Red Alert 3 Game Guide

Command and Conquer Red Alert 3 **Official Guide to Command and Conquer Command & Conquer (tm) 2/1 Game Force System** Science Fiction Video Games Playstation 3 Build Your Own PC Do-It-Yourself For Dummies Game Design Foundations *GameAxis Unwired* **Naming Your Little Geek Game Development Essentials: Game Interface Design** Game Informer Magazine **Focus On: 100 Most Popular American Video Game Actresses** *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes]* Negotiation Games Professional Techniques for Video Game Writing **GameAxis Unwired** Command and Conquer GameAxis Unwired **Encyclopedia of Video Games: M-Z Playing the Game Understanding Video Game Music** *Animation* Focus On: 100 Most Popular American Male Musical Theatre Actors *The Optimal Modified 2/1-Club System* **Maximum PC** 100 Greatest Video Game Franchises **GameAxis Unwired Mindful Games** *Wallace's Year-book of Trotting and Pacing in Annual Year Book - United States Trotting Association* **Cultural Code** *The Video Games Guide* **Games that Teach** *Games that Teach* **GameAxis Unwired** The Silence of Fallout *Focus On: 100 Most Popular Former Roman Catholics* **Focus On: 100 Most Popular American Male Soap Opera Actors** Violent Women in Contemporary Theatres

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GameAxis Unwired Jul 02 2020 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.
Games that Teach Nov 25 2019
Wallace's Year-book of Trotting and Pacing in Apr 30 2020
Game Design Foundations Mar 22 2022 Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the "One Pager" document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game

balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry.
Violent Women in Contemporary Theatres Jun 20 2019 This book brings together the fields of theatre, gender studies, and psychology/sociology in order to explore the relationships between what happens when women engage in violence, how the events and their reception intercept with cultural understandings of gender, how plays thoughtfully depict this topic, and how their productions impact audiences. Truthful portrayals force consideration of both the startling reality of women's violence — not how it's been sensationalized or demonized or sexualized, but how it is — and what parameters, what possibilities, should exist for its enactment

in life and live theatre. These women appear in a wide array of contexts: they are mothers, daughters, lovers, streetfighters, boxers, soldiers, and dominatrixes. Who they are and why they choose to use violence varies dramatically. They stage resistance and challenge normative expectations for women. This fascinating and balanced study will appeal to anyone interested in gender/feminism issues and theatre.

Command and Conquer Red Alert 3 Oct 29 2022 •In-depth faction stats and descriptions reveal health, attacks, damage, and defensive values for all units and structures, with data on unit special abilities •Comprehensive control scheme analysis teaches the fundamentals of commanding forces with speed and mastery on both PC and Xbox 360 •Step-by-step walkthroughs for all 27 Campaign missions, complete with labeled battlefield maps for each stage •Dedicated multiplayer section provides introductory strategies for C&C beginners and advanced faction-specific tactics for veterans •Quick-reference appendix tables for swift cross-faction unit and structure comparisons •Covers both PC and Xbox 360 versions of Red Alert 3

Focus On: 100 Most Popular American Male Soap Opera Actors Jul 22 2019

The Optimal Modified 2/1-Club System Oct 05 2020 My goal for "The Modified Optimal 2/1-Club System" is to show how to use the Optimal Point Count (OPC) method of hand evaluation developed by Patrick. Darricades in his book "Optimal Hand Evaluation" (2019) to improve the dialogue between two players to achieve an optimal bridge contract. The primary objective is to demonstrate how to apply the new system approach to contract bridge by illustrating a more accurate method of hand evaluation whether you play 2/1, Standard American (SA), Acol or Precision, among others. The Two over One (2/1) Game Force bidding system was an improvement over the SA System that has been in effect and played by bridge players for many years. Many claim that the advantage of the 2/1 system allows the partnership to know that game is possible with only a single bid provided one has 13+ points. As we shall see for suit contracts it is only true if the opening 2/1 bidder has 15 points, not 12/13 points since 25/26 points do not result in game whenever a

