

The Kartoss Gambit The Way Of The Shaman

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Snow Crash - Neal Stephenson 2003-08-26

The "brilliantly realized" (The New York Times Book Review) breakthrough novel from visionary author Neal Stephenson, a modern classic that predicted the metaverse and inspired generations of Silicon Valley innovators Hiro lives in a Los Angeles where franchises line the freeway as far as the eye can see. The only relief from the sea of logos is within the autonomous city-states, where law-abiding citizens don't dare leave their mansions. Hiro delivers pizza to the mansions for a living, defending his pies from marauders when necessary with a matched set of samurai swords. His home is a shared 20 X 30 U-Stor-It. He spends most of his time goggled in to the Metaverse, where his avatar is legendary. But in the club known as The Black Sun, his fellow hackers are being felled by a weird new drug called Snow Crash that reduces them to nothing more than a jittering cloud of bad digital karma (and IRL, a vegetative state).

Investigating the Infocalypse leads Hiro all the way back to the beginning of language itself, with roots in an ancient Sumerian priesthood. He'll be joined by Y.T., a fearless teenaged skateboard courier. Together, they must race to stop a shadowy virtual villain hell-bent on world domination.

Heroes - Stephen Fry 2019-06-13

IMAGINE SANDALS ON YOUR FEET, A SWORD IN YOUR HAND, HOT SUN BEATING DOWN

ON YOUR BRONZE HELMET. ENTER THE WORLD OF STEPHEN FRY'S SUNDAY TIMES BESTSELLER, HEROES In this companion to his bestselling Mythos, Stephen Fry gloriously retells the epic myths of the Greek heroes - which will be loved by young and old alike. 'An odyssey through Greek mythology. Brilliant . . . all hail Stephen Fry' Daily Mail _____ Few mere mortals have ever embarked on such bold and heart-stirring adventures, overcome myriad monstrous perils, or outwitted scheming vengeful gods, quite as stylishly and triumphantly as Greek heroes. In this companion to his bestselling Mythos, Stephen Fry brilliantly retells these dramatic, funny, tragic and timeless tales. Join Jason aboard the Argo as he quests for the Golden Fleece. See Atalanta - who was raised by bears - outrun any man before being tricked with golden apples. Witness wily Oedipus solve the riddle of the Sphinx and discover how Bellerophon captures the winged horse Pegasus to help him slay the monster Chimera. Filled with white-knuckle chases and battles, impossible puzzles and riddles, acts of base cowardice and real bravery, not to mention murders and selfless sacrifices, Heroes is the story of what we mortals are truly capable of - at our worst and our very best. 'A romp through the lives of ancient Greek gods. Fry is at his storytelling best . . . the gods will be pleased' Times 'Assured and engaging. The pace is lively, the

jokes are genuinely funny' Guardian 'An Olympian feat. The gods seem to be smiling on Fry - his myths are definitely a hit' Evening Standard 'Just as delightful and difficult to put down as the first. Heroes makes the stories relatable without skimping on the gory details, or sacrificing the truths of the myth. It's rich, it's funny and you'll feel like you've learned a lot' Herald _____ If you like the sound of Heroes, you'll love Mythos - Fry's first foray into the enthralling world of Greek mythology. Praise for Mythos: 'Ebullient and funny' Times 'Entertaining and edifying' Daily Telegraph 'A rollicking good read' Independent 'The Greek gods of the past become relatable as pop culture, modern literature and music are woven throughout. Joyfully informal yet full of the literary legacy' Guardian

World Seed - Justin Miller 2017-04-25

The year is 2245, and the world has undergone explosive growth in multiple industries. The age of Virtual Reality came long ago, opening up new fields for people to enjoy and seek employment. There were even those that chose to sacrifice their physical bodies, becoming digital existences that lived within internet communities.

Reamde - Neal Stephenson 2011-09-20

"Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling." —Time The #1 New York Times bestselling author of *Anathem*, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he's reimagining the past (*The Baroque Cycle*), inventing the future (*Snow Crash*), or both (*Cryptonomicon*). With *Reamde*, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, *Reamde* is a new high—and a new world—for the remarkable Neal Stephenson.

