

Lego Pirates Of The Caribbean The Video Game Ds Instruction Let Nintendo Ds Manual Only Nintendo Ds Manual

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Boys' Life 2011-05 Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

Science of Creature Design Terryll Whitlatch 2015-11-15 What is creature design? We all have a notion--mostly consisting of evocative images of otherworldly beings galloping, swimming, flying, and often attacking the hero of an epic film or story. But what makes a creature believable? In the follow-up to her bestseller, *Animals Real and Imagined: The Fantasy of What Is and What Might Be*, world-renowned artist Terryll Whitlatch reveals the secret behind believable creature design: anatomy. How anatomy applies practically to the natural history and story is the prime cornerstone on which successful creature design hangs, whether the creature is real or imaginary. Studying, understanding, drawing, and applying accurate anatomy to an

imaginary creature will make viewers suspend their disbelief to welcome a new vision into their worlds. We invite you to immerse yourself in the intricate workings of numerous animal anatomies--and the beauty they possess--in the *Science of Creature Design: Understanding Animal Anatomy*. Terryll Whitlatch's delightful and charismatic illustrations will inform and thrill readers with every turn of the page. She shares valuable techniques reaped from years working for Lucasfilm and Walt Disney Feature Animation, and on such films as *Jumanji*, *Brother Bear*, and *The Polar Express*. In addition, Whitlatch exemplifies an endless love for real animals that continues to inspire her fantastic imaginary creatures, which have captivated audiences around the world.

How to Live Like a Caribbean Pirate John Farndon 2016-08-01 It's 1718 and the world goes dark for Jamie Flynn, who's been snatched from the docks to join Blackbeard's crew of the fearsome pirates. Join him on board as he learns to fight with a cutlass

and pistol, and follow him as he storms a treasure ship and shares in the spoils. You'll need your sea legs and strong nerves to live like a Caribbean pirate!

Lego Star Wars Michael Littlefield 2007-11-06 • Detailed walkthroughs for every adventure in all six episodes! • Locations for all LEGO canisters, Challenge canisters, and red power bricks! • Exclusive maps! • Extensive tips for Freeplay mode! • New characters, vehicles, and game features revealed! • All-new quick reference guide with detailed information for every level!

Video Games Around the World Mark J. P. Wolf 2015-05-01 Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's

unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

Lego Games Source Wikipedia 2013-09 Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 44. Chapters: Lego Rock Raiders, Lego Star Wars II: The Original Trilogy, Lego Rock Band, Lego Universe, Lego Batman: The Videogame, List of Lego Island characters, Lego Battles, Lego Indiana Jones: The Original Adventures, Lego Star Wars: The Video Game, Lego Harry Potter: Years 1-4, Lego Star Wars III: The Clone Wars, Lego Star Wars: The Complete Saga, Lego Racers 2, List of Lego video games, Junkbot, Brikwars, Lego Indiana Jones 2: The Adventure Continues, Lego.com, Lego Island 2 The Brickster's Revenge, Island Xtreme Stunts, Drome Racers, Lego Stunt Rally, Legoland, Lego Pirates of the Caribbean: The Video Game, Lego Loco, Lego board games, Lego Creator, Lego Creator Harry Potter, Lego Creator: Knights Kingdom, Lego

Knights' Kingdom, Lego Interactive. Excerpt: Lego Rock Raiders was a Lego theme started 1999, and discontinued in 2000. Rock Raiders was the only theme in the Lego Underground series before Power Miners. The theme, while short-lived, featured sixteen sets and was backed-up by numerous story-related media, including several comic books and video games. The premise of the story involves the crew of the L.M.S. Explorer. The vessel is damaged after wandering into an asteroid field and is sucked into a wormhole, the wormhole exits in an alien galaxy, parallel to the Milky Way. The L.M.S. Explorer's captain orders the ship to use its reserve power and head for the nearest planet. The planet is abundant in the mysterious but powerful Energy Crystals. There the Rock Raiders, whilst repairing the ship, must venture inside the dangerous caverns of the planet to collect the precious Energy Crystals to power the ship. The Rock Raiders theme featured sixteen sets in total. Eight were released in 1999 and seven were released in 2000. Four of the sets released in 2000 were promotional sets sold by Kabaya Foods Corporation....

