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The Guide To Rifle Building Tutorial Sep 30 2023 We've got a incredible deal to cover, so we'll keep this short: You need to assemble an AR-15 from scratch. You might have no idea where to start. We're going to educate you all that you need to know! The rifle we're piecing collectively in this guide is a typical AR-15 with a 16" barrel, chambered in 5.56/.223. That's the gold standard for nearly all rifles (the beauty is, you can customize later). To begin with, we are going to take a gander at the relevant weapon laws and answer some questions you most likely have. Next, we'll clarify every part you need to build your own AR-15 kit, including which parts are best for a balanced, affordable rifle. Lastly, we'll go over the diverse types of ARs and calibers you can assemble (a rifle, gun, or a short-barreled rifle/SBR). Building a fancy, tweaked precision expert marksman rifle is something that can be done by hand, however it might take some time and cash. For the more frugal beginner who needs to create their first build on a spending plan, I've got you covered. Today, I'll show you just how basic it is to build a dependable AR-15 at home for hundreds less than what you would spend on a pre-built model. All you need to do is accumulate the entirety you need separately, from the upper beneficiary to the lower receiver to the trigger to the magazines and so on.

Fortnite How To Draw Nov 20 2022 Ultimate Fortnite How To Draw Guide Book 2019 Learn How To Draw Most Popular Skins and Weapons Step by Step with Easy Instructions Color Final Stage of the Skin in Your Favorite Colors List of Skins and Weapons Inside This Amusing Book: Redline P.A.N.D.A. Team Leader Red Knight Red Nosed Raider Raptor Overtaker Oblivion Love Ranger Leviathan Hazard Agent Havoc Dynamo Drift Draw Raven Desperado Cuddle Team Leader Bullet Storm Jonsey Absolute Zero Bolt-Action Sniper Rifle Grenade Launcher Guided Missile Hand Cannon Heavy Shotgun Heavy Sniper Rifle Light Machine Gun Pump Shotgun Submachine Gun

Creating Games with Unity and Maya Dec 10 2021 Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. *Creating Games with Unity and Maya* gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

The Revelation II: Sons of Destiny May 03 2021 Revelation II Sons Of Destiny Kidnapped and raised by a terrorist organization Almuhtar Najl, an Emirati, must prove his worth in order to survive with the help of his spirit guide. Meanwhile, Lucien and John return to Chicago to catch up with Leon. Little do they know, the Investor has more in store for their

'vacation'. Two stories parallel each other, yet one question remains... Who are the men with red eyes?

Fortnites How To Draw Mar 25 2023 Ultimate Fortnite How To Draw Guide Book 2019 Learn How To Draw Most Popular Skins and Weapons Step by Step with Easy Instructions Color Final Stage of the Skin in Your Favorite Colors List of Skins and Weapons Inside This Amusing Book: Redline P.A.N.D.A. Team Leader Red Knight Red Nosed Raider Raptor Overtaker Oblivion Love Ranger Leviathan Hazard Agent Havoc Dynamo Drift Draw Raven Desperado Cuddle Team Leader Bullet Storm Jonsey Absolute Zero Bolt-Action Sniper Rifle Grenade Launcher Guided Missile Hand Cannon Heavy Shotgun Heavy Sniper Rifle Light Machine Gun Pump Shotgun Submachine Gun

Field & Stream Nov 28 2020 FIELD & STREAM, America's largest outdoor sports magazine, celebrates the outdoor experience with great stories, compelling photography, and sound advice while honoring the traditions hunters and fishermen have passed down for generations. The Southerner's Handbook Feb 09 2022 Whether you live below the Mason Dixon Line or just wish you did, The Southerner's Handbook is your guide to living the good life. Curated by the editors of the award-winning Garden & Gun magazine, this compilation of more than 100 instructional and narrative essays offers a comprehensive tutorial to modern-day life in the South. From Food and Drink to Sporting & Adventure; Home & Garden to Style, Arts & Culture, you'll discover essential skills and unique insight from some of the South's finest writers, chefs, and craftsmen—including the secret to perfect biscuits, how to wear seersucker, and to the right way to fall off of a horse. You'll also find: Roy Blount Jr. on telling a great story; Julia Reed on the secrets of throwing a great party; Jonathan Miles on drinking like a Southerner; Jack Hitt on the beauty of cooking a whole hog; John T Edge on why Southern food matters; and much more. As flavorful, authentic, and irresistible as the land and the people who inspire it, The Southerner's Handbook is the ultimate guide to being a Southerner (no matter where you live).

