

Are You An Art Sleuth

Digimon Story: Cyber Sleuth

Digimon Story: Cyber Sleuth is a role-playing video game developed by Media.Vision and published by Bandai Namco Entertainment that was released in Japan - Digimon Story: Cyber Sleuth is a role-playing video game developed by Media.Vision and published by Bandai Namco Entertainment that was released in Japan on March 12, 2015 for PlayStation Vita and PlayStation 4. Part of the Digimon franchise, the game is the fifth installment in the Digimon Story series, following 2011's Super Xros Wars, and the first to be released on home consoles. The game would be released in North America on February 2, 2016, becoming the first installment of the Digimon Story series to be released in North America since 2007's Digimon World Dawn and Dusk, and the first to be released under its original title.

A sequel, titled Digimon Story: Cyber Sleuth – Hacker's Memory, was released in Japan in 2017 and in Western territories in 2018. In July 2019, a port of the game and its sequel for Nintendo Switch and Windows, was announced for release on October 18, 2019, as Digimon Story Cyber Sleuth: Complete Edition, although the PC version was released a day early.

MS Paint Adventures

interactive fiction games and the film noir genre, Problem Sleuth began by presenting three detectives who are attempting to escape from their respective offices - MS Paint Adventures, abbreviated MSPAdventures or MSPA, was a website and collection of webcomics written and illustrated by Andrew Hussie. According to some estimates, in April 2016 MS Paint Adventures was the largest collection of comics on the Internet, containing over 10,000 pages among its five series.

The comics were written in serial works or "adventures" in a manner that parodied interactive fiction games. The characters' actions were originally driven by commands suggested by fans in the comics' official forum, but fan suggestions were eventually abandoned due to the size of the fanbase and the author's desire to tell a more coherent story. The comics tended to draw inspiration from video games, imitating and parodying genres such as RPGs and simulation games. They frequently reference other aspects of current internet culture. Despite its name, the site's comics have been created primarily in Adobe Photoshop, not Microsoft Paint, other than the first page of Jailbreak; Hussie decided after that page that telling a story using Paint was not feasible. Over time, the comics evolved from simple static images and captions to frequent animations set to original music, and occasionally to interactive games created in Flash and HTML5.

One adventure, Homestuck, has given rise to a large fan community as made evident by the increasing amount of fan art and cosplay at comic book conventions. The rapid rise in the popularity of Homestuck led to its recognition at the Toronto Comics Art Festival for two years running, and it brought, on average, over 600,000 unique views to the site daily. An adventure game spinoff of Homestuck titled Hiveswap was released September 14, 2017, and was produced with funds contributed by fans of the comic via Kickstarter. This project raised nearly \$2.5 million, exceeding its goal of \$700,000 in a little under two days, at that time being the 6th largest Kickstarter drive. A followup titled Homestuck: Beyond Canon was launched October 25, 2019.

MS Paint Adventures supported its author financially, formerly through the sale of merchandise on the online store TopatoCo as well through advertising, and the site's own store and record label, What Pumpkin. Music used in the comics is sold through Bandcamp. In 2014 a majority of merchandise began a slow migration to

We Love Fine. In October 2017, VIZ Media announced acquisition of the publishing rights to Homestuck, and their plans to republish the graphic novel adaptations of Homestuck starting in April 2018.

Today, the MS Paint Adventures website redirects to homestuck.com; all works prior to Homestuck are available at this URL, while later works such as Homestuck: Beyond Canon are on their own websites. MS Paint Adventures is still available online, albeit in a slightly buggy form, at its website.

Tsk

a model to describe the thermodynamics of crystal surface formation The Sleuth Kit, computer forensics tools Tiger Schulmann's Karate Tomsk Avia (ICAO: - Tsk or TSK may refer to:

"tsk!", a dental click

Tsk Tsk Tsk, an Australian music, art and performance group

TSK, Indian actor

"TSK", a song by Nas from Magic 3, 2023

Galoter process, shale oil extraction technology

San-in Ch?? Television Broadcasting, a Japanese TV station

Takagi-Sugeno-Kang, a system of Fuzzy logic

Terrace step kink, a model to describe the thermodynamics of crystal surface formation

The Sleuth Kit, computer forensics tools

Tiger Schulmann's Karate

Tomsk Avia (ICAO: TSK), a Russian airline

Transmission security keys

Tseku language (ISO 639:tsk), a language of Tibet

Turkish Armed Forces (Turkish: Türk Silahl? Kuvvetleri)

Sleuth 101

Sleuth 101 was an Australian comedy "improvisatory whodunit game show" television series, broadcast on ABC1 in 2010. The series revolved around a murder-mystery - Sleuth 101 was an Australian comedy "improvisatory whodunit game show" television series, broadcast on ABC1 in 2010.

Fake or Fortune?

Mould and his producer Simon Shaw. It was inspired by Mould's 2009 book *Sleuth*, after which the programme was originally to be entitled. According to Mould - Fake or Fortune? is a BBC One documentary television series which examines the provenance and attribution of notable artworks. Since the first series aired in 2011, Fake or Fortune? has drawn audiences of up to 5 million viewers in the UK, the highest for an arts show in that country.

