
Tales From The Loop

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Be the Star You Are!
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The End of Summer Tales From the Loop

World-renowned visionary artist John Harris' unique concept paintings capture the Universe on a massive scale, featuring everything from epic landscapes and towering cities to out-of-this-world science fiction vistas. This collection focuses on his wide variety of futuristic art, as well as his striking covers for a variety of esteemed SF authors, including Arthur C Clarke, John Scalzi, Ben Bova, Hal Clement, Jack McDevitt, Frederik Pohl, Orson Scott Card's Enders books and many more.

Be the Star You Are! Scholastic

"Kids on Bikes is a collaborative storytelling roleplaying game about small towns and big adventures! Jump right into the action quick and create your own band of rag-tag mystery solvers today!"--Publisher's website.

Tales from the Loop Celestial Arts

In the second book of The Loop trilogy, Luka is trapped in a fate worse than death. But now that he knows the truth about what he and his fellow inmates are being used for, it's more important than ever that he not only escapes, but that he builds an army. Luka is a prisoner once again. But this time it's a fate worse than death. In the Block, he must toggle between enduring an Energy Harvest for twelve hours of the day and surviving complete immobilization. The only semblance of relief is the Sane Zone, created to keep prisoners from going completely mad. In this virtual reality, the prisoners live out their fantasies of life outside. But for Luka, it's different. Happy is determined to find out the location of his friends, who disappeared after the Battle of Midway Park. But can Luka battle the descent into madness long enough to stop Happy's manipulation tactics and keep his friends' location safe? Another prison break is the only chance to protect the Missing. And as reality becomes increasingly scrambled on the outside, it'll take an army to stop Galen from carrying out his plans.

Tales From the Loop Scholastic Inc.

NPR Best Books of 2018 A teen girl and her robot embark on a cross-country mission in this illustrated science fiction story, perfect for fans of Ready Player One and Black Mirror. In late 1997, a runaway teenager and her small yellow toy robot travel west through a strange American landscape where the ruins of gigantic battle drones litter the countryside, along with the discarded trash of a high-tech consumerist society addicted to a virtual-reality system. As they approach the edge of the continent, the world outside the car window seems to unravel at an ever faster pace, as if somewhere beyond the horizon, the hollow core of civilization has finally caved in.

The Block (the Second Book of the Loop Trilogy), Volume 2 Hamish Hamilton

The Labyrinth is a unique vision of a dystopian future from one of the most sought-after visual storytellers in the world and internationally acclaimed author of The Electric State.

Kids on Bikes Free League Publishing

"Simon Stålenhag is back. In his new art book Things From The Flood, Stålenhag continues the stories of Tales From the Loop, memories of a Nordic childhood infused with strange machines and weird creatures from other dimensions. In Things From The Flood, Stålenhag moves his focus from the '80s to the '90s, the decade of great change when the outside world truly came to Scandinavia. These are tales of the trials of youth, of schoolyard hazings, of first kisses, of finding yourself -- and robots."

Seven Devils Chicken House

Working side-by-side for a record label, former punk rocker Bennie Salazar and the passionate Sasha hide illicit secrets from one another while interacting with a motley assortment of equally troubled people from 1970s San Francisco to the post-war future.

The Block (The Second Book of The Loop Trilogy) Skybound Books

'Remarkable... beautiful' - National Public Radio These are the tales of an extraordinary journey: from the small towns of Sweden to the deserts of Nevada to the bitter chill of Siberia. A journey where children make friends with abandoned robots... in a world where dinosaurs roam freely. These are the Tales from the Loop. Stories told in both words and haunting illustrations, TALES FROM THE LOOP captures a not-too-distant reality that is both haunting and imminent: addressing the many ways developing technology and nature can create havoc and wonder in our world... and the hope we might still find in that future. Perfect for fans of everything from STRANGER THINGS to JURASSIC PARK to JUMANJI, Tales from the Loop is an incredible, unmissable work of genius. PRAISE for SIMON STALENHAG 'Tales has the magic. It's got the robots, the weirdness, the dinosaurs. But most of all, it has the wonder. No one who picks this book up will be the same person when they put it down again' NPR on Tales from the Loop 'No words to describe this novel in pictures. Stahlenhag defined a whole new aesthetic for scifi in the 21st century' Damien Walter on The Electric State 'A chilling, unforgettable visual and narrative experience' Locus on The Electric State Stalenhag's 'stories crawl into my brain and mess with my memory of history, time and place' NPR on The Electric State Tales from the Loop Modiphius Entertainment