Beneath the Shadows - Sara Foster

2012-06-05

In this thrilling gothic suspense debut by Sara Foster in the tradition of Rosamund Lupton and Sophie Hannah, a young mother searches Yorkshire's windswept moors for the truth behind her husband's mysterious disappearance. THE ANSWERS ARE HIDING BENEATH THE SHADOWS When Grace's husband, Adam, inherits an isolated North Yorkshire cottage, they leave the bustle of London behind to try a new life. A week later, Adam vanishes without a trace, leaving their baby daughter, Millie, in her stroller on the doorstep. The following year, Grace returns to the tiny village on the untamed heath. Everyone—the police, her parents, even her best friend and younger sister—is convinced that Adam left her. But Grace, unable to let go of her memories of their love and life together, cannot accept this explanation. She is desperate for answers, but the slumbering, deeply superstitious hamlet is unwilling to give up its secrets. As Grace hunts through forgotten corners of the cottage searching for clues, and digs deeper into the lives of the locals, strange dreams begin to haunt her. Are the villagers hiding something, or is she becoming increasingly paranoid? Only as snowfall threatens to cut her and Millie off from the rest of the world does Grace make a terrible discovery. She has been looking in the wrong place for answers all along, and she and her daughter will be in terrible danger if she cannot get them away in time. "A haunting tale of loss and one woman's search for the truth no matter the consequences. This vividly written novel will leave you breathless and as chilled as the starkly beautiful North Yorkshire moors where this compelling story unfolds." —Heather Gudenkauf, New York Times bestselling author of *These Things Hidden*

Class-A Threat (Disgardium Book #1) - Dan Sugralinov 2019-04-15

The novel has been voted the best Russian LitRPG release of 2018 and won the first prize at the LitRPG competition held by a leading Russian literary site litnet.com. Read the opening chapters here - magicdomebooks.blogspot.com/2019/01/disgardium-class-threat-by-dan.html Our future. Noncitizens and individuals of low social

standing can only find work in one place - the virtual world of Disgardium. And that might mean mining ore; it could just as well mean cleaning pigsties or washing dishes in a tavern, but that's about as glamorous as it gets. Fifteen-year-old schoolboy Alex has dreams of working as a space guide. All he can think about is the stars, but life gets in the way and now his only path to achieving that goal is through the game. [The Phantom Castle \(The Way of the Shaman: Book #4\) LitRPG series](#) - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

[Mergers and Acquisitions from A to Z](#) - Andrew J. Sherman 2005

The classic, comprehensive guide to mergers and acquisitions, now completely updated for today's market.

Video Game Plotline Tester (The Dark Herbalist Book #1) LitRPG Series - Michael Atamanov 2018-09-20

The Dark Herbalist is a cyberpunk LitRPG series currently comprising three novels, all of them Amazon bestsellers. In a typical megalopolis of the near future, lush skyscrapers of the business center give way to drab apartment blocks housing the poorest of the poor: third-world refugees, street gangs and criminal overlords. That's where the story's protagonists live: Timothy and his handicapped sister Valeria who'd lost her legs in a car accident many years ago. Timothy finds a job as a video game plotline tester for Boundless Realm, a giant corporation producing the wildly popular MMORPG game of the same name. The character assigned to him is a goblin herbalist, of all things; his task - to find something that would make this combination interesting for potential future players. There're no guides or manuals to assist him in his work which plunges him into wild untrodden locations far from civilization. His sister Valeria offers her help, creating her own character in order to help her brother. As the two log into the game, they start acting on a hunch, often unwisely, absurdly even. But their abilities to think out of the box allows them to achieve considerable heights - so much so that they attract the attention of both the corporation's bosses and the criminal gangs of their neighborhood. They make new faithful friends (among players as well as some quirky NPCs) and acquire countless followers of their

video feeds. They now have lots of fans - and some very powerful enemies. As Timothy realizes he can't stop halfway on this road to success, he plunges himself into more reckless adventures, each one more dangerous than the one before it, trying to attract the audience's attention to his Goblin Herbalist character and make him stand out from the hundreds of millions of other players. The corporation's bosses keep a close eye on his progress. The problem is, such an interest from the powers that be comes with strings attached. Their outward friendliness and respect might result in a totally different set of problems. Deadly problems.

