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# Deus Ex Icarus Effect

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Will Destroy the Galaxy for Cash

A Fire Upon The Deep

Mirror's Edge: Exordium

The Icarus Hunt

1001 Video Games You Must Play Before You Die

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The Art of Zombie Warfare  
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## **ELENA BUCK**

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Will Destroy the Galaxy  
for Cash Open Road Media  
Sixty-thousand light-years  
from Earth, the corrupt  
Terran Confederacy holds  
the Koprulu sector tightly  
in its tyrannical grip,  
controlling every aspect  
of its citizens' lives. One  
man dares to stand up to  
this faceless empire and

vows to bring it to its  
knees: Arcturus Mengsk --  
genius propagandist,  
tactician, and freedom  
fighter. A monstrous act  
of bloody violence sows  
the seeds of rebellion in  
Arcturus, but he is not the  
first Mengsk to rail against  
such oppression. Before  
Arcturus grew to  
manhood, his father,  
Angus Mengsk, also  
defied the Confederacy  
and sought to end its  
brutal reign. The destiny

of the Mengsk family has  
long been tied to that of  
the Confederacy and the  
Koprulu sector, but as a  
new empire rises from the  
ashes of the past and  
alien invaders threaten  
the very existence of  
humanity, what will the  
future hold for the next  
generation...?

**A Fire Upon The Deep**  
Spectra  
Read it!" —Jess Walter,  
New York Times  
bestselling author of

### Beautiful Ruins

"[R]ollicking good fun."

—New York Times Book Review "A tour-de-force."

—Laura Miller, Slate In a world beset by amassing forces of darkness, one organization—the Regional Office—and its coterie of super-powered female assassins protects the globe from annihilation. At its helm, the mysterious Oyemi and her oracles seek out new recruits and root out evil plots. Then a prophecy suggests that someone from inside might bring about its downfall. And

now, the Regional Office is under attack. Recruited by a defector from within, Rose is a young assassin leading the attack, eager to stretch into her powers and prove herself on her first mission. Defending the Regional Office is Sarah—who may or may not have a mechanical arm—fiercely devoted to the organization that took her in as a young woman in the wake of her mother's sudden disappearance. On the day that the Regional Office is attacked, Rose's and Sarah's stories will

overlap, their lives will collide, and the world as they know it just might end. Weaving in a brilliantly conceived mythology, fantastical magical powers, teenage crushes, and kinetic fight scenes, *The Regional Office Is Under Attack!* is a seismically entertaining debut novel about revenge and allegiance and love.

#### **Mirror's Edge:**

**Exordium** Grove/Atlantic, Inc.

The thrilling novel based on the bestselling video game *Resistance: Fall of*

Man Great Britain. July 1951. Three years ago, Russia went dark. Nothing got in. Nothing got out. The world assumed it was political strife. But it was the Chimera: voracious extraterrestrial invaders. And in December 1949, they burst across the Russian border and poured into Europe. The luckiest humans died. The less fortunate succumbed to an alien virus—and changed. Within a year, most of Europe had fallen. Only Great Britain, after struggling desperately, had kept the conquerors

at bay. But as the Chimera were repelled, they were evolving. Building. Planning. America. November 1952. The Chimera have crossed the Atlantic. Their lightning strikes on American borders are devastating. Cities are lost. Small towns overrun. Citizens transformed into monstrosities. Enter Lieutenant Nathan Hale, U.S. Ranger. A veteran of the Chimeran conflict, he is uniquely immune to the alien virus. And when regular troops can't stem the Chimeran onslaught,

Hale and his special-operations team meet the menace head-on. But while they battle the relentless Chimera, deadly power games rage in the White House. And when Hale discovers a far-reaching conspiracy, one with deadly consequences for the human race, his allegiance to country and mankind is stretched to the breaking point. Based on a game rated Mature by the ESRB

**The Icarus Hunt** Titan  
In the world of XCOM, the governments of Earth unite under threat of an

alien invasion and form XCOM, an elite paramilitary organization tasked with repelling the extraterrestrial offensive and defending humanity. Woefully outgunned, XCOM's only hope is to outsmart and outmaneuver the enemy by turning the aliens' power against them. Making clever use of game elements, XCOM: Resurrection details the strategy and costs of war in a compelling narrative sure to delight sci-fi aficionados and fans of the game series.

