



# [PDF] Ready Player One

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**Ready Player One**-Ernest Cline 2011 Immersing himself in a mid-21st-century technological virtual utopia to escape an ugly real world of famine, poverty and disease, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's super-wealthy creator, who has promised that the winner will be his heir. (This book was previously listed in

Forecast.)

**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

**Ready Player One**—Ernest Cline 2011-08-18  
PRE-ORDER NOW - READY PLAYER TWO: THE SEQUEL \_\_\_\_\_ THE BOOK BEHIND THE MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG Now available for the first time in a beautiful hardback edition, perfect for hardcore fans and collectors A world at stake. A quest for the ultimate prize. Are you ready? It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of

ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed. \_\_\_\_\_ If you loved READY PLAYER ONE and can't wait for more, check out ARMADA, Ernest Cline's geek masterpiece! 'Wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut' Independent 'Part intergalactic

scavenger hunt, part romance, and all heart' CNN 'Ernest Cline's novel deserves to be a modern classic' SciFiNow 'Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut' Daily Mail

**The Art of Ready Player One**-Gina McIntyre  
2018-04-17 Discover the captivating art of Steven Spielberg's Ready Player One. Our dystopian world lies on the brink of chaos and collapse, but the people have found their salvation in the OASIS, an expansive virtual reality universe created by the brilliant and eccentric James Halliday. When Halliday dies, he leaves his immense fortune in the form of a digital Easter egg hidden somewhere in the OASIS, sparking a contest that grips the entire world. Wade Watts, an unlikely young hero, decides to join the contest and embarks on a reality-bending treasure hunt through a fantastical world of action, danger, and mystery. Directed by Steven Spielberg and based on author Ernest Cline's internationally best-selling

book, Ready Player One is a hugely imaginative sci-fi adventure set in a rich virtual world. The Art of Ready Player One explores the creation of the incredible design work for this much-anticipated film, showcasing a wealth of concept art, sketches, storyboards, and other stunning visuals. The book also features exclusive interviews and commentary from the creative team, forming the perfect companion to one of the most exciting films of 2018.

**Armada**-Ernest Cline 2018-11-06 From the bestselling author of "Ready Player One." After sighting a UFO, high-school student Zack and his new comrades must scramble to prepare for an alien onslaught, in this rollicking, surprising thriller and coming-of-age adventure.

**Player One**-Douglas Coupland 2010 Story of five people caught inside an airport cocktail lounge during a global disaster.

**Ready Player One**-Michael Conrad 2018-05-17 High quality exclusive images with premium quality, everyone will be happy with it! Book is inspired by Steven Spielberg film 2018 This book is perfect gift for kids and teens Each illustration is printed on a separate sheet (8.5" x 11") to avoid bleed through

**Ready Player One**-Ernest Cline 2012-06-05 At once wildly original and stuffed with irresistible nostalgia, a spectacularly genre-busting, ambitious, and charming debut that is part quest, part love story, and part virtual space opera set in a universe where spell-slinging mages battle giant Japanese robots and flying DeLoreans.

**Oasis**-iO Tillett Wright 2020-11-10 Welcome to the desert. Welcome home. This visually stunning tour of the world's most amazing desert homes will inspire you to create an oasis with "desert vibes" wherever you are. Creatives are drawn in

by the extreme landscapes and limited resources of the desert; in fact, they're inspired by them, and the homes they've built here prove the power of an oasis. From renovated Airstreams to sprawling, modern stucco, desert has become the new beachfront. In Oasis, artist iO Tillett Wright captures the best of this specific culture that emphasizes living simply, beautifully, and in connection with the earth. He highlights the homes that define this desert mindset, featuring the classics like Georgia O'Keefe's in Abiquiu, New Mexico, alongside more modern homes such as Michael Barnard's Solar House in Marfa, Texas. With Casey Dunn's stunning photography, Oasis will transport you to these relaxing refuges, where you'll learn what elements create the balance of intentionality, ease, style, and function that these homes exude.