Focus On: 100 Most Popular 2010s Adventure Films Wikipedia contributors

City of Gold Rob Kidd 2008 Meet Jack Sparrow and his young pirate friends as they embark on a thrilling journey on the high seas. Their goal: to locate and procure the legendary Sword of Cortés, which will grant them unimaginable power. Jack and his crew return to New Orleans to find the entire city covered in precious metal--and ruled over by the nefarious Madame Minuit. Can the combined crews of the Barnacle and the Fleur de la Mort defeat Madame Minuit and her powerful allies? Spotlight is a division of ABDO and

features licensed editions of popular fiction printed and bound specifically for the library market. Each Spotlight book is printed on the highest quality paper with reinforced library bindings.

The Age of Bronze Rob Kidd 2008 When a charmed amulet goes missing and Jack and his crew become prime suspects, they must track down the dangerous duo that they believe to be the real thieves, and figure out the mystical power that the amulet holds.

Multi Format The CheatMistress 2012-08-08 Cheats Unlimited are the specialists when it comes to video game cheats, tips and walkthrough guides. Fronted by the glamorous and gorgeous Cheat Mistress, Cheats Unlimited has helped over seven million gamers worldwide over the last 12 years. Through phone lines, fax machines, the Web and WAP sites and now eBooks, we have been there for gamers when they've needed us the most. With EZ Cheats: Video Game Cheats, Tips and Secrets, we aim to help you unlock the game's full potential with a series of tips, cheat codes, secrets, unlocks and Achievement/Trophy guides, covering Xbox 360, PlayStation 3, Nintendo Wii, DS and PSP. Whether you want to find out how to spawn specific vehicles, learn how to open up harder difficulty settings, or discover sneaky ways to earn additional ingame currency, we have the answers. EZ Cheats are compiled by expert gamers who are here to help you get the most out of your games. EZ Cheats: Video Game Cheats, Tips and Secrets 5th Edition covers all of the current consoles: Xbox 360, PlayStation 3 and Nintendo Wii. With all the top games covered, including Batman Arkham City, Battlefield 3, Uncharted 3: Drakes Deception, Gears of War 3, Mortal Combat, Call Of Duty: Modern Warfare 3, The Legend of Zelda: Skyward Sword, LA Noir, The Elder

Scrolls V: Skyrim, Sonic Generations, FIFA 12, Rage, Saints Row The Third, amongst hundreds more top titles.

Yankee Doodle Danger John Rozum
2013-01-01 Come celebrate with Scooby and the gang, this Fourth of July! There'll be sand, sailing and, of course, a monster made of fireworks. Well, two out of three ain't bad.

Lego Indiana Jones Stephen Stratton
2008 You Call Him Dr. Jones, Doll!: Extensive walkthrough for every adventure and tight situation in all three movies, including Free Play Mode! X Never, Ever Marks the Spot: Detailed area maps get you to your objectives as well as reveal the locations of artifact, parcels, and more! Dr. Jones, the Eminent Archeologist: Complete information on all characters' strengths and weaknesses, plus their unique weapons and abilities. Give Me the Whip!: Tips on how to unlock hidden characters, levels, and other goodies. Bonus Content: Concept Art Section! Guide covers Xbox 360, PS3, Nintendo Wii, PS2, PSP, and PC! Free Preview includes: The Lost Temple: Area 1 walkthrough, basics, and characters. Guide Update includes: Free Achievements, Parcels and Character/Item Codes!

Anne Bonny Christina Leaf 2020
"Exciting illustrations follow events in the life of Anne Bonny. The combination of brightly colored panels and leveled text is intended for students in grades 3 through 8"--

Greatest Moments in Video Game History D.B. Weston Greatest Moments in Video Game History is the most extensive book of video game facts available today. While books written in a similar vein provide readers with general facts, "Greatest Moments in Video Game History" brings to light the lesser known facts that will take you on an exciting trip through history starting in 1947 and running through 2012. Greatest

Moments in Video Game History is not just a chronological list of events, it also features stories that you will not read anywhere else, noteworthy game releases, scandals, bans, publicity stunts gone wrong, Guinness gaming records, and a look at the best and worst game releases throughout the years.

Farty Marty B. J. Ward 2013-11-12
What do you do with a musical cat who becomes a national sensation? Find out in this humorous read-aloud picture book debut illustrated by beloved artist Steven Kellogg. Mary Jane Lemon knows that her cat is special—and she finds out exactly how special when one day, after mistakenly eating a bag of French cheese, unusual tweets and toots come out of—not his mouth—but you know where! It turns out that, depending on what he eats, Marty's rump spews music of all kinds, and his compositions prove amazingly popular. He is catapulted to fame and a world tour soon follows from London to Shanghai, and before long Marty's tunes top the bestseller charts! With playful text on a favorite funny topic and whimsical illustrations in Steven Kellogg's trademark style, *Farty Marty* is a book to enjoy again and again!

