

Evil Genius The Joker Returns

Gertrude Barrows Bennett, known by the pseudonym Francis Stevens, was a pioneering author of fantasy and science fiction. Bennett wrote a number of fantasies and has been called "the woman who invented dark fantasy".] The critic August Nemo selected seven short stories by this remarkable author for your enjoyment: - Behind the Curtain. - Unseen — Unfeared. - Elf Trap. - Serapion. - Friend Island. - Citadel of Fear. - Nightmare!

See the material that heralded the return of Roy Thomas' ALTER EGO to the modern age of comics fandom! This 160-page trade paperback reprints the ALTER EGO sections from the flip-side of COMIC BOOK ARTIST #1-5, and includes over 30 PAGES OF NEW FEATURES and SUPER-RARE ART by JOE KUBERT, GIL KANE, JACK KIRBY, WALLY WOOD, FRANK ROBBINS, and others, plus a special color ALL-STAR SQUADRON cover by KUBERT! Featuring: A never-before-seen 1999 interview with GIL KANE! Extended coverage of THE INVADERS with art by KIRBY, ROBBINS, and DAVE HOOVER! STEVE DITKO on the creation of Spider-Man! The original synopsis of FANTASTIC FOUR #1— annotated by STAN LEE! The ROY THOMAS/NEAL ADAMS X-MEN, AVENGERS, and CONAN! Scarce art by STEVE DITKO— MICHAEL T. GILBERT— GENE COLAN— DICK GIORDANO— CARMINE INFANTINO— BOB KANE— NORMAN MAURER— MARSHALL ROGERS— ART SPIEGELMAN and others!

The Third Murray Whelan Adventure When Murray Whelan, lovelorn political minder and part-time fitness fanatic, is recruited to massage Australia's bid for the Olympics he has no idea how tough the going will get. Not even the sight of the gorgeous Holly Deloite in her taut blue leotard at the City Club can stop him diving head first into trouble. And, when the death of the young Aboriginal athlete Darcy Anderson proves that murder is a contact sport, Murray is soon breaking all the rules. Mixing it with a savvy black activist, a body-building psychopath and the enigmatic Dr Phillipa Knox, Murray jumps the gun every time. 'One of the most outrageously funny voices in modern detective fiction...Shane Maloney's prose is more than a 'nice try' at combining social and political satire with the conventions of the crime novel. It's spot on.' Age Skyhorse Publishing, as well as our Arcade, Yucca, and Good Books imprints, are proud to publish a broad range of books for readers interested in fiction—novels, novellas, political and medical thrillers, comedy, satire, historical fiction, romance, erotic and love stories, mystery, classic literature, folklore and mythology, literary classics including Shakespeare, Dumas, Wilde, Cather, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Duncan Pritchard offers an original defence of epistemological disjunctivism. This is an account of perceptual knowledge which contends that such knowledge is

paradigmatically constituted by a true belief that enjoys rational support which is both factive and reflectively accessible to the agent. Such an account poses a radical challenge to contemporary epistemology, since according to standard views in epistemology it is simply incoherent. Pritchard shows that epistemological disjunctivism is both theoretically viable (i.e., that it does not succumb to the problems that it appears to face), and an account of perceptual knowledge which we would want to endorse if it were available on account of its tremendous theoretical potential. He argues that epistemological disjunctivism offers a way through the impasse between epistemic externalism and internalism, and also provides the foundation for a distinctive response to the problem of radical scepticism.

After two years of Joker's escape from Arkham, Gotham city had become a peaceful city and got rid of its criminal element in a particularly ghastly way. The sightings of Batman and the Joker become more and more scarce from the public eye, leaving the public forgot both of the once popular characters. At the same time, Sofia Falcone decides to take over the syndicate, but in the course of gathering resources she discovers out what both Batman and the Joker were actually doing away from the streets. What was the evil genius plan of The Joker? and What was Batman doing to stop it?