**NO MERCY**-Alex De Campi 2017-04-18 As teens start to come back from the accident in Mataguey, a new set of consequences begin: the lawsuits. Because, on top of trauma, what you

really need as an incoming college freshman the intricate chess game of legal preparation. Meanwhile, still in the jungles of Central America, Tiffani and DeShawn in captivity, and Travis free and high, are set on a collision course that will change them forever. The final chapter of the teen horror epic begins here by creators ALEX DE CAMPI and CARLA SPEED MCNEIL. ""Redefines survival horror"" - the AV Club.

**Ready Player Fun**-A. V. Kern 2018-04-19 In the year 2054, reality is a really dumb place. The only time the young, freedom-loving, 1980s pop culture and sex-obsessed Bowie Jackson really feels alive is when he's huddling in a rusted metal lean-to in rural Wisconsin, jacked into the virtual, hyper-sexualized utopia known as the O-Face. Bowie's devoted his life to unlocking the puzzles of the three magic dildos left by the O-Face's creator as his in-game alter ego Felicia McFly, no matter how stupid and cringey it is to learn about pop culture that's 70 years out of date. But Bowie's the ultimate Mary Stu, so that's

not going to stop him! When Bowie joins forces with his friends Sherm the Worm, Ap0ll0, and W33b to solve the creator's puzzles, he attracts the attention of the ultimate buzzkill: the appallingly uptight Roger Dodger and his Cult of Real Reality, who will stop at nothing, no matter how impractical, to end the antics of this group of misfits and take over the O-Face. If Bowie's going to survive, win the contest, and maybe even bang a real girl in the end, he'll have to give it everything he's got--no matter how ridiculous the circumstances or how bad the puns.

Disclaimer: This book contains coarse language, a lot of gratuitously stupid and graphic sexual situations, tons of violence, and due to its content should not be read by anyone. You've been warned!

**Warcross**-Marie Lu 2019-08-13 Now in mass market paperback, discover a high stakes world with unexpected and sinister twists that's "visual, kinetic, and furiously paced" from Marie Lu, #1 New York Times bestselling author of the Legend

series For the millions who log in every day, Warcross isn't just a game--it's a way of life. Struggling to make ends meet, teenage hacker Emika Chen works as a bounty hunter, tracking down players who bet on the game illegally. Needing to make some quick cash, Emika takes a risk and hacks into the opening game of the international Warcross Championships--only to accidentally glitch herself into the action and become an overnight sensation. Convinced she's going to be arrested, Emika is shocked when instead she gets a call from the game's creator, the elusive young billionaire Hideo Tanaka, with an irresistible offer. With no time to lose, Emika's whisked off to Tokyo and thrust into a world of fame and fortune that she's only dreamed of. But soon her investigation uncovers a sinister plot, with major consequences for the entire Warcross empire.

**Bash Bash Revolution**-Douglas Lain  
2018-03-27 Seventeen-year-old Matthew Munson is ranked thirteenth in the state in Bash Bash

Revolution, an outdated Nintendo game from 2002 that, in 2016, is still getting tournament play. He's a high school dropout who still lives at home with his mom, doing little but gaming and moping. That is, until Matthew's dad turns up again. Jeffrey Munson is a computer geek who'd left home eight years earlier to work on a top secret military project. Jeff has been a sporadic presence in Matthew's life, and much to his son's displeasure insists on bonding over video games. The two start entering local tournaments together, where Jeff shows astonishing aptitude for Bash Bash Revolution in particular. Then, as abruptly as he appeared, Matthew's father disappears again, just as he was beginning to let Jeff back into his life. The betrayal is life-shattering, and Matthew decides to give chase, in the process discovering the true nature of the government-sponsored artificial intelligence program his father has been involved in. Told as a series of conversations between Matthew and his father's artificial intelligence program, Bash Bash Revolution is a wildly original novel of apocalypse and revolution, as well as a poignant

story of broken family.