The year's most brutal, cinematic thrill ride is also one of its most critically acclaimed novels. Dazed and Confused meets 28 Days Later in this "wickedly entertaining," (Kirkus Reviews) "volcano of a book" (Nathan Ballingrud, author of Wounds) as a lonely young woman teams up with a group of fellow outcasts to survive the night in a town overcome by a science experiment gone wrong. A Best Book of the Month for Den of Geek, Omnivoracious, Mystery & Suspense, and Tor. A Goodreads' 2020 Readers Choice Nominee for Best Horror, and one of the Best Books of 2020 for The Lineup, Booked, and Unsettling Reads. Turner Falls is a small tourist town nestled in the hills of central Oregon. When a terrifying outbreak rapidly develops, this idyllic town becomes the epicenter of an epidemic of violence. The Loop is a "wild and wonderfully scary novel" (Richard Chizmar, author of Gwendy's Magic Feather) that offers a "hilarious and horrifying" (Brian Keene, author of The Rising) look at what one team of misfits can accomplish as they fight to live through the night. "[A] harrowing thrill ride of the first order and an uncompromising page-turner, easily securing its spot as

one of the best novels of 2020.” —Rue Morgue (featured “Dante’s Pick” Review) “Like the best of Crichton or Bentley, it is a great beach read, but it is infused with the neon blood of a brave new writer... [A] kind of literary roller coaster. It will take you to thrilling highs and terrifying lows...” —Los Angeles Review of Books “The Loop is the gore-soaked, anxiety-inducing, diabolically funny Richard Linklater/David Cronenberg mashup you never knew you wanted but can’t—or at least shouldn’t—live without.” —The Big Thrill “Unputdownable...Fans of The Twilight Zone, The X-Files, and Stranger Things will be especially thrilled.” —Publishers Weekly (starred review) “A satisfyingly dark satire of, well, everything...[a] heart-pounding and deeply unsettling tale.” —Booklist “The Loop is a remarkably propulsive novel, cinematic in the best way, with perfectly tuned tension and excellent character choices...a headlong, straightforward pleasure.” —Locus “The Loop is the Cronenberg film we never got.” —Nathan Ballingrud, author of North American Lake Monsters and Wounds

Things From the Flood Hachette UK

An unstoppable anthology of crime stories culled from Black Mask magazine the legendary publication that turned a pulp phenomenon into literary mainstream. Black Mask was the apotheosis of noir. It was the magazine where the first hardboiled detective story, which was written by Carroll John Daly appeared. It was the slum in which such American literary titans like Dashiell Hammett and Raymond Chandler got their start, and it was the home of stories with titles like “Murder Is Bad Luck,” “Ten Carets of Lead,” and “Drop Dead Twice.” Collected here is best of the best, the hardest of the hardboiled, and the darkest of the dark of America’s finest crime fiction. This masterpiece collection represents a high watermark of America’s underbelly. Crime writing gets no better than this. Featuring • Deadly Diamonds • Dancing Rats • A Prize Fighter Fighting for His Life • A Parrot that Wouldn’t Talk Including • Dashiell Hammett’s The Maltese Falcon as it was originally published • Lester Dent’s Luck in print for the first time

An Occurrence at Owl Creek Bridge Simon and Schuster

This first book in a feminist space opera duology follows seven resistance fighters who will free the galaxy from the ruthless Tholosian Empire—or die trying. When Eris faked her death, she thought she had left her old life as the heir to the galaxy’s most ruthless empire behind. But her recruitment by the Novantaen Resistance, an organization opposed to the empire’s voracious expansion, throws her right back into the fray. Eris has been assigned a new mission: to infiltrate a spaceship ferrying deadly cargo and return the intelligence gathered to the Resistance. But her partner for the mission, mechanic and hotshot pilot Cloelia, bears an old grudge against Eris, making an already difficult infiltration even more complicated. When they find the ship, they discover more than they bargained for: three fugitives with firsthand knowledge of the corrupt empire’s inner workings. Together, these women possess the knowledge and capabilities to bring the empire to its knees. But the clock is ticking: the new heir to the empire plans to disrupt a peace summit with the only remaining alien empire, ensuring the empire’s continued expansion. If they can find a way to stop him, they will save the galaxy. If they can’t, millions may die.

King Thor Simon and Schuster

Someone stole my kid brother’s bike...Someone sabotaged the pep rally...Someone destroyed the Homecoming queen’s reputation...The world is full of mysteries. It’s up to your group of intrepid teen

sleuths to solve them. In Bubblegumshoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. In this stand-alone game, you’ll find: Rules to create your Sleuth’s web of relationships and make the most of GUMSHOE’s resource-management A simple setting system designed for large scale town creation all the way down to scene locations, plus extensive information on Drewsbury, a ready-to-go setting A variety of short mystery starters, including a full introductory mystery: Hey! That’s My Bike! Extensive support to help GMs create their own mysteries using pre-established characters and settings Rules for social Throwdowns as well as physical altercations to reflect the drama of high school noir A slimmed-down list of investigative abilities vs GUMSHOE’s default to make for faster decision making Bubblegumshoe. The secrets will out.

Tales from the Loop GM Screen Wesleyan University Press

There are rumors of a mechanical contraption that roams around the fields outside the small communities of the Mälaren Islands. At the same time, flyers asking for information on lost pets are increasing on the bulletin board outside the grocery store. On TV, the weatherman speaks of “random storm gusts” - and hasn’t there been severely bad weather the past few nights? This is the beginning of a series of mysteries that lead the children out into the wilderness of The Loop and down into its secret tunnels. But what does this all have to do with the long-awaited summer camp, the magnetriner ship Susi Talvi, and the 1969 moon landing? This is a 124-page full-color hardback module to the multiple award-winning Tales from the Loop roleplaying game. Made in the UK.