"The Nightmare" by Gertrude Mabel Barrows Bennett. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

ENGAGE YOUR WARPED SENSE OF HUMOR WITH HUNDREDS OF PRACTICAL GAG DEVICES YOU BUILD YOURSELF! Give your friends and family the shock of their lives! 51 High-Tech Practical Jokes for the Evil Genius has everything you need to pull devastatingly funny (and safe!) technical pranks. From the "evasive beeping thing" to "rats in the walls" to the "rigged lie detector," you'll find a plethora of pranks that will feed your inner hacker while you create a state of utter confusion around you! Using easy-to-find parts and tools that all Evil Geniuses can get their hands on, these well-played yet harmless pranks will confound your unsuspecting targets every time. Plus, every gadget can be mixed and matched, allowing you to create hundreds of larger, even more twisted evil prank devices! 51 High-Tech Practical Jokes for the Evil Genius gives you: Instructions and plans for 51 simple-to-advanced projects, complete with 200 how-to illustrations that let you build each device visually Frustration-factor removal—all the needed parts are listed, along with sources Video links to many of the practical jokes on YouTube.com 51 High-Tech Practical Jokes for the Evil Genius provides you with all the instructions, parts lists, and sources you need to pull hilarious pranks, such as: Evasive random

beeping things Dripping faucet simulator Hungry garbage can critter Humungous dropping spider Horrible computer failure TV remote control jammer Possessed animatronic doll Flying Ouija board Voices from the grave The barbecue box Ultrasimple pulse shocker Disposable camera taser Ghost door knocker Radio station blocker And many more!

Bringing critical attention to a particular set of Science Fiction and Fantasy films--Larry and Andy Wachowski's *The Matrix*, George Lucas' *Star Wars* saga, and Joss Whedon's *Avengers*--this book utilises a wide-ranging set of critical tools to illuminate their political ideologies, while also examining any resistant and complicating turns or byways the films may provide. What they all have in common ideologically is that they--or at least the genres they belong to--tend to be regarded as belonging to politically conservative frames of sociocultural reference. With the *Star Wars* saga, however, this idea is shown to be superficial and weak.

The Joker hijacks a ship loaded with fireworks in a plan to lure Batman and Robin into a trap--will he finally succeed in destroying the Dynamic Duo, or will his plan fizzle?

Breaking Down Joker offers a compelling, multi-disciplinary examination of a landmark film and media event that was simultaneously both celebrated and derided, and which arrived at a time of unprecedented social malaise. The collection breaks down *Joker* to explore its aesthetic and ideological representations within the social and cultural context in which it was released. An international team of authors explore *Joker*'s sightlines and subtexts, the affective relationships, corrosive ideologies and damning if ambivalent messages of this film. The chapters address such themes as white masculinity, identity and perversion, social class and mobility, urban loneliness, movement and music, and questions of reception and activism. With contributions from scholars from screen studies, theatre and performance studies, psychology and psychoanalysis, geography, cultural studies and sociology, this fully interdisciplinary collection offers a uniquely multiple operational cross-examination of this pivotal film text, and will be of great importance to scholars, students and researchers in these areas.

Mohit K. Ray, b.1940, former Professor of English, Burdwan University; contributed articles.

This cultural analysis of visual and narrative elements within *Batman* comics provides an important exploration of the ways readers and creators negotiate gender, identity, and sexuality in popular culture. Thematic chapters investigate how artists, writers, and fans engage with, challenge, and interpret gendered and sexual representations by focusing on one of the most popular and heated fictional rivalries ever inked: that of *Batman* and the *Joker*. The monograph provides critical insights into ways queer reading practices can open new forms of understanding that have generally remained implicit and unexplored in mainstream comics studies. This accessible and interdisciplinary approach to the Caped Crusader and the Clown Prince of Crime engages diverse fields of scholarship such as Comics Studies, Critical Theory, Cultural Studies, Gender Studies, Literature, Psychoanalysis, Media Studies, and Queer Theory.

