

Quest Guide Rift

Classroom Connect
Seven Wonders Book 5: The Legend of the Rift
The Simple Oculus Quest User Guide for Beginners
The Elder Scrolls V: Skyrim - Strategy Guide
A Scheme of Heaven: The History of Astrology and the Search for our Destiny in Data
Oculus Quest Guide
Dragon Age: Inquisition - Strategy Guide
The Last Artifact - Book One - The Dark Rift
Reference Guide to Russian Literature
Hellgate London
Readers' Guide to Periodical Literature
Miguel de Unamuno's Quest for Faith
Cheeve
Guide - Achievement Guide for Dragon Age: Inquisition
Guide to French Literature
Saints Row IV Signature Series Strategy Guide
A Quest for Community and Dynamic Non-violence
Final Fantasy Tactics
Dragon Age: Tevinter Nights
Guide to Indian Periodical Literature
Their Eyes Were Watching God
Quest
Dragon Age: Hard in Hightown
In darkest Africa, or, The quest, rescue and retreat of Emin, governor of Equatoria
Dragon's Dogma: Dark Arisen - Strategy Guide
The Rift Walker
The Tower on the Rift
I Married a Travel Junkie
Born in Africa
Dark Rift
The Great Rift Valley
Heritage Quest
Marian Rooke; Or, The Quest for Fortune
Ghosthunter Official Strategy Guide
Healing Your Rift with God
Chrono Cross Official Strategy Guide
Rift Magic
Betrayal at Krondor
TV Guide
The Rift
The Quest

Classroom Connect

An anthology of original stories based on the dark fantasy, role-playing video game series from Bioware. Ancient horrors. Marauding invaders. Powerful mages. And a world that refuses to stay fixed. Welcome to Thedas. From the stoic Grey Wardens to the otherworldly Mortalitasi necromancers, from the proud Dalish elves to the underhanded Antivan Crow assassins, Dragon Age is filled with monsters, magic, and memorable characters making their way through dangerous world whose only constant is change. Dragon Age: Tevinter Nights brings you fifteen tales of adventure, featuring faces new and old, including: "Three Trees to Midnight" by Patrick Weekes "Down Among the Dead Men" by Sylvia Feketekuty "The Horror of Hormak" by John Epler "Callback" by Lukas Kristjanson "Luck in the Gardens" by Sylvia Feketekuty "Hunger" by Brianne Battye "Murder by Death Mages" by Caitlin Sullivan Kelly "The Streets of Minrathous" by Brianne Battye "The Wigmaker" by Courtney Woods "Genitivi Dies in the End" by Lukas Kristjanson "Herold Had the Plan" by Ryan Cormier "An Old Crow's Old Tricks" by Arone Le Bray "Eight Little Talons" by Courtney Woods "Half Up Front" by John Epler "Dread Wolf Take You" by Patrick Weekes At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Seven Wonders Book 5: The Legend of the Rift

Arm yourself with Dark Rift: Official Secrets & Solutions! • Tap unbeatable strategies for defeating every opponent • Master secret moves and fighting skills • Discover secret passwords to access hidden characters • Beat the final bosses • And much more! About the Authors Bart Farkas is the author of MDK: The Official Strategy Guide and other Prima electronic game books; he is also editor-in-chief of Inside Mac Games. Doug Kiang is senior editor of Inside Mac Games magazine and coauthor of Microsoft Flight Simulator for Windows 95: The Official Strategy Guide.

The Simple Oculus Quest User Guide for Beginners

In this second volume, Karan, a young Sensitive carrying the blood of all three Worlds, comes into possession of the Mirror of Aachen, which holds the power to heal--or destroy--World relations. But as war rages, Tensor, the leader of the Aachim people, steals the mirror and flees with the young chronicler, Lilan, leaving all to wonder how they plan to use this magic.

