
Ready Player One Book

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from, the opportunities are unlimited. Delighted reading!

Ready Player One *Ballantine Books*

#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 *Ballantine Books*

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 *Random House*

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

Ready Player One *Broadway Books*

"Soon to be a major motion picture directed by Steven Spielberg."--Cover

Ready Player Two

A Novel

"A 1980s cultural assessment of the fantastical future of online behavior continues the story that began in the internationally best-selling futuristic novel, Ready Player One, that inspired a blockbuster Steven Spielberg film"--

Armada

A Novel by the Author of Ready Player One *Broadway Books*

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.

El oasis / Ready Player One EDB FICCIÓN

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 puzzles 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 Art of Ready Player One

Embargoed to 29th March 2018 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

bestselling book, Ready Player One is a hugely imaginative sci-fi adventure. The Art of Ready Player One explores the creation of the incredible design work, showcasing concept art, sketches, storyboards, and more. The book also features exclusive interviews and commentary from the creative team, forming the perfect companion to one of the most anticipated films of 2018.

Ready player one

spillet om OASIS

Ready Player One: A Novel by Ernest Cline (Trivia-On-Books)

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 "nerdgasm". 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!

Player One

What is to Become of Us : a Novel in Five Hours *House of Anansi*

Story of five people caught inside an airport cocktail lounge during a global disaster.

Summary of Ready Player One *SpeedyReads*

Ready Player One is a science fiction novel by Ernest Cline, published in 2011. The setting of the novel is a dystopian Earth in 2044/2045. The planet, which became a globalized civilization, is facing a global energy crisis, climate change and several other issues. Most of the people spend their time in a virtual space/reality known as the OASIS. The designer of the OASIS left a treasure game, the Hunt, to play within the OASIS. The winner of the Easter egg hidden by the designer will get his fortune. The protagonist Wade Watts

and his friends compete for the game, while also fighting an evil corporate entity. The film adaptation of the novel, produced and directed by Steven Spielberg, will release in March 2018.

Ender's Game

Tor Books

"The classic of modern science fiction"--
Front cover.

Ready Player One - Summarized for Busy People: Based On the Book By Ernest Cline *Lulu Press, Inc*

The year is 2044, and humankind has retreated into the virtual world. Wade Watts escapes the ugliness of the real world by spending most of the day inside OASIS—the virtual dreamland where you

can turn your imagination to reality, the adventure playground where you can visit any of the thousands of existing worlds. Like all other OASIS users, Wade dreams of finding the Easter egg left by creator James Halliday. Whoever solves Halliday's fiendish riddles and reaches the egg will be granted immense fortune and supreme power in OASIS. But one day, he comes upon the first Key. Suddenly, the world, which has long been quiet about the Hunt, begins to watch. Thousands of competitors scramble, including a powerful organization that will do anything in order to get to the prize. For Wade, to survive means to win, but to do so, he will have to stand up and go out into the real world—a place he has long been trying to escape.

Armada

A Novel *Ballantine Books*

From the author of *Ready Player One*, a rollicking alien invasion thriller that embraces and subverts science-fiction conventions as only Ernest Cline can. Zack Lightman has never much cared for reality. He vastly prefers the countless science-fiction movies, books, and videogames he's spent his life consuming. And too often, he catches himself wishing that some fantastic, impossible, world-altering event could arrive to whisk him off on a grand spacefaring adventure. So when he sees the flying saucer, he's sure his years of escapism have finally tipped over into madness. Especially because the alien ship he's staring at is straight out of his

favorite videogame, a flight simulator called *Armada*--in which gamers just happen to be protecting Earth from alien invaders. As impossible as it seems, what Zack's seeing is all too real. And it's just the first in a blur of revelations that will force him to question everything he thought he knew about Earth's history, its future, even his own life--and to play the hero for real, with humanity's life in the balance. But even through the terror and exhilaration, he can't help thinking: Doesn't something about this scenario feel a little bit like . . . well . . . fiction? At once reinventing and paying homage to science-fiction classics, *Armada* is a rollicking, surprising thriller, a coming-of-age adventure, and an alien invasion tale like nothing you've ever read before. Praise for *Armada* "A thrilling coming-of-