Cultural Studies of LEGO Rebecca C. Hains 2019-11-27 This collection examines LEGO from an array of critical and cultural studies approaches, foregrounding the world-renowned brand's ideological power and influence. Given LEGO's status as the world's largest toy manufacturer and a transnational multimedia conglomerate, *Cultural Studies of Lego: More Than Just Bricks* considers LEGO media's cultural messages; creativity with and within LEGO artifacts; and diversity within the franchise, including gender and race representation. The chapters' in-depth analyses of topics including

LEGO films, marketing tactics, play sets, novelizations, and fans offer compelling insights relevant to those interested in the LEGO brand and broader trends in the children's popular culture market alike.

Sea Monsters Krystyna Poray Goddu
2017-01-01 The ancient kraken was a huge squid that terrorized sailors at sea. The famous and mysterious monster of Scotland's Loch Ness has sparked people's curiosity since it was first photographed in the 1930s. More recently, water monsters have been reported in lakes and rivers throughout the United States. Sea monsters such as these have frightened people for centuries. They have also made their way into the books, movies, and games we love. Are these creatures of the deep real or imaginary? That's not always clear. Dive in to learn the facts and fiction of sea monsters and more . . . if you dare!

LEGO Studies Mark J.P. Wolf
2014-11-13 Since the "Automatic Binding Bricks" that LEGO produced in 1949, and the LEGO "System of Play" that began with the release of Town Plan No. 1 (1955), LEGO bricks have gone on to become a global phenomenon, and the favorite building toy of children, as well as many an AFOL (Adult Fan of LEGO). LEGO has also become a medium into which a wide number of media franchises, including Star Wars, Harry Potter, Pirates of the Caribbean, Batman, Superman, Lord of the Rings, and others, have adapted their characters, vehicles, props, and settings. The LEGO Group itself has become a multimedia empire, including LEGO books, movies, television shows, video games, board games, comic books, theme parks, magazines, and even MMORPGs. LEGO Studies: Examining the Building Blocks of a Transmedial Phenomenon is the first collection to examine LEGO as both a medium into

which other franchises can be adapted and a transmedial franchise of its own. Although each essay looks at a particular aspect of the LEGO phenomenon, topics such as adaptation, representation, paratexts, franchises, and interactivity intersect throughout these essays, proposing that the study of LEGO as a medium and a media empire is a rich vein barely touched upon in Media Studies.

The LEGO Animation Book David Pagano
2016-10-16 Have you ever wondered what your LEGO creations would look like on the big screen? The LEGO Animation Book will show you how to bring your models to life with stop-motion animation—no experience required! Follow step-by-step instructions to make your first animation, and then explore the entire filmmaking process, from storyboards to post-production. Along the way, you'll learn how to: –Create special effects like explosions and flying minifigures –Convey action and emotion with your minifigure actors –Design sets for animation—make three buildings look like an entire city! –Light, frame, and capture consistent photos –Add detail and scope to your films by building in different scales –Build camera dollies and rigs out of LEGO bricks –Choose cameras, software, and other essential animation tools Dive into the world of animation and discover a whole new way to play! For ages 10+

Franchise Era Fleury James Fleury
2019-04-01 As Hollywood shifts towards the digital era, the role of the media franchise has become more prominent. This edited collection, from a range of international scholars, argues that the franchise is now an integral element of American media culture. As such, the collection explores the production, distribution and marketing of franchises as a historical form of

media-making - analysing the complex industrial practice of managing franchises across interconnected online platforms. Examining how traditional media incumbents like studios and networks have responded to the rise of new entrants from the technology sector (such as Facebook, Apple, Amazon, Netflix and Google), the authors take a critical look at the way new and old industrial logics collide in an increasingly fragmented and consolidated mediascape.

[Lego Jurassic World: Prima Official Game Guide](#) Rick Barba 2015-06-01

"LEGO Jurassic World "strategy guide includes... Easy-to-follow walkthrough with comprehensive coverage of the entire game and all Free Play content. Find everything! Highly detailed area maps show the locations of Minikits, Red Bricks, Gold Bricks, and more! Information on unlocking every dinosaur, character and vehicle, including abilities and stud costs. Learn how to customize your dinosaurs and collect LEGO Amber Bricks. Free Mobile Browser Friendly eGuide Includes a code to access the mobile-friendly eGuide, a digital version of the full strategy guide optimized for a second screen experience."

