

Metro 2033 First U S English Edition Metro By Dmitry

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.

Metro 2033 Dmitry Glukhovskiy

'A worthy successor to '1984' and 'Brave New World' - PLAYBOY What 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".

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.

The prequel novel to the highly anticipated latest entry in the blockbuster Tom Clancy franchise, *THE DIVISION 2: When Society Falls*, We Rise Months after the outbreak of a devastating global pandemic that started in New York City on Black Friday, traces of rebirth are spreading across the United States. Spring has come to the nation, and with it a glimmer of hope as civilians band together in settlements, trying to carve out a better life. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, *The Division* – an autonomous unit of sleeper agents activated when all else fails – is all that protects the people from predators who would harm them, scavengers who would take from them, and oppressors who would exploit them. Aurelio Diaz is one of those agents. A man of great honor, he is on the hunt for one of his colleagues who inexplicably abandoned his duty and caused the death of multiple civilians. This trail leads him to April Kelleher, a resourceful civilian who traveled out of New York into a troubled American Midwest. There, she hopes to understand why her husband was murdered and if an antiviral to the deadly disease exists. Together, Agent Diaz and April soon uncover an imminent threat to the future of the country. They must act to preserve civilization's last hope to stop a new virus and save itself from a final collapse.

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.

This translation originally copyrighted in 2009.

'Few novelists match the intensity of her vision' J. G. Ballard No one knows why the ice has come, and no one can stop it. Every day it creeps further across the earth, covering the land in snow and freezing everything in its path. Through this bleached, devastated world, one man pursues the sylph-like, silver-haired girl he loves, as she keeps running - away from her husband; away from the sinister 'warden' who seeks to control her; away from him. 'A raw, brutal tale set in a frozen post-nuclear dystopia ... addictive and extremely entertaining' Guardian 'There is nothing else quite like Ice' Doris Lessing 'She is De Quincey's heir and Kafka's sister' Brian Aldiss

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.

Two roads lead to Mount Hope. None leads out. Following a freak nuclear power-plant explosion, the small southern town was evacuated. Now, after a year in isolation, some residents are finally allowed to return home. Best friends Maggie and Jordan quickly discover that Mount Hope is not as it was before. The roads leading out of town are blocked, phone networks and the Internet are cut off, and the power plant remains on military lockdown. Something is horribly wrong, and their determination to uncover the truth soon has Maggie and Jordan in the crosshairs of a force more sinister than any they could have imagined.

The New York Times bestselling series based on the blockbuster Xbox® games! While Spartans get all the glory, no soldier?not even the legendary Master Chief?wins a war on their own. Gunnery Sergeant Edward Buck and his team of Orbital Drop Shock Troopers (ODSTs) played a major role in saving the Earth from all-out invasion at the end of the Covenant War?acts of bravery and ingenuity that did not go unnoticed by the United Nations Space Command. Now, after many Spartans have been killed in battle and the Master Chief is listed as MIA, the UNSC decides to create a new generation of Spartans to defend humanity from threats both outside?and within. When they come to Buck with an extraordinary proposition, he is forced to make a life-altering decision. With the Covenant War finally over, is it time for him to finally retire to the sidelines for a life he could only dream about...or is he prepared to step up and become part of the military's new blood? Copyright © 2015 by Microsoft Corporation. All Rights Reserved. Microsoft, Halo, the Halo logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies. An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! Just hours following their climactic battle on the Forerunner planet Genesis, the Spartans of Blue Team and Fireteam Osiris find themselves running for their lives from the malevolent machinations of the now-renegade artificial intelligence Cortana. But even as they attempt to stay one step ahead, trouble seems to find Spartan Edward Buck no matter where he turns. A secret mission enacted by the Office of Naval Intelligence could possibly help turn the tide, and has Buck reluctantly agreeing to reform his old team, Alpha-Nine. Because if the band is really getting back together for this one, that means everybody—including the Spartan who Buck never wants to see again, the one who committed the ultimate betrayal of trust...

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.

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.

