



Todd Gamble's *Cartographica: Journal of Maps*, Green Ronin Publishing, 2002, 0972675647, 9780972675642, 64 pages. Any good gamemaster can create an adventure, but drawing great maps is another story. Todd Gamble is here to help. The ENnie Award-winning cartographer responsible for *Return to the Temple of Elemental Evil*, *Freeport: The City of Adventure*, and *Manual of the Planes* has created a book full of color maps suitable for any fantasy roleplaying game. *Cartographica* provides beautiful maps of dungeons, subterranean lairs, overland routes, fantasy buildings, and castles. Adventure design just got a whole lot easier!.

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Chinese Chess An Introduction to the Openings, C. K. Lai, 2005, Games, 116 pages. C. K. Lai is a well known Xiangqi player and enthusiast who has written and translated a dozen books on the subject, and is still writing, though less frequently nowadays

Mapping Graphic Navigational Systems, William Owen, 2008, Design, 208 pages. Geography..

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Map Skills - Asia, R. Scott House, Patti M. House, Sep 1, 2010, Science, 36 pages. Color Overheads Included! Explore the varied features of the Asian continent while reinforcing basic map reading skills. Sixteen student pages and accompanying blackline and

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The Sovereign Map Theoretical Approaches in Cartography Throughout History, Christian Jacob, Oct 15, 2006, History, 417 pages. A novel work in the history of cartography, *The Sovereign Map* argues that maps are as much about thinking as seeing, as much about the art of persuasion as the science of

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