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Willful Child Hachette UK

Based on the best-selling CD-ROM game on the market, a novel fills out the lives of the game's characters, tracing the strange apprenticeship of Atrus to his father, Gehn, who wields the power to create worlds.

The Wolves of Winter Macmillan + ORM

Gregor Eisenhorn a Birodalmi Inkvizíció egyik legünnepeltebb ügynöke. Amikor azonban egy arc ismét felbukkan a múltjából, s kísérteti kezdi, s belesodorja egy iszonytató tragédiába, amely majdnem elpusztítja a Trákia Primaris világát, Eisenhorn élete összeomlik. Cherubael, a démon visszatért, és tönkre akarja tenni az inkvizítort; elhatározza, hogy vagy végez vele, vagy a Sötét Istenek szolgálatába állítja őt.

Metro 2033 Random House

This Book has comprehensive General Knowledge about Maharashtra for the Candidates of Carious Competitive Exams.

The Silo Series Collection Bantam

I need to finish this now. I've crossed so far over the line I can't even see it anymore. A simple drug bust. That is what the Critical Response Unit thinks they're dealing with. It goes horribly wrong when shots are fired, an explosion goes off, and a fire breaks out. Chaos erupts and the unit is left shocked when the dust settles. One agent is dead. Two hospitalized. One missing. Agent Greer is prepared to do anything he can to catch up with the case and find the people responsible. Anything. How far would you go to save a friend? Would you risk losing another in the process? A strange case of cat and mouse is launched as the hunt for the missing FBI agent begins. Friends and enemies alike go toe-to-toe in this psychological thriller. Friendships are put on the line and lines are crossed.

[The Swarm](#) Tor

From the instant #1 New York Times bestselling author of the "eerie and fascinating" (USA TODAY) *The Thirteenth Tale* comes a "swift and entrancing, profound and beautiful" (Madeline Miller, internationally bestselling author of *Circe*) novel about how we explain the world to ourselves, ourselves to others, and the meaning of our lives in a universe that remains impenetrably mysterious. On a dark midwinter's night in an ancient inn on the river Thames, an extraordinary event takes place. The regulars are telling stories to while away the dark hours, when the door bursts open on a grievously wounded stranger. In his arms is the lifeless body of a small child. Hours later, the girl stirs, takes a breath and returns to life. Is it a miracle? Is it magic? Or can science provide an explanation? These questions have many answers, some of them quite dark indeed. Those who dwell on the river bank apply all their ingenuity to solving the puzzle of the girl who died and lived again, yet as the days pass the mystery only deepens. The child herself is mute and unable to answer the essential questions: Who is she? Where did she come from? And to whom does she belong? But answers proliferate nonetheless. Three families are keen to claim her. A wealthy young mother knows the girl is her kidnapped daughter, missing for two years. A farming family reeling from the discovery of their son's secret liaison stand ready to welcome their granddaughter. The parson's housekeeper, humble and isolated, sees in the child the image of her younger sister. But the return of a lost child is not without complications and no matter how heartbreaking the past losses, no matter how precious the child herself, this girl cannot be everyone's. Each family has mysteries of its own, and many secrets must be revealed before the girl's identity can be known. *Once Upon a River* is a glorious tapestry of a book that combines folklore and science, magic and myth. Suspenseful, romantic, and richly atmospheric, this is "a beguiling tale, full of twists and turns like the river at its heart, and just as rich and intriguing" (M.L. Stedman, #1 New York Times

bestselling author of *The Light Between Oceans*).

[The Black: Arrival](#) Hyperion

The bestselling author of *The Martian* returns with an irresistible new near-future thriller—a heist story set on the moon. Jasmine Bashara never signed up to be a hero. She just wanted to get rich. Not crazy, eccentric-billionaire rich, like many of the visitors to her hometown of Artemis, humanity's first and only lunar colony. Just rich enough to move out of her coffin-sized apartment and eat something better than flavored algae. Rich enough to pay off a debt she's owed for a long time. So when a chance at a huge score finally comes her way, Jazz can't say no. Sure, it requires her to graduate from small-time smuggler to full-on criminal mastermind. And it calls for a particular combination of cunning, technical skills, and large explosions—not to mention sheer brazen swagger. But Jazz has never run into a challenge her intellect can't handle, and she figures she's got the 'swagger' part down. The trouble is, engineering the perfect crime is just the start of Jazz's problems. Because her little heist is about to land her in the middle of a conspiracy for control of Artemis itself. Trapped between competing forces, pursued by a killer and the law alike, even Jazz has to admit she's in way over her head. She'll have to hatch a truly spectacular scheme to have a chance at staying alive and saving her city. Jazz is no hero, but she is a very good criminal. That'll have to do. Propelled by its heroine's wisecracking voice, set in a city that's at once stunningly imagined and intimately familiar, and brimming over with clever problem-solving and heist-y fun, *Artemis* is another irresistible brew of science, suspense, and humor from #1 bestselling author Andy Weir.