The Loop Titan Books (US, CA)

The basis for the new Amazon Prime Original Series! From the author of the imaginative and “awe-inspiring” (New York Journal of Books) narrative art book The Electric State comes the haunting sequel to his remarkable Tales from the Loop. Welcome back to the Loop. In 1954, the Swedish government ordered the construction of the world’s largest particle accelerator in the pastoral countryside of Mälaröarna. The local population called this marvel of technology The Loop and celebrated its completion. But Mälaröarna and the world would never be the same. Infused with strange machines and unfathomable creatures, Things from the Flood is a transcendent look at technology that will stay with you long after you turn the final page.

The Down Days Simon and Schuster

This carefully crafted ebook: “Winesburg, Ohio (A Group of Tales of Ohio Small-Town Life)” is formatted for your eReader with a functional and detailed table of contents. This ebook is a series of loosely linked short stories set in the fictional town of Winesburg, mostly written from late 1915 to early 1916. The stories are held together by George Willard, a resident to whom the community confide their personal stories and struggles. The townspeople are withdrawn and emotionally repressed and attempt in telling their stories to gain some sense of meaning and dignity in an otherwise desperate life. The work has received high critical acclaim and is considered one of the great American works of the 20th century. Sherwood Anderson (1876 – 1941) was an American novelist and short story writer, known for subjective and self-revealing works. Anderson published several short story collections, novels, memoirs, books of essays, and a book of poetry. He may be most influential for his effect on the next generation of young writers, as he inspired William

Faulkner, Ernest Hemingway, John Steinbeck, and Thomas Wolfe.

Tales from the Loop Image Comics

Tom Gauld's debut graphic novel retelling of a classic myth Since the 2011 release of Goliath, Tom Gauld has solidified himself as one of the world's most revered and critically-acclaimed cartoonists working today. From his weekly strips in the Guardian and New Scientist, to his lauded graphic novels *You're All Just Jealous of My Jetpack* and *Mooncop*, Gauld's fascination with the intersection between history, literary criticism, and pop culture has become the crux of his work. Now in paperback, with a new cover and smaller size, *Goliath* is a retelling of the classic myth, this time from Goliath's side of the Valley of Elah. Goliath of Gath isn't much of a fighter. He would pick admin work over patrolling in a heartbeat, to say nothing of his distaste for engaging in combat. Nonetheless, at the behest of the king, he finds himself issuing a twice-daily challenge to the Israelites: "Choose a man. Let him come to me that we may fight." Quiet moments in Goliath's life as an isolated soldier are accentuated by Gauld's trademark drawing style: minimalist scenery, geometric humans, and densely crosshatched detail. Simultaneously tragic and bleakly funny, *Goliath* displays a sensitive wit and a bold line--a traditional narrative reworked, remade, and revolutionized into a classic tale of Gauld's very own.

Tales from the Time Loop Aftershock Comics

Altered Carbon and *The Wind-Up Girl* meet *Apocalypse Now* in this fast-paced, intelligent, action-driven cyberpunk, probing questions of memory, identity and the power of narratives. Lin 'The Silent One' Vu is a gangster in Chinese-occupied Hanoi, living in the steaming, paranoid alleyways of the 36 Streets. Born in Vietnam, raised in Australia, everywhere she is an outsider. Through grit and courage, Lin has carved a place for herself in the Hanoi underworld under the tutelage of Bao

Nguyen, who is training her to fight and survive. Because on the streets there are no second chances. Meanwhile the people of Hanoi are succumbing to *Fat Victory*, an addictive immersive simulation of the US-Vietnam war. When an Englishman - one of the game's developers - comes to Hanoi on the trail of his friend's murderer, Lin is drawn into the grand conspiracies of the neon gods: the mega-corporations backed by powerful regimes that seek to control her city. Lin must confront the immutable moral calculus of unjust wars. She must choose: family, country, or gang. Blood, truth, or redemption. No choice is easy on the 36 Streets.

The Loop Penguin

"Toys suddenly developing intelligence. A mystical mummy roaming the beaches. Weird events in the local video store. A mixtape full of mysteries. Four wondrous machines. A guide to creating your own setting for the game. All of this and more is included in this volume, the first official module for the multiple award-winning *Tales from the Loop* RPG." -- Page 4 of cover.

The Black Lizard Big Book of Black Mask Stories Titan Books (US, CA)

There are no dress rehearsals in life and you only get one shot at a scene -- why not make it as good as it can be? In *Be the Star You are!* Cynthia Brian proves that you already possess everything you need to be the producer, writer, director, and star of your own life. Cynthia shares 99 lessons (or gifts) that teach you to cherish your past, focus on your assets, dream of the future, and celebrate each moment.

36 Streets Vintage Crime/Black Lizard

"Scifi artist Simon Stålenhag's paintings of Swedish 1980s suburbia, populated by fantastic machines and strange beasts, have won global acclaim. In this multiple award-winning roleplaying game, you get to step into the amazing world of the Loop."--Back cover.

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