most highly anticipated computer games, the follow up to the phenomenal hit X-COM. This guide gives the bare bones information needed to successfully play the game. It also provides full strategies for players, full descriptions of all the new creatures and aliens, where to find the artifacts and what they mean, tips, hints, cheats and much more.

**Writing Interactive Music for Video Games** Michael Sweet 2014-08-11

“This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition.” —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios  
**All You Need to Know to Create Great Video Game Music** Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of

examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

[XCOM 2 Strategy & Tactics Guide](#) Scott O'Brady 2020-09-25 XCOM 2 Strategy & Tactics Guide provides detailed information on how to defeat Advent strategically and tactically. The guide provides detailed information on soldier classes, weapons, weapon mods, PCS chips, Advent enemies and missions. At the end of the guide information on some of the more than 6,000 mods available for the game is provided.

[X-Com Terror from the Deep](#) David Ellis 1995 What you learned playing X-COM UFO Defense will get you nowhere. A completely new strain of alien

menace is bubbling up from the deep and your weapons are useless against them.X-COM specialist David Ellis divulges insider information on all the new aliens, their submarines and undersea bases, all three new hand-to-hand weapons, and combat strategies that hold up. even under skull-crushing depths.

**Crash Course in Gaming** Suellen Adams 2013-11-25 Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons.

[XCOM 2 Strategy Guide](#) Davison Deonta 2021-09-06 XCOM 2 is a turn-based tactics video game released in 2016. It is the sequel to XCOM: Enemy Unknown, which was rebooted in 2012, and it takes place 20 years after the events of Enemy Unknown. XCOM, a military organization tasked with repelling an extraterrestrial invasion, has lost the war and is currently fighting the takeover of Earth as well as the existing totalitarian administration and military dictatorship. Players command a team of soldiers to fight opponents in turn-based combat, and players oversee and control the operations of the Avenger, an alien ship that serves as a mobile base for XCOM.

[Limitless](#) Jim Kwik 2020-04-07 An instant New York Times bestseller and #1 Wall Street Journal bestseller. JIM KWIK, the world's #1 brain coach,

has written the owner's manual for mental expansion and brain fitness. Limitless gives people the ability to accomplish more--more productivity, more transformation, more personal success and business achievement--by changing their Mindset, Motivation, and Methods. These "3 M's" live in the pages of Limitless along with practical techniques that unlock the superpowers of your brain and change your habits. For over 25 years, Jim Kwik has worked closely with successful men and women who are at the top in their fields as actors, athletes, CEOs, and business leaders from all walks of life to unlock their true potential. In this groundbreaking book, he reveals the science-based practices and field-tested tips to accelerate self learning, communication, memory, focus, recall, and speed reading, to create fast, hard results. Learn how to: **FLIP YOUR MINDSET** Your brain is like a supercomputer and your thoughts program it to run. That's why the Kwik Brain process starts with unmasking assumptions, habits, and procrastinations that stifle you, redrawing the borders and boundaries of what you think is possible. It teaches you how to identify what you want in every aspect of your life, so you can move from negative thinking to positive possibilities. **IGNITE YOUR MOTIVATION** Uncovering what motivates you is the key that opens up limitless mental capacity. This is where Passion + Purpose + Energy meet to move you closer to your goals, while staying focused and clear. Your personal excitement will be

sustainable with self-renewing inspirations. Your mind starts strong, stays strong, and drives further exponentially faster. **MASTER THE METHOD** We've applied the latest neuroscience for accelerated learning. Our process, programs, podcasts, and products unleash your brain's own superpowers. Finish a book 3x faster through speed reading (and remember every part of it), learn a new language in record time, and master new skills with ease. These are just a few of the life-changing self-help benefits. With Kwik Brain, you'll get brain-fit and level-up your mental performance. With the best Mindset, Motivation and Method, your powers become truly limitless.

*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.

