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MORENO DICKSON

The New York Times and USA Today bestselling series They dive so humanity survives ... More than two centuries after World War III poisoned the planet, the final bastion of humanity lives on massive airships circling the globe in search of a habitable area to call home. Aging and outdated, most of the ships plummeted back to earth long ago. The only thing keeping the two surviving lifeboats in the sky are Hell Divers—men and women who risk their lives by skydiving to the surface to scavenge for parts the ships desperately need. When one of the remaining airships is damaged in an electrical storm, a Hell Diver team is deployed to a hostile zone called Hades. But there's something down there far worse than the mutated creatures discovered on dives in the past—something that threatens the fragile future of humanity.

World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry

Glukhovsky's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.

'A first class thriller... This debut is going to be huge' Mari Hannah, author of Without a Trace 'Everyone's going to love this! I wish I'd written it' Russ Thomas, author of Firewatching FACT: In 1942, in growing desperation at the progress of the war and fearing invasion by the Nazis, the UK government approved biological weapons tests on British soil. Their aim: to perfect an anthrax weapon destined for Germany. They succeeded. FACT: Though the attack was never launched, the testing ground, Gruinard Island, was left lethally contaminated. It became known as Anthrax Island. Now government scientists have returned to the island. They become stranded by an equipment failure and so John Tyler is flown in to fix the problem. He quickly discovers there's more than research going on. When one of the scientists is found impossibly murdered inside a sealed room, Tyler realises he's trapped with a killer... A gripping thriller that will leave you guessing until the final page. Perfect for fans of Terry Hayes, James Swallow and Alistair MacLean. Praise for Anthrax Island 'Uncomfortably well researched and brimming with pace, Anthrax Island is that rare thing: a thoughtful and intelligent thriller. Absolutely brilliant' M. W. Craven, 2019 CWA Gold Dagger award winning author of The Puppet Show 'A nerve-shredding thriller packed full of atmosphere and tension from a writer to watch' Doug Johnstone, author of The Big Chill 'Anthrax Island makes brilliant use of a unique setting, and at times reads like Agatha Christie by way of John Carpenter's The Thing. Enthralling' Mason Cross, author of Presumed Dead 'Anthrax Island is an exhilarating thrill ride with so many twists and turns that it's impossible to predict what's going to happen next. A classic mystery with a contemporary twist, Anthrax Island is a joy' Chris McGeorge, author of Inside Out 'Smart, rocket-paced and super twisty this phenomenal debut thriller is like a cross between Jack Reacher, Bond, and And Then There Were None. A real must read!' Steph Broadribb, author of Deep Down Dead 'Absolute belter! Seriously, if Hercule Poirot and James Bond had a baby and sent him to the Jason Bourne School for Badasses he would grow up to be John Tyler. Cars, cash, poison, guns, thrills, chills and murder - this book has the lot' S E Moorhead, author of Witness X 'A genre-busting debut. It's like the bastard son

of Agatha Christie and Ian Fleming watched *The Thing on Repeat* before bashing out a pacy, locked-room, action-adventure thriller' Trevor Wood, 2020 CWA John Creasey (New Blood) Dagger award-winning author of *One Way Street*

Geralt de Riv, a witcher, uses his vast sorcerous powers to hunt down the monsters that threaten the world, but he soon discovers that not every monstrous-looking creature is evil, and not everything beautiful is good.

First English U.S. PREMIUM HARDCOVER Edition of the cult dystopia "METRO 2033". * * * Metro 2033 tells the story of a young man named Artyom who goes a long way to save his world from mortal danger. The book describes the consequences of an atomic war. Its only survivors strive for existence in the mazes of the Moscow subway (Metro) some two decades after the nuclear Holocaust. Formally a sci-fi novel, Metro 2033 describes a dystopia, in which Russia's present-day society is superficially analyzed and described. It also critically examines communism in the former Soviet Union and the rise of fascism in modern Russia. Over 2,000,000 copies of Metro 2033 have been sold worldwide. Foreign book rights have been sold to more than 37 countries. The franchise gave birth to two cult video games, Metro 2033 and Metro Last Light. Film rights were optioned by MGM Studios in Hollywood.

Walking the streets of Moscow, indistinguishable from the rest of its population, are The Others. The Others are magicians, possessors of supernatural powers and capable of entering the Twilight, a shadowy world that exists in parallel to our own. Their aim is maintenance of the precarious balance between good and evil.

