



## [MOBI] Ready Player One: A Novel

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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: 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

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

**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.

**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.

**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.

**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.”

**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.

**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 One**-Ernest Cline 2011-08-16 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.)

**We Need to Talk About Kevin**-Lionel Shriver 2011-05-01 The inspiration for the film starring Tilda Swinton and John C. Reilly, this resonant story of a mother’s unsettling quest to understand her teenage son’s deadly violence, her own ambivalence toward motherhood, and the explosive link between them remains terrifyingly prescient. Eva never really wanted to be a mother. And certainly not the mother of a boy who murdered seven of his fellow high school students, a cafeteria worker, and a much-adored teacher in a school shooting two days before his sixteenth birthday. Neither nature nor nurture exclusively shapes a child’s character. But Eva was always uneasy with the sacrifices and social demotion of motherhood. Did her internalized dislike for her own son shape him into the killer he’s become? How much is her fault? Now, two years later, it is time for her to come to terms with Kevin’s horrific rampage, all in a series of startlingly direct correspondences with her estranged husband, Franklin. A piercing, unforgettable, and penetrating exploration of violence and responsibility, a book that the Boston Globe describes as “impossible to put down,” is a stunning examination of how tragedy affects a town, a marriage, and a family.

**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.

**Fortunately, the Milk** . . .-Neil Gaiman 2013-09-17 From multi-award-winning Neil Gaiman comes a spectacularly silly, mind-bendingly clever, brilliantly bonkers adventure - with lip-smackingly gorgeous illustrations by Chris Riddell. Mum’s away. Dad’s in charge. There’s no milk. So Dad saves the day by going to buy some. Really, that’s all that happens. Very boring. YAAAAAAAANWN. There are absolutely none of the following inside: GLOBBY GREEN ALIENS! INTERGALACTIC POLICE! PIRATES! And most definitely NOT a time-travelling hot-air balloon piloted by the brilliant Professor Steg ...

**What They Don’t Teach You at Harvard Business School**-Mark H. McCormack 2016-02-17 This business classic features straight-talking advice you’ll never hear in school. Featuring a new foreword by Ariel Emanuel and Patrick Whitesell Mark H. McCormack, one of the most successful entrepreneurs in American business, is widely credited as the founder of the modern-day sports marketing industry. On a handshake with Arnold Palmer and less than a thousand dollars, he started International Management Group and, over a four-decade period, built the company into a multimillion-dollar enterprise with offices in more than forty countries. To this day, McCormack’s business classic remains a must-read for executives and managers at every level. Relating his proven method of “applied people sense” in key chapters on sales, negotiation, reading others and yourself, and executive time management, McCormack presents powerful real-world guidance on • the secret life of a deal • management philosophies that don’t work (and one that does) • the key to running a meeting—and how to attend one • the positive use of negative reinforcement • proven ways to observe aggressively and take the edge • and much more Praise for What They Don’t Teach You at Harvard Business School “Incisive, intelligent, and witty, What They Don’t Teach You at Harvard Business School is a sure winner—like the author himself. Reading it has taught me a lot.”—Rupert Murdoch, executive chairman, News Corp, chairman and CEO, 21st Century Fox “Clear, concise, and informative. . . . Like a good mentor, this book will be a valuable aid throughout your business career.”—Herbert J. Siegel, chairman, Chris-Craft Industries, Inc. “Mark McCormack describes the approach I have personally seen him adopt, which has not only contributed to the growth of his business, but mine as well.”—Arnold Palmer “There have been what we love to call dynasties in every sport. IMG has been different. What this one brilliant man, Mark McCormack, created is the only dynasty ever over all sport.”—Frank Deford, senior contributing writer, Sports Illustrated

**Ready Player Two**-Ernest Cline 2020-11-24 #1 NEW YORK TIMES BESTSELLER • The highly anticipated sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST • “The game is on again. . . . A great mix of exciting fantasy and threatening fact.”—The Wall Street Journal 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, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than ever 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.

**Dude, You’re Gonna Be a Dad!**-John Pfeiffer 2011-03-18 There are approximately 3,712 ways for a guy to look stupid during pregnancy - this book’s here to help you avoid all(most) of them. And here’s your first hint: Focus on what you can be doing for her rather than what’s happening to her. She’s pregnant. She knows that. You know that. And her 152 baby books tell her exactly what she can expect. Your job is to learn what you can do between the stick turning blue and the drive to the delivery room to make the next nine months go as smoothly as possible. That’s where John Pfeiffer steps in. Like any good coach, he’s been through it. He’s dealt with the morning sickness and doctor visits, pairing the baby’s nursery and packing the overnight bag, choosing a name, hospital, and the color of the car-seat cover. All the while he remained positive and responsive - there with a “You’re beautiful” when necessary - but asserting during the decision-making process (he didn’t want to wind up with a kid named Percy). And now it’s your turn. She might be having the baby, but you have plenty of responsibilities.