Guns 101 Jan 11 2022 With a background in firearms instruction, sales, and organizations, Steier's knowledge has been cultivated through years of in-depth experience and personal dedication. In *Guns 101*, Steier covers the basics (what guns are for and how they work), but also discusses many types of firearms, firearm accessories, and gun activities-enough to help any reader carry on an intelligent conversation. From shop etiquette to do-it-yourself repairs, *Guns 101* answers all of your gun questions. Complete with diagrams and photographs that make all of the technical details clear, this book is essential reading for any newcomer to the world of guns. Skyhorse Publishing is proud to publish a broad range of books for hunters and firearms enthusiasts. We publish books about shotguns, rifles, handguns, target shooting, gun collecting, self-defense, archery, ammunition, knives, gunsmithing, gun repair, and wilderness survival. We publish books on deer hunting, big game hunting, small game hunting, wing shooting, turkey hunting, deer stands, duck blinds, bowhunting, wing shooting, hunting dogs, and more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to publishing books on subjects that are sometimes overlooked by other publishers and to authors whose work might not otherwise find a home.

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Gun Rights May 15 2022 As the Second Amendment to the U.S. Constitution, the right to bear arms may be considered a founding tenet of American life. The expression of that right, however, has generated no end of debate. The association of guns with injury, murder, suicide, and accidents has prompted activists and lawmakers alike to propose and pass regulations about who can buy guns and how they can be used. While one segment of the population wants to ban guns altogether, another bristles at any infringement at all. In between both extremes are multiple issues and perspectives that this thought-provoking collection of articles examines in depth. Media literacy questions and terms are included to help readers further analyze news coverage and reporting styles.

Bringing a Gun to a Knife Fight Mar 13 2022 Who didn't enjoy the movie scene where Indiana Jones blasted a sword-wielding opponent with his six-shooter? If he's got a knife then just shoot him - right? Isn't that all there is to it? It always works (and looks) great in the movies, but what about in real life? What about the real-world officers both patrol and correctional as well as other operating professionals who really have been there and tried that and it didn't work? Why is the "21-foot Rule" such a critical factor and what can you do to beat the odds stacked against you? What if it really happened to you - how would you react? Sure, you may carry a gun, but are you truly prepared to beat a surprise edged weapon attack and walk away in one piece? What qualification drills can you run to test your skills? Join leading subject matter expert Steve Tarani as he guides you step-by-step through this easy-to-follow tutorial on how to defeat a "knife fight" with a firearm. Scope of study includes: Anatomy of a "Knife Fight", 28 real-world reasons why your gun may not be the first choice, utilizing the Two-second Rule, finding optimal Range and Position, defeating the Action-Reaction Power Curve, how to reduce Liability (personal injury) and Reactionary Gaps, utilizing the Second-hand Rule, shooting from Retention Position, transitions, critical on and off-range training drills, and most importantly - how to not fight but win with a gun.