*1001 Video Games You Must Play Before You Die*  
Daw Books  
In a futuristic Middle East, plug-ins can turn anyone into a killer in this “wry and black and savage” Nebula and Hugo award finalist (George R. R. Martin). Set in a high-tech near future featuring an ascendant Muslim world and divided Western superpowers, this cult classic takes us into a world with mind- or mood-altering drugs for any purpose, brains enhanced by electronic hardware with plug-in memory

additions and modules offering the wearer new personalities, and bodies shaped to perfection by surgery. Marid Audran, an unmodified and fairly honest street hustler, lives in a decadent Arab ghetto, the Budayeen, and holds on tight to his cherished independence. Then, against his best instincts, he becomes involved in a series of inexplicable murders. Some seem like routine assassinations, carried out with an old-fashioned handgun by a man wearing a plug-in James

Bond persona; others, involving whores, feature prolonged torture and horrible mutilations. Soon the problem comes to the attention of Budayeen godfather Friedlander Bey—who makes Audran an offer he can't refuse. Nominated for the Nebula and Hugo awards, the highest honors in the genre, *When Gravity Fails*, which introduced the cyberpunk Budayeen Cycle, is a pioneering work the *Denver Post* called "superior science fiction" and Harlan Ellison described as "crazy as a

spider on ice skates . . . plain old terrific." Stories IDW Publishing 'This is a beautifully clear and wide-ranging introduction to pragmatics, dealing even-handedly with a good variety of theories and situating the discipline in its historical and intellectual context' - Professor Noel Burton-Roberts, Newcastle University This accessible and engaging text introduces the field of pragmatics, the study of the relationship between linguistic meaning and

context. Assuming no prior knowledge, Siobhan Chapman surveys the development of pragmatics from the very beginning to the present day, and engages with many of the most recent debates in the field, including topics such as experimental pragmatics and (im)politeness theory. This highly-readable text focuses on core theoretical pragmatics, but also considers how pragmatics has been applied to the study of various aspects of language in use, such as

literature, language acquisition and clinical linguistics. Each chapter concludes with useful suggestions for further reading, including both primary and secondary sources. Comprehensive and up-to-date, Pragmatics goes beyond an introduction, encouraging readers at all levels to understand and engage with the very latest issues and ideas. The Unity of Knowledge Simon and Schuster With society still reeling from the Aug Incident - the Illuminati orchestrated

event which caused augmented individuals to mindlessly attack their 'natural' counterparts - anti-aug sentiment is at an all-time global high. Task Force 29 - an Interpol-funded coalition, created to quash the rising tide of terrorist activity - stands as the world's main defence against total anarchy. In the city of Prague, where tension is especially high, the team's latest recruit, Adam Jensen, readies for his first mission with the unit. But being augmented himself, how

will the former SWAT officer handle himself when faced with the grim reality of the mechanical apartheid? Welcome to the darker side of Deus Ex in this thrilling prologue to the upcoming new instalment, Deus Ex: Mankind Divided. "Alex Irvine has introduced us to a new story while staying true to the elements of the game; it's a solid start, and promises an interesting story." "C Big Comic Page "This is great. 9/10" "C Adventures in Poor Taste "8 out of 10" "C Pixel



Rated "I can recommend it for anyone who can't wait to get their cyber fix before the game hits stores later this year." "C Comic Buzz

[Ruin and Recovery in the Video Game Industry](#) Del Rey

Leading up to the events of the highly anticipated new Mirror's Edge™ game comes an exhilarating comic prequel that delves into the story of Faith, one of the most celebrated heroines in video games! Collects issues #1-#6 of the miniseries—the complete story in one

volume! \* Leads directly into the events of the new Mirror's Edge™ game!