**The Curious Incident of the Dog in the Night-Time**-Mark Haddon 2004-05-18 A bestselling modern classic—both poignant and funny—about a boy with autism who sets out to solve the murder of a neighbor’s dog and discovers unexpected truths about himself and the world. Nominated as one of America’s best-loved novels by PBS’s The Great American Read Christopher John Francis Boone knows all the countries of the world and their capitals and every prime number up to 7,057. He relates well to animals but has no understanding of human emotions. He cannot stand to be touched. And he detests the color yellow. This improbable story of Christopher’s quest to investigate the suspicious death of a neighborhood dog makes for one of the most captivating, unusual, and widely heralded novels in recent years.

**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.

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

**Wolf in White Van**-John Darnielle 2014-09-16 Long-listed for the 2014 National Book Award in fiction Winner of the 2015 Alex Award for adult books with special appeal for young adultsWelcome to Trace Italia, a game of strategy and survival! You may now make your first move. Isolated by a disfiguring injury since the age of seventeen, Sean Phillips crafts imaginary worlds for strangers to play in. From his small apartment in southern California, he orchestrates fantastic adventures where possibilities, both dark and bright, open in the boundaries between the real and the imagined. As the creator of Trace Italia—a text-based, role-playing game played through the mail—Sean guides players from around the world through his intricately imagined terrain, which they navigate and explore, turn by turn, seeking sanctuary in a ravaged, savage future America. Lance and Carrie are high school students from Florida, explorers of the Trace. But when they take their play into the real world, disaster strikes, and Sean is called to account for it. In the process, he is pulled back through time, tunneling toward the moment of his own self-inflicted departure from the world in which most people live. Brilliantly constructed, Wolf in White Van unfolds in reverse until we arrive at both the beginning and the climax: the event that has shaped so much of Sean’s life. Beautifully written and unexpectedly moving, John Darnielle’s audacious and gripping debut novel is a marvel of storytelling brio and genuine literary delicacy.

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**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.

**A Little Life**-Hanya Yanagihara 2015-03-10 ONE OF THE BEST BOOKS OF THE YEAR The New York Times • The Washington Post • The Wall Street Journal • NPR • Vanity Fair • Vogue • Minneapolis Star Tribune • St. Louis Post-Dispatch • The Guardian • O, The Oprah Magazine • Slate • Newsday • Buzzfeed • The Economist • Newsweek • People • Kansas City Star • Shelf Awareness • Time Out New York • Huffington Post • Book Riot • Refinery29 • Bookpage • Publishers Weekly • Kirkus WINNER OF THE KIRKUS PRIZE A MAM BOOKER PRIZE FINALIST A NATIONAL BOOK AWARD FINALIST A Little Life follows four college classmates—broke, adrift, and buoyed only by their friendship and ambition—as they move to New York in search of fame and fortune. While their relationships, which are tinged by addiction, success, and pride, deepen over the decades, the men are held together by their devotion to the brilliant, enigmatic Jude, a man scarred by an unspeakable childhood trauma. A hymn to brotherly bonds and a masterful depiction of love in the twenty-first century, Hanya Yanagihara’s stunning novel is about the families we are born into, and those that we make for ourselves.

**Ready Player Two**-Shira Chess 2017-10-01 Cultural stereotypes to the contrary, approximately half of all video game players are now women. A subculture once dominated by men, video games have become a form of entertainment composed of gender binaries. Supported by games such as Diner Dash, Mystery Case Files, Wii Fit, and Kim Kardashian: Hollywood—which are all specifically marketed toward women—the gamer industry is now a major part of imagining what femininity should look like. In Ready Player Two, media critic Shira Chess uses the concept of “Player Two”—the industry idealization of the female gamer—to examine the assumptions implicit in video games designed for women and how they have impacted gaming culture and the larger society. With Player Two, the video game industry has designed specifically for the feminine ideal: she is white, middle class, heterosexual, cis-gendered, and abled. Drawing on categories from time management and caregiving to social networking, consumption, and bodies, Chess examines how games have been engineered to shape normative ideas about women and leisure. Ready Player Two presents important arguments about how gamers and game developers must change their thinking about both women and games to produce better games, better audiences, and better industry practices. Ultimately, this book offers vital prescriptions for how one of our most powerful entertainment industries might evolve its ideas of women.