The Costume Making Guide Mar 01 2021 Bring your cosplay dreams to life with your own two hands! The Best Cosplay Tutorial Guide Ever! Get ready to impress ordinary mortals with your superhuman costume-making skills. You can do it no matter what your experience level with this, the first full step-by-step technique book on cosplay--with no sewing! Internationally known cosplayer Kamui Cosplay (a.k.a. Svetlana Quindt) shows you how to easily create elaborate costumes and successful props out of items available at your local arts and craft or hardware stores: turn foam into a realistic axe, create a breastplate from scratch and use a glue gun to modify just about anything. You will even learn the best and most accessible techniques for working with specialty cosplay materials such as Worbla! Packed with more than 30 step-by-step demonstrations that teach the skills you need to bring all your favorite characters to life no matter the genre, Kamui Cosplay deconstructs the work that goes into making a complete costume, from the first thought to the final photo. Tutorials cover design planning, fabricating body armor, 3D painting techniques and more. Best of all, you can adapt every lesson to use in all future fandom projects spanning video games, books, anime, movies and even your own original characters! Includes: • How to choose a costume and find good reference art • A short shopping list of necessary materials and tools for beginning cosplayers • Basic safety tips • A beautiful photo gallery featuring inspiring images from other cosplayers • Next steps--how to grow your workshop, take professional photos, participate in contests and join the cosplay community

Beginning iOS 3D Unreal Games Development Sep 26 2020 The Unreal UDK features Epic's award-winning Unreal Engine 3, used to create bestselling games such as Infinity Blade for iOS, and popular console games like Borderlands and Bioshock. Now, you can build your own Unreal game for the iOS platform. Beginning iOS 3D Unreal Games

Development covers using the Unreal UDK game creation system to create 3D games for the iOS platform, which includes the iPhone, iPod touch and iPad. Specifically, this book covers: UnrealScript programming language, going beyond the limitations of the visual Kismet scripting language The Unreal UDK code framework, basic UDK tools and other UDK items needed to build a game Various author-created game frameworks are presented and are used to illustrate the UnrealScript programming language and user input methods specific to the iOS mobile platform

Creating Games with Unity, Substance Painter, & Maya Apr 13 2022 This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Unity, Substance Painter, and Maya. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. The book then covers rigging and animation solutions to create assets to be placed in the game, including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book. • Written by industry professionals with real-world experience in building assets and games • Build a complete game from start to finish • Learn what the pros use: construct all assets using the tools used at game studios across the world • All software used are free to students • When complete, students will have a playable version of an FPS game Jingtian Li is a graduate of China's Central Academy of Fine Arts and New York's School of Visual Arts, where he earned an MFA in Computer Art. He currently is an Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Adam Watkins is a 20-year veteran of 3D education. He holds an MFA in 3D Animation and a BFA in Theatre Arts from Utah State University. He currently is the Coordinator and Professor of the 3D Animation & Game Department at the University of the Incarnate Word in San Antonio, Texas. Cassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel's Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Bureau of Alcohol, Tobacco, Firearms and Explosives' Use of Storefront Operations Jun 03 2021

Psycho Electric Oct 27 2020 Rafe became a cyborg when his aunt sold his body to pay her debt. Left only with his human head and a rough, industrial cyborg body, he is on the run from his master. We find Rafe in the megacity of New Udalpur, where he's been able to hide amongst a massive diverse population that's more interested in social media, earning platinum, or trying to visit Earth to pay much attention to him. Thanks to a daring caper, his curiosity, and a little heroism, Rafe is about to be in more trouble than he can handle. Strap in for an adventure that includes a bossy unofficial superintendent, shapeshifters, trips through full-dive virtual reality deathmatches, rude but colourful gangsters, social media influencers, spaceships, a wasteland, a ruthless Captain, irate pedestrians and so much more.

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Badass LEGO Guns Jun 23 2020 LEGO Guns is packed with building instructions for five impressive looking "weapons" built entirely from LEGO TECHNIC parts. In this heavily illustrated 2-color book, you learn how to use LEGO TECHNIC pieces to build working model guns like the Warbeast, a sophisticated, fully-automatic submachine gun; Parabella, a semi-automatic pistol; Thriller, a slide action crossbow pistol with smooth cocking and chambering mechanisms; and the Magic Moth, a simple butterfly "knife" built with TECHNIC pieces. With the help of a bit of sanding, some rubber bands, and Crazy Glue, each gun actually shoots LEGO bricks at high speed, with surprising accuracy. The building

instructions for each model are easy to follow and include detailed parts lists. LEGO Guns also includes sections discussing the general concepts of LEGO gun design and offers practical building tips and tricks. The models range from sophisticated to easy, and readers of all ages will find something enjoyable to build and play with.