The Elder Scrolls V: Skyrim - Strategy Guide

Africa does not give up its secrets easily. Buried there lie answers about the origins of humankind and the dawn of civilisation. Through a century of archaeological investigation, scientists have transformed our understanding of the beginnings of human life, although vital clues still remain hidden. In *Born in Africa*, Martin Meredith follows the trail of discoveries about our human origins made by scientists over the last hundred years, as well as describing the history of scholarship in this incredibly exciting field. He relates the intense rivalries, personal feuds and fierce controversies that shaped the study and perception of Africa, and recounts the feats of skill and endurance that have illuminated thousands of years of human evolution. The results have been momentous. Scientists have identified more than twenty species of extinct humans and firmly established Africa as the birthplace not only of humankind, but also of our own species: homo sapiens, the modern human. Scientific study has revealed how early technology, language ability and artistic endeavour all originated in Africa, and scientists have shown how, in an exodus sixty thousand years ago, small groups of Africans left their birthplace to populate the rest of the world. We all have an African legacy, and in this fascinating and informative book Martin Meredith leads us back to the place where we have rediscovered our common human heritage.

A Scheme of Heaven: The History of Astrology and the Search for our Destiny in Data

Based on the *The Riftwar Saga* by bestselling fantasy author Raymond Feist, this popular game has won high praise from critics and gamers alike. Prima's official guide to the world of Krondor provides an in-depth look at the game, its sub-plots and side quests, and everything else players need to know to win. Includes detailed maps.

Oculus Quest Guide

This BradyGAMES strategy guide contains thorough maps for parallel worlds and comprehensive side quest coverage. It includes bestiary and weapons, armor, accessories, and elements lists. Detailed walkthrough reveals all side quests and strategies for every important battle. Color interior.

Dragon Age: Inquisition - Strategy Guide

BradyGames' *Ghosthunter Official Strategy Guide* includes the following: AREA MAPS: Detailed 3D renders, depicting nearly every area in the game. We reveal all

critical locations and key items. **WALKTHROUGH:** Abandoned halls of a dilapidated school, haunted mansion corridors, and a cursed sea vessel. These are just a few of the horrifying environments you must explore. We show you the way through the horror. **MONSTERS:** A host of horrible beasts and ethereal spirits await you. Know where they lurk and how to handle them when they come for you. **WEAPONS:** It will take more than standard issue firearms to subdue your assailants! We explain how to use your unconventional arsenal against these undead foes. **PLUS:** Essential ghosthunting tactics and a revealing backstory that you can't get from the game! **Platform:** PlayStation 2 **Genre:** Action/Adventure This product is available for sale in North America only.

The Last Artifact - Book One - The Dark Rift

This second book in a trilogy of high adventure and alternate history combines rousing pulp action with steampunk style, bringing epic political themes to life within a story of heartbreaking romance, sacrifice, and heroism. Princess Adele struggles with a life of marriage and obligation as her Equatorian Empire and their American Republic allies stand on the brink of war against the vampire clans of the north. However, the alliance's horrific strategy for total victory drives Adele to abandon her duty and embark on a desperate quest to keep her nation from staining its hands with genocide. Reunited with her great love, the mysterious adventurer known to the world as the Greyfriar, Adele is pursued by her own people as well as her vengeful husband, Senator Clark. With the human alliance in disarray, Prince Cesare, lord of the British vampire clan, seizes the initiative and strikes at the very heart of Equatoria. As Adele labors to bring order to her world, she learns more about the strange powers she exhibited in the north. Her teacher, Mamoru, leads a secret cabal of geomancers who believe Adele is the one who can touch the vast power of the Earth that surges through ley lines and wells up at the rifts where the lines meet. These energies are the key to defeating the enemy of mankind. If Princess Adele could ever bring this power under her command, she could be death to vampires. But such a victory would also cost the life of Adele's beloved Greyfriar. From the Trade Paperback edition.

Reference Guide to Russian Literature

Their Eyes Were Watching God is a 1937 novel by African-American writer Zora Neale Hurston. It is considered a classic of the Harlem Renaissance of the 1920s, and it is likely Hurston's best known work.

Hellgate London

How can this life have meaning if at my death nothing of me remains? This is the essential question with which Miguel de Unamuno, the most accomplished Spanish man of letters of the twentieth century, struggled during his entire life. Unamuno's views have been the subject of vigorous debate: Was he a Catholic, a Protestant, or an unbeliever? Miguel de Unamuno's Quest for Faith seeks to appreciate and clarify Unamuno's faith commitments without diminishing or exaggerating them. His historical context pulled him to equate knowledge with science, but his existential angst told him humans must be something more than short-lived

products of matter. He believed that his philosophy and the resulting faith that he held must have consequences for the choices he made to live out his life meaningfully. Jan E. Evans surveys what was at stake in Unamuno's desire to believe and the stance that he came to live with. That stance is contrasted with thinkers whom he read and admired: Soren Kierkegaard, Blaise Pascal, and William James. Ultimately, this book tests Unamuno's philosophy against his own criterion that demanded concrete actions that were motivated by principled passion. It draws new readers of Unamuno into his world and provides critical new perspectives for those who know Unamuno's work well.