**Why We Love The Matrix** Kim Taylor-Foster 2021-04-06 Rediscover all the reasons you love *The Matrix* with this unique guide to the cult 90s sci-fi classic, filled with trivia, essays, and behind the scenes looks at characters, production, and so much more. Whether you saw the movie in theaters in 1999 or watched it for the first time at home, there is no denying that *The Matrix* has had an immense impact on pop culture. A "must-see" of the science fiction genre and *Why We Love The Matrix* is the first and only guide that combines entertaining information about the history and making of the film with a celebratory look at all the different aspects that have helped solidify this as a beloved favorite of sci-fi fans. Offering entertaining essays about the key features that have helped the film become the classic it is today—like the origins of the plot and characters, film techniques, and the philosophy behind the story—plus quotes, sidebars, and eye-catching two-color illustrations throughout, *Why We Love The Matrix* is a great gift for both casual and more serious fans

of the movie and, let's face it, Keanu Reeves.

**Wanderhome** Jay Dragon 2021-06 *Wanderhome* is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

**World of Warcraft** Michael Lummis 2004-11 BradyGames' *World of Warcraft Official Strategy Guide* includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

**XCOM** Tim Bogenn 2012 *XCOM: Enemy Unknown Official Strategy Guide* from BradyGames is the complete campaign guide to the brand new game from the XCOM team. Create the best teams and squad kits, follow exclusive tactical maps and advice and get in the research lab on the road to gaming success. With the amazing aliens encyclopedia you can profile

and defeat every enemy. See how to develop weapons and build the best bases and follow the best strategies to minimize casualties. Form the best alliance of all with XCOM: Enemy Unknown Official Strategy Guide and defend Earth from the alien threat.

**XCOM 2** Rick Barba 2017-12-12 Continue the fight against an imposing alien force with this original novel based on the hit video game XCOM 2. Under constant threat by the alien invasion, humanity's fate is in the hands of the last remaining military resistance: XCOM. The elite unit is the only hope for the people of Earth. The novel follows XCOM as they continue to fight for freedom, redemption, and survival. Fans of XCOM 2: Resurrection will enjoy this exciting addition to the XCOM story and its use of elements of the popular game.

*X-Com Interceptor* David Ellis 1998 Combining the classic style of the original X-COM with a Wing Commander-style space simulation, Interceptor takes the series to the next level--fighting the Sectoids in outer space. Complete mission briefings and maps are featured in this guide, which was written by the lead designer of the game.

Xcom\_2 2017 Advanced Tips & Strategy Guide. Here is what you will be getting in this professional advanced and detailed game guide. Professional Tips and Strategies. Cheats and Hacks. Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! Plus much more! Disclaimer: This product

is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner. All trademarks and registered trademarks appearing on this ebook are the property of their respective owners. **Xcom 2 Unofficial Game Guide** The Yuw 2016-12-31 \*UNOFFICIAL GUIDE\* Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. With the success of my hundreds of other written guides and strategies I have written another advanced professional guide for new and veteran players. This gives specific strategies and tips on how to progress in the game, beat your opponents, acquire more coins and currency, plus much more! - Professional Tips and Strategies. - Cheats and Hacks. - Character Roles and Builds. - Guerrilla Tactics. - Advanced Warfare. - The Workshop. - The Power Relay. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! All versions of this guide have screenshots to help you better understand the game. There is no other guide that is as comprehensive and advanced as this one. Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner.

*Game Architecture and Design* Andrew Rollings 2004 A guide to computer game design, architecture, and management explores the application of

design principles, shares the experiences of game programmers, and offers an overview of game development software.

**Grand Theft Auto III** Tim Bogenn 2001 BradyGames Grand Theft Auto 3 Official Strategy Guide provides detailed strategies for the gangland missions and side missions in the game. Comprehensive walkthrough including in-depth coverage of weapons, character moves, vehicles, and bosses. Secrets and cheats revealed to uncover mysteries and multi-layered missions interspersed in the game story.