singleton in one hand finds "wasted honor points" in partner's hand. Yet, most 2/1 conventions call for 13+ High Card Points (HCP). Another flaw of the 2/1 approach is the fact that opening 1-level suit bids have a wide bidding range (12-21). To eliminate this flaw, the principles of Pinpoint Precision with 1*= 18+ points and new responses associated with a new and improved hand evaluation method. A major flaw of most Strong Club opening bids is that they are based solely on HCPs with opening bids of 1*=16/17+ HCP. To correct these flaws among others, the search for a better hand evaluation method and a better bidding system has been unrelenting. Hand evaluation methods have been popularized by Milton Work, Charles Goren, Marty Bergen, and Petkoy Zar, and others. All falling short when applied to the commonly used "dialogue" bidding systems. The Optimal Point Count (OPC) method of hand evaluation corrects the many flaws of prior hand evaluation methods when applied to any bidding system. In this book many "traditional/standard" bidding practices that do not help to show suit fi t and distribution are to be avoided or re-defined. Splinters and mini splinters which show the location of voids and singletons to help locate wasted honors, the XYZ bidding convention, cue bidding, and new bids for the investigation of game and slam are among the cornerstone conventions reviewed in this book. Newly defined 2 and 3-level bids to show hands with 6/7+card suits are defined to prevent the opponents from finding their optimal contract and to improve upon difficult bidding sequences using traditional bidding strategies. The evaluation of one's Offense to Defense Ratio (ODR), why many well-known bidding sequences must be avoided, and an analysis of several old "standard" bridge laws/rules are reviewed to show why they need not be used to improve one's judgement if one employs the OPC method.

The Silence of Fallout Sep 23 2019 This collection asks how we are to address the nuclear question in a post-Cold War world. Rather than a temporary fad, Nuclear Criticism perpetually re-surfaces in theoretical circles. Given the recent events at the Fukushima Daiichi nuclear plant in Japan, the ripple of anti-nuclear sentiment the event created, as well as the discursive maneuvers that took place in the

aftermath, we might pause to reflect upon Nuclear Criticism and its place in contemporary scholarship (and society at-large). Scholars who were active in earlier expressions of Nuclear Criticism converse with emergent scholars likewise striving to negotiate the field moving forward. This volume revolves around these dialogic moments of agreement and departure; refusing the silence of complacency, the authors renew this conversation while taking it in exciting new directions. As political paradigms shift and awareness of nuclear issues manifests in alternative forms, the collected essays establish groundwork for future generations caught in a perpetual struggle with legacies of the nuclear.

GameAxis Unwired Apr 11 2021 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Official Guide to Command and Conquer Sep 28 2022 Following the original Command and Conquer book, this text covers all the units, structures, and game data. Every mission is presentedin walk-through format. It also includes battlefield maps to lead players to an easy victory.

Focus On: 100 Most Popular American Video Game Actresses Oct 17 2021

Command & Conquer (tm) Aug 27 2022 The official novel of the bestselling real-time strategy franchise • In the twenty-first century, Earth is infested with Tiberium, an alien substance that could be humanity's salvation . . . or its downfall. Though Tiberium is a resource that could solve the world's energy crisis, it is also incredibly destructive, spreading disease, death, and devastation. Tiberium has divided the planet into two factions: the Global Defense Initiative (GDI), which tries to maintain order at any cost, and the Brotherhood of Nod, a terrorist organization turned superpower that believes with religious fervor in the potential of Tiberium. The groups have already fought two world wars, killing millions. Now, in the year 2047, a vicious Nod attack compels GDI to mobilize. Another epic global war is being waged, with humanity's fate in the balance. One of GDI's top units, the 22nd Infantry Division, must halt Nod's agenda and keep the world from devolving into further chaos and loss of life. But in the midst of heavy fighting all over the world, mysterious visitors arrive . . . who may spell doom for the human race.

Negotiation Games Aug 15 2021 Steven J. Brams is one of the leading game theorists of his generation. This new edition includes brand new material on topics such as fallback bargaining and principles of rational negotiation.