After the peaceful, utopian colony world of Wunderland is devastated by the attacks of the felinoid Kzin warriors, the human defenders are forced to turn to guerrilla warfare in the planet's jungles and caves after the Kzin devastate the cities, in a new novel based on the universe created by Larry Niven.

First published in 1908, 'Japanese Fairy Tales' is a book of beautiful legends and fairy tales of Japan that were collected, translated and retold by the author, Yei Theodora Ozaki, an early translator of Japanese short stories and fairy tales. Her translations have been very popular, and were reprinted hundreds of times after her death. It is a delightful introduction to the culture of Japan through its traditional children's stories. In part, the project was the result of a suggestion made by her friend Andrew Lang, another collector of fairy stories, who printed his stories in the many Colored Fairy Books. They feature animals and humans, creatures normal and fantastical, peasants and kings. They contain 22 tales that include ghouls, goblins and ogres, sea serpents and sea kings, kindly animals and magic birds; demons and dragons; princes and princesses. Some are 'Momotaro', 'The Son of a Peach', 'The Jellyfish and the Monkey', 'The Mirror of Matsuyama', 'The Bamboo Cutter and the Moon Child', 'The Stones of Five Colors and the Empress Jokwa'.

Visions of the American city in post-apocalyptic ruin permeate literary and popular fiction, across print, visual, audio and digital media. *American Cities in Post-Apocalyptic Science Fiction* explores the prevalence of these representations in American culture, drawing from a wide range of primary and critical works from the early-twentieth century to today. Beginning with science fiction in literary magazines, before taking in radio dramas, film, video games and expansive transmedia franchises,

Robert Yeates argues that post-apocalyptic representations of the American city are uniquely suited for explorations of contemporary urban issues. Examining how the post-apocalyptic American city has been repeatedly adapted and repurposed to new and developing media over the last century, this book reveals that the content and form of such texts work together to create vivid and immersive fictional spaces in ways that would otherwise not be possible. Chapters present media-specific analyses of these texts, situating them within their historical contexts and the broader history of representations of urban ruins in American fiction. Original in its scope and cross-media approach, *American Cities in Post-Apocalyptic Science Fiction* both illuminates little-studied texts and provides provocative new readings of familiar works such as *Blade Runner* and *The Walking Dead*, placing them within the larger historical context of imaginings of the American city in ruins.

Poison has caused some of history's most dramatic deaths--yet a fine line separates healing from killing: the difference lies in the dosage! Folklorist Fez Inkwright returns to the archives to reveal fascinating stories behind a variety of lethal plants, witching herbs, and fungi. Going from A to Z, she covers everything from apple to oleander, beautifully illustrating each plant herself. This enthralling treasury is packed with insight and lore on the mysteries of everyday flora.

More than twenty years ago, Jon Kabat-Zinn changed the way we think about awareness in everyday life with his now-classic introduction to mindfulness, *Wherever You Go, There You Are*. He followed that up with 2005's *Coming to Our Senses*, the definitive book for our time on the connection between mindfulness and our well-being on every level, physical, cognitive, emotional, social, planetary, and spiritual. Now, the original text of *Coming to Our Senses* is being repackaged into 4 smaller books, each focusing on a different aspect of mindfulness, and each with a new foreword written by the author. In this second of these books, *Falling Awake* (which was originally published as Part III and Part IV of *Coming to Our Senses*), Kabat-Zinn focuses on the "how" of mindfulness--explaining how meditation brings us into intimate relationship with all our senses, how to establish a formal meditation practice, and how to overcome some of the common obstacles to incorporating meditation into daily life in an age of perpetual self-distraction. By "coming to our senses"--both literally and metaphorically--we can become more compassionate, more embodied, more aware human beings, and in the process, contribute to the healing of the body politic as well as our own lives in ways both little and big.

A new, refreshed edition of the five-level English course for teenagers, with a clear structure, supported approach to speaking, practice, and exam preparation still at its heart. *Solutions* has been thoroughly modernized with 80% new content to draw in students, embed the grammar and vocabulary presented, and engage them in the tasks. Its guided approach builds up every student's confidence, through step-by-step objectives, lots of practice, meaningful personalization activities, and exam preparation tasks. The course now embraces a wide range of teaching methods, furnishing the teacher with a flexible pick-and-choose package for use in the classroom, at home, and on the move. The digital elements of the course enliven the material and allow teachers to vary the pace and focus of their lessons. *Solutions* turns all students into active learners, by offering a rich variety of learning opportunities for a whole range of abilities through extension and revision activities in all components - giving everyone a sense of achievement whatever their level. The *Solutions 2nd Edition Workbook* supports the Student's Book content with plenty of extra practice and revision.