Harley Quinn has the blues. Her best friend, Poison Ivy, has just been nabbed by the Dynamic Duo. And her Puddin', the Joker, is locked up in Arkham Asylum. What's a super-villain girl to do? Capture the Boy Wonder to force the Dark Knight to set her

friends free, of course! Can Batman and Robin escape Harley's crazy creeper caper? Or will the crime fighters be forced to free two of Gotham City's most notorious villains? Welcome to the Essential Novelists book series, where we present to you the best works of remarkable authors. For this book, the literary critic August Nemo has chosen the two most important and meaningful novels of Francis Stevens which are *Nightmare!* and *The Heads of Cerberus*. Gertrude Barrows Bennett, known by the pseudonym Francis Stevens, was a pioneering author of fantasy and science fiction. Bennett wrote a number of fantasies and has been called "the woman who invented dark fantasy". Novels selected for this book: - *Nightmare!* - *The Heads of Cerberus*. This is one of many books in the series Essential Novelists. If you liked this book, look for the other titles in the series, we are sure you will like some of the authors.

Contributions by Jerold J. Abrams, José Alaniz, John Carey, Maurice Charney, Peter Coogan, Joe Cruz, Phillip Lamarr Cunningham, Stefan Danter, Adam Davidson-Harden, Randy Duncan, Richard Hall, Richard Heldenfels, Alberto Hermida, Víctor Hernández-Santaolalla, A. G. Holdier, Tiffany Hong, Stephen Graham Jones, Siegfried Kracauer, Naja Later, Ryan Litsey, Tara Lomax, Tony Magistrale, Matthew McEniry, Cait Mongrain, Grant Morrison, Robert Moses Peaslee, David D. Perlmutter, W. D. Phillips, Jared Poon, Duncan Prettyman, Vladimir Propp, Noriko T. Reider, Robin S. Rosenberg, Hannah Ryan, Lennart Soberon, J. Richard Stevens, Lars Stoltzfus-Brown, John N. Thompson, Dan Vena, and Robert G. Weiner *The Supervillain Reader*, featuring both reprinted and original essays, reveals why we are so fascinated with the villain. The obsession with the villain is not a new phenomenon, and, in fact, one finds villains who are "super" going as far back as ancient religious and mythological texts. This innovative collection brings together essays, book excerpts, and original content from a wide variety of scholars and writers, weaving a rich tapestry of thought regarding villains in all their manifestations, including film, literature, television, games, and, of course, comics and sequential art. While *The Supervillain Reader* focuses on the latter, it moves beyond comics to show how the vital concept of the supervillain is part of our larger consciousness. Editors Robert Moses Peaslee and Robert G. Weiner collect pieces that explore how the villain is a complex part of narratives regardless of the original source. The Joker, Lex Luthor, Harley Quinn, Darth Vader, and Magneto must be compelling, stimulating, and proactive, whereas the superhero (or protagonist) is most often reactive. Indeed, whether in comics, films, novels, religious tomes, or video games, the eternal struggle between villain and hero keeps us coming back to these stories over and over again.

The definitive guide to the characters of the DC Multiverse and a vital addition to every comic book fan's bookshelf. Iconic Super Heroes Batman, Superman, Wonder Woman, Aquaman, and The Flash have been transformed in recent years, along with many other DC characters. This new edition of the most comprehensive A-Z guide to DC's pantheon of Super Heroes and Super-Villains includes the latest earth-shaking developments in the DC Multiverse, with profiles of more than 1,200 characters. Created in full collaboration with DC, the

encyclopedia features characters and art from every key crossover event, including Dark Nights: Metal and its sequel Dark Nights: Death Metal. With a foreword by DC legend Jim Lee, a brand-new cover design, and thrilling comic artwork, the fun and excitement of more than 80 years of comics history explode off every page. Experience the DC Multiverse like never before with The DC Comics Encyclopedia New Edition. Copyright ©2021 DC Comics. All DC characters and elements © & TM DC Comics. WB SHIELD: TM & © Warner Bros. Entertainment Inc. (s21)

Winner of the 1994 Nicholas Roerich Poetry Prize. David Alpaugh ... is a poet of conscience and complete honesty, apoet of vision and intelligence. This, coupled with his wild imaginings and playful wit, makes for an important first book whose craft and sensibility will satisfy and delight the reader. --Ruth Daigon.