**The Art of Deus Ex Universe** Titan Books (US, CA)

Will Destroy the Galaxy for Cash is the follow up tale to Will Save the Galaxy for Food from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his

identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death. What could go wrong? If you need to ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career

thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the villains hadn't had the right idea all along...

*When Gravity Fails* Last Gasp

When they discover a signal emitting from the interior of the Chicxulub crater, Michael Altman and his girlfriend, Ada, lead a team to a stone that unleashes visions, violence, and a warning that prompts the

foundation of a radical new church.

Game Feel Insight Editions

Welcome to Bright Falls—a seemingly idyllic small town in the Pacific Northwest. The perfect place for Alan Wake, a bestselling crime novelist, and his wife, Alice, to relax for a few weeks. Maybe a second honeymoon and the fresh air will cure Wake of his writer's block. But when Alice goes missing under mysterious circumstances, Wake's desperate search for her

leads him into a hell only he could imagine. In the depths of nearby Cauldron Lake, a dark and malevolent presence has awakened from a long slumber. It's reaching out now, turning the townsfolk into mindless killers. Sheathed in shadows, vulnerable only to light, they are Taken. Wake's journey will lead him to the very edge of madness, and deep within the dark woods, he will come face-to-face with a story he has no recollection of ever writing.

How to Kick Ass Like the Walking Dead Dark Horse Comics

The Pulitzer Prize-winning author's "astonishing" debut novel, about a son's struggle to find his own identity and integrity (The New York Times). Michael Chabon, author of *The Amazing Adventures of Kavalier & Clay*, *Moonglow*, and *The Yiddish Policeman's Union*, is one of the most acclaimed talents in contemporary fiction. *The Mysteries of Pittsburgh*, published when Chabon was just twenty-five, is

the beautifully crafted debut that propelled him into the literary stratosphere. Art Bechstein may be too young to know what he wants to do with his life, but he knows what he doesn't want: the life of his father, a man who laundered money for the mob. He spends the summer after graduation finding his own way, experimenting with a group of brilliant and seductive new friends: erudite Arthur Lecomte, who opens up new horizons for Art; mercurial

Phlox, who confounds him at every turn; and Cleveland, a poetry-reciting biker who pulls him inevitably back into his father's mobbed-up world. A New York Times bestseller, *The Mysteries of Pittsburgh* was called "astonishing" by Alice McDermott, and heralded the arrival of one of our era's great voices. This ebook features a biography of the author. [The New Lovecraft Circle](#)  
Hachette UK  
Deus ExIcarus  
EffectRandom House  
Digital, Inc.

**Elric at the End of Time**

Titan Comics

From the bestselling author of *Blood, Sweat, and Pixels* comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade's most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier's groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his

eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews that cover the development of landmark games—*Bioshock Infinite*, *Epic Mickey*, *Dead Space*, and more—on to the shocking closures of the studios that made them,

*Press Reset* tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier's insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox's Curt Schilling decided he was going to lead a game studio that would take out *World of Warcraft*. Along the way, he asks pressing questions about why, when the video game

industry is more successful than ever, it's become so hard to make a stable living making video games—and whether the business of making games can change before it's too late.

Wizard's First Rule Del Rey

From Timothy Zahn, Hugo Award winner and New York Times bestselling author of two landmark Star Wars® series, comes an original new tale featuring a renegade space pilot, his unusual alien partner, and an

unknown cargo that can change the course of galactic history. Jordan McKell has a problem with authority. Unfortunately for him, the iron-fisted authority of the powerful Patthaaunutth controls virtually every aspect of galactic shipping. In order to survive, Jordan ekes out a living dabbling in interstellar smuggling for outlaw concerns that represent the last vestiges of free trade in the galaxy. So when Jordan and his partner, Ixil—an alien with two ferret-like "outhunters"

linked to his neural system—are hired by a mysterious gentleman to fly a ship and its special cargo to Earth, they jump at the job. Caution has never been one of Jordan's strong suits. But this time he may have taken on more than even he can handle. The ship, Icarus, turns out to be a ramshackle hulk, the ragtag crew literally picked up off the street, and the cargo so secret, it's sealed in a special container that takes up most of the cramped and ill-designed ship. As if that