age story."--Entertainment Weekly
 "Nerd-gasmic . . . another science fiction tale with a Comic-Con's worth of pop-culture shout-outs."--Rolling Stone "An amazing novel that] proves Cline has the ability to blend popular culture with exciting stories that appeal to everyone."--Associated Press "Mixes Star Wars, The Last Starfighter, Independence Day and a really gnarly round of Space Invaders into a tasty sci-fi stew."--USA Today "A fantastic second novel . . . fans of Ready Player One, it is time to rejoice."--Huffington Post

When the Tempest Gathers

From Mogadishu to the Fight Against ISIS, a Marine Special Operations Commander at War *Pen*

and Sword Military

A US marine and Special Ops Commander recounts his combat experiences through Iraq and beyond in this “powerful and beautifully written memoir” (The Washington Times). These are the combat experiences of the first Marine to command a special operations task force. Andrew Milburn takes readers on his journey from Second Lieutenant to Colonel and Task Force Commander; from leading Marines through the streets of Mogadishu, Baghdad, Fallujah and Mosul to directing multi-national special operations forces in the fight against ISIS. Through it all, he shares the hard-won lessons he learned, and shows how he put them to use in a complex fight against a formidable foe. Very few personal accounts of war cover such a

wide breadth of experience. Milburn tells his extraordinary story with humility and candor, describing his personal struggles with the isolation of command, post-combat trauma and family tragedy. And with the skill and insight of a natural storyteller, he makes the reader experience what it's like to lead those who fight America's wars. "Simply the finest war memoir to emerge from the last two decades of constant fighting." —New York Times bestselling author Bing West

Summary of Ready Player One by Ernest Cline - Finish Entire Novel in 15 Minutes *Blurb*

"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!"

Summary and Analysis of Ready Player One by Ernest Cline

SPECIAL OFFERGet the Kindle version for just \$0.99 (Regularly priced: \$3.99) Ernest Cline's #1 New York Times-bestseller "Ready Player One" summarized in one book. WHY BUY THIS

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OF KEY CHARACTERS BOOK OVERVIEW
AND STORY ANALYSIS MAJOR SYMBOLS
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PROVOKING QUESTIONS CONCLUSION
Take action and purchase this book
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is an unofficial companion book to Ernest
Cline's popular novel "Ready Player One"
- it is meant to enhance your reading
experience and it is not the original
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Analysis, Novel, Novel report, Novel
Summary, Novel Analysis, Ready Player
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ready player one book review, summary
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summary

The Words in My Hands *Annick Press*

Part coming of age, part call to action,
this fast-paced #ownvoices novel about
a Deaf teenager is a unique and inspiring
exploration of what it means to belong.
Smart, artistic, and independent, sixteen
year old Piper is tired of trying to
conform. Her mom wants her to be
“normal,” to pass as hearing, to get a
good job. But in a time of food scarcity,
environmental collapse, and political
corruption, Piper has other things on her
mind—like survival. Piper has always
been told that she needs to compensate
for her Deafness in a world made for
those who can hear. But when she meets
Marley, a new world opens up—one
where Deafness is something to
celebrate, and where resilience means
taking action, building a com-munity,

and believing in something better. Published to rave reviews as *Future Girl* in Australia (Allen & Unwin, Sept. 2020), this empowering, unforgettable story is told through a visual extravaganza of text, paint, collage, and drawings. Set in an ominously prescient near future, *The Words in My Hands* is very much a novel for our turbulent times.