Evil GeniusThe Joker ReturnsCreateSpace

We are all caught up in our children's lives. We all remember our own schooldays and, as parents, we watch anxiously as our children go through it. As we look at the world of teaching from the outside we wonder not only what is going on but what we can do to help. Jonathan Smith, a born teacher and writer, takes us on his personal journey from his first days as a pupil through to the challenges of his professional and private life on the other side of the desk. He makes us feels what it is like to be a teacher facing the joys and the battles of a class. How do you influence a child? He describes how you catch and stretch their minds. What difference can a teacher make, or how much damage can he do? Should clever pupils teach themselves? What works in the classroom world and what does not? And while influencing the young, how do you develop yourself, how do you teach yourself to keep another life and find that elusive balance? This is a compelling and combative story, warmly anecdotal in approach, yet as sharp in its views of the current debates as it is sensitive in its psychological understanding. From the first page to the last, and without a hint of jargon, this inspiring book rings true.

This book is the first examination of the cliché as a philosophical concept.

Challenging the idea that clichés are lazy or spurious opposites to genuine thinking, it instead locates them as a dynamic and contestable boundary between 'thought' and 'non-thought'.

From Victor Frankenstein to Lex Luthor, from Dr. Moreau to Dr. Doom, readers have long been fascinated by insane plans for world domination and the madmen who devise them. Typically, we see these villains through the eyes of good guys. This anthology, however, explores the world of mad scientists and evil geniuses—from their own wonderfully twisted point of view. An all-star roster of bestselling authors—including Diana Gabaldon, Daniel Wilson, Austin Grossman, Naomi Novik, and Seanan McGuire...twenty-two great storytellers all told—have produced a fabulous assortment of stories guaranteed to provide readers with hour after hour of high-octane entertainment born of the most megalomaniacal mayhem imaginable. Everybody loves villains. They're bad; they always stir the pot; they're much more fun than the good guys, even if we want to see the good

guys win. Their fiendish schemes, maniacal laughter, and limitless ambition are legendary, but what lies behind those crazy eyes and wicked grins? How—and why—do they commit these nefarious deeds? And why are they so set on taking over the world? If you've ever asked yourself any of these questions, you're in luck: It's finally time for the madmen's side of the story. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Even for violent crime, justice should mean more than punishment. By paying close attention to the relational harms suffered by victims, this book develops a concept of relational justice for survivors, offenders and community. Relational justice looks beyond traditional rules of legal responsibility to include the social and emotional dimensions of human experience, opening the way for a more compassionate, effective and just response to crime. The book's chapters follow a journey from victim experiences of violence to community healing from violence. Early chapters examine the relational harms inflicted by the worst wrongs, the moral responsibility of wrongdoers and common mistakes made in judging wrongdoing. Particular attention is paid here to sexual violence. The book then moves to questions of just punishment: proper sentencing by judges, mandatory sentences approved by the public, and the realities of contemporary incarceration, focusing particularly on solitary confinement and sexual violence. In its remaining chapters, the book looks at changes brought by the victims' rights movement and victim needs that current law does not, and perhaps cannot meet. It then addresses possibilities for offender change and challenges for majority America in addressing race discrimination in criminal justice. The book concludes with a look at how individuals might live out the ideals of a greater—relational—justice.

Family Guy meets Election in this hilarious young adult debut! Twelve-year-old Oliver Watson's got the IQ of a grilled cheese sandwich. Or so everyone in Omaha thinks. In reality, Oliver's a mad evil genius on his way to world domination, and he's used his great brain to make himself the third-richest person on earth! Then Oliver's father—and archnemesis—makes a crack about the upcoming middle school election, and Oliver takes it as a personal challenge. He'll run, and he'll win! Turns out, though, that overthrowing foreign dictators is actually way easier than getting kids to like you. . . Can this evil genius win the class presidency and keep his true identity a secret, all in time to impress his dad?

Behind the scenes—and the mask—of the great Batman film trilogy, including stunning illustrations. In 2005, director Christopher Nolan reimagined and forever redefined the Batman legend when he began his epic trilogy of films—Batman Begins, The Dark Knight, and The Dark Knight Rises—starring Christian Bale as the Caped Crusader in a fresh, dynamic reboot of the franchise. All three films would go on to blockbuster success and critical acclaim—including an Academy Award for Best Supporting Actor for Heath Ledger's unforgettable performance as Batman's eternal nemesis, the Joker. The Art and Making of the Dark Knight Trilogy tells the complete story of these three monumental films. Based on in-depth interviews with Nolan and all of the films' key cast and crew—including cowriters David S. Goyer and Jonathan Nolan, cinematographer Wally Pfister, and more—the book reveals the creative process behind the epic Dark Knight Trilogy, supported by lavish art and on and off-set photos. This is a fascinating glimpse into the minds that gave new life to one of the most beloved and renowned superheroes in history.