**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.

**Ready Player One**-Ernest Cline 2011-08-16 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.)

**The Last of Us**-Neil Druckmann 2013 Thirteen-year old Ellie meets fellow student Riley at a military school in one of the remaining quarantine zones, the two embark on a trip outside and find themselves confronted by the insurgents, the Fireflies, and the infected.

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**Keeper of the Lost Cities**-Shannon Messenger 2013-08-06 At age twelve, Sophie learns that the remarkable abilities that have always caused her to stand out identify her as an elf, and after being brought to Eternalia to hone her skills, discovers that she has secrets buried in her memory for which some would kill.

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**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

**NieR:Automata: Short Story Long**-Jun Eishima,Yoko Taro 2019-04-09 From Pod 153, to fans of NieR Automata [ref &NieR: Automata: a Short Story Long] Question: What is a novel? Affirmative: It is hypothesized that this book is “interesting.” Hypothesis: “Interest” is an internal incentive that allows humans to practice tolerance. Recommendation: To purchase both existing novel forms. From Pod 153 to 042: Affirmative. We have also concluded executing additional advertisement duties. -- VIZ Media

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**Reach the Top in Finance**-Sally Percy 2017-02-23 Every year thousands of ambitious individuals embark on a career in finance, attracted by its potential to offer meaningful work, good remuneration and professional advancement. Yet finance is also a highly competitive profession, so it is tough to reach the top. Those who make it to the most senior positions in the finance sector have roles that extend far beyond number-crunching: they often fill the right-hand position to the CEO and are expected to advise on strategy, manage relationships with investors and other stakeholders, and oversee change management and IT projects. This range of responsibilities calls for a unique skill set. Reach the Top in Finance is the definitive guide to career success for finance professionals who want to know how they can succeed as trusted advisors, business partners, senior leaders and innovators, regardless of whether they work in industry, not-for-profit or public practice. Sally Percy explains how you can acquire the range of skills that underpin personal and professional growth in the finance sector. Featuring interviews with current and former CFOs in the UK and overseas, as well as commentary from recruiters and headhunters, Reach the Top in Finance provides the ambitious finance professional of today with the guidance, insight and knowledge they need to become the respected CFO or senior partner of tomorrow.

**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.

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**The Swiss Family Robinson (Diversions Illustrated Classics)**-Johann David Wyss 2016-06-28 A beloved adventure classic, The Swiss Family Robinson is a tale of courage in the face of the unknown that has endured the test of time. Trapped on a remote island after a storm leaves them shipwrecked, a Swiss pastor, his wife, and their four sons must pull together if they want to survive. Hunting, farming, and exploring a strange land for the first time, each son not only tests his own bravery, but discovers a skill all his own as they each adapt to this new, wild place. Full of wonder, revelation, and invention, this timeless adventure story has sparked imaginations of readers young and old for generations. Featuring an appendix of discussion questions, this Diversion Classics edition is ideal for use in book groups and classrooms. For more classic titles like this, visit www.diversionbooks.com/ebooks/diversion-classics

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**Ready Player One: A Novel by Ernest Cline (Trivia-On-Books)**-Trivion Books 2016-09-07 Trivia-on-Book: Ready Player One: A Novel by Ernest Cline Take the challenge yourself and share it with friends and family for a time of fun! Author Ernest Cline takes his readers on an adventurous and entertaining ride to the not-so-distant future. He touches the right chords by injecting the 1980’s into the plot with a fast-paced and engrossing storyline that forces the reader to toy with the idea of a virtual world’s clash with the real. John Scalzi, the renowned sci-fi writer, referred to Ready Player One as “nerdgame”. You may have read the book, but not have liked it. You may have liked the book, but not be a fan. You may call yourself a fan, but few truly are. Are you a fan? Trivia-on-Books is an independently curated trivia quiz on the book for readers, students, and fans alike. Whether you’re looking for new materials to the book or would like to take the challenge yourself and share it with your friends and family for a time of fun, Trivia-on-Books provides a unique approach to Ready Player One by Ernest Cline that is both insightful and educational! Features You’ll Find Inside: • 30 Multiple choice questions on the book, plots, characters and author • Insightful commentary to answer every question • Complementary quiz material for yourself or your reading group • Results provided with scores to determine “status” Promising quality and value, come play your trivia of a favorite book!

**Because of Mister Terupt**-Rob Buyea 2011 Seven fifth-graders at Snow Hill School in Connecticut relate how their lives are changed for the better by “rookie teacher” Mr. Terupt.