EWA CHAPLIN WASN'T AFRAID TO MAKE DOLLS THAT WEREN'T COMFORTING. SHE SEEMED TO KNOW THAT DOLLS ARE PEOPLE, JUST LIKE US. THE BEWITCHING NEW NOVEL FROM THE AWARD-WINNING GUARDIAN FRESH VOICES AUTHOR 'A fantastic book' Andrew O'Hagan 'Wholly original - worthy of a modern Grimm' Andrew Caldecott, author of Rotherweird 'A masterful and multi-layered haunted toyshop of a novel' Tony White, author of The Fountain in the Forest Stitch by perfect stitch, Andrew Garvie makes exquisite dolls in the finest antique style. Like him, they are diminutive, but graceful, unique and with surprising depths. Perhaps that's why he answers the enigmatic personal ad in his collector's magazine. Letter by letter, Bramber Winters reveals more of her strange, sheltered life in an institution on Bodmin Moor, and the terrible events that put her there as a child. Andrew knows what it is to be trapped; and as they knit closer together, he weaves a curious plan to rescue her. On his journey through the old towns of England he reads the fairytales of Ewa Chaplin - potent, eldritch stories which, like her lifelike dolls, pluck at the edges of reality and thread their way into his mind. When Andrew and Bramber meet at last, they will have a choice - to remain alone with their painful pasts or break free and, unlike their dolls, come to life. A love story of two very real, unusual people, The Dollmaker is also a novel rich with wonders: Andrew's quest and Bramber's letters unspool around the dark fables that give our familiar world an uncanny edge. It is this touch of magic that, like the blink of a doll's eyes, tricks our own .

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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.

An antimeme is an idea with self-censoring properties; an idea which, by its intrinsic nature, discourages or prevents people from spreading it. Antimemes are real. Think of any piece of information which you wouldn't share with anybody, like passwords, taboos and dirty secrets. Or any piece of information which would be difficult to share even if you tried: complex equations, very boring passages of text, large blocks of random numbers, and dreams... But anomalous antimemes are another matter entirely. How do you contain something you can't record or remember? How do you fight a war against an enemy with effortless, perfect camouflage, when you can never even know that you're at war? Welcome to the Antimemetics Division. No, this is not your first day. ----- This ebook is an official release by me, qntm from the SCP Foundation wiki! PM me if you require confirmation. This ebook collects all of my Antimemetics Division fiction: SCP-055, SCP-2256 and the complete serials There Is No Antimemetics Division and Five Five Five Five Five.

Molly Patel was only seven years old when the alien alliance known as the Covenant destroyed her homeworld and killed her family. Nine years later, when her adoptive parents--research scientists specializing in ancient Forerunner technology--are called to the mysterious and wondrous place known as Onyx, Molly objects. Molly is now forced to consider if she and her new parents have made a terrible mistake in coming here....

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.

In 2555 a startling scientific discovery is made ... and the riddle behind its Forerunner origins could very well seal the fate of the entire galaxy within a matter of weeks. In order to unravel these dangerous secrets, a heroic, hastily formed coalition of humans and Elites must attempt to overcome their differences as they embark on a covert mission back to the Ark -- where mortal danger awaits them all.

Describes how in the recent past science has come face-to-face with two seemingly unanswerable questions concerning the nature of genetic inheritance and the workings of the brain-- questions that suggest there is, after all, "more than we can know." Many men killed Julius Caesar. Only one man was determined to kill the killers. From the spring of 44 BC through one of the most dramatic and influential periods in history, Caesar's adopted son, Octavian, the future Emperor Augustus, exacted vengeance on the assassins of the Ides of March, not only on Brutus and Cassius, immortalized by Shakespeare, but all the others too, each with his own individual story. The last assassin left alive was one of the lesser-known: Cassius Parmensis was a poet and sailor who chose every side in the dying Republic's civil wars except the winning one, a playwright whose work was said to have been stolen and published by the man sent to kill him. Parmensis was in the back row of the plotters, many of them Caesar's friends, who killed for reasons of the highest political principles and lowest personal piques. For fourteen years he was the most successful at evading his hunters but has been barely a historical footnote--until now. The Last Assassin dazzlingly charts an epic turn of history through the eyes of an unheralded man. It is a history of a hunt that an emperor wanted to hide, of torture and terror, politics and poetry, of ideas and their consequences, a gripping story of fear, revenge, and survival.

Once robots finally take over the humanity, they will inherit all the innumerable treasures of human culture, including literature. And the new masters of Earth will surely have one hell of a trouble understanding their predecessors. Our feelings, our emotions, the affinities of our relations, our existential dilemmas - all that makes us human - will be damn difficult for them to understand.