[The Kartoss Gambit \(The Way of the Shaman: Book #2\) LitRPG series](#) - Vasily Mahanenko (Vasilij Mahaněnko) 2018-06-09

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman. [Natural Born Angel](#) - Scott Speer 2013-04-01 In a world where guardian angels are celebrities who save people for money, Maddy's life was

transformed when she became the girlfriend of the hottest Angel around. But she never imagined that she'd become even more famous than Jackson. Unfortunately for Maddy, she's an irresistible PR opportunity - and soon her popularity soars higher than any Angel. Her relationship is cracking under the pressure. And as tension starts to mount between Angels and humans, she finds herself an ambassador for humankind. With Jackson at the helm of the Immortals, the two ex-lovers must become sworn enemies. It's Angels in one corner, humans on the other - until an evil force, greater than anything on Earth, forces them to stand united if they want to survive.

Tears of Alron (The Alchemist #3) - Vasily Mahanenko 2020-07-04

The Magic Academy... An institution shrouded in mystery and secrets. People from all over the different empires want nothing more than to enroll, get their hands on the knowledge stored there, become those most respected in the world-mages. Tailyn Vlashich was one of the lucky few admitted without going through the entrance exams. And once inside, he had training, the arena, lessons, and an interesting take on what had happened three thousand years to look forward to, all capped off by a dynamic labyrinth that came with a chance to sit down with the provost. After all, that's who holds the key to the secret of the dragon's blood. But how are you supposed to find time to study when your mentor has a problem he can't handle on his own? Once again, Tailyn faces a road very much unlike the noisy halls of the academy, life itself reprising its role as his trusty teacher.

Survival Quest (The Way of the Shaman - Vasily Mahanenko 2021-05-17

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens

to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

Another Stupid Apocalypse - Bill Ricardi 2018-04-12

A semi-retired mage is torn away from his new family when the world itself starts to self destruct. Will Sorch allow his son to follow in his dangerous footsteps to attempt a final, desperate gambit to save Panos? After destroying the possessed Voodoo Engine that threatened to enslave his tribe and start the next Great War, Sorch took some much needed time away from the peril of adventure. In the two years that followed, he finished his arcane education and learned to be a real father to his recently discovered son, Benno. But the world wasn't done with Sorch and his family just yet. Drought, flooding, and deadly creatures driven up from the depths of the earth itself threatened to destroy cities and towns all over the world. It would take the two smartest orcs on Panos, and all of their brave friends, to discover the forces that threatened to tear the planet apart. In a race against time, Sorch is forced to lead his family into unparalleled danger. During his travels he encounters even more horrible injury, even more magical treasures, yetis, the power of fatherhood, frightening schoolchildren, an ancient threat to all of Panos, and then of course he saves the world. Or does he?

The Kartoss Gambit (the Way of the Shaman Book #2) - Vasily Mahanenko 2017-04-15

A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its

free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's virtual mines. Dmitry Mahan has been through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a Jeweler. His fight for survival becomes anything but virtual.

[You're in Game!](#) - Andrei Livadny 2017-05-19

This fast-paced collection of novellas and short stories from leading Russian LitRPG authors sheds new light on their signature worlds. New works by Vasily Mahanenko, Andrei Livadny, Alexey Osadchuk, Michael Atamanov, Pavel Kornev and Andrew Novak! Expect your favorite heroes to play second fiddle to an array of new main characters; once-minor plot lines to lead you in unexpected directions; familiar story events to take new surprising turns. SIX unique writing styles. SEVEN meticulously conceived gaming worlds, two of which come from authors new to LitRPG but who are already experts in the craft of genre fiction. Each story pushes the boundaries of suspense and intrigue. An adventure roller coaster in the new LitRPG anthology *You're In Game!*

[Let Me Just Say This](#) - B. Swangin Webster 2014-08-01

Cheryl thinks she is living the American Dream. She has a family, a house in the suburbs, and all the perks of having money to buy whatever she wants. But Cheryl's dream is really a nightmare and now she has a choice to make if she is going to take back control from the abuse and lies that have become her everyday life. Will she continue to hide her family secrets or will she find the courage to change her future before it is too late? Living the American Dream has a price and for Cheryl it may just cost her everything.

Pearl of the South (World of the Changed Book #2): LitRPG Series - Vasily Mahanenko 2020-02-09

Preorder the next book of the series: Noa in the Flesh (World of the Changed Book #3): <https://www.amazon.com/dp/B084D5SLBN> Earth was never the same after World of the Changed.