Political Assassinations and Attempts in US History Dec 30 2020 The long, dark history of political violence in the United States Violence has been employed to achieve political objectives throughout history. Taking the life of a perceived enemy is as old as mankind. Antiquity is filled with examples of political murders, such as when Julius Caesar was felled by assassins in 44 BCE. While assassinations and assassination attempts are not unique to the American way of life, denizens of other nations sometimes look upon the US as populated by reckless cowboys owing to a "Wild West" attitude about violence, especially episodes involving guns. In this book, J. Michael Martinez focuses on assassinations and attempts in the American republic. Nine American presidents—Andrew Jackson, Abraham Lincoln, James A. Garfield, William McKinley, Harry S. Truman, John F. Kennedy, Richard Nixon, Gerald Ford, and Ronald Reagan—have been the targets of assassins. President-elect Franklin D. Roosevelt was also a target shortly before he was sworn into office in 1933. Moreover, three presidential candidates—Theodore Roosevelt, Robert F. Kennedy, and George Wallace—were shot by assailants. In addition to presidents and candidates for the presidency, eight governors, seven U.S. senators, nine U.S. House members, eleven mayors, seventeen state legislators, and eleven judges have been victims of political violence. Not all political assassinations involve elected officials. Some of those targeted, such as Joseph Smith, Malcolm X, and Martin Luther King Jr., were public figures who influenced political issues. But their cases are instructive because of their connection to, and influence on, the political process. No other nation with a population of over 50 million people has witnessed as many political assassinations or attempts. These violent episodes trigger a series of important questions. First, why has the United States—a country constructed on a bedrock of the rule of law and firmly committed to due process—been so susceptible to political violence? Martinez addresses these questions as he examines twenty-five instances of violence against elected officials and public figures in American history.

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Well Played 1.0 Sep 18 2022 Video games can be "well played" in two senses. On the one hand, well played is to games as well read is to books. On the other hand, well played as in well done. This book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. 22 contributors (developers, scholars, reviewers and bloggers) look at video games through both senses of "well played." The goal is to help develop and define a literacy of games as well as a sense of their value as an experience. Video games are a complex medium that merits careful interpretation and insightful analysis

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Hand Cannon Heavy Shotgun Heavy Sniper Rifle Light Machine Gun Pump Shotgun Submachine Gun

Geschichte, (Leistungskurse) Aug 25 2020

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The Game Animator's Guide to Maya Jul 25 2020 The Ultimate Resource for Professional Game Animators Game animation is a demanding art. Not only do you have to deliver realistic, beautiful animations, but you have to do so under strict real-time, video-game constraints. The Game Animator's Guide to Maya is your focused resource for using Maya to create professional-level game animations for console and PC games. Written by a game industry veteran and featuring interviews with professional animators and artists from around the country, this focused book features specific, detailed, real-world game animation techniques. It's the perfect reference and tutorial for those looking to develop or refine their game animation skills. The enclosed CD features more than \$3000 worth of exclusive content, including models, high-resolution textures, animations, concept art, and animation reference videos. It also includes the Maya Personal Learning Edition and project files so you can complete the hands-on tutorials. The Game Animator's Guide to Maya gives you an insider's view of the animation business and teaches the skills necessary to animate everything from characters to vehicles to lip-synching audio. First, you'll get an introduction to the industry and typical game development pipelines, then learn rigging and animation basics before moving on to advanced techniques and the detailed tutorials. Inside, you'll find: * Game Career Guide: Industry information, demo reel advice, job descriptions, game asset pipeline overview * Animation Techniques: detailed explanation of animation terms, techniques, tools, concepts, and editors * Rigging and Animation Setup: IK and FK, joint hierarchies, skeleton controls, constraints, selection handles, and more * True Game Animation: real-world assignments that mimic the day-to-day jobs of professional game animators--walk cycles, run cycles, idle cycles, action sequences, lip-synching to audio, and more