Animation Dec 07 2020 Guides students on the path to a career working in the field of animation. Job profiles include animators, college professors, directors, and editors.

GameAxis Unwired Jun 13 2021 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Playing the Game Feb 09 2021 This practical guide presents a wide array of games and exercises designed to develop the players observation, imagination, presentation and self-confidence. This long-awaited new edition has been fully revised and extended, now including example workshops and an index of games to help instructors get the most out of the exercises in rehearsals, workshops and classes. Christine Poulter shares what she has learned from her students over the years, and opens up the language of the book to the worlds of youth work, healthcare, the prison service, 'customer care', management training, and secondary school education. This is an essential resource for directors, drama teachers, and students of Drama, Theatre and Performance at all levels. It will also be useful to anyone looking to improve their presentation skills.

Annual Year Book - United States Trotting Association Mar 30 2020

The Video Games Guide Jan 28 2020 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.
100 Greatest Video Game Franchises Aug 03 2020 Video games take players on a trip through ancient battlefields, to mythic worlds, and across galaxies. They provide players with a way to try on new identities and acquire vast superpowers. Video games also give people the chance to hit reset – to play again and again until they achieve a desired outcome. Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture, from comic books and graphic novels to films and television programs. Video games are universal. In 100 Greatest Video Game Franchises, editors Robert Mejia, Jaime Banks, and Aubrie Adams have assembled essays that identify, assess, and reveal the most important video games of all-time. Each entry makes a case for the game's cultural significance and why it deserves to be on the list, from its influence on other games to its impact on an international scale. In addition to providing information about the game developer and when the franchise was established, these entries explore the connections between the different video games, examining them across genre, theme, and content. This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created. Whether casually looking up information on these games or eager to learn how franchises evolved over the years, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, 100 Greatest Video Game Franchises will appeal to fans and scholars alike.
Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes] Sep 16 2021 Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games
Science Fiction Video Games Jun 25 2022 Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieux or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games

as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

Game Development Essentials: Game Interface Design Dec 19 2021 Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Build Your Own PC Do-It-Yourself For Dummies Apr 23 2022 If you've dreamed about having a customized multimedia PC or one tricked out for your favorite games, build your own and make your dreams come true! Build Your Own PC Do-It-Yourself For Dummies makes it easy. Not only is building your own PC a really rewarding project, it can also save you a nice chunk of cash. This step-by-step guide helps you decide what you need, teaches you what all those computer terms mean, and tells you exactly how to put the pieces together. It shows you: What tools you need (not as many as you might think!) All about operating systems How to install CD and DVD drives The scoop on sound and video, and how to put a sound system together from

start to finish How to connect a monitor and install a modem All about setting up and configuring the hard drive Secrets for securing your system, and more Included is a bonus DVD showing you how to install the motherboard, CPU, RAM, ports, hard drive, video and sound cards, a DVD drive, and more. With Build Your Own PC Do-It-Yourself For Dummies, you can have the computer you want plus the satisfaction of doing it yourself! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Focus On: 100 Most Popular Former Roman Catholics Aug 23 2019

Mindful Games Jun 01 2020 A practical and playful guide for cultivating mindfulness in kids, with 50 simple games to develop attention and focus, and identify and regulate emotions Playing games is a great way for kids to improve their focus and become more mindful. In this book, The Mindful Child author Susan Kaiser Greenland shares how parents, caregivers, and teachers can bring mindfulness into the classroom or home. She provides 50 entertaining games that develop what she calls the new "A, B, C's"—Attention, Balance, and Compassion—for your child's learning, happiness, and success, offering context and guidance throughout. She introduces: · Anchor games that develop concentration · Visualization games that encourage kindness and focus · Analytical games that cultivate clear thinking · Awareness games for sensory awareness, self-regulating emotions, and gaining insight into ourselves, others, and relationships Even though the games are designed for kids, they can be just as fun and transformative for adults. Greenland encourages parents and caregivers to develop their own Attention, Balance, and Compassion and to explore the universal concepts that she presents. Our own mindfulness has a powerful effect on everyone in our lives—especially our children.