What if your future lies in your past? When Darren Ault meets his friend Lee McCaskill for dinner, he doesn't expect the second course to be a gunshot to the head. Even more unexpected is the fact that the bullet doesn't kill him—instead, it causes the rest of humanity to vanish. Darren's attempted murder has caused a temporal paradox extending back over a thousand years, and now it's up to him to repair the damage. Embarking on a mind-bending

journey through time, Darren encounters Vikings, a depressed Norwegian silversmith, a cult that believes in salvation through pain, a beautiful Hebridean lass, and Archibald Fischer—the foul-mouthed, Kurt Cobain-worshiping Head Librarian of the Library of Timelines, where all of the possibilities that could ever happen are catalogued, tracked, and managed.

NATIONAL BESTSELLER What Masked Vigilantes, Miraculous Mutants, and a Sun God from Smallville Can Teach Us About Being Human Superman, Batman, Wonder Woman, Iron Man, and the X-Men—the list of names as familiar as our own. They are on our movie and television screens, in our videogames and in our dreams. But what are they trying to tell us? For Grant Morrison, one of the most acclaimed writers in the world of comics, these heroes are powerful archetypes who reflect and predict the course of human existence: Through them we tell the story of ourselves. In this exhilarating work of a lifetime, Morrison draws on art, archetypes, and his own astonishing journeys through this shadow universe to provide the first true history of our great modern myth: the superhero. Now with a new Afterword

"People universally punish offenders. Why? This book proposes that people possess a moral punishment instinct: A hard-wired tendency to aggress against those who violate the norms of the group. This instinct is reflected in how punishment originates from moral emotions, stimulates cooperation, and shapes the social life of human beings"--

In Visual Culture the 'visual' character of contemporary culture is explored in original and lively essays. The contributors look at advertising, film, painting and fine art journalism, photography, television and propaganda. They argue that there is only a social, not a formal relation between vision and truth. A major preoccupation of modernity and central to an understanding of the postmodern, 'vision' and the 'visual' are emergent themes across sociology, cultural studies and critical theory in the visual arts. Visual Culture will prove an indispensable guide to the field.

How did the Joker become Batman's archenemy? Discover the story behind the Clown Prince of Crime's journey from small-time crook to big-time baddie, including the source of his crazy clown face. With action-packed illustrations and easy-to-follow text, these early reader books are perfect for super hero fans and super-villain fans alike. The Capstone Interactive edition comes with simultaneous access for every student in your school and includes read aloud audio recorded by professional voice over artists.

This book contains 350 short stories from 50 classic, prize-winning and noteworthy authors. Wisely chosen by the literary critic August Nemo for the book series 7 Best Short Stories, this omnibus contains the stories of the following writers: - Sheridan Le Fanu - H. and E. Heron - Charlotte Riddell - Flora Annie Steel - Amelia B. Edwards - Margaret Oliphant - Edward Bellamy - Arnold Bennett - S. Baring-Gould - Daniil Kharms - E.F. Benson - John Buchan - Ella D'Arcy - Jacques Futrelle - Frank Richard Stockton - John Kendrick Bangs - Kenneth Grahame - Julian Hawthorne - A. E. W. Mason - Richard Middleton - Pierre Louÿs - Sir Hugh Seymour Walpole - Ethel Richardson - Gertrude Stein - E. Phillips Oppenheim - Arthur Quiller-Couch - Mór Jókai - Andy Adams - Bertha Sinclair - Fitz James O'Brien - Eleanor H. Porter - Valery Bryusov - John Ulrich Giesy - Otis Adelbert Kline - Paul Laurence Dunbar - Frank Lucius Packard - Barry Pain - Gertrude Bennett - Francis Marion Crawford - William Pett Ridge - Gilbert Parker - Harriet Elizabeth Prescott Spofford - Elizabeth Garver Jordan - Richard Austin Freeman - Alice Duer Miller - Leonard Merrick - Anthony Hope -