Readers' Guide to Periodical Literature

This guide surveys the lives and works of 300 famous French writers. Entries are devoted to the primary writers, with some entries on important movements, literary groups and publications.

Miguel de Unamuno's Quest for Faith

Skyrim is the homeland of the Nords, a fierce and proud warrior people who are used to the bitter cold and mountainous terrain that mark the lands of Skyrim. Wracked by civil war, and threatened by the return of the legendary dragons, Skyrim faces its darkest hour. You must make sense of this maelstrom, explore the frozen tundra and bring hope to the people. The future of Skyrim, even the Empire itself, hangs in the balance as they wait for the prophesized Dragonborn to come; a hero born with the power of The Voice, and the only one who can stand amongst the dragons. You are that Dragonborn. Inside the Main Guide: - Introduction to the Races. - How to complete every storyline quest. - Where to find and conquer every side-mission. - Location of every powerful Dragonwall. - Search out and defeat every Dragon. - How to find hidden, powerful weapons. - Over 200 captioned screenshots provide even more help. - Dragonborn DLC covered in full. - Dawnguard DLC covered in full. Version 1.1: - Screenshots for the major side-missions. - Achievements/Trophy descriptions (includes all 3 DLC packs). - Formatted text for easier reading on iPhone/iPod screens via our App. Version 1.2 November 2016 - Added a full Character Creation guide complete with tips on how to get the most out of your skills and which races excel at what. - More text fixes and general edits. - Lots more to come soon!

CheeveGuide - Achievement Guide for Dragon Age: Inquisition

You live the tranquil life of a fisherman in the small, quiet village of Cassardis, at the edge of the sleepy duchy of Gran Soren. This peaceful life of mundane obscurity is shattered one morning with the Dragon, Grigori, a beast of legend, attacks your town and you fall in its defense. Now reborn as an Arisen, you must lead the Pawn Legion into battle as you deal with court politics, combat apocalyptic cultists, and chase down the enigmatic Dragon. But beware, there could be more to the Dragon's challenge than it originally seems - Full sequential walkthrough of all main quests, side quests and notice board quests. - Each area painstakingly described, including enemy encounters and notable loot drops. - How to get the best gear out of the Everfall and Bitterblack Isle. - Descriptions and tactics of every

beast, large and small, that you'll face in the game. - Character creation information, so you can build the mightiest Arisen and Pawn possible. - New Game +, Hard Mode and Speed Run Mode fully explained. - Portcrystal and fast-travel system fully explained. - Romance information and affection-boosting guide: never accidentally romance the wrong NPC again!

Guide to French Literature

Saints Row IV Signature Series Strategy Guide

A Quest for Community and Dynamic Non-violence

Improved & Updated: September 2020! This is the Dragon Age. A tear has ripped open the heavens and demons pour forth to ravage the land. You are caught up in this destruction, the only survivor complete with a mark on your hand. This mark is the only thing that can close the Breach and save Thedas. Heralded as a savior, you begin an Inquisition by assembling an army of powerful allies to put a stop to the chaos. Only you can decide the fate of Thedas. You are the Inquisitor! Allow us to lead you through the lands of Thedas and uncover the secrets behind the Breach. This guide for Dragon Age: Inquisition offers a detailed walkthrough of the main story and all side quests associated with each region, detailing easily missed features and hidden lore secrets along the way. The guide also covers all three main DLC: Jaws of Hakkon, The Descent, and Trespasser, and all dialogue choices throughout the game. Inside this guide you will find: - A Walkthrough for all main story quests, detailing the consequences of your choices along the way. - Walkthrough for all DLC content, covering Jaws of Hakkon, The Descent and Trespasser. - Exploration sections for each region, including side quests, requisitions, collections and companion quests. - Comprehensive section on Dialogue Choices, covering both approval and romance options for companions. - Breakdown of Specialization Trainers including where to find them and how to complete their missions. - Crafting section covering key locations for potions, tonics, grenades, and other materials. - An Equipment section, detailing where to find some of the best weapons and armor. - A Mounts section with descriptions of how to acquire them and when they become available. - Overview of Multiplayer - including basic starting tips, coverage of characters, challenges, and loot.