**Running for My Life**-Lopez Lomong 2012  
Offers the true story of a Sudanese boy who, through unyielding faith, overcame a wartorn nation to become an American citizen and an Olympic contender.

**FKA USA**-Reed King 2019-06-18 "Mr. King looks at all our upcoming problems, and imagines a local reaction to each one. The result is often funny, usually sardonic, and always imaginative, what with all the mole rats, flesh drones, dimeheads, and especially 'The Grifter's Guide to the Territories FKA USA,' a notable addition to the line of imaginary authorities." —The Wall Street Journal Indie Next Pick for July Best of June: io9, AV Club, Amazing Stories, The Verge  
Reed King's amazingly audacious novel is something of a cross between L. Frank Baum's The Wizard of Oz, Douglas Adams's A Hitchhiker's Guide to the Galaxy, Cormac

McCarthy's *The Road*, and Ernest Cline's *Ready Player One*. In Reed King's wildly imaginative and possibly prescient debut, the United States has dissolved in the wake of environmental disasters and the catastrophic policies of its final president. It is 2085, and Truckee Wallace, a factory worker in Crunchtown 407 (formerly Little Rock, Arkansas, before the secessions), has no grand ambitions besides maybe, possibly, losing his virginity someday. But when Truckee is thrust unexpectedly into the spotlight he is tapped by the President for a sensitive political mission: to deliver a talking goat across the continent. The fate of the world depends upon it. The problem is—Truckee's not sure it's worth it. Joined on the road by an android who wants to be human and a former convict lobotomized in Texas, Truckee will navigate an environmentally depleted and lawless continent with devastating—and hilarious—parallels to our own, dodging body pickers and Elvis-worshippers and logo girls, body subbers, and VR addicts. Elvis-willing, he may even lose his virginity. FKA USA is the epic novel we've all been waiting for about

the American end of times, with its unavoidable sense of being on the wrong end of the roller coaster ride. It is a masterwork of ambition, humor, and satire with the power to make us cry, despair, and laugh out loud all at once. It is a tour de force unlike anything else you will read this year.

**Just a Geek**-Wil Wheaton 2004-06-22 The actor covers his life after leaving the television series "Star Trek: the Next Generation," describing the pitfalls associated with being a former child star and his decision to launch his weblog in 2001.

**Rule 34**-Charles Stross 2011-07-05 Meet Edinburgh Detective Inspector Liz Kavanaugh, head of the Innovative Crimes Investigation Unit, otherwise known as the Rule 34 Squad. They monitor the Internet for potential criminal activity, analyzing trends in the extreme fringes of explicit content. And occasionally, even more disturbing patterns arise... Three ex-cons have

been murdered in Germany, Italy, and Scotland. The only things they had in common were arrests for spamming—and a taste for unorthodox entertainment. As the first officer on the scene of the most recent death, Liz finds herself sucked into an international investigation that isn't so much asking who the killer is, but what—and if she doesn't find the answer soon, the homicides could go viral.

**Ready Player Two**-Ernest Cline 2020-11-24

\_\_\_\_\_ AN UNEXPECTED QUEST.  
TWO WORLDS AT STAKE. ARE YOU READY?

Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find it, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous - and addictive - than even Wade dreamed possible. With it comes a new riddle, and a new quest: a last Easter egg from Halliday, hinting at a mysterious prize. And

an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again. \_\_\_\_\_ 'Delving back into the universe of OASIS is a nostalgic delight... fans will love returning to Cline's virtual world.' Press Association 'Living up to the smash hit Ready Player One - turned into a film by Steven Spielberg - was never going to be easy, but Ernest Cline's wry and savage sequel shows how it should be done... A wild ride. Make this into a movie now.' The Times 'Ernest Cline takes Ready Player One, gives it a software update, adds some more nostalgia and delivers sheer joy in Ready Player Two.' Phil Williams, Times Radio 'A stunning, futuristic thrill-ride, full of nostalgia and wonderful set-pieces. Ready Player Two