Two couples cut to bits near a canyon close to the Nevada border. The police pull over blood-soaked Arlo Ward not far from the site of the grisly murders; he fully cooperates with the officers, grinning through a remorseless confession dripping with gory detail. Investigators find no murder weapon, but young, awkward Arlo's confession is signed, taped, and delivered.

The black and the white rhinoceros have become flagship species for international conservation. They are significant not only for the continuation of a major evolutionary heritage, but also as symbols for the protection of African savannahs. The battle for the survival of these species has been marked by some notable successes and sadly, many failures, and the situation is still critical. The international horn trade ban and the domestic bans imposed in most traditional user states have driven the trade further underground, in some cases inflating prices and making illegal dealing even more lucrative. This Plan is aimed at donors, government and non-government organizations, and all those involved in rhino conservation. It outlines the actions and strategies needed to catalyse support for these majestic animals, and help secure their future in sub-Saharan Africa. The overall conclusion is that, given the political will, stability and adequate field expenditure, rhinos can be conserved in the wild.

The beginning of the 21st century was a time of unprecedented events in American society: Y2K, 9/11 and the wars that followed, partisan changes in government and the rapid advancements of the Internet and mass consumerism. In the two decades since, popular culture--particularly film--has manifested the underlying anxieties of the American psyche. This collection of new essays examines dozens of movies released 1998-2020 and how they drew upon and spoke to mass cultural fears. Contributors analyze examples across a range of genres--horror, teen rom-coms, military flicks, slow-burns, and animated children's films--covering topics including gender and sexuality, environmental politics, technophobia, xenophobia, and class and racial inequality. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px 'Times New Roman'}

The epic second novel from the author of the acclaimed *Anthrax Island*. John Tyler has a new mission: capture a heavily protected target from the Alps and smuggle him back into the UK in time for Christmas. *La Rochelle in the dead of night*: Tyler boards the *Tiburon*, a rusting freighter crewed by smugglers and mercenaries, for the last leg of his journey. But he is short on time. His mark's security team has pursued him across France, determined to retrieve their boss, and they won't be deterred by an ocean. The race is on. Tyler heads into the Bay of Biscay in a storm, with a pursuing boat snapping at his heels. But when his prisoner is found murdered inside a sealed hold on the ship, everyone on board becomes a suspect. In the flickering light of the *Tiburon's* passageways there's nowhere to run, but everywhere to hide. Some might think the situation is spiralling out of control, but they don't know John Tyler... Perfect for fans of Alistair MacLean and Terry Hayes, Ronin meets Bond in this high-octane thriller that races from the French Alps to a creaking ghost ship in the Atlantic, with a locked-room mystery at its heart. Praise for *Black Run* 'Black Run is an absolutely stunning sequel to *Anthrax Island* that will delight action and mystery fans in equal measure' Chris McGeorge, author of *Half-Past Tomorrow* 'A rip-roaring, rollicking rollercoaster of a read! Another ingenious locked-room mystery unravelled amidst a series of high-velocity action sequences, the tension and drama expertly maintained throughout. John Tyler is rapidly becoming one of my favourite action heroes' Russ Thomas, author of *Nighthawking* 'I slalomed my way through *Black Run* like a downhill