Focus On: 100 Most Popular 2010s

Fantasy Films Wikipedia contributors

[Penguin Readers MP3 CD Pack Level 2.](#)

[Pirates of the Caribbean 1](#) Elaine O'Reilly 2011-06-27

The Coming Storm Rob Kidd 2008

Teenage stowaway Jack Sparrow and his band of hoodlums are on a mission to find the legendary Sword of Cortâes which will grant them unimaginable power, but first they have to survive the power of the sea, vicious pirates, and ancient curses.

Tiny LEGO Wonders Mattia Zamboni

2016-07-01 In this step-by-step guide, you'll learn how to build 40 miniature models of race cars, airplanes, ships, trains, and more.

These fun, compact designs will inspire you to get creative with as few as nine LEGO® pieces. Imagine what you can build with just a handful of LEGO bricks—almost anything! In *Tiny LEGO Wonders*, you'll create miniscale models of real vehicles like: —A space shuttle —Jets, planes, and helicopters —Flatbed trucks and cement mixers —France's high-speed TGV train —F1 racecars —Muscle cars —Cargo, cruise, wooden ships, and more! Let your creativity run wild!

Brick by Brick David Chandler

Robertson 2014-06-24 Reveals how the LEGO company was nearly pushed financial collapse by the advice of professional consultants, explaining how the company adapted the "Seven Truths of Innovation" to rebuild a stronger and more competitive business.

[Abigail Adams, Pirate of the](#)

[Caribbean](#) Steve Sheinkin 2018-01-09

WARNING: DO NOT BELIEVE THE STORY YOU'RE ABOUT TO READ. Well, you can believe some of it. There is some real history. But also hijinks. Time travel. And famous figures setting off on adventures that definitely never happened—till now. Time is getting twisted, and it's up to two kids to straighten things out. Abraham Lincoln may have returned to history books, but other historical figures saw what he did—and now they know they can escape from their times, too. When Abigail Adams decides there's more to life than doing chores in the White House, she joins a crew of Caribbean pirates! Can siblings Abby and Doc set history straight? Or will they be the ones who need to be rescued? *Abigail Adams, Pirate of the Caribbean*, is a chapter book in the *Time Twisters* series by award-winning author Steve Sheinkin about what happens when a famous First Lady tires of life in the White House. Also check out

Abraham Lincoln, Pro Wrestler! This title has Common Core Connections. Lego Disney Pirates of the Caribbean, the Video Game Michael Knight 2011 Offers a guide through each level of the console and handheld version of the video game, along with character profiles, maps, checklists, and snapshots of the game.

Lego Pirates of the Caribbean 2011 *Pirate Life* Michael Teitelbaum 2007-08-01 Introduction to the real stories behind the dark deeds of pirates, including tales of scallywags, treasure, and trouble.

Pirates of the Caribbean: The Price of Freedom A.C. Crispin 2011-05-17 Twenty-five-year-old Jack Sparrow is a clean-cut merchant seaman pursuing a legitimate career as a first mate for the East India Trading Company. He sometimes thinks back to his boyhood pirating days, but he doesn't miss Teague's scrutiny or the constant threat of the noose. Besides, he doesn't have much choice—he broke the Code when he freed a friend who had been accused of rogue piracy, and he can no longer show his face in Shipwreck Cove. When Jack's ship is attacked by pirates and his captain dies in the altercation, he suddenly finds himself in command.

Librarian's Guide to Games and Gamers: From Collection Development to Advisory Services Michelle Goodridge 2021-11-30 As games grow ever-more ubiquitous in our culture and communities, they have become popular staples in public library collections and are increasing in prominence in academic ones. Many librarians, especially those who are not themselves gamers or are only acquainted with a handful of games, are ill-prepared to successfully advise patrons who use games. This book provides the tools to help adult and youth services librarians to better understand the gaming

landscape and better serve gamers in discovery of new games—whether they are new to gaming or seasoned players—through advisory services. This book maps all types of games—board, roleplaying, digital, and virtual reality—providing all the information needed to understand and appropriately recommend games to library users. Organized by game type, hundreds of descriptions offer not only bibliographic information (title, publication date, series, and format/platform), but genre classifications, target age ranges for players, notes on gameplay and user behavior type, and short descriptions of the game's basic premise and appeals.

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes] Mark J. P. Wolf 2021-05-24 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

Journal Historique Et Littéraire ...