improves on everything from its predecessor.' Daily Express \_\_\_\_\_ Praise for Ready Player One: 'Enchanting . . . Willy Wonka meets The Matrix.' USA Today 'An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.' CNN 'Delightful . . . the grown-up's Harry Potter.' HuffPost 'As one adventure leads expertly to the next, time simply evaporates.' Entertainment Weekly 'Gorgeously geeky, superbly entertaining, [and] spectacularly successful.' Daily Mail 'A smart, funny thriller that both celebrates and critiques online culture.' San Francisco Chronicle 'A geek fantasia, '80s culture memoir and commentary on the future of online behavior all at once.' Austin American-Statesman

**El oasis / Ready Player One**-Ernest Cline  
2008-02 En el año 2044, Wade Watts, como el resto de la humanidad, decide escapar de la realidad y pasa sus horas de vigilia en el, utópico mundo virtual ilimitado de OASIS, pero cuando Wade se topa con el primero de los puzles

establecido por OASIS creador James Halliday, se encuentra con que tiene que competir con miles de personas - incluyendo aquellos dispuestos a cometer un asesinato - con el fin de reclamar el premio de una gran fortuna.

**The Scorpion & The Sea**-A. S. Thornton  
2021-02-09

**Crossroads**-Kaleb Dahlgren 2021-03-16 An inspiring story of hope and resiliency On April 6, 2018, sixteen people died and thirteen others were injured after a bus taking the Humboldt Broncos junior hockey team to a playoff game collided with a transport truck in a rural intersection. The tragedy moved millions of people to leave hockey sticks by their front door to show sympathy and support for the Broncos. People from more than eighty countries pledged millions of dollars to families whose relatives had been directly involved in the accident. Crossroads is the story of Kaleb Dahlgren, a

young man who survived the bus crash and faced life after the tragedy with resiliency and positivity. In this chronicle of his time with the Broncos and the loving community of Humboldt, Saskatchewan, Dahlgren takes a hard look at his experience of unprecedented loss, but also revels in the overwhelming response and outpouring of love from across Canada and around the world. But this book also goes much deeper, revealing the adversity Dahlgren faced long before his time in Humboldt and his inspiring journey since the accident. From a childhood spent learning to live with type 1 diabetes to his remarkable recovery from severe brain trauma that astounded medical professionals, Dahlgren documents a life of perseverance, gratitude and hope in the wake of enormous obstacles and life-altering tragedy. The author will donate a portion of his proceeds from this book to STARS (Shock Trauma Air Rescue Service).

**The Wonderling**-Mira Bartok 2017-09-26 In this extraordinary debut novel with its deft nod to

Dickensian heroes and rogues, Mira Bartók tells the story of Arthur, a shy, fox-like foundling with only one ear and a desperate desire to belong, as he seeks his destiny. Have you been unexpectedly burdened by a recently orphaned or unclaimed creature? Worry not! We have just the solution for you! Welcome to the Home for Wayward and Misbegotten Creatures, an institution run by evil Miss Carbunkle, a cunning villainess who believes her terrified young charges exist only to serve and suffer. Part animal and part human, the groundlings toil in classroom and factory, forbidden to enjoy anything regular children have, most particularly singing and music. For the Wonderling, an innocent-hearted, one-eared, fox-like eleven-year-old with only a number rather than a proper name — a 13 etched on a medallion around his neck — it is the only home he has ever known. But unexpected courage leads him to acquire the loyalty of a young bird groundling named Trinket, who gives the Home's loneliest inhabitant two incredible gifts: a real name — Arthur, like the good king in the old stories —

and a best friend. Using Trinket's ingenious invention, the pair escape over the wall and embark on an adventure that will take them out into the wider world and ultimately down the path of sweet Arthur's true destiny. Richly imagined, with shimmering language, steampunk motifs, and gripping, magical plot twists, this high adventure fantasy is the debut novel of award-winning memoirist Mira Bartók and has already been put into development for a major motion picture.