**XCOM 2: Resurrection** Greg Keyes 2015-11-10 In the world of XCOM, the governments of Earth unite under threat of an alien invasion and form XCOM, an elite paramilitary organization tasked with repelling the extraterrestrial offensive and defending humanity. Woefully outgunned, XCOM's only hope is to outsmart and outmaneuver the enemy by turning the aliens' power against them. Making clever use of game elements, XCOM: Resurrection details the strategy and costs of war in a compelling narrative sure to delight sci-fi aficionados and fans of the game series.

**The Essential Guide to Game Audio** Steve Horowitz 2014-03-05 The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time,

and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

**The Last of Us** Michael Owen 2013 This book offers instructions on a computer game of combat and survival using illustrations and maps of various scenes. The weapons being used are presented.

**X-Com UFO Defense** David Ellis 1994-10-01 X-COM UFO Defense players must coordinate scientists, engineers, and soldiers to defeat an alien invasion and develop a strategy to ensure human survival. This "Official Strategy Guide" contains charts, tables, maps, and illustrations exposing every detail of the alien threat. In a special section, the game's designers and programmers reveal the game's deepest secrets.

**Sid Meier's Memoir!: A Life in Computer Games** Sid Meier 2020-09-08 The life and career of the legendary developer celebrated as the "godfather of computer gaming" and creator of Civilization, featuring his rules of good game design. "Sid Meier is a foundation of what gaming is for me today." – Phil Spencer, head of Xbox Over his four-decade career, Sid Meier has produced some of the world's most popular video games, including Sid Meier's Civilization, which has sold more than 51 million units worldwide

and accumulated more than one billion hours of play. Sid Meier's Memoir! is the story of an obsessive young computer enthusiast who helped launch a multibillion-dollar industry. Writing with warmth and ironic humor, Meier describes the genesis of his influential studio, MicroProse, founded in 1982 after a trip to a Las Vegas arcade, and recounts the development of landmark games, from vintage classics like Pirates! and Railroad Tycoon, to Civilization and beyond. Articulating his philosophy that a video game should be "a series of interesting decisions," Meier also shares his perspective on the history of the industry, the psychology of gamers, and fascinating insights into the creative process, including his rules of good game design.

**Microtimes** 1994-09

**The End from the Beginning** William Harrison Phares 2014-09-12 Changing world events are a constant reminder that nothing remains the same. Everything changed on 9/11. Today a new threat is coming, which is now changing the world as we know it. Radical Islam will do whatever it takes to dominate nations under its power. Is this the beginning of the end? The Bible reveals the answer. God's Word uncovers end-of-time clues and states, "I am God, and there is no one like Me, declaring the end from the beginning." William Harrison Phares, in *The End From the Beginning*, gives us new insights concerning the second coming of Christ and the end

of time. This book contains clues to help us prepare for the end.

**Gamer's Web Directory** Mark Salzman 1997 Includes thousands of links to gaming sites and secrets on playing the games. CD-ROM contains cheat codes and game hacks, trial versions of new games, and a complete HTML version of the book.

*Shovel Knight* David L. Craddock 2018-11-15 In 2014, Yacht Club Games released its very first game, Shovel Knight, a joyful 2D platformer that wears its NES influences on its sleeve. This unlikely pastiche of 8-bit inspirations manages to emulate the look, feel, and even the technical limitations of nostalgic titles like Mega Man, Zelda II, and Castlevania III-imbued with a contemporary sense of humor and self-awareness. But how is a fundamentally retro game created in the modern era? And what do the games of the past have to teach today's game designers? Based on extensive original interviews with the entire Yacht Club Games team, writer David L. Craddock unearths the story of five game developers who worked so well together while at WayForward Games that they decided to start their own studio. From the high highs of Shovel Knight's groundbreaking Kickstarter to the low lows of its unexpectedly lengthy development, *Boss Fight* presents a new master class in how a great game gets made. Get ready to steel your shovel and dig into this fascinating oral history. For Shovelry!