Lego Indiana Jones 2 2008

Toy Companies of Denmark Source Wikipedia 2013-09 Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 40. Chapters: Lego, List of Lego Star Wars sets, List of Lego Island characters, History of Lego, Lego timeline, FIRST Lego League, Irregular Webcomic!, Lego minifigure, Lego Models, FIRST Championship, Lego Serious Play, The LEGO Group, Lego Club Magazine, Junior FIRST Lego League, LDraw, The Brick Testament, BrickCon, Kirkbi AG v. Ritvik Holdings Inc., MLCAD, BrickFest, Lego Racers, Lego Pirates of the Caribbean, Lego Bionicle Models, Lego Digital Designer, BrickFair, LUGNET, BrickArms, Brickworld, 1:48 scale, Jovo, Nano Quest, Mission Mars, ME Models, Climate Connections, Body Forward, Food Factor. Excerpt: Lego (trademarked in capitals as LEGO) is a line of construction toys manufactured by the Lego Group, a privately held company based in Billund, Denmark. The company's flagship product, Lego, consists of colorful interlocking plastic bricks and an accompanying array of gears, minifigures and various other parts.

Lego bricks can be assembled and connected in many ways, to construct such objects as vehicles, buildings, and even working robots. Anything constructed can then be taken apart again, and the pieces used to make other objects. The toys were originally designed in the 1940s in Denmark and have achieved an international appeal, with an extensive subculture that supports Lego movies, games, video games, competitions, and four Lego themed amusement parks. Lego bricksThe Lego Group began in the workshop of Ole Kirk Christiansen (7 April 1891 - 11 March 1958), a carpenter from Billund, Denmark, who began making wooden toys in 1932. In 1934, his company came to be called "Lego," from the Danish phrase leg godt, which means "play-well." It expanded to producing plastic toys in 1947. In 1949 Lego began producing the now famous interlocking bricks, calling them "Automatic Binding Bricks." These bricks were based largely on...

Media Franchising Derek Johnson 2013-03-22 "Johnson astutely reveals that franchises are not Borg-like assimilation machines, but, rather, complicated ecosystems within which creative workers strive to create compelling 'shared worlds.' This finely researched, breakthrough book is a must-read for anyone seeking a sophisticated understanding of the contemporary media industry." —Heather Hendershot, author of *What's Fair on the Air?: Cold War Right-Wing Broadcasting and the Public Interest* While immediately recognizable throughout the U.S. and many other countries, media mainstays like X-Men, Star Trek, and Transformers achieved such familiarity through constant reincarnation. In each case, the initial success of a single product led to a long-term embrace of media franchising—a dynamic process in which media workers from different

industrial positions shared in and reproduced familiar culture across television, film, comics, games, and merchandising. In *Media Franchising*, Derek Johnson examines the corporate culture behind these production practices, as well as the collaborative and creative efforts involved in conceiving, sustaining, and sharing intellectual properties in media work worlds. Challenging connotations of homogeneity, Johnson shows how the cultural and industrial logic of franchising has encouraged media industries to reimagine creativity as an opportunity for exchange among producers, licensees, and even consumers. Drawing on case studies and interviews with media producers, he reveals the meaningful identities, cultural hierarchies, and struggles for distinction that accompany collaboration within these production networks. *Media Franchising* provides a nuanced portrait of the collaborative cultural production embedded in both the media industries and our own daily lives.

The Sword of Cortes Rob Kidd 2008
Jack Sparrow has now gotten everything that he needs in order to use the all-powerful Sword of Cortês, but he must still figure out how to master the Sword, get rid of the ghost of its former owner, and

save his stranded crew.

LEGO Star Wars: the Force Awakens
Prima Games 2016-06 The LEGO Star Wars: The Force Awakens Standard Edition Guide includes... Easy-to-follow Walkthrough: Don't miss a single moment of the epic action! Our complete step-by-step walkthroughs, covering both console and handheld, lead you through the entire game. Detailed Maps: Never lose your way with our highly detailed maps, which display collectible locations and important objectives. Find Every Collectible: Collect every Minikit, Red Brick, Gold Brick, Character, and more! Along with revealing collectibles level by level, this exhaustive guide also compiles every collectible into one easy-to-use chapter. Plus: - Quick-reference checklists - Information on every character & vehicle - Coverage of the new Multi-Builds system & Blaster Battles Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

LEGO DC Comics Super Heroes Character Encyclopedia DK Publishing 2016-04
Presents the LEGO action figures based on the DC universe, describing each figure and vehicle, their variations, when they were made, and the playsets in which they appear.