Final Fantasy Tactics

- Maps of all tube stations to stage your assaults on the unholy hordes
- Intense background and insider information to enhance your gameplay
- Detailed enemy tables so you can know thy enemy
- Multiplayer tips direct from Flagship Studios that will give you the edge
- Map poster to guide your battle against evil

Dragon Age: Tevinter Nights

The Oculus Quest packs a hefty 6DOF tracking ability, which makes it the standalone VR Headsets that can do this. This Facebook gadget opens a new vista

that brings you into a whole new world of gaming and other applications. The standalone feature gives it a seamless flow with no glitches as might have been experienced in other VR headsets. This headset comes with a unique feature that gives you the ability to mirror your screen onto a TV or your smartphone. This guide is for both newbies and pros. It is written in the most basic language to help you set up your device without any hassles. It can get a bit confusing on how to set up and maximize the user experience of this device; this book has got you covered every step of the way. In this book, you will learn how to:-Unbox, set up and register your device-Fixing the Lanyards-Setting up and pairing the headset-Activating the Guardian-Linking up via Wi-Fi-Troubleshooting -And a whole lot more!Get started with this book today to become a VR Pro in under 1 hour! Get your copy now.

Guide to Indian Periodical Literature

Their Eyes Were Watching God

Quest

Dragon Age: Hard in Hightown

Percy Jackson meets Indiana Jones in the final installment of the New York Times bestselling epic adventure Seven Wonders! Jack, Marco, Cass, and Aly's quest to find the seven magic orbs buried beneath each of the Seven Wonders of the Ancient World has hit a perilous snag. King Uhla'ar has kidnapped Aly and taken her and an orb back through a rift in time. A giant, merciless behemoth guards the opening, and so Jack and his friends realize that their only hope to rescue Aly is to rush to find the rest of the lost Loculi. This mission takes them around the world—to the Temple of Artemis to fend off a mighty army and then to the Lighthouse of Alexandria, where they wind up swallowed in the belly of a beast. But before all is said and done, they must return to where it all began, to Atlantis, to save Aly, themselves...and the world. Don't miss The Legend of the Rift, the epic finale to Peter Lerangis's earth-shattering, New York Times bestselling adventure series, Seven Wonders.

In darkest Africa, or, The quest, rescue and retreat of Emin, governor of Equatoria

First Published in 1998. Routledge is an imprint of Taylor & Francis, an informa company.

Dragon's Dogma: Dark Arisen - Strategy Guide

CheeveGuide's help players along the way to the elusive 1000/1000 gamerscore or Platinum Trophy. In this Dragon Age: Inquisition edition, we show how to get all achievements including "The Brightest of Their Age" and all possible party member

locations, how to complete "Belle of the Ball" and the locations of all dragons for the "Dragons' Bane" achievement to name but a few. This guide can be used with all platforms, including Xbox 360, Xbox One, PS3 and PS4. Not only that but it will also provide the most efficient way of unlocking all achievements so you spend the least amount of time unlocking them. If you enjoy unlocking all achievements in a game, this guide will be invaluable to you all for an unbeatable price.

The Rift Walker

As corporate greed is pitted against supernatural forces, two young friends must try to protect the precious Old Herd -- and their island itself. For generations, the rangers of Black Water Island have guarded the Old Herd against the horrors released by the Rift. And Cal West, an apprentice ranger, fights daily to prove he belongs within their ranks. But even greater challenges await with the return of his childhood friend Meg Archer and the onset of a new threat that not even the rangers are prepared for. Now Meg and Cal, while struggling with their mutual attraction, must face their darkest fears to save the island from disaster. In a possible near future where Big Pharma is pitted against ancient traditions and the supernatural, Rachael Crow's gripping and brutal tale, inspired by Greek mythology, will immerse readers and leave them intoxicated by its richly imagined world.