**Voodoo Shanghai**-Kristi Charish 2020-02-18

The third and final installment in Kristi Charish's thrilling urban fantasy series finds beloved heroine and voodoo practitioner Kincaid Strange shanghaied away from Seattle and pursuing the ghost of a serial killer in Portland. Just when Kincaid Strange thinks her life is back on track and she's finally put her time as a paranormal practitioner with the Seattle PD to rest, her ex (and Seattle cop) Aaron asks her for help with yet another strange and ominous case. Martin Dane,

the White Picket Fence Serial Killer who terrorized West Coast families living the suburban American dream, appears to be back at it with a fresh murder in Portland. There's only one problem: Dane has been dead for three weeks. Kincaid can't resist a paranormal mystery. Despite her misgivings, she agrees to examine the Portland crime scene. What she discovers is a place of supernatural power unlike anywhere she's ever been--and the reason Aaron had been so tight-lipped about the case details. There's already a voodoo practitioner on the scene: Liam Sinclair, a TV celebrity of questionable talent and dubious intent. Kincaid wants nothing more than to finish the job and retreat to Seattle, but the deeper she looks, the less the murder adds up. When she uncovers a much more sinister mystery--missing ghosts, scores of them, whom no one is looking for--there's no turning back.

**Robopocalypse**-Daniel H. Wilson 2012 Two decades into the future humans are battling for

their very survival when a powerful AI computer goes rogue, and all the machines on earth rebel against their human controllers.

**American Pop**-Snowden Wright 2019-02-05 AN NPR BEST BOOK OF THE YEAR “Mr. Wright’s imagined history of the rise and fall of the sugary drink empire is so robust and recognizable that you might feel nostalgic for the taste of a soda you’ve never had.” - Sam Sacks, The Wall Street Journal NAMED A MOST ANTICIPATED BOOK BY Parade • Cosmopolitan • Town & Country • AARP • InStyle • Garden & Gun • Vol. 1 Brooklyn The story of a family. The story of an empire. The story of a nation. Moving from Mississippi to Paris to New York and back again, a saga of family, ambition, passion, and tragedy that brings to life one unforgettable Southern dynasty—the Forsters, founders of the world’s first major soft-drink company—against the backdrop of more than a century of American cultural history. The child of immigrants, Houghton Forster has always wanted more—from

his time as a young boy in Mississippi, working twelve-hour days at his father’s drugstore; to the moment he first laid eyes on his future wife, Annabelle Teague, a true Southern belle of aristocratic lineage; to his invention of the delicious fizzy drink that would transform him from tiller boy into the founder of an empire, the Panola Cola Company, and entice a youthful, enterprising nation entering a hopeful new age. Now the heads of a preeminent American family spoken about in the same breath as the Hearsts and the Rockefellers, Houghton and Annabelle raise their four children with the expectation they’ll one day become world leaders. The burden of greatness falls early on eldest son Montgomery, a handsome and successful politician who has never recovered from the horrors and heartbreak of the Great War. His younger siblings Ramsey and Lance, known as the “infernal twins,” are rivals not only in wit and beauty, but in their utter carelessness with the lives and hearts of others. Their brother Harold, as gentle and caring as the twins can be cruel, is slowed by a mental disability—and later

generations seem equally plagued by misfortune, forcing Houghton to seriously consider who should control the company after he's gone. An irresistible tour de force of original storytelling, American Pop blends fact and fiction, the mundane and the mythical, and utilizes techniques of historical reportage to capture how, in Nathaniel Hawthorne's words, "families are always rising and falling in America," and to explore the many ways in which nostalgia can manipulate cultural memory—and the stories we choose to tell about ourselves.