[Social Architecture](#) Simon and Schuster

A cosy, heartwarming slice-of-life fantasy about found families and fresh starts, *Legends & Lattes* is perfect for fans of TJ Klune, Katherine Addison and T. Kingfisher. From the Hugo Award-winning author, Travis Baldree. Return to the world of *Legends & Lattes* with *Bookshops & Bonedust*, the hilarious and heartwarming prequel. 'This is a warm hug of a book' - T. Kingfisher, bestselling author of *Nettle & Bone* High fantasy, low stakes - with a double-shot of coffee. After decades of adventuring, Viv the orc barbarian is finally hanging up her sword for good. Now she sets her sights on a new dream - for she plans to open the first coffee shop in the city of Thune. Even though no one there knows what coffee actually is. If Viv wants to put the past behind her, she can't go it alone. And help might arrive from unexpected quarters. Yet old rivals and new stand in the way of success. And Thune's shady underbelly could make it all too easy for Viv to take up the blade once more. But the true reward of the uncharted path is the travellers you meet along the way. Whether bound by ancient magic, delicious pastries or a freshly brewed cup, they may become something deeper than Viv ever could have imagined. . . 'The most fun I've ever had in a coffee shop' - Ben Aaronovitch, bestselling author of *Rivers of London* 'A must-read for every D&D player who has ever wondered what happens after 'happily ever after' - Cassandra Khaw, award-winning author of *Nothing but Blackened Teeth*

[BioShock: Rapture](#) Del Rey

Infamous hacker Aiden Pearce, main protagonist of the *Watch Dogs®* games, follows a bloody trail of corruption to the highest levels of government in this gritty action adventure from the bestselling videogame *Older*, but not necessarily wiser, Aiden Pearce, "the Fox", is a rolling stone, surviving by moving from one shadowy hacker job to the next. While in Baltimore, he's captured by a mysterious agent who insists finding missing cargo full of transhuman tech is something only Pearce can do. When flattery doesn't work, he's blackmailed into taking the job. Worse, he's partnered again with the unscrupulous Jordi Chin. Soon what looks like a simple investigation spirals into a nefarious plot leading all the way to the White House. Yet why should Aiden help a country that only wants him behind bars? For the Vigilante, no one escapes hard justice - not even Uncle Sam.

[Roadside Picnic](#) Createspace Independent Publishing Platform

Red Schuhart is a stalker, one of those young rebels who are compelled, in spite of extreme danger, to venture illegally into the Zone to collect the mysterious artifacts that the alien visitors left scattered around. His life is dominated by the place and the thriving black market in the alien products. But when he and his friend Kirill go into the Zone together to pick up a &“full empty,&” something goes wrong. And the news he gets from his girlfriend upon his return makes it inevitable that he'll keep going back to the Zone, again and again, until he finds the answer to all his problems. First published in 1972, *Roadside Picnic* is still widely regarded as one of the greatest science fiction novels, despite the fact that it has been out of print in the United States for almost thirty years. This authoritative new translation corrects many errors and omissions and has been supplemented with a foreword by Ursula K. Le Guin and a new afterword by Boris Strugatsky explaining the strange history of the novel's publication in Russia.

Science Fiction Video Games Potomac Books

A classic novel from #1 New York Times bestselling author Tami Hoag, Reilly's Return is the wonderful story of a woman who seeks sanctuary and stability as she reconnects with a man who lives life on the edge. In a small town on California's northern coast, Jayne Jordan thinks that she has found the perfect place to live. Recovering from her husband's death, searching for spiritual harmony, Jayne still manages to crank out bluntly honest—often scathing—movie reviews read by millions. Then into her life strides international movie star and sex symbol Pat Reilly, a friend of Jayne's late husband. Reilly has waited a year to contact Jayne. Now, certain that he and Jayne fell in love the first time they met, Reilly has arrived to give destiny a nudge. For any other woman this would be a no-brainer, but Jayne is picking up confusing vibes. And Reilly's latest action-adventure blockbuster is about to draw the wrath of her next review. Can Jayne really give in to this big, reckless matinee idol and stay true to herself? In a little town where anything can happen, there will be only one way to find out.