Ethel Watts Mumford - Anne O'Hagan Shinn - B. M. Bower

Slithering from these pages are never-before-collected tales of suspense and wonder by the woman who invented modern-day dark fantasy: A man goes quietly to bed aboard the doomed Lusitania and awakens on a magical South Pacific Island just as the passenger liner is torpedoed. In a future where women rule the world, a sentient island becomes murderously jealous of a shipwrecked couple. Dire consequences await a human swept into the dark, magical world of elves. A deadly labyrinth coils around the dark heart of a picturesque landscape garden. Within an Egyptian sarcophagus lies the horrifying price of infidelity. Swirling unseen around us are loathsome creatures giving form to our basest desires and fears. A beautiful, veiled medium may hold the key to preventing unspeakable evil from slipping through the borderlands between life and death. On a lost island a woman pipe player and her monstrous dancing partner bring death and terror to five adventurers. ø The stories in this collection have played an integral role in the development of modern dark fantasy, greatly influencing such writers as H. P. Lovecraft and A. Merritt.

This eBook has been formatted to the highest digital standards and adjusted for readability on all devices. The story is set on an island separated from the rest of the world, on which evolution has taken a different course. "The Nightmare" resembles Edgar Rice Burroughs' *The Land That Time Forgot*, which was published a year later. While Bennett had submitted "The Nightmare" under her own name, she had asked to use a pseudonym, Jean Vail, if it was published. The magazine's editor instead chose to use Francis Stevens, which she stuck to for rest of her writings as well. Excerpt: "I never met a burglar, but if I ever should it would be embarrassing to point a pistol at him and not be able to fire it off. I admire the heroes of burglar stories. They're always such efficient people." Since he first fought Batman in 1940, The Joker has evolved into one of pop culture's most complex, chaotic, and confounding psychological creations. In *The Joker Psychology*, Dr. Travis Langley, author of the bestselling *Batman and Psychology*, explores the twisted psyche of this great supervillain, as well as the personalities who are inexorably drawn to it. Through 15 chapters, including special interviews with the people who have brought the Joker and Harley to life in comics and onscreen, this collection analyzes: Why a bright, laughing monster who looks like a clown could be the ultimate antagonist to a grim, brooding hero who looks like a monster. The relationship between a therapist and her patient--and what happens when a therapist crosses the line, as Harley Quinn does when she falls for The Joker. How a smart person could fall for the most dangerous of criminals. Why so many fans find Harley Quinn inspirational. How different kinds of therapy could (or could not) help twisted minds like Mister J and Harley Quinn. The development of a fictional character that so completely embodies psychopathy (including interviews with creators who have shaped The Joker's character over the years).

Paris, Berlin, London, Singapore, New York, Chicago, Los Angeles -- these

define "the city" in the world's consciousness. James Donald takes us on a psychic journey to these places that have inspired artists, writers, architects, and filmmakers for centuries. Considering the cultural and political implications of the "urban imaginary, " Donald explores the pleasures and challenges of modern living, contending that the imagined city remains the best lens for a future of democratic community. How can we think of Chicago without recalling the grittiness of The Asphalt Jungle's back alleys, or of London without the dank, foggy atmosphere so often evoked by Dickens? When de Certeau explores what it means to walk through a city, or Foucault dissects the elements of the modern attitude, what are they telling us about modernity itself? Through a discussion of these and many other questions about urban thought, Donald demonstrates how artists and social critics have seen the city as the locus not just of vanity, squalor, and injustice, but also of civilized society's highest aspirations. Imagining the modern City also looks at how artists have shaped cities through their creation of public spaces, sculpture, and architecture -- art forms that help determine our ideas about our place in the urban environment. Planners and architects such as Otto Wagner, Le Corbusier, and Bernard Tschumi present us with real and possible cities, showing a way forward to alternative social futures, Donald asserts. The modern city provides both a culturally resonant imagined space and a physical place for the everyday life of its residents. Imagining the Modern City is a rich and dazzling exploration of the ways cities stir and shape our consciousness.

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