Fake or Fortune? was created by art dealer and historian Philip Mould, together with producer Simon Shaw. It is co-presented by Mould and journalist Fiona Bruce, with specialist research carried out by Bendor Grosvenor during the first five series, and professor Aviva Burnstock thereafter. Forensic analysis and archival research is carried out by various fine art specialists. Each series first aired on BBC One, except for series 3, which was shown mistakenly on SVT in Sweden before being broadcast in the UK.

S. S. Van Dine

conceal his identity) he created the fictional detective Philo Vance, a sleuth and aesthete who first appeared in books in the 1920s, then in films and - S. S. Van Dine (also styled S.S. Van Dine) is the pen name used by American art critic Willard Huntington Wright (October 15, 1888 – April 11, 1939) when he wrote detective novels. Wright was active in avant-garde cultural circles in pre-World War I New York, and under the pen name (which he originally used to conceal his identity) he created the fictional detective Philo Vance, a sleuth and aesthete who first appeared in books in the 1920s, then in films and on the radio.

British (Australian TV channel)

British (formerly Sleuth and Fox Sleuth) is an Australian subscription television channel which focuses on airing crime TV series. The channel launched - British (formerly Sleuth and Fox Sleuth) is an Australian subscription television channel which focuses on airing crime TV series. The channel launched on 17 December 2019, replacing the Australian feed of 13th Street.

On 26 September 2023, the channel rebranded as Sleuth.

On 1 August 2024, the channel once again rebranded as British.

The Mystery at Lilac Inn

ISBN 9780156030564. Lundin, Leigh (June 1, 2014). "Secrets of the Girl Sleuth". SleuthSayers.org. Orlando: SleuthSayers. Retrieved June 8, 2014. Benfer, Amy (October 7 - The Mystery at Lilac Inn is the fourth volume in the Nancy Drew Mystery Stories series. It was first published in 1930 under the pseudonym Carolyn Keene. Mildred Wirt Benson was the ghostwriter of the 1930 edition.

In 1961, Harriet Stratemeyer Adams extensively revised the novel, creating a completely different story. The original omitted the lead characters from much of the action, the titular inn was only a place where a crime was committed with minor investigatory follow-up, and a domestic help sub-plot was out-of-place in 1961. Ethnic slurs and opinions were removed.

Mickey Mouse universe

the Sleuth is an ancestor of the present-day Mickey or if those stories are included in a totally different continuity. Adding to the muddle are the frequent - The Mickey Mouse universe is a fictional shared universe which is the setting for stories involving Disney cartoon characters, including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy and Pluto as the primary members (colloquially known as the "Sensational Six"), and many other characters related to them, most of them being anthropomorphic animals. The universe originated from the Mickey Mouse animated short films produced by Disney starting in 1928, although its first consistent version was created by Floyd Gottfredson in the Mickey Mouse newspaper comic strip. Real-world versions also exist in Disneyland and Tokyo Disneyland, called Mickey's Toontown.

Since 1990, the city in which Mickey lives is typically called Mouseton in American comics. In modern continuity, Mouseton is often depicted as being located in the fictional U.S. state of Calisota, analogous to Northern California. This fictional state was invented by comics writer Carl Barks in 1952 as the location for Donald Duck's home city, Duckburg.

The most consistent aspect of the Mickey Mouse universe is the characters. The most well-known include Mickey's girlfriend Minnie, pet dog Pluto, friends Donald, Goofy, Horace Horsecollar, Clarabelle Cow, and nemesis Pete. Some Disney productions incorporate characters from Disney's animated feature films, such as Bath Day (1946), in which Figaro from Pinocchio appears as Minnie's cat (becoming her recurring pet in several productions), Mickey's Christmas Carol (1983), and – most extensively – House of Mouse (2001–2003).

Although crossovers between the Mickey Mouse and Donald Duck universes have been infrequent, the two universes overlap. Characters from the Donald Duck universe make occasional appearances in the Mickey Mouse universe and vice versa.

The term "Mickey Mouse universe" is not officially used by The Walt Disney Company, but it has been used by Disney comics author and animation historian David Gerstein. The Walt Disney Company typically uses terms such as Mickey & Friends or Mickey & the Gang to refer to the character franchise.

Art theft

York Times. September 19, 2002. Kennedy, Randy, "His Heart Is in the Art of Sleuthing" Archived February 9, 2016, at the Wayback Machine, p C1, The New York - Art theft, sometimes called artnapping, is the stealing of paintings, sculptures, or other forms of visual art from galleries, museums or other public and private locations. Stolen art is often resold or used by criminals as collateral to secure loans. Only a small percentage of stolen art is recovered—an estimated 10%. Many nations operate police squads to investigate art theft and illegal trade in stolen art and antiquities.

Some famous art theft cases include the robbery of the Mona Lisa from the Louvre in 1911 by employee Vincenzo Peruggia. Another was the theft of The Scream, stolen from the Munch Museum in 2004, but recovered in 2006. The largest-value art theft occurred at the Isabella Stewart Gardner Museum in Boston, when 13 works, worth a combined \$500 million were stolen in 1990. The case remains unsolved. Large-scale art thefts include the Nazi looting of Europe during World War II and the Russian looting of Ukraine during the 2022 Russian invasion of Ukraine.

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