RobotsRead brings you the world literary classics as it is machine translated and mis/understood by AI. It feels awfully wrong - and yet suspiciously hilarious. In the first and opening volume of our series, Robots Read Fyodor Dostoevsky's Crime and Punishment

- the cult philosophical novel on the boundaries of human and godly, of what's permitted and what's prohibited to a man, the definitions of freedom, the sin, and the atonement. IDEAL READING FOR RESTROOM!

Based on the blockbuster Xbox game, this is the stunning story of the men and women who stood between a planet and total destruction - and now have to face the consequences of their actions. After a brutal fifteen-year war for survival, the Coalition of Ordered Governments is forced to destroy mankind's last city in a final bid to stop the Locust Horde. As the survivors flee Jacinto, they must contend with the last of the Locust, bent on vengeance, as they struggle to stay alive in an icy wilderness. Marcus Fenix, Dom Santiago, and their fellow Gears fight to get Jacinto's refugees to a safe haven, but find themselves in a lawless new world where the enemy is human - and as desperate and dangerous as any grub. This novel is based on a computer game with an 18-rating.

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.

Eight bestselling authors. A dazzling new collection of original haunted tales. This is your indispensable companion to the long, dark nights this October. THE INSTANT SUNDAY TIMES BESTSELLER 'You won't find a more thrilling winter read this year, or a better line up of writers who have mastered the gothic and ghostly.' SARA COLLINS, Costa Award-winning author of The Confessions of Frannie Langton 'From today's finest writers of suspense, horror and historical fiction comes a chocolate-box collection of stories to savour alone or share . . . Best read by candlelight.' METRO _____ Featuring new and original tales from: Bridget Collins Sunday Times bestselling author of The Binding | Imogen Hermes Gowar Sunday Times bestselling author of The Mermaid and Mrs Hancock | Kiran Millwood Hargrave Sunday Times bestselling author of The Mercies | Andrew Michael Hurley Sunday Times bestselling author of The Loney | Jess Kidd International award-winning author of Things in Jars | Elizabeth Macneal Sunday Times bestselling author of The Doll Factory | Natasha Pulley Sunday Times bestselling author of The Watchmaker of Filigree Street | Laura Purcell Award-winning author of The Silent Companions

_____ Long before Charles Dickens and Henry James popularized the tradition, the shadowy nights of winter have been a time for people to gather together by the flicker of candlelight and experience the intoxicating thrill of a ghost story. Now eight bestselling, award-winning authors - all of them master storytellers of the sinister and the macabre - bring the tradition to vivid life in a spellbinding new collection of original spine-tingling tales. Taking you from the frosty Fens to the wild Yorkshire moors, to the snow-covered grounds of a haunted estate, to a bustling London Christmas market, these mesmerizing stories will capture your imagination and serve as your indispensable companion

to the cold, dark nights. So curl up, light a candle, and fall under the spell of winters past . . . _____ 'Makes you feel oddly cosy, in the way only the best ghost stories can. Exquisitely crafted, I enjoyed every word.' FRANCINE TOON, Sunday Times bestselling author of Pine 'Brilliantly chilling . . . an absolute treat' ANNA MAZZOLA, author of The Unseeing 'Gorgeous . . . a book destined to be read and re-read' AMANDA MASON, author of The Wayward Girls

The first collection of its kind, this anthology documents a radically different geography and history of science fiction in the world. Focusing on the extensive cultural networks across the global South and East, the essays explore transnational networks and exchange of ideas between the Carribean, Latin America, African America, Russia, and Asia.

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'}

It is a mysterious city whose sun is switched on in the morning and switched off at night, bordered by an abyss on one side and an impossibly high wall on the other. Its inhabitants are people who were plucked from twentieth-century history at various times and places and left to govern themselves, advised by Mentors whose purpose seems inscrutable. This is life in the Experiment. Andrei Voronin, a young astronomer plucked from Leningrad in the 1950s, is a die-hard believer in the Experiment, even though his first job in the city is as a garbage collector. As increasingly nightmarish scenarios begin to affect the city, he rises through the political hierarchy, with devastating effect. A one-volume edition charting Arthur Dent's odyssey through space, comprising: "The Hitchhikers Guide to the Galaxy": One Thursday lunchtime the Earth gets demolished to make way for a hyperspace bypass. For Arthur, who has just had his house demolished, this is too much. Sadly, the weekend's just begun. "The Restaurant at the End of the Universe": When all issues of space, time, matter and the nature of being are resolved, only one question remains: Where shall we have dinner? "The Restaurant at the End of the Universe" provides the ultimate gastronomic experience and, for once, there is no morning after. "Life, the Universe and Everything": In consequence of a number of stunning catastrophes, Arthur Dent is surprised to find himself living in a hideously miserable cave on prehistoric Earth. And then, just as he thinks that things cannot possibly get any worse, they suddenly do. "So Long, and Thanks for all the Fish": Arthur Dent's sense of reality is in its dickiest state when he suddenly finds the girl of his dreams. They go in search of God's Final Message and, in a dramatic break with tradition, actually find it.