Naming Your Little Geek Jan 20 2022 The ultimate book of baby names for comic book nerds, sci-fi fans and more—with the meanings and stories behind more than 1,000 names! Having trouble finding a baby name that celebrates your favorite fandom? Whether you want your child's name to stand out in a crowd or fit in on the playground, Naming Your Little Geek is here to save the day! This ultimate

guidebook is complete with every name a geek could want to give their baby—from Anakin and Frodo to Indiana and Clark; and from Gwen and Wanda to Buffy and Xena—plus their meanings, and a list of all the legends who have borne them. Naming Your Little Geek covers everything from comic book superheroes to role-playing game icons, Starfleet officers to sword and sorcery legends with characters who have appeared on film and TV, in novels and comic books, on the tabletop, and beyond. With nearly 1,100 names referencing more than 4,400 characters from over 1,800 unique sources, it's the perfect resource for parents naming a child or anyone looking for a super cool and meaningful new name.

Understanding Video Game Music Jan 08 2021 Understanding Video Game Music develops a musicology of video game music by providing methods and concepts for understanding music in this medium. From the practicalities of investigating the video game as a musical source to the critical perspectives on game music - using examples including Final Fantasy VII, Monkey Island 2, SSX Tricky and Silent Hill - these explorations not only illuminate aspects of game music, but also provide conceptual ideas valuable for future analysis. Music is not a redundant echo of other textual levels of the game, but central to the experience of interacting with video games. As the author likes to describe it, this book is about music for racing a rally car, music for evading zombies, music for dancing, music for solving puzzles, music for saving the Earth from aliens, music for managing a city, music for being a hero; in short, it is about music for playing.

Encyclopedia of Video Games: M-Z Mar 10 2021 This two-volume encyclopedia addresses the key people, companies, regions, games, systems, institutions, technologies, and theoretical concepts in the world of video games, serving as a unique resource for students. The work comprises over 300 entries from 97 contributors, including Ralph Baer and Nolan Bushnell, founders of the video game industry and some of its earliest games and systems. Contributing authors also include founders of institutions, academics with doctoral degrees in relevant fields, and experts in the field of video games.

Game Informer Magazine Nov 18 2021
Maximum PC Sep 04 2020 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.
Focus On: 100 Most Popular American Male Musical Theatre Actors Nov 06 2020
Games that Teach Dec 27 2019
2/1 Game Force System Jul 26 2022 The 2/1 Game Force System is an improvement over the Standard American System that has been in effect and played by bridge players for many years. The advantage of the 2/1 System is that it allows the partnership to know that game is possible with only an initial single bid. This book is about bridge that incorporates conventions that allow partnership's to reach game or slam. In this regard, I have incorporated modern methods for hand evaluation developed by Marty Bergen called the ADJUST-3 Method and Zar points, new bidding conventions like SARS (Shape Asking Relays after Stayman) and Quest transfers, and an overview of "Bridge Rules and Laws" that I hope will improve your approach to the bidding structure you may use today. Also included is the bidding structure are Bergen, Reverse Bergen, and Combined Bergen major suit raises, inverted minor suit raises with crisscross and flip-flop, cue bidding, modified scroll bids, and many more methods not used in Standard American or Precision. The bidding conventions in the previous editions have been enhanced, corrected, expanded upon, and reorganized with new ones added. Given the release of the new ACBL convention charts, the chapter with the modifications to Fantunes, in my prior edition, is no longer needed. Fantunes may now be played using the Open Convention Chart. The Mid-chart no longer exits. Hence, I have deleted the chapter and replaced it with a new chapter on Bridge Tips, and Agreements. New conventions include a Modern Splinter Bidding Convention, the Zirconia Convention, Unusual 2-level bids, Jump Transfer bids, a new Two-Way Check-back Convention, 1430 Modified Jacoby 2NT*, additional Bridge Rules with more examples, Four-Way Transfers with the range ask bid and more are included in this edition.