**Slow Apocalypse**-John Varley 2012-09-04  
Despite wars with Iraq and Afghanistan, as well as 9/11, the United States' dependence on foreign oil has kept the nation tied to the Middle East. A scientist has developed a cure for America's addiction—a slow-acting virus that feeds on petroleum, turning it solid. But he didn't consider that his contagion of an Iraqi oil field would spread to infect the fuel supply of the entire world... In Los Angeles, screenwriter Dave

Marshall heard this scenario from a retired U.S. Marine and government insider who acted as a consultant on Dave's last film. It sounded as implausible as many of his scripts, but the reality is much more frightening than anything he can envision. An ordinary guy armed with extraordinary information, Dave hopes his survivor's instinct will kick in so he can protect his wife and daughter from the coming apocalypse that will alter the future of Earth—and humanity...

**Otherworld**-Jason Segel 2018-10-02 The first installment in the new Last Reality series by the authors of the "New York Times"-bestselling Nightmares! series. Ideal for fans of HBO's "Westworld, Otherworld" asks the question: If technology can deliver everything we want, how much are we willing to pay?

**The Importance of Being Ernest**-Ernest Cline 2014-08-22 Familiar and resonant, Cline's

collection takes readers into a private landscape of science fiction, pop culture, and pornography. Ernest Cline is a geek, novelist, poet, and screenwriter based in Austin, Texas. In addition to winning poetry slams, Cline is known for screenwriting "Fanboys," released in 2009. He also recently sold the film rights to his latest book, "Armada."

**Leonard Maltin's Movie Crazy**-Leonard Maltin 2008 Presents a selection of material from the author's newsletter of the same name that provides a history of Hollywood's golden age through personal recollections and interviews with its actors, writers, and directors.

**Ready Player One**-aBookaDay 2016-07-27  
Warning: This is an independent addition to Ready Player One, meant to enhance your experience of the original book. If you have not yet bought the original copy, make sure to purchase it before buying this unofficial summary

from aBookaDay. In the world Wade Watts was born to, human civilization is on the brink of collapse. Famine, war, and the consequences of climate change loom large. The only escape is OASIS, an immersive computer program in which anyone can be anything, and any world imaginable can be coded into the system. When the man who created OASIS dies, he leaves behind an immense fortune, and no heirs, with a will that names his successor the person who can find the Easter egg he left behind in the game. The world scrambles to decipher his clues. Wade is just a high school student, but when he becomes the first person to solve a major clue, he discovers that fame and fortune come with danger, and the powerful will do anything to get their hands on the prize. Read more....Download your copy today! Available on PC, Mac, smart phone, tablet or Kindle device. (c) 2015 All Rights Reserved

**The Martian**-Andy Weir 2021-03-30 #1 NEW YORK TIMES BESTSELLER \* "Brilliant . . . a

celebration of human ingenuity [and] the purest example of real-science sci-fi for many years . . . utterly compelling."--The Wall Street Journal The inspiration for the major motion picture Six days ago, astronaut Mark Watney became one of the first people to walk on Mars. Now, he's sure he'll be the first person to die there. After a dust storm nearly kills him and forces his crew to evacuate while thinking him dead, Mark finds himself stranded and completely alone with no way to even signal Earth that he's alive--and even if he could get word out, his supplies would be gone long before a rescue could arrive. Chances are, though, he won't have time to starve to death. The damaged machinery, unforgiving environment, or plain-old "human error" are much more likely to kill him first. But Mark isn't ready to give up yet. Drawing on his ingenuity, his engineering skills--and a relentless, dogged refusal to quit--he steadfastly confronts one seemingly insurmountable obstacle after the next. Will his resourcefulness be enough to overcome the impossible odds against him?