The Tower on the Rift

Prolific dwarven author and heroic companion of the Dragon Age games, Varric Tethras brings us the collected edition of his breakthrough crime-noir drama, *Hard in Hightown* (with help from his trusted human confidante, Mary Kirby)! This volume is beautifully illustrated by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and Ricardo German Ponce Torres, with a painted cover by E.M. Gist! Twenty years of patrols have chiseled each and every stone of the Kirkwall streets into city guardsmen *Donnen Brennokovic*. Weary and weathered, *Donnen* is paired with a recruit so green he might as well have leaves growing out of his armor. When the mismatched pair discover a dead magistrate bleeding out on the flagstones, they're caught up in a clash between a shadowy organization known only as the *Executors* and a secretive group of *Chantry agents*--all over some ancient artifact. This is a prose novel featuring 24 black and white full page images.

I Married a Travel Junkie

Born in Africa

Dark Rift

God, says Paul Sibcy, is everything that is. All of us—faithful seekers or otherwise—have some area of confusion, hurt, or denial around this word, or our personal concept of God, that keeps us from a full expression of our spirituality.

Healing Your Rift with God is a guidebook for finding your own personal rifts with God and healing them. Sibcy explains the nature of a spiritual rift, how this wound can impair your life, and how such a wound may be healed by the earnest seeker, with or without help from a counselor or teacher. Healing Your Rift with God will also assist those in the helping professions who wish to facilitate what the author calls ultimate healing. The book includes many personal stories from the author's life, teaching, and counseling work, and its warm narrative tone creates an intimate author-reader relationship that inspires the healing process.

The Great Rift Valley

When they come into possession of a mysterious prehistoric cube, relic hunter Gabriel Parker, and the alluring artifact historian Natasha Rossi, find themselves inexplicably bound to a dark mythology dating back to the roots of civilization. Throughout history the long lost Cube has been sought after by Emperors, Popes, and Caliphs alike. It is believed to be a container of knowledge; a holy vessel capable of emancipating humanity from the confines of earthly mortality. Now that it has been found, demonic forces are surfacing to destroy it. Their presence marks the return of a potent, nefarious entity that once reigned supreme in Earth's distant, reptilian past. Under the apocalyptic shadow of global unrest and rampant natural disasters, Gabriel and Natasha battle to prevent this sinister blight from being unleashed. With nothing but a tattered journal to guide them, they race from Italy to Morocco, and finally to the mountains of Northern Spain where they must locate a Lost Labyrinth spoken of by the ancients. There, deep in a Sacred Chamber, they might find salvation for mankind, but not without a price. A cosmic clock is ticking. It marks the world's entry into the oblivion of the Dark Rift, as well as the few final days that still remain. Categories: Post Apocalyptic Trilogy, Zombie Apocalypse Novels, Zombie Apocalypse Romance, Supernatural Series Book Set, Holy Grail.

Heritage Quest

Sometimes, magic can rip you in half. A year ago, my brother Brodrick set out on a Rift-quest to activate his latent magical genes. He disappeared without a trace. So now I'm following him, headed to Brochan City, the abandoned site of the strongest Rift activity in the land. Along the way, I met up with a refugee from another world, tossed upon our shores like Rift-borne trash. Coit's too naïve to survive this world easily, but he's a good brawler. And the other pilgrims I've picked up in my travels? They might be useful, too. I'll never admit out loud that I'm beginning to care for them. I'm hoping to send Coit back to his world and get my brother back. Sometimes the Rift allows trades like that. Sometimes it simply drives petitioners mad. If we're lucky, that's the worst its magic will do.

Marian Rooke; Or, The Quest for Fortune

When he married for the second time, Jay Keyser thought he and his wife would settle down on a bucolic little farm where the cows meet the sea. That was before he found out the awful truth: he had married a travel junkie. While he was envisioning walks along quiet beaches, her sights were set on stakeouts beside

Tanzani's Grumeti River watching crocodiles take down baboons. He didn't want to come within 6,000 miles of a crocodile, let alone 6 feet. But, somehow, he couldn't let Nancy go it alone. And so, for the past 15 years, Jay Keyser has followed his wife around this treacherous world. This is his chronicle. Our reluctant traveler did his level best to understand the extraordinary people and places he visited as well as his internal conflict. He gradually began to accept profound differences between his wife and himself. Although terrified by them, he has learned from his experiences, most especially from an encounter with an angry female gorilla, who offered key insight into marriage and human nature. Jay Keyser learned to stop and smell the elephant dung.