Humanity was reduced to two camps: monsters thirsting to kill, and players doing everything they could to survive. The squabbles people had spent their time on before? Gone. If you wanted to live to see another sunrise, you had to work with everyone you could, from other players to game functions. Mark Derwin, the most advanced player through the initial period of the game, knew all too well that his level was no advantage. Far from it-the game owner didn't tolerate anyone who got too far ahead. The only thing the owner wanted was for Earthlings to disappear without a trace, giving up their resources to be extracted. But not everyone was willing to bend the knee before alien intelligence. In fact, some had begun to fight back against the game.

[Bravely Second: End Layer - Strategy Guide](#) - GamerGuides.com 2016-03-21

Two years after the Heroes of Light calmed the Four Crystals, Luxendarc is at peace. Agnes Oblige is now Pope of the Crystal Orthodoxy, working with the Duchy of Eternia to maintain peace and prosperity in the land. But there are those who do not wish for peace. The Glanz Empire and its leader Kaiser Oblivion kidnap Pope Agnes despite the efforts of her protector Yew Geneolgia and set out to conquer Eternia. Yew survived the attack and wakes up a week later, determined to rescue his beloved Pope Agnes and stop the advancing Empire once and for all. And so your journey begins... Our guide is filled with a plethora of information to help you on your journey through Luxendarc including: - Complete start-to-finish walkthrough of the main quest. - Full coverage of the Barter Sub-Scenario System and how to obtain new asterisks. - Every other side quest explained in full. - A full examination of the job system and use of the new additions to the Bravely battle system.. - Post-game dungeons, Ba'al strategies, bosses and other content. - Details on the village-building mini-game centred around the reconstruction of Magnolia's home and much more!

A Second Chance (Invasion Book #1) - Vasily Mahanenko 2019-08-02

More Barliona adventures from the bestselling author of The Way of the Shaman LitRPG series! Reality is cruel. The rising level of technological development has led to a rising level of

unemployment. They're laying off everybody, from teachers to technical servicemen. What's the point of holding onto a person if they can be replaced by an advanced mechanism? But what are the people to do? How are they to live? Where are they to get money from? There is only one answer - Barliona. The official government project is gathering steam, luring more and more people into its net. Who knows how people will behave when they lose everything? Brody West is one such person. Unlike most, he doesn't lose heart. A professional project manager with thirty years in the business simply cannot do that. He has a goal, and a clear understanding of how to achieve it. Nobody can get in his way - not the new class, not the strange friend, and not the unexpected foes.

The Hour of Pain (The Way of the Shaman: a bonus story) LitRPG Series - Vasily

Mahanenko 2018-07-26

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Attention all LitRPG readers! This is a special-edition bonus story for those Way of the Shaman fans who don't want to wait for the translation of Book Six. This isn't a new novel but a short story chock full of spoilers. The story retells the climactic ending of Book Five from the viewpoint of Anastaria.

Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG Series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed...

Survival Quest (the Way of the Shaman Book #1) - Vasily Mahanenko 2015-10-26

Barliona. A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

Protectors of the Path - Barbara Snow 2019-08-12

"I'm Terra Kano. I burned out with police work after the last serial killer, so I was ready when asked to be a Protector. Better to prevent blood from being spilled than mop it up after. But protecting not just Valerie Brooks, President of the USA! We're protecting Nature, woman-kind, diversity, education, the arts...everything that brings us alive is threatened. Valerie asked for our help from the start, knowing it would take us all working together to untangle the invisible tentacles of Darkness trapping us in slavery. But a direct attack? Are the uniforms that took her saving her to fight for what's right or holding her hostage to prevent it! Valerie doesn't know. Neither do the Protectors, but we're sticking close 'til we're sure! We could be the only thing that stands between hope for all people, the collapse of the Free World and domination by the SlaveMasters."

He Who Fights with Monsters - Shirtaloon 2021-05-10

The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up

in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of *Pirate Aba*, *Dakota Krout*, and *Luke Chmilenko*.

Underworld - Apollos Thorne 2017

Surviving Lord Darius's attack has put Elorion's level over the top. He must soon leave the Mistress's Labyrinth for the unknown dangers of the Underworld. There are three paths that stand before him. Should he absorb all the Blue Magic he can find, power leel his fellow captives, or take on the bone palace aloud? The Underworld is waiting... - from back cover.

AlterWorld - D Rus 2014-07-18

cation Date: July 18, 2014 A new pandemic - the perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs. Once a seasoned gamer and now a terminal cancer patient, Max grasps at this final chance to preserve his life and identity. So he goes for it - goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of *AlterWorld* and sample its agony and ecstasy born of absolute freedom.