weren't bad enough, it looks like the authorities already suspect something is afoot, there's a saboteur aboard, and the Icarus appears to be shaking apart at the seams. It doesn't seem as if things could get any worse. That is, until a beautiful crew member helps McKell uncover the true nature of the cargo he's carrying. With his enemies closing in on the lumbering Icarus, the unknown saboteur still aboard, and authorities on Earth pressured to turn them in, McKell and Ixil

become fugitives. Their only chance is to stay one step ahead of their pursuers as they try to make it home. A bold and epic novel filled with unrelenting action and a good dose of humor, *The Icarus Hunt* is a wild hyperspace romp through the galaxy.

Bionic Dark Horse Comics "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time

signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is

central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the

designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book,

working through each one to create the feel described.

### **Valkyrie Book Two**

Simon and Schuster  
IT'S NOT THE END OF THE WORLD. BUT YOU CAN SEE IT FROM HERE. In the near future, with physical augmentation gaining ground and nano-cybernetics only years away, the dawn of limitless human evolution is just beyond the horizon, and a secret corporate cabal of ruthless men intends to make sure that humankind stays under its control. But two people on

opposite sides of the world are starting to ask questions that could get them killed. Secret Service agent Anna Kelso has been suspended for investigating the shooting that claimed her partner's life. Anna suspects that the head of a bio-augmentation firm was the real target, and against orders she's turned up a few leads concerning a covert paramilitary force and a cadre of underground hackers. But the cover-up runs deep, and now there's a target on her

back. Meanwhile, Ben Saxon, former SAS officer turned mercenary, joins a shadowy special ops outfit. They say they're a force for good, but Saxon quickly learns that the truth is not so clear-cut. So begins a dangerous quest to uncover a deadly secret that will take him from Moscow to London, D.C. to Geneva, and to the dark truth—if he lives that long. The year is 2027; in a world consumed by chaos and conspiracy, two people are set on a collision course with the most

powerful and dangerous organization in history—and the fate of humanity hangs in the balance.

A Novel Deus Ex Icarus Effect

Now with a new introduction for the Tor Essentials line, *A Fire Upon the Deep* is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today."-David Brin  
Thousands of years in the future, humanity is no



longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys

thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-hold full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. Tor books by Vernor Vinge Zones of Thought Series A Fire Upon The Deep A Deepness In The Sky The

Children of The Sky Realtime/Bobble Series The Peace War Marooned in Realtime Other Novels The Witling Tatja Grimm's World Rainbows End Collections Collected Stories of Vernor Vinge True Names At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.  
**The Regional Office Is Under Attack!** Spectra South African detective Benny Griessel has one day to solve two murders in the award winning, #1

bestselling thriller—“This book is great!” (Michael Connelly). Winner of the Barry Award for Best Thriller As morning dawns in Cape Town, Det. Capt. Benny Griessel finds himself facing a difficult day. A South African music executive has been shot dead. An American teenager’s body has been found on the street, her throat cut. And her friend Rachel Anderson is somewhere in the city, terrified and alone, but

hopefully still alive. For both cases, time is short and media attention is high. And while the homicide detective has been sober for 156 days, day 157 is going to be a tough one . . . A #1 bestseller in South Africa, winner of the 2011 Boeke Prize Fanatics Choice Award, and a finalist for the CWA International Dagger, *Thirteen Hours* is an atmospheric, intensely gripping novel from “a serious writer who richly deserves the international

reputation he has built” (The Washington Post). “Deon Meyer is one of the unsung masters. *Thirteen Hours* proves he should be on everyone’s reading list.” —Michael Connelly, New York Times–bestselling author of the Harry Bosch novels “A deft storyteller.” —Publishers Weekly  
**Pragmatics** Macmillan  
 Sun Tzu meets George Romero in Scott Kenemore’s third zombie book. 40 color illustrations

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