Sutherland Springs Nov 08 2021 **Winner of the 2021 Texas Institute of Letters Carr P. Collins' Award for Best Book of Nonfiction** One part Columbine, one part God Save Texas, Joe Holley's riveting, compassionate book examines the 2017 mass shooting at a church in a small Texas town, revealing the struggles and triumphs of these fellow Texans long after the satellite news trucks have gone. Sutherland Springs was the last place anyone would have expected to be victimized by our modern-day scourge of mass shootings. Founded in the 1850s along historic Cibolo Creek, the tiny community, named for the designated physician during the siege of the Alamo, was once a vibrant destination for wealthy tourists looking to soak up the "cures" of its namesake mineral springs. By November 5, 2017, however, the day a former Air Force enlistee opened fire in the town's First Baptist Church, Sutherland Springs was a shadow of its former self. Twenty-six people died that Sunday morning, in the worst mass shooting in a place of worship in American history. Holley, who roams the Lone Star State as the "Native Texan" columnist for the Houston Chronicle and earned a Pulitzer-Prize nomination for his editorials about guns, spent more than a year embedded in the community. Long after most journalists had left, he stayed with his fellow Texans, getting to know a close-knit group of people - victims, heroes, and survivors. Holley shows how they work to come to terms with their loss and to rebuild shattered lives, marked by their deep faith in God and in guns. He also uses Sutherland Springs' unique history and its decades-long decline as a prism for understanding how an act of unspeakable violence reflects the complicated realities of Texas and America in the twenty-first century.

Firearm Safety Certificate - Manual for California Firearms Dealers and DOJ Certified Instructors Sep 06 2021 The growing concern over the number of accidental firearm shootings, especially those involving children, prompted passage of the initial handgun safety law which went into effect in 1994. The stated intent of the California Legislature in enacting the current FSC law is for persons who obtain firearms to have a basic familiarity with those firearms, including, but

not limited to, the safe handling and storage of those firearms. The statutory authority for this program is contained in Penal Code sections 26840 and 31610 through 31700. These statutes mandate DOJ to develop, implement and maintain the FSC Program. Pursuant to Penal Code section 26840, a firearms dealer cannot deliver a firearm unless the person receiving the firearm presents a valid FSC, which is obtained by passing a written test on firearm safety. Prior to taking delivery of a firearm from a licensed firearms dealer, the purchaser/recipient must also successfully perform a safe handling demonstration with that firearm..

Firearms Tutorial Nov 01 2023 Features a firearms tutorial, provided by Edward C. Klatt. Discusses the history of firearms, terminology of firearms, ballistics, the anatomy of firearms, gun control issues, patterns of tissue injury from firearms, the examination of gunshot residue, and criminalistic laboratory methods related to firearms.

Unsafe by Design? Jan 28 2021 A tutorial on firearms design and function with an emphasis on safety using past investigations of failures to better understand why some guns are safer than others, by design.