No Mistakes (World of the Changed Book #1):

LitRPG Series - Vasily Mahanenko 2019-12-11

Read opening chapters here - <http://magicdomebooks.blogspot.com/2019/11/world-of-changed-no-mistakes-by-vasily.html>

Let's go! A new, ultramodern mobile game, and the release is just two days away. Be the best, save the planet! Who's going to fight back the

monster invasion if you don't? Prerelease already available, no text alerts or payment required. World of the Changed completely modified human consciousness. The incredible graphics that worked even on the simplest of phones. The intuitive interface that made the game accessible for absolutely anyone. The aggressive marketing campaign that put news about the game on every TV, every phone, every tablet. By the time the launch was a few days away, an entire army of fans was out there waiting for just one thing: Hour X. That was what the mysterious developers were calling the release time. But did anyone have a clue what Hour X would unleash on them? Were they ready to pay the price the game demanded? Mark Derwin, a student, was just one of many to have no idea what kind of fate awaited him in the game. All he cared about was jumping into the prerelease as soon as it came out.

Restart (Dark Paladin Book #3) - Vasily Mahanenko 2018-02-21

Ready Player One - Ernest Cline 2011-08-16

#1 NEW YORK TIMES BESTSELLER • Now a

major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets *The Matrix*."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline

stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe
“Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

Dragon Marked - Jaymin Eve 2019-12-21

It's time for the dragon marked to rise... Jessa Lebron doesn't have a lot to complain about. Her father is the alpha of their wolf pack, she lives in Stratford, a protected supernatural prison town, and her best friends, the Compass quads, are the strongest dudes of the four races: shifter, vampire, fey, and magic user. Yep, life is pretty much exactly how she wants it. Until the fateful day, just after her twenty-second birthday, when the mother who abandoned her, returns to the pack bearing secrets that change everything. The biggest secret of all: Jessa is dragon marked, a designation that places her in grave danger. For a thousand years, every supernatural child born with the mark was eliminated to prevent the rise of the dragon king, a fearsome ancient warmonger. In a bid to learn more about her fate and how to avoid the hunters, Jessa finds herself locked in Vanguard, the notorious supernatural prison. Thankfully she's not alone. Braxton Compass, the most feared of the dragon shifters, is right there with her. Together they'll have to survive long enough to free themselves and the other dragon marked. Before the king rises.

*Note from author: this story was previously published by Skyscape. There are no changes to this version.

In Search of the Uldans (Galactogon Book #2) - Vasily Mahanenko 2019-04-22

Read opening chapters here - magicdomebooks.blogspot.com/2019/02/galactogon-in-search-of-uldans.html What could be better than space adventures? Captain Surgeon knows the answer to this question-space piracy! Loot, pillage, plunder and sell all the lucre-that's the motto of the Galactogon pirates, and Surgeon is doing his best to join their number. But what is to be done when the enigmatic Uldans do not want to leave our swashbuckler in peace and keep laying new mysteries in his path,

distracting him from his main goal? How does one become a formidable buccaneer, the scourge of Galactogon's countless star systems, when an indomitable alien invasion is razing empires all across the galaxy? Time and time again, the game hands Captain Surgeon the Black Spot and time and time again he refuses to take it. It looks like he will have to work extra hard to realize his dreams of piracy and find the answers to all these mysteries...

Clans War (The Way of the Shaman: Book #7) LitRPG Series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse.

The Last of the Renshai - Mickey Zucker Reichert 1992-01-07

Discover the acclaimed, bestselling epic fantasy Renshai Trilogy—an intricate world of Norse mythology, slashing swordplay, and devastating sorcery. THE WIZARDS—Down through the centuries, these four masters of magic have struggled to maintain the delicate balance of power in the troubled Northlands. But now the mortal world teeters on the brink of the long-foretold Great War, and not even the eternally conflicting sorceries of the Wizards may be enough to stave off the start of a battle which could—so legends say—herald the beginning of the dreaded final age for mortals, Wizards, and even the gods themselves. THE RENSHAI—They are the mightiest, most hated and feared of all warrior races. When their enemies band together in a surprise attack on their homeland, one Renshai will escape the genocidal ambush. He is fighter destined to walk the pathways of prophecy, a lone warrior determined to keep the memory of his people alive and to claim his

vengeance on the slayers of his race. He is a master of destruction who—if he can survive in a world where the very name Renshai is guaranteed sentence of death—may be doomed to become the Champion of the Great War.