NAMED ONE OF PASTE'S BEST NOVELS OF

THE DECADE "A hugely entertaining novel [that] reads like a rocket ship afire . . . Weir has fashioned in Mark Watney one of the most appealing, funny, and resourceful characters in recent fiction."--Chicago Tribune "As gripping as they come . . . You'll be rooting for Watney the whole way, groaning at every setback and laughing at his pitchblack humor. Utterly nail-biting and memorable."--Financial Times

**The Sand Sea**-Michael McClellan 2020-06-24  
"An astounding epic novel of J.R.R. Tolkien proportions!" — Steven Pressfield, Bestselling author of Gates of Fire and The War of Art Raiders of the Lost Ark playing A Game of Thrones The Sand Sea takes place on an alternative Earth roiled by war and conquest that mirrors our own Gilded Age. The treasure that ignites greed and folly in this parallel world is not petroleum, but beserite—a mineral of immeasurable value. Captivated by an ancient prophecy and the call of adventure, inexperienced nobleman and scholar Peter

Harmon (think of a young Winston Churchill-like naif) joins an expedition to stake his nation's claim to a global empire. Harmon's destination is a vast and inhospitable desert halfway around the world, dominated by the iron-fisted Grand Vizer Jemojeen Jongdar. A tyrant on a mission to secure the ancient and supernatural Staff of the Ram, the Lion, and the Serpent, Jongdar knows the truth that others can only imagine: The one who controls the staff will possess the power to rule the world. Before he can seize his destiny, Jongdar must find and destroy the one person capable of thwarting his ambition, the rightful heir to the Sand Sea realm, an innocent woman named Selena Savanar. Can the brave and indomitable Selena accept her true destiny and rally her people in the eye of a gathering storm? To do so will require her to outwit the man who burned her father alive and left her an orphan and beggar a lifetime ago. Or will Peter Harmon and the cadre of opportunists he rides with conquer the divided empire? With the mythic structure of J.R.R. Tolkien's *The Lord of the Rings* trilogy in a world as rich and real as

George R.R. Martin's *Westeros*, *The Sand Sea* is an immersive experience made to order for epic fantasy fans and anyone who enjoys grand-scale historical fiction.

**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.

**Ready Player One**-Ernest Cline 2018 Immersing himself in a mid-twenty-first-century technological virtual utopia to escape an ugly real world of famine, poverty, and disease, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's creator.

**Ready Player One**-Justin Green 2021-02-22 In 2045, people seek to escape from reality through the virtual reality entertainment universe called the OASIS (Ontologically Anthropocentric Sensory Immersive Simulation), created by James Halliday and Ogden Morrow of Gregarious Games. After Halliday's death, a pre-recorded message left by his avatar Anorak announces a game, granting ownership of the OASIS to the

first to find the golden Easter egg within it, which gets locked behind a gate requiring three keys which players can obtain by accomplishing three challenges. The contest has lured several "Gunters", or egg hunters, and the interest of Nolan Sorrento, the CEO of Innovative Online Industries (IOI) who seeks to control the OASIS himself by inserting intrusive online advertising. IOI uses an army of indentured servants, and employees called "Sixers" to find the egg.

**Ready Player One Trivia**-James Zatezalo 2021-02-22 Steven Spielberg's Ready Player One is packed with Easter Eggs and references to pop culture - many of which you might have spotted. But here's a few secrets, facts and staggeringly well-buried references you might not have spotted. Beside, this book has many quizzes about Ready Player One. Let's go!!!