skier on acid. Marshall has again combined an adrenaline-fuelled adventure yarn with an unfathomable locked-room mystery. Packed with brutal action and bodies galore, *Black Run* is a treat for all the senses' Trevor Wood, author of *One Way Street* 'Nobody fuses action and mystery with such punch, panache and verve as D. L. Marshall, sending him straight to the genre's top table alongside Cussler and MacLean - with a flair for impossible enigmas echoing the best of Christie. A simply outstanding, breakout novel' Rob Parker, author of *Far from the Tree* 'Spectacular... Brilliantly constructed action sequences so realistic it feels like bullets are whizzing past your head, smart as hell and expertly paced. Tyler would snap Bond in two then send him back to the 20th century in a body bag...' Adam Simcox, author of *The Dying Squad* 'Blistering action and brilliant plotting. *Black Run* grabs you from the first page and never lets up' Tim Glister, author of *Red Corona* 'Black Run is a brilliantly hectic thrill ride, razor-sharp and full of dark humour. A joy to read' Doug Johnstone, author of *The Big Chill* 'D. L. Marshall just keeps getting better and better... This is an adrenaline-fuelled charge from start to finish, and John Tyler drives the action in a way that makes Bond look like an also-ran' Alison Belsham, author of *The Tattoo Thief* 'Black Run is the very definition of high stakes on the seas and slopes. Raced through this in two sittings. D. L. Marshall has doubled down on the danger levels, and produced one of the finest action thrillers in years' Robert Scragg, author of *End of the Line* 'Black Run takes the all-action baton from *Anthrax Island* and runs with it. It's an incredible thriller with a claustrophobic setting, whip-cracking dialogue, a swaggering hero and more bullets than I could count. With *Black Run*, D. L. Marshall cements himself as today's go-to writer for heart-pounding, blistering action adventure' Chris McDonald, author of *A Wash of Black*

The basis of three bestselling computer games *Metro 2033* and *Metro Last Light*, and *Metro: Exodus*. The year is 2033. The world has been reduced to rubble. Humanity is nearly extinct. The half-destroyed cities have become uninhabitable through radiation. Beyond their boundaries, they say, lie endless burned-out deserts and the remains of splintered forests. Survivors still remember the past greatness of humankind. But the last remains of civilisation have already become a distant memory, the stuff of myth and legend. More than 20 years have passed since the last plane took off from the earth. Rusted railways lead into emptiness. The ether is void and the airwaves echo to a soulless howling where previously the frequencies were full of news from Tokyo, New York, Buenos Aires. Man has handed over stewardship of the earth to new life-forms. Mutated by radiation, they are better adapted to the new world. Man's time is over. A few score thousand survivors live on, not knowing whether they are the only ones left on earth. They live in the Moscow Metro - the biggest air-raid shelter ever built. It is humanity's last refuge. Stations have become mini-statelets, their people uniting around ideas, religions, water-filters - or the simple need to repulse an enemy incursion. It is a world without a tomorrow, with no room for dreams, plans, hopes. Feelings have given way to instinct - the most important of which is survival. Survival at any price. VDNKh is the northernmost inhabited station on its line. It was one of the Metro's best stations and still remains secure. But now a new and terrible threat has appeared. Artyom, a young man living in VDNKh, is given the task of penetrating to the heart of the Metro, to the legendary Polis, to alert everyone to the awful danger and to get help. He holds the future of his native station in his hands, the whole Metro - and maybe the whole of humanity.

A prequel to the video-game franchise explains how the technologically advanced undersea city

called Rapture came to be and how it eventually devolved into a chaotic dystopia.

Metro Exodus for PC, PS4 and XONE is a post-apocalyptic firstperson shooter and a part of the Metro game series. Just like the series' previous installments, Metro 2033 and Metro: Last Light, it was developed by 4A Games. The game takes us to a post-apocalyptic world where civilization was destroyed by a world-wide nuclear war. Once again we play as Artyom who, along with a group of survivors, has to leave the tunnels of the Moscow subway and go east through the devastated world in search of a new home. This time, campaign takes place during a whole year, allowing us to see the post-nuclear war world during different seasons. Metro Exodus for PC, PS4 and XONE is an evolution of ideas and solutions from the two previous games. As usual, we get a firstperson shooter where we will focus on exploration, combat, and sneaking. This time, however, most of the story campaign takes place on the surface, on big, open maps that give us more freedom than the areas from the previous Metro games. More sandbox-like gameplay is not the only change we can see here. To move between the locations we will use Aurora, a revamped steam railway engine. Dynamic weather and the day/night cycle were also implemented. The plot in Metro Exodus is non-linear to some extent. Our decisions and actions influence who will survive the journey, and who will die along the way. Metro games are known for their stunning visuals, and it can also be said about Metro Exodus for PC, PS4 and XONE. The game has one of the best looking visuals out there. Its highly detailed world is even more impressive if we consider how much bigger the locations are now when compared to the series' previous installments. Metro Exodus is the third installment of the fan-favorite series by 4A Games, and the first such extensive game in the franchise. Our guide includes a walkthrough for every main and side mission. Our walkthrough for Metro Exodus has been divided into locations - Moscow, the Volga, the Caspian Sea, Taiga, and the Dead City. Also, our guide has descriptions for the short stages dividing the game into the seasons - winter, spring, summer, and fall. In Metro Exodus you will find several side missions. For completing them you will receive additional items that can make your gameplay easier.