Ghosthunter Official Strategy Guide

Autobiography of a clergyman and Christian leader from Kerala, India.

Healing Your Rift with God

An illuminating look at the surprising history and science of astrology, civilization's first system of algorithms, from Babylon to the present day. Humans are pattern-matching creatures, and astrology is the universe's grandest pattern-matching game. In this refreshing work of history and analysis, data scientist Alexander Boxer examines classical texts on astrology to expose its underlying scientific and mathematical framework. Astrology, he argues, was the ancient world's most ambitious applied mathematics problem, a monumental data-analysis enterprise sustained by some of history's most brilliant minds, from Ptolemy to al-Kindi to Kepler. Thousands of years ago, astrologers became the first to stumble upon the powerful storytelling possibilities inherent in numerical data. To correlate the configurations of the cosmos with our day-to-day lives, astrologers relied upon a "scheme of heaven," or horoscope, showing the precise configuration of the planets at a particular instant in time as viewed from a particular place on Earth. Although recognized as pseudoscience today, horoscopes were once considered a cutting-edge scientific tool. Boxer teaches us how to read these esoteric charts—and appreciate the complex astronomical calculations needed to generate them—by diagramming how the heavens appeared at important moments in astrology's history, from the assassination of Julius Caesar as viewed from Rome to the Apollo 11 lunar landing as seen from the surface of the Moon. He then puts these horoscopes to the test using modern data sets and statistical science, arguing that today's data scientists do work similar to astrologers of yore. By looking back at the algorithms of ancient astrology, he suggests, we can better recognize the patterns that are timeless characteristics of our own pattern-matching tendencies. At once critical, rigorous, and far ranging, A Scheme of Heaven recontextualizes astrology as a vast, technological project—spanning continents and centuries—that foreshadowed our data-driven world today.

Chrono Cross Official Strategy Guide

Rift Magic

The Oculus Quest is the first VR headset with casting abilities, allowing you to share your screen with a smartphone or compatible TV. The Quest Oculus Quest is also the first stand-alone headset from Facebook to offer six degrees of freedom and room-scale movement. If you are new to the Oculus Quest All-in-one VR Gaming Headset, this guide is necessary for you to get the most out of your experience. With so many new features and options available on this oculus quest, you may be left wondering how to get the most out of it. Each chapter within this guide will maximize your enjoyment, assist you with customizing your experience, explain each feature and setting, and assist you should you run into any issues. This is truly the best guidebook to have to help you get the most out of your Oculus Quest All-in-one VR Gaming Headset. This book is going to teach you everything that you need to know about the oculus quest. How to properly set up and register your oculus quest Attaching your Lanyards to your Oculus Quest Controllers Wearing gassed while your Oculus Quest is in use. Removing the facial interface foam. Connecting and pairing your headset. Unpairing your controller Removing of your battery from your Oculus Quest Controller. Setting up Guardian with the Oculus Rift S or Quest. Connecting a gamepad to your Oculus Quest. Getting your Quest connected to Wi-Fi and other devices Connecting a DLNA or Hone streaming server to your Oculus Quest. How to troubleshoot when problems arise. And Much Much More You are going to learn about all of the features and functions that are available on the Oculus Quest. When you are finished reading this book, you are going to be a VR expert, knowing everything about the Oculus Quest and how to use it efficiently.

Betrayal at Krondor

The Saints are once again thrust into the limelight, only this time they aren't viewed as criminals. The leader of the Saints ran for office and won! Now the President of the United States, he must help stop an alien invasion for ruining the world. This strategy guide contains all the strategy, tips and hints needed to send the aliens packing to their home planet. You'll find: *Comprehensive Walkthrough *Boss Fight Strategy *All Collectibles Revealed *Locate Every Important Item

TV Guide

The Rift

BradyGames' FINAL FANTASY TACTICS A2: Grimoire of the Rift Official Strategy Guide includes the following: A complete walkthrough of all main missions. Detailed maps covering all missions and side quests. Full list of Character Jobs with strategies to master each one. In-depth listing of items and how to collect them. Extensive bestiary with information on strengths, weaknesses, and more! Plus comprehensive coverage of all subquests! Platform: Nintendo Ds Genre: Role-Playing Game This product is available for sale in North America only.

The Quest

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)