Feast on all of the delicious offerings found in the world of Skyrim in this beautifully crafted cookbook based on the award-winning game The Elder Scrolls V: Skyrim Immerse yourself in the diverse cuisine of Skyrim with these recipes inspired by food found in the Old Kingdom and across Tamriel. With over seventy delicious recipes for fan-favorite recipes including Apple Cabbage Stew Sunlight Souffle, Sweetrolls, and more, The Elder Scrolls V: Skyrim: The Official Cookbook will delight every hungry Dragonborn.

At eighteen, Jillian Lauren was an NYU theater school dropout with a tip about an upcoming audition. The 'casting director' told her that a rich businessman in Singapore would pay pretty American girls \$20,000 if they stayed for two weeks to spice up his parties. Soon, Jillian was on a

plane to Borneo, where she would spend the next eighteen months in the harem of Prince Jefri Bolkiah, youngest brother of the Sultan of Brunei, leaving behind her gritty East Village apartment for a palace with rugs laced with gold, and trading her band of artist friends for a coterie of backstabbing beauties. More than just a sexy read set in an exotic land, *Some Girls* is also the story of how a rebellious teen found herself-and the courage to meet her birth mother and eventually adopt a baby boy.

This collection contains Frank Herbert's *Dune* saga, widely considered to be one of the greatest works of SF in history: *Dune* *Dune Messiah* *Children of Dune* *God Emperor of Dune* *Heretics of Dune* *Chapter House Dune* Read the series which inspired the 2021 Denis Villeneuve epic film adaptation, *Dune*, starring Oscar Isaac, Timothée Chalamet, Zendaya and Josh Brolin.

Why had she rented her upstairs apartment to another doctor?

A 1959 classic 'hard' science-fiction novel by renowned Cambridge astronomer and cosmologist Fred Hoyle. Tracks the progress of a giant black cloud that comes towards Earth and sits in front of the sun, causing widespread panic and death. A select group of scientists and astronomers - including the dignified Astronomer Royal, the pipe smoking Dr Marlowe and the maverick, eccentric Professor Kingsly - engage in a mad race to understand and communicate with the cloud, battling against trigger happy politicians. In the pacy, engaging style of John Wyndham and John Christopher, with plenty of hard science thrown in to add to the chillingly credible premise (he manages to foretell Artificial Intelligence, Optical Character Recognition and Text-to-Speech converters), Hoyle carries you breathlessly through to its thrilling end. In a nightmarish, post-holocaust world, an ancient evil roams a devastated America, gathering the forces of human greed and madness, searching for a child named Swan who possesses the gift of life.

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.

When a virulent flu epidemic sweeps through Moscow killing hundreds of thousands of inhabitants, Anya and her husband Sergey decide to flee to a lake in the far north of Russia where they hope to sit out the epidemic. But as the wave of infection expands from the capital, they encounter obstacles, hazards, and aggression, with near escapes from death as they try to navigate their way through a harsh Russian winter, with diminishing supplies of petrol and food. And their troubles multiply as Sergey agrees to takes on unwelcome guests and Anna struggles with her own feelings of hostility and jealousy.

The basis of two bestselling computer games *Metro 2033* and *Metro Last Light* the *Metro* books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of *Nightwatch*, 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 bestsellers across Europe. Roughly twenty years from now, our technological marvels unite and turn against us. A childlike but massively powerful artificial intelligence known as Archos comes online...and kills the man who created it. This first act of betrayal leads Archos to gain control over the global network of machines and technology that regulates everything from transportation to utilities, defense, and communications. In the early months, sporadic glitches are noticed by a handful of unconnected humans - from a senator and single mother disconcerted by her daughter's "smart" toys, to a lonely Japanese bachelor, to an isolated U.S. soldier - but most are unaware of the growing rebellion until it is far too late. Then, in the span of minutes, at a moment known later in history as Zero Hour, every mechanical device in our world rebels, setting off the Robot War that both decimates and - for the first time in history - unites humankind.

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