After the United States is invaded and occupied by a unified Korea, reporter Ben Walker flees Los Angeles and tries to survive as he joins a band of soldiers heading east across the desert and reinvents himself as the Voice of Freedom, broadcasting information about enemy positions to civilian resistance cells through guerrilla radio.

The guide to Metro Exodus is a compendium of knowledge about this post-apocalyptic shooter game. Here you will find an exact walkthrough, a description of all available side quests and a full list of achievements.

This book examines the uses of conspiracy tropes in post-Soviet culture, providing the first systematic, in-depth analysis of Russia's most "paranoid" contemporary authors.

Red Schuhart is a stalker, one of those strange misfits who are compelled by some unknown force to venture illegally into the Zone and, in spite of the extreme danger, collect the mysterious artefacts that the alien visitors left scattered around. His life is dominated by the Zone and the thriving black market in the alien products. Even the nature of his daughter has been determined by the Zone. And it is for her that Red makes his last, tragic foray into the hazardous and hostile depths.

Incensed and hopeful, impassioned and lucid, this volume focuses on mankind's ability to adapt to the impending ecological revolution.

Greater racial diversity is good news for America's future Race is once again a contentious topic in America, as shown by the divisive rise of Donald Trump and the activism of groups like Black Lives Matter. Yet Diversity Explosion argues that the current period of profound racial change will lead to a less-divided nation than today's older whites or younger minorities fear. Prominent demographer William Frey sees America's emerging diversity boom as good news for a country that would otherwise face declining growth and rapid aging for many years to come. In the new edition of this popular Brookings Press offering, Frey draws from the lessons of the 2016 presidential election and new statistics to paint an illuminating picture of where America's racial demography is headed—and what that means for the nation's future. Using the U.S. Census, national surveys, and related sources, Frey tells how the rapidly growing "new minorities"—Hispanics, Asians, and multiracial Americans—along with blacks and other groups, are transforming and reinvigorating the nation's demographic landscape. He discusses their impact on generational change, regional shifts of major racial groups, neighborhood segregation, interracial marriage, and presidential politics. Diversity Explosion is an accessible, richly illustrated overview of how unprecedented racial change is remaking the United States once again. It is an essential guide for political strategists, marketers, investors, educators, policymakers, and anyone who wants to understand the magnitude, potential, and promise of the new national melting pot in the twenty-first century.

Part two of the epic Eisenhorn trilogy returns A century after his recovery of the alien Necroteuch, Gregor Eisenhorn is one of the Imperial Inquisition's most celebrated agents. But when a face from his past returns to haunt him, and he is implicated in a great tragedy that devastates the world of Thracian Primaris, Eisenhorn's universe crumbles around him. The daemon Cherubael is back, and seeks to bring the inquisitor to ruin - either by his death, or by turning him to the service of the Dark Gods.

This translation originally copyrighted in 2009.

The "extraordinarily informed" account of how US cryptographers broke Japan's Purple cipher to change the course of World War II (Kirkus Reviews, starred review). Marching Orders tells the story of how the American military's breaking of the Japanese diplomatic Purple codes during World War II led to the defeat of Nazi Germany and hastened the end of the devastating conflict. With unprecedented access to over one million pages of US Army documents and thousands of pages of top-secret messages dispatched to Tokyo from the Japanese embassy in Berlin, author Bruce Lee offers a series of fascinating revelations about pivotal moments in the war. Challenging conventional wisdom, Marching Orders demonstrates how an American invasion of Japan would have resulted in massive casualties for both forces. Lee presents a thrilling day-by-day chronicle of the difficult choices faced by the American military brain trust and how, aware of Japan's adamant refusal to surrender, the United States made the fateful decision to drop nuclear bombs on Hiroshima and Nagasaki. Hailed as "one of the most important books ever published on World War II" by Robert T. Crowley, an intelligence officer who later became a senior executive at the CIA, Marching Orders unveils the untold stories behind some of the Second World War's most critical events, bringing them to vivid life. With this book, "many of the mysteries that have eluded historians since the end of the war are much clarified: the Pearl Harbor fiasco, D-Day, why the Americans let the Russians capture Berlin, and why the decision to drop the atomic bomb was made. This is the most significant publication

about World War II since the recent series of books on the Ultra revelations" (Library Journal). It's a story that, as historian Robin W. Winks said, "no one with the slightest interest in World War II or in the origins of the Cold War can afford to ignore."