The Karmadont Chess Set (The Way of the Shaman: Book #5) LitRPG series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

White Shanghai - Elvira Baryakina 2013
Some call the city the 'Splendor of the East'; others the 'Whore of Asia'. A melting pot of different nations, fused by war and commerce, this is the Shanghai of the 1920s. The Great Powers are greedily exploiting China for its cheap labor and reaping the cruel rewards of the booming opium trade. When a flotilla of ships carries the remnants of the defeated White Army on entry to Shanghai, the fragile balance of this international marketplace comes under threat. Among the refugees is Klim Rogov, an emigre journalist whose life and marriage have been claimed by the Russian Revolution. All he has left are his quick wits and keen worldliness that come in quite handy in navigating the lawless jungle of Shanghai. He finds work as a reporter at a British-run newspaper, rubbing shoulders with international gangsters while defying webbed intrigues of sinister communist agents. Amidst the survival frenzy all that keeps him going is the hope that someday he'll be reunited with his beloved wife Nina."

Dragon's Dogma: Dark Arisen - Strategy Guide -

GamerGuides.com 2016-01-19

You live the tranquil life of a fisherman in the small, quiet village of Cassardis, at the edge of the sleepy duchy of Gran Soren. This peaceful life of mundane obscurity is shattered one morning with the Dragon, Grigori, a beast of legend, attacks your town and you fall in its defense. Now reborn as an Arisen, you must lead the Pawn Legion into battle as you deal with court politics, combat apocalyptic cultists, and chase down the enigmatic Dragon. But beware, there could be more to the Dragon's challenge than it originally seems... - Full sequential walkthrough of all main quests, side quests and notice board quests. - Each area painstakingly described, including enemy encounters and notable loot drops. - How to get the best gear out of the Everfall and Bitterblack Isle. - Descriptions and tactics of every beast, large and small, that you'll face in the game. - Character creation information, so you can build the mightiest Arisen and Pawn possible. - New Game +, Hard Mode and Speed Run Mode fully explained. - Portcrystal and fast-travel system fully explained. - Romance information and affection-boosting guide: never accidentally romance the wrong NPC again!

The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-06-09
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. The Virtual World of Barliona is a place of rest and entertainment - but not for everyone. It has become a survival arena for Daniel Mahan after he was sentenced to 8 years in its virtual jail. Mahan has been through it all: the back-breaking work in the mines, betrayal by other prisoners, and finally, the retrial which has released him into Barliona's common world. What more could one want? Mahan could have kept a low profile and enjoy relative freedom while serving the rest of his time. But being a Shaman, he can't help himself. Soon he's a clan leader, taking fifty of the continent's top players to claim the secrets of the Dark Forest.

The Wizard (The Bear Clan Book 2) - Vasily Mahanenko 2022-03-14

His initiation complete, Leg knew he had to prove himself worthy of the gift his totem had given him. The boy was facing a long and difficult journey to dangerous lands. Meanwhile, those with eyes set on ruling the Northern Empire were also making their move. But what was most important to Leg? His personal advancement or the integrity of the empire? Of course, it was possible the two priorities were inseparable, especially since a true wizard had been introduced to the world.

Sector Eight (Perimeter Defense - Michael Atamanov 2017-04-06

A strange unyielding body that used to belong to Crown Prince George; a weird game you can't quit until your contract expires; a world teeming with powerful and very real enemies. The game in which your reputation and faction relationship are the only things that matter. Ruslan - a young

ambitious gamer - agrees to these terms without hesitation. All that he knows is that he's been contracted to command a space fleet in a brand new game he knows nothing about. Objective: to survive for six months. He can't tell anyone about the swap. After having made some inevitable new mistakes, Ruslan has to rethink his strategy, dropping traditional gaming conventions. Very soon Ruslan starts playing the part of the Crown Prince by his own rules. He replaces his quarrelsome Great House allies with sentient insects and chameleons; he even ignores the Prince's wife, preferring the company of a friendly droid and a young artless princess. The aristocratic Empire is in shock, scheming against Ruslan and even trying to bring him before the Royal court. Still, Ruslan can do very much what he wants as long as he does what he signed up for: lead his victorious Sector Eight Fleet to new triumphs.