Suing the Gun Industry Oct 08 2021 "Mass tort litigation against the gun industry, with its practical weaknesses, successes, and goals, provides the framework for this collection of thoughtful essays by leading social scientists, lawyers, and academics. . . . These informed analyses reveal the complexities that make the debate so difficult to resolve. . . . Suing the Gun Industry masterfully reveals the many details contributing to the intractability of the gun debate." -New York Law Journal "Second Amendment advocate or gun-control fanatic, all Americans who care about freedom need to read Suing the Gun Industry." -Bob Barr, Member of Congress, 1995-2003, and Twenty-First Century Liberties Chair for Freedom and Privacy, American Conservative Union "The source for anyone interested in a balanced analysis of the lawsuits against the gun industry." -David Hemenway, Professor of Health Policy & Director, Harvard Injury Control Research Center Harvard School of Public Health Health Policy and Management Department, author of Private Guns, Public Health "Highly readable, comprehensive, well-balanced. It contains everything you need to know, and on all sides, about the wave of lawsuits against U.S. gun manufacturers." -James B. Jacobs, Warren E. Burger Professor of Law and author of Can Gun Control Work? "In Suing the Gun Industry, Timothy Lytton has assembled some of the leading scholars and advocates, both pro and con, to analyze this fascinating effort to circumvent the well-known political obstacles to more effective gun control. This fine book offers a briefing on both the substance and the legal process of this wave of lawsuits, together with a better understanding of the future prospects for this type of litigation vis-à-vis other industries." -Philip J. Cook, Duke University "An interesting collection, generally representing the center of the gun-control debate, with considerable variation in focus, objectivity, and political realism." - Paul Blackman, retired pro-gun criminologist and advocate Gun litigation deserves a closer look amid the lessons learned from decades of legal action against the makers of asbestos, Agent Orange, silicone breast implants, and tobacco products, among others. Suing the Gun Industry collects the diverse and often conflicting opinions of an outstanding cast of specialists in law, public health, public policy, and criminology and distills them into a complete picture of the intricacies of gun litigation and its repercussions for gun control. Using multiple perspectives, Suing the Gun Industry scrutinizes legal action against the gun industry. Such a broad approach highlights the role of this litigation within two larger controversies: one over government efforts to reduce gun violence, and the other over the use of mass torts to regulate unpopular industries. Readers will find Suing the Gun Industry a timely and accessible picture of these complex and controversial issues. Contributors: Tom Baker Donald Braman Brannon P. Denning Tom Diaz Howard M. Erichson Thomas O. Farrish Shannon Frattaroli John Gastil Dan M. Kahan Don B. Kates Timothy D. Lytton Julie Samia Mair Richard A. Nagareda Peter H. Schuck Stephen D. Sugarman Stephen Teret Wendy Wagner

Narrative Design for Mobile and Live Games Apr 01 2021 This is a comprehensive guidebook for long-term storytelling in mobile games and games-as-a-service (also known as live games). This book formalizes creative techniques of game writing and narrative design for a platform (and revenue model) that has shown drastic growth and changes over the past few years. The unique challenges of mobile games and live games are also increasingly relevant across the whole games industry. With hybrid consoles such as the Nintendo Switch, cloud gaming, and cross-platform titles, the lines between mobile and console have begun to blur.

Additionally, many games now offer live support to extend player engagement. This book starts with an introduction to narrative design and the world of mobile games, followed by a deep dive into open-ended and seasonal storytelling. Besides the creative aspect of development, it covers areas of production such as documentation, collaboration, and monetization. To illustrate its solutions, it uses examples from video games and other media, specifically screenwriting for TV shows. This book will be of great interest to all game narrative and writing professionals working on mobile and live games.

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Gun Crimes Aug 06 2021 For trained firearm investigators, a bullet, casing, or trajectory can tell a story. Where was the shooter standing? Did the bullet come from his gun? From early cases like the St. Valentine's Day Massacre to present day war crimes in Croatia, discover the techniques that firearms investigators have developed and utilized to solve crimes.

America's Gun Wars Jul 05 2021 This book examines the controversies surrounding gun control, which are less about whether it "works" and more about whether the nation should prioritize traditional values of rugged independence or newer values of communitarian interdependence. America's Gun Wars contends that an understanding of America's gun controversy cannot be found in statistics documenting the rise (or fall) of violent crime, or in examining trade-offs between societal needs and personal safety, or in following the political maneuvering of advocacy groups such as the National Rifle Association or Everytown for Gun Safety. At heart, the gun controversy is a values conflict involving how people see themselves and how they make sense of the world they live in. Understanding this controversy requires a deep analysis of the profoundly different cultures inhabited by pro- and anti-gun activists, lawmakers, and voters. Written by a social scientist who has spent his life exploring how values and self-perceptions impact behavior, this book explores the origins and evolution of cultures in American society; the beliefs, experiences, and principles that guide the behavior of members in both camps; and the triumphs and failures that the two sides have experienced from colonial times to the present day.

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