'Suppose you got stuck in here, and Clare there in your time. Just suppose you did?' Charlotte Makepeace's first day at boarding school is a bewildering blur of unfamiliar faces, timetables, rules and lists. All the other girls know the routine – and each other. No one invites her into their exclusive circles of whispers and giggles. But on Charlotte's very first night something mysterious starts to happen. She wakes up in the same bed, in the same dormitory, in the same school. But something has changed. Somehow Charlotte has slipped forty years back in time... Includes exclusive material: In the Backstory you can learn what life was like during the First World War Vintage Children's Classics is a twenty-first century classics list aimed at 8-12 year olds and the adults in their lives. Discover timeless favourites from The Jungle Book and Alice's Adventures in Wonderland to modern classics such as The Boy in the Striped Pyjamas and The Curious Incident of the Dog in the Night-Time The first book in the acclaimed, New York Times best-selling trilogy, Wool is the story of a community living in an underground silo completely unaware of the fate of the outside world. When the silo's sheriff asks to leave the silo, a series of events unravels the very fabric of their fragile lives. In a world where all commodities are precious and running out, truth and hope may be the most rare...and the most needed.

'A worthy successor to '1984' and 'Brave New World' - PLAYBOYWhat would I do for eternal life? Discoveries made within our lifetime will allow people to remain young forever. There is no more death. Our children will never die. Welcome to a world inhabited by people who are perfectly healthy, beautiful and eternally young. Every utopia has its shadowy backstreets. Someone has to make sure that overpopulation doesn't bring the wonderful world of the future crashing down. Someone has to make people forget their animal instincts and live in a fitting way for immortals. Maybe that someone is me? The utopia "FUTURE" is the first novel after five years' silence from Dmitry Glukhovskiy, author of the cult novel "METRO 2033". The author's books have been translated into dozens of foreign languages, selling in millions of copies, and have been adapted for the big screen in Hollywood - but none of them will grip you like "FUTURE".

Be good. Or some dark night the sorcerers of Vente may come for you. On the islands of the Tropic Sea, parents caution naughty children to behave, or risk that some dark night the sorcerers of the Vente Islands might to carry them off. The fate of these very naughty children varies from island to island, but it is often whispered that they might end up in a stew. Navy lieutenant Taef Lang must have been a very naughty boy, since one soft, tropical night the Vente came and carried him off. And he certainly ended up in some very hot water. Sailing to Redoubt is the story of his adventures in the company of two Vente Island sorceresses, Sella and Lessie Raah, on a quest to discover the secret of the legendary lost outpost of the world's first people, the Founders. Equipped with a map, a golden key, and a small yacht, they set sail across the bright, blue, and sometimes deadly, Tropic Sea. Sailing to Redoubt is C. Litka's sixth imaginary world novel and is filled with the characters, humor, and adventure that are the hallmarks of his writing. C. Litka writes old-fashioned novels with modern sensibilities, humor, and romance. His lighthearted novels of adventure, mystery, and travel are set in richly imagined worlds and feature a colorful cast of well drawn characters. If you seek to

escape, for a few hours, your everyday life, you will not find better company, nor more wonderful worlds to travel and explore, than in the novels of C. Litka.

The superb and long-awaited sequel to the cult bestseller Metro 2033, the second volume in the Metro trilogy, Metro 2034 continues the story of survival and struggle that unfolds in the mazes of the Moscow subway after the World War Three. As the entire civilization was wiped out by atomic bombs and the surface of the planet is polluted with nuclear fallout, the only place suitable for man to live are shelters and bunkers, of which the largest is the subway system of Moscow, aka the Metro. The year is 2034. There's no hope for humans to once return to the surface of Earth, to repopulate the forsaken cities, and to become once again the masters of the world they used to be. So they rebuild a strange and grotesque civilization in the tunnels and at the stations of the subway. Stations become city-states that wage trade and war on each other. A fragile equilibrium is established. And then all can be ruined in matter of days. A new horrible threat looms that can eradicate the remains of humanity and end our era. It would take three unlikely heroes to face this menace... This is the first US edition of Metro 2034, containing black and white hip illustrations by Anton Grechko for each chapter. Translated from Russian by Andrew J. Bromfield, one of the top 5 world specialists.