Homefront Harper Collins

This book is an all-in-one primer for anyone aiming to build on-line communities. It covers the theory of Social Architecture, and the tools you need to build a community. It explains the ZeroMQ community in detail, including its collaboration process (C4). This is a powerful book for anyone building an Open Source community, or an on-line community in other areas.

Once Upon a River Pocket Books

This translation originally copyrighted in 2009.

The Power of Latino Leadership CRC Press

Embracing diversity, valuing people, taking action Over 50 million Latinos live in the United States, and it's estimated that by 2050 one in three of the US population will be Hispanic. What does it take to lead such a varied and vibrant people who hail from twenty-two different countries and are a blend of different races? And what can leaders of all cultures and ethnicities learn from how Latinos lead? Juana Bordas takes us on a journey to the very heart and soul of Latino leadership. She offers ten principles that richly illustrate the inclusive, people-oriented, socially responsible, and life-affirming way Latinos have led their communities. Bordas includes the voices and experiences of other distinguished Latino leaders and vivid dichos (traditional sayings) that illustrate positive aspects of the Latino culture. This unprecedented book illustrates powerful and distinctive lessons that will inform leaders of every background. "America grows more diverse by the day. Leaders want to understand and motivate those they lead but may feel intimidated by the complex history and culture of Latinos in America. Juana Bordas has written a handbook for making sense of it all. The Power of Latino Leadership helps the reader decode the coming America and the changing workforce." —Ray Suarez, Senior Correspondent, PBS News Hour, and former host, Talk of the Nation, NPR "Bordas has mentored generations of young Hispanics throughout her distinguished career. [Here] she presents a compelling case for how the strengths Hispanics bring to the table...can infuse new life into leadership development for all of our country's current and future leaders." —Janet Murguía, President, National Council of La Raza "Juana Bordas provides timely insight into Latino contributions to our nation's future and why their influence will continue to increase." —Arturo Vargas, Executive Director, National Association of Latino Elected and Appointed Officials "To develop a deeper appreciation for the countless contributions the Latino community is making to America's multicultural leadership journey, read this book!" —Ken Blanchard, coauthor of *The One Minute Manager* and *Great Leaders Grow*

Metro 2034 St. Martin's Press

Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical a

Myst: The Book of Atrus Tor Books

A time-travel story that is both a poignant exploration of human identity and an absorbing tale of suspense. It's natural to feel a little out of place when you're the new girl, but when Charlotte Makepeace wakes up after her first night at boarding school, she's baffled: everyone thinks she's a girl called Clare Mobley, and even more shockingly, it seems she has traveled forty years back in time to 1918. In the months to follow, Charlotte wakes alternately in her own time and in Clare's. And instead of having only one new set of rules to learn, she also has to contend with the unprecedented strangeness of being an entirely new person in an era she knows nothing about. Her teachers think she's slow, the other girls find her odd, and, as she spends more and more time in 1918, Charlotte starts to wonder if she remembers how to be Charlotte at all. If she doesn't figure out some way to get back to the world she knows before the end of the term, she might never have another chance.

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Frank Einstein and the Antimatter Motor (Frank Einstein series #1) Government Printing Office

Twenty years after Doomsday, survivors of World War Three live in an underground world they have created in the subway system of Moscow. The most stubborn of the survivors, Artyom, will give anything to find and lead his own people to life again on the earth's surface.