**The Land: Foundin**-Aleron Kong 2018-06-25 The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to “The Land!” Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter’s destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake “The Land” itself, measuring 10/10 on the Richter scale, how will Richter’s choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule

**My Name Is Tani** . . . and **I Believe in Miracles**-Tanitoluwa Adegumi 2020-04-14 A true story of sacrificing everything for family, living with nothing but hope, then sharing generously all they received to discover the greatest riches of all. Tani Adegumi didn’t know what Boko Haram was or why they had threatened his family. All he knew was that when his parents told the family was going to America, Tani thought it was the start of a great adventure rather than an escape. In truth, his family’s journey to the United States was nothing short of miraculous—and the miracles were just beginning. Tani’s father, Kayode, became a dishwasher and Uber driver while Tani’s mother, Oluwatoyin, cleaned buildings, while the family lived in a homeless shelter. Eight-year-old Tani jumped into his new life with courage and perseverance—and an unusual mind for chess. After joining the chess club in his public school, Tani practiced his game for hours in the evenings at the shelter. And less than a year after he learned to play, Tani won the New York State chess championship. A young boy with an aptitude for chess? Absolutely. But if you ask Tani Adegumi, he will tell you he believes in miracles and one happened to him and his family. This story will inspire, delight, and challenge you to believe, too.

**The Windsor Knot**-S. J. Bennett 2021-06-10

**Otherworld**-Jason Segel 2017-10-31 “Full of high stakes, thrillers, and fantastic twists and turns, fans of Ready Player One are sure to love this addictive read.” —Buzzfeed “A potent commentary on how much we’re willing to give up to the lure of technology.” —EW “A fantastic journey from start to finish.” —Hyable New York Times bestselling authors Jason Segel and Kirsten Miller imagine a world in which you can leave your body behind and give into your greatest desires in the first book in a fast-paced trilogy perfect for fans of the hit HBO show Westworld and anyone interested in the terrifying possibilities of the future of technology. That’s how Otherworld traps you. It introduces you to sensations you’d never be able to feel in real life. You discover what’s been missing—because it’s taboo or illegal or because you lack the guts to do it for real. And when you find out what’s missing it’s almost impossible to let it go again. There are no screens. There are no controls. You don’t just see and hear it—you taste, smell, and touch it too. In this new reality, there are no laws to break or rules to obey. You can live your best life. Indulge every desire. This is Otherworld—a virtual reality game so addictive you’ll never want it to end. And Simon has just discovered that for some, it might not. The frightening future that Jason Segel and Kirsten Miller have imagined is not far away. Otherworld asks the question we’ll all soon be asking: if technology can deliver everything we want, how much are we willing to pay? “An engaging VR cautionary tale.” —The A.V. Club “[A] fast-paced adventure.” —Publishers Weekly “Authors Jason Segel and Kirsten Miller keep the action nonstop.” —Shelf Awareness

**Summary of Ready Player One by Ernest Cline - Finish Entire Novel in 15 Minutes**-Speedyreads 2018-04-24 “Wanna Read But Not Enough Time? Then, grab a SpeedyReads of Ready Player One by Ernest Cline now! Here’s a sample of what you’ll see in this book: Summary of Ready Player One The novel starts with Wade Watts, the narrator and central character of the book, remembering the death of James Halliday, designer of the videogame OASIS. In his parting message, Anorak’s Invitation, Halliday left a game for the world to play, called The Hunt, and indicated that whoever solved the game would get his fortune. The game focused on finding an Easter egg hidden by Halliday. His book, Anorak’s Almanac, is a really important text to gain insight into Halliday’s mind and assist with the game. During the first year after Halliday’s death, people were obsessed with the game but the fever eventually died since no one was able to find anything for a long time. After five years, in February 2045, the Copper Key (a really important key in the Hunt) was found by then 18-year-old Wade. \*this is an unofficial summary of Ready Player One by Ernest Cline. It is not endorsed, affiliated by Ready Player One or Ernest Cline. It is not the full book. Download And Start Reading Now - Even if it's 3 AM! Hurry, Limited Quantities Available! \*Bonus Section Included\* 100% Satisfaction Guaranteed or your money back!”

**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.

**Stories of Your Life and Others**-Ted Chiang 2010-10-26 An award-winning book from the author of Exhalation, this short story collection "blend[s] absorbing storytelling with meditations on the universe, being, time and space. . . . raises questions about the nature of reality and what it is to be human." —The New York Times

Includes "Story of Your Life" the basis for the major motion picture Arrival Stories of Your Life and Others delivers dual delights of the very, very strange and the heartbreakingly familiar, often presenting characters who must confront sudden change—the inevitable rise of automatons or the appearance of aliens—with some sense of normalcy. With sharp intelligence and humor, Chiang examines what it means to be alive in a world marked by uncertainty, but also by beauty and wonder. An award-winning collection from one of today's most lauded writers, Stories of Your Life and Others is a contemporary classic.