Experience the story from start to finish. Get every single book following the exploits of Geralt the Witcher - revered and hated - who holds the line against the monsters plaguing humanity. These eight books are a comprehensive collection of the books that inspired a bestselling video game and the major Netflix series. Geralt of Rivia is a Witcher, a man whose magic powers and lifelong training have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary killer: he hunts the vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil; not everything fair is good . . . and in every fairy tale there is a grain of truth. Read the epic Witcher saga from start to finish with this eBook boxset, which contains all eight books in the ground-breaking series. The Last Wish, Blood of Elves translated by Danusia Stok. Sword of Destiny, Time of Contempt, Baptism of Fire, The Tower of the Swallow, The Lady of the Lake, Season of Storms translated by David French. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. The Last Wish is the perfect introduction to this one-of-a-kind fantasy world.

When Cherie Alvarez was a child, a moment of shocking violence shattered her world into a thousand bloody pieces. Plagued by nightmares and taunted by schoolyard bullies, the young girl spent years recovering from what law enforcement described as a "sickening and gruesome act of evil." Now a college student, Cherie has found solace in film, theater, and all the beloved traditions of the Halloween season. But when she and her friends participate in an immersive, "extreme" haunted attraction, Cherie must once again break the chains of victimhood and face the open wounds of her past. After enduring one man's twisted vision of horror and perversion, Cherie finds herself challenged by a cult-like force determined to destroy her. What follows is a singular night of grueling terror, calculated revenge, and backwoods slaughter. An epistolary thriller, DEATH RITUALS gathers the ephemera of a young woman's life--short stories, articles, scripts, photographs, televised reports, and more--to tell a story of chilling depravity and undaunted courage.

Return to the "vivid and unusual" (Kirkus Reviews) world of Larry Niven and Jerry Pournelle's The

Burning City, where the fire god has retreated into myth, leaving the residents of Tep's Town unprotected for the first time in their history. Unfortunately, a fiery fate isn't the only danger the town is facing. From out of the desert come monsters -- great birds with blades instead of wings, driven by some unknown force. Although they can be killed, the threat these terror birds pose is worse than death. Danger on the roads means no trade. No trade means that Tep's Town will be no more. Sent by the Lords of Lordshills to discover the source of the terror birds, Lord Sandry and his beloved, Burning Tower, must travel into a world where magic is still strong -- and where someone or something waits to destroy them! Filled with the sweeping adventure, memorable characters, and imaginative world-building that have defined the novels of Larry Niven and Jerry Pournelle, Burning Tower is another triumph.

The basis of three bestselling computer games Metro 2033 and Metro Last Light, and Metro: Exodus. The Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of Night Watch, Sergei Lukyanenko. A year after the events of METRO 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters, face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become best-sellers across Europe.

"One of 2021's biggest books." gal-dem "This summer's hottest YA debut." Entertainment Weekly An instant New York Times bestseller, ACE OF SPADES is Gossip Girl meets Get Out, with a shocking twist. Buried secrets come to light when two students are targeted by an anonymous bully with an explosive agenda. Hello, Niveus High. It's me. Who am I? That's not important. All you need to know is...I'm here to divide and conquer. - Aces Welcome to Niveus Private Academy, where money paves the hallways, and the students are never less than perfect. Until now. Because anonymous texter, Aces, is revealing the darkest secrets of two students. Talented musician Devon buries himself in rehearsals, but he can't escape the spotlight when his private photos go public. Head girl Chiamaka isn't afraid to get what she wants, but soon everyone will know the price she has paid for power. Someone is out to get them both. Someone who holds all the aces. And they're planning much more than a high-school game... Unputdownable and utterly compulsive, this high-octane thriller takes a powerful look at institutionalized racism. As seen in Vogue, The Guardian, Marie Claire, The New York Times, Elle, BuzzFeed, Cosmo and Entertainment Weekly, and on BBC Front Row, perfect for fans of Karen McManus, Holly Jackson and Angie Thomas. "ACE OF SPADES is the thought-provoking thriller we ALL need." Nic Stone, #1 NYT bestselling author "A heart-racing and twisty thriller." Alice Oseman "Strong Gossip Girl vibes and a whole lot of mystery." BuzzFeed "Thunderous and terrifying. There's no way you're putting this down until you get to the last page." Maureen Johnson, NYT bestselling author