**X-Com Apocalypse** David Ellis 1997 X-Com Apocalypse is set in the year 2084. Earth civilization has been crippled by overpopulation and pollution, and people have moved into self-contained "Utopian" cities such as Megalopolis. Soon, society begins to unravel, and, of course, aliens are at the root of the problem. And with this strategy guide players can more easily root out the problem and annihilate it.

Data Pipelines with Apache Airflow Bas P. Harensiak 2021-04-27 Data Pipelines with Apache Airflow teaches you the ins-and-outs of the Directed Acyclic Graphs (DAGs) that power Airflow, and how to write your own DAGs to meet the needs of your projects. With complete coverage of both foundational and lesser-known features, when you're done you'll be set to start using Airflow for seamless data pipeline development and management. Pipelines can be challenging to manage, especially when your data has to flow through a collection of application components, servers, and cloud services. Airflow lets you schedule, restart, and backfill pipelines, and its easy-to-use UI and workflows with Python scripting has users praising its incredible flexibility. Data Pipelines with Apache Airflow takes you through best practices for creating pipelines for multiple tasks, including data lakes, cloud deployments, and data science. Data Pipelines with Apache Airflow teaches you the ins-and-outs of the Directed Acyclic Graphs (DAGs) that power Airflow, and how to write your own DAGs to

meet the needs of your projects. With complete coverage of both foundational and lesser-known features, when you're done you'll be set to start using Airflow for seamless data pipeline development and management. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

The Game Audio Strategy Guide Gina Zdanowicz 2019-12-10 The Game Audio Strategy Guide is a comprehensive text designed to turn both novices and experienced audio designers into technical game audio pros. Providing both a theoretical foundation and practical insights, The Game Audio Strategy Guide offers a thorough look at the tools and methods needed to create industry-quality music and sound design for games. The text is supported by an extensive companion website, featuring numerous practical tutorials and exercises, which allows the reader to gain hands-on experience creating and implementing audio assets for games. The Game Audio Strategy Guide is the essential manual for anyone interested in creating audio for games, inside or outside the classroom.

**Make Time** Jake Knapp 2018-09-25 From the New York Times bestselling authors of Sprint comes a simple 4-step system for improving focus, finding greater joy in your work, and getting more out of every day. "A charming manifesto—as well as an intrepid do-it-yourself guide to building smart habits that stick. If you want to achieve more (without going nuts),

read this book."—Charles Duhigg, bestselling author of *The Power of Habit* and *Smarter Faster Better* Nobody ever looked at an empty calendar and said, "The best way to spend this time is by cramming it full of meetings!" or got to work in the morning and thought, "Today I'll spend hours on Facebook!" Yet that's exactly what we do. Why? In a world where information refreshes endlessly and the workday feels like a race to react to other people's priorities faster, frazzled and distracted has become our default position. But what if the exhaustion of constant busyness wasn't mandatory? What if you could step off the hamster wheel and start taking control of your time and attention? That's what this book is about. As creators of Google Ventures' renowned "design sprint," Jake and John have helped hundreds of teams solve important problems by changing how they work. Building on the success of these sprints and their experience designing ubiquitous tech products from Gmail to YouTube, they spent years experimenting with their own habits and routines, looking

for ways to help people optimize their energy, focus, and time. Now they've packaged the most effective tactics into a four-step daily framework that anyone can use to systematically design their days. *Make Time* is not a one-size-fits-all formula. Instead, it offers a customizable menu of bite-size tips and strategies that can be tailored to individual habits and lifestyles. *Make Time* isn't about productivity, or checking off more to-dos. Nor does it propose unrealistic solutions like throwing out your smartphone or swearing off social media. Making time isn't about radically overhauling your lifestyle; it's about making small shifts in your environment to liberate yourself from constant busyness and distraction. A must-read for anyone who has ever thought, "If only there were more hours in the day...", *Make Time* will help you stop passively reacting to the demands of the modern world and start intentionally making time for the things that matter.