**Queen's Gambit Declined**-Matthew Sadler 2000 In this book Grandmaster Sadler explains

the ideas behind the Queen's Gambit Declined, one of Black's most dependable replies to the queen's pawn. He discusses all of the major variations in popular practice, explaining the key plans and ideas and highlighting important recent developments. Written by Grandmaster Matthew Sadler, one of the world's top young players, this book offers a full explanation of both the latest theory and important thematic ideas and covers the ever-popular Queen's Gambit Declined. (6 1/4 x 9 1/4, 176, pages, b&w illustrations)

**Child of the Universe**-Ray Jayawardhana  
2020-03-17 Perfect for fans of The Wonderful Things You Will Be and That's Me Loving You, this picture book by a renowned astrophysicist is a lyrical meditation on the preciousness of one child and the vastness of the universe. Just like the sun gives shine to the moon, you light up the world beyond this room . . . You are grand and marvelous, strong and mysterious. The history of the world is in your fingertips. A lyrical

meditation on the preciousness of one child and the vastness of the universe, this gorgeously illustrated picture book shares the immensity of a parent's love along with the message that we are all connected to the broader cosmos in important and intimate ways. A perfect bedtime read-aloud, *Child of the Universe* is a book to cherish forever. The author is an astrophysicist who has been fascinated by the universe since he was a child. As a parent, he has developed a new appreciation for the deep connections between billions of years of cosmic evolution and this one tiny human.

**Nobody's Perfect**-Anthony Lane 2009-08-19  
Anthony Lane on Con Air— “Advance word on Con Air said that it was all about an airplane with an unusually dangerous and potentially lethal load. Big deal. You should try the lunches they serve out of Newark. Compared with the chicken napalm I ate on my last flight, the men in Con Air are about as dangerous as balloons.” Anthony Lane on *The Bridges of Madison County*— “I got

my copy at the airport, behind a guy who was buying Playboy's Book of Lingerie, and I think he had the better deal. He certainly looked happy with his purchase, whereas I had to ask for a paper bag." Anthony Lane on Martha Stewart—"Super-skilled, free of fear, the last word in human efficiency, Martha Stewart is the woman who convinced a million Americans that they have the time, the means, the right, and—damn it—the duty to pipe a little squirt of soft cheese into the middle of a snow pea, and to continue piping until there are 'fifty to sixty' stuffed peas raring to go." For ten years, Anthony Lane has delighted New Yorker readers with his film reviews, book reviews, and profiles that range from Buster Keaton to Vladimir Nabokov to Ernest Shackleton. Nobody's Perfect is an unforgettable collection of Lane's trademark wit, satire, and insight that will satisfy both the long addicted and the not so familiar.

**Future Presence**-Peter Rubin 2018-04-17 A Wired senior editor and virtual reality expert

presents a captivating, candid glimpse into the future "realities" of this emerging technology: how we will use it to form previously impossible relationships, explore new frontiers of intimacy, and how it will forever change human connection. Heralded as the most significant technological innovation since the smartphone, virtual reality is poised to transform our very notions of life and humanity. Though this tech is still in its infancy, to those on the inside, it is the future. VR will change how we work, how we experience entertainment, how we feel pleasure and other emotions, how we see ourselves, and most importantly, how we relate to each other in the real world. And we will never be the same. Peter Rubin, senior culture editor for Wired and the industry's go-to authority on the subject, calls it an "intimacy engine." While once we needed another person to feel the sensations of closeness, trust, vulnerability, confidence, and titillation, VR will give us the ability to induce these sensations by ourselves for the first time in human history. This metamorphosis, Rubin argues, is going to have a powerful impact on

relationships that will ripple throughout our society and our individual lives. A journey into this uncertain future and a glimpse at the cultural implications and promises of a new reality, *Future Presence* explores a host of complex questions about what makes us human, what connects us, and what is real. Offering a glimpse into the mind-blowing things happening in universities, labs, and tech companies around the world, Rubin leads readers on an entertaining tour of the weirdest, wildest corners of this fascinating new universe. Describing this book as "half travelogue and half crystal ball", Rubin will: Introduce readers to the creators and

consumers of VR technology Show readers what an experience is like inside the current VR devices Explain how this technology will upend everything we know about human connection in the future At once the incredible, inevitable story of virtual reality's rise and a look towards the future of our fantasies, *Future Presence* is a deeply personal examination of what connects us, and an analysis of what relationships, empathy, and sex could look like—sooner than we think.