Also included is an update of the Minorwood and the Roman Keycard Blackwood Conventions, Two-Way New Minor Forcing with modified Wolff Signoff bids and new bidding sequences using Mini/Weak Notrump. The topic of Offense to Defense Ratio (ODR) is included in this revision as well as expanded bidding sequences when opening and responding to the bid of 2 playing the 2/1 Game Force System and many new Bridge Rules have been added to Chapter 10. A copy of this book is on the web site www.bridgewebs.com/ocala. A hard copy is available from the publisher or from Amazon.com – search on neil timm.

GameAxis Unwired Oct 25 2019 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Professional Techniques for Video Game Writing Jul 14 2021 This second edition of Professional Techniques for Video Game Writing is updated with new chapters and new authors, but it's still a no-nonsense guide to the professional craft of writing for video games. Not only does the text cover story and narrative elements, but it also addresses dialogue, documentation, and strategy guides. Seasoned video game writers each address a different topic, including the best way to break into the video game industry, how to be an efficient part of a team, and the principles of narrative design. The book also offers script samples, technical writing advice, effective writing tips, and suggestions for how to innovate in game narrative. Key Features Comprehensive enough for veterans and accessible enough for novices Goes into detail about how to write tutorials, script doctoring, and writing for AAA games Delivers invaluable experiences directly from writers in the games industry Full of practical advice from industry pros on how to get a job, and then how to get the job done Author Bio Wendy Despain has more than two decades of experience spearheading digital media projects. She has worked with teams around the world as a writer, narrative designer, producer, and consultant on interactive experiences ranging from video games to augmented reality. She's worked with EA, Disney, Ubisoft, Cartoon Network, PBS, Marvel, and Wargaming. Currently, she's a Production Director at ArenaNet, makers of the Guild Wars franchise. Her books include: Writing For Videogame Genres: From FPS to RPG Talking to Artists/Talking to Programmers 100 Principles of Game Design

GameAxis Unwired Feb 21 2022 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Cultural Code Feb 27 2020 How culture uses games and how games use culture: an examination of Latin America's gaming practices and the representation of the region's cultures in games. Video games are becoming an ever more ubiquitous element of daily life, played by millions on devices that range from smart phones to desktop computers. An examination of this phenomenon reveals that video games are increasingly being converted into cultural currency. For video game designers, culture is a resource that can be incorporated into games; for players, local gaming practices and specific social contexts can affect their playing experiences. In Cultural Code, Phillip Penix-Tadsen shows how culture uses games and how games use culture, looking at examples related to Latin America. Both static code and subjective play have been shown to contribute to the meaning of games; Penix-Tadsen introduces culture as a third level of creating meaning. Penix-Tadsen focuses first on how culture uses games, looking at the diverse practices of play in Latin America, the ideological and intellectual uses of games, and the creative and economic possibilities opened up by video games in Latin America—the evolution of regional game design and development. Examining how games use culture, Penix-Tadsen discusses in-game cultural representations of Latin America in a range of popular titles (pointing out, for example, appearances of Rio de Janeiro's Christ the Redeemer statue in games from Call of Duty to the tourism-promoting Brasil Quest). He analyzes this through semiotics, the signifying

systems of video games and the specific signifiers of Latin American culture; space, how culture is incorporated into different types of game environments; and simulation, the ways that cultural meaning is conveyed procedurally and algorithmically through gameplay mechanics.

Command and Conquer May 12 2021 Detailed Unit Stats - An in depth look at all the units in the game with behind the scene stats will give you the edge you need for victory. Complete Campaign Walkthrough - Don't get stuck on any one scenario or mission. The Prima walkthrough will provide all the strategies and tips you need to keep the story rolling. Muliplayer Maps & Strategy - Full color detailed maps of every multiplayer battleground gives you the birds eye view of the strategic points of control. Tips and strategies from the experts will provide the edge you need to succeed against other players from around the world.

Playstation 3 May 24 2022