Metro 2033 Orion Books

New York Times Bestseller "I never thought science could be funny . . . until I read Frank Einstein. It will have kids laughing." —Jeff Kinney, *Diary of a Wimpy Kid* "Huge laughs and great science—the kind of smart, funny stuff that makes Jon Scieszka a legend." —Mac Barnett, author of *Battle Bunny* and *The Terrible Two* Clever science experiments, funny jokes, and robot hijinks await readers in the first of six books in the New York Times bestselling Frank Einstein chapter book series from the mad scientist team of Jon Scieszka and Brian Biggs. The perfect combination to engage and entertain readers, the series features real science facts with adventure and humor, making these books ideal for STEM education. This first installment examines the science of “matter.” Kid-genius and inventor Frank Einstein loves figuring out how the world works by creating household contraptions that are part science, part imagination, and definitely unusual. In the series opener, an uneventful experiment in his garage-lab, a lightning storm, and a flash of electricity bring Frank's inventions—the robots Klink and Klank—to life! Not exactly the ideal lab partners, the wisecracking Klink and the overly expressive Klank nonetheless help Frank attempt to perfect his inventions. . . . until Frank's archnemesis, T. Edison, steals Klink and Klank for his evil doomsday plan! Integrating real science facts with wacky humor, a silly cast of characters, and science fiction, this uniquely engaging series is an irresistible chemical reaction for middle-grade readers. With easy-to-read language and graphic illustrations on almost every page, this chapter book series is a must for reluctant readers. The Frank Einstein series encourages middle-grade readers to question the way things work and to discover how they, too, can experiment with science. In a starred review, Kirkus Reviews raves, “This buoyant, tongue-in-cheek celebration of the impulse to ‘keep asking questions and finding your own answers’ fires on all cylinders,” while Publishers Weekly says that the series “proves that science can be as fun as it is important and useful.” Read all the books in the New York Times bestselling Frank Einstein series: *Frank Einstein and the Antimatter Motor* (Book 1), *Frank Einstein and the Electro-Finger* (Book 2), *Frank Einstein and the BrainTurbo* (Book 3), and *Frank Einstein and the EvoBlaster Belt* (Book 4). Visit frankeinsteinbooks.com for more information. STARRED REVIEW "In the final analysis, this buoyant, tongue-in-cheek celebration of the impulse to ‘keep asking questions and finding your own answers’ fires on all cylinders." --Booklist, starred review "Scieszka mixes science and silliness again to great effect." —Kirkus Reviews "In refusing to take itself too seriously, it proves that science can be as fun as it is important and useful." —Publishers Weekly "With humor, straightforward writing, tons of illustrations, and a touch of action at the end, this book is accessible and easy to read, making it an appealing choice for reluctant readers. A solid start to the series." --School Library Journal "Kids will love Frank Einstein because even though he is a new character he will be instantly recognizable to the readers...Jon Scieszka is one of the best writers around, and I can't wait to see what he does with these fun and exciting characters." —Eoin Colfer, *Artemis Fowl* "Jon Scieszka's new series has the winning ingredients that link his clever brilliance in story telling with his knowledge of real science, while at the same time the content combination of fiction and non fiction appeals to the full range of the market." —Jack Gantos, *Dead End in Norvelt*

Post-Apocalyptic Realism Simon and Schuster

For the first time ever, *The Silo Saga Omnibus* brings together all of the work in Hugh Howey's ground-breaking, best-selling, acclaimed series, including the individual novels *Wool*, *Shift*, and *Dust*, as well as original essays by the author, and a bonus chapbook of short fiction, *Silo Stories* The remnants of humanity live underground in a vast silo. In this subterranean world, rules matter. Rules keep people alive. And no rule is more strictly enforced than to never speak of going outside. The punishment is exile and death. When the sheriff of the silo commits the ultimate sin, the most unlikely of heroes takes his place. Juliette, a mechanic from the down deep, who never met a machine she couldn't fix nor a rule she wouldn't break. What happens when a world built on rules is handed over to someone who sees no need for them? And what happens when a world broken to its core comes up against someone who won't stop until things are set to right? Their world is about to fall. What—and who—will rise?

A State of Despair Chicago Review Press

United States Army in Vietnam. CMH Pub. 91-13. Draws upon previously unavailable Army and Defense Department records to interpret the part the press played during the Vietnam War. Discusses the roles of the following in the creation of information policy: Military Assistance Command's Office of Information in Saigon; White House; State Department; Defense Department; and the United States Embassy in Saigon.

The Guy's Guide to Four Battles Every Young Man Must Face Ballantine Books

We've always imagined the world coming to an end in spectacular, explosive fashion. But what if - instead - humanity is just destined to slowly crumble? For Jasper and his nomadic tribe, their former life as middle-class Americans seems like a distant memory. Their world took a turn for the worse - and then never got better. Resources are running out, jobs keep getting scarcer, and the fabric of society is slowly disintegrating But in the midst of this all, Jasper's just a guy trying to make ends meet, find a nice girl who won't screw him around, and keep his group safe on the violent streets. *Soft Apocalypse* follows the tribe's struggle to find a place for themselves and their children in the dangerous new place their world has become.