Tall Men, Short Shorts

The 1969 NBA Finals: Wilt, Russ, Lakers, Celtics, and a Very Young Sports Reporter *Doubleday*

From the New York Times bestselling author of *The Big Bam* A clash of NBA titans. Seven riveting games. One young reporter. Welcome to the 1969 NBA Finals. They don't set up any better than

this. The greatest basketball player of all time - Bill Russell - and his juggernaut Boston Celtics, winners of ten (ten!) of the previous twelve NBA championships, squeak through one more playoff run and land in the Finals again. Russell's opponent? The fearsome 7'1" next-generation superstar, Wilt Chamberlain, recently traded to the LA Lakers to form the league's first dream team. Bill Russell and John Havlicek versus Chamberlain, Jerry West and Elgin Baylor. The 1969 Celtics are at the end of their dominance. The 1969 Lakers are unstoppable. Add to the mix one newly minted reporter. Covering the epic series is a wide-eyed young sports writer named Leigh Montville. Years before becoming an award-winning legend himself at The Boston Globe and Sports

Illustrated, twenty-four-year-old Montville is ordered by his editor at the Globe to get on a plane to L.A. (first time!) to write about his luminous heroes, the biggest of big men. What follows is a raucous, colorful, joyous account of one of the greatest seven-game series in NBA history. Set against a backdrop of the late sixties, Montville's reporting and recollections transport readers to a singular time - with rampant racial tension on the streets and on the court, with the emergence of a still relatively small league on its way to becoming a billion-dollar industry, and to an era when newspaper journalism and the written word served as the crucial lifeline between sports and sports fans. And there was basketball - seven breathtaking, see-saw games, highlight-

reel moments from an unprecedented cast of future Hall of Famers (including player-coach Russell as the first-ever black head coach in the NBA), coast-to-coast travels and the clack-clack-clack of typewriter keys racing against tight deadlines. Tall Men, Short Shorts is a masterpiece of sports journalism with a charming touch of personal memoir. Leigh Montville has crafted his most entertaining book yet, richly enshrining luminous players and moments in a unique American time.

The Last Magician *Simon and Schuster*

In an alternate version of present-day Manhattan, magic is dying. To save her future, a magical thief must travel back in time to 1902 New York City to steal a mysterious book before it disappears

into history.

Rule 34 *Penguin*

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.

Robopocalypse *Simon and Schuster*

Roughly twenty years from now, our technological marvels unite and turn against us. A childlike but massively powerful artificial intelligence known as Archos comes online...and kills the man who created it. This first act of betrayal leads Archos to gain control over the global network of machines and technology that regulates everything from transportation to utilities, defense, and communications. In the early months, sporadic glitches are noticed by a handful of unconnected humans - from a senator and single mother disconcerted by her daughter's "smart"

toys, to a lonely Japanese bachelor, to an isolated U.S. soldier - but most are unaware of the growing rebellion until it is far too late. Then, in the span of minutes, at a moment known later in history as Zero Hour, every mechanical device in our world rebels, setting off the Robot War that both decimates and - for the first time in history - unites humankind.

Making Monsters

The Uncanny Power of Dehumanization *Harvard University Press*

A leading scholar explores what it means to dehumanize others—and how and why we do it. “I wouldn’t have accepted that they were human beings. You would

see an infant who’s just learning to smile, and it smiles at you, but you still kill it.” So a Hutu man explained to an incredulous researcher, when asked to recall how he felt slaughtering Tutsis in Rwanda in 1994. Such statements are shocking, yet we recognize them; we hear their echoes in accounts of genocides, massacres, and pogroms throughout history. How do some people come to believe that their enemies are monsters, and therefore easy to kill? In *Making Monsters* David Livingstone Smith offers a poignant meditation on the philosophical and psychological roots of dehumanization. Drawing on harrowing accounts of lynchings, Smith establishes what dehumanization is and what it isn’t. When we dehumanize our enemy, we hold two incongruous beliefs

at the same time: we believe our enemy is at once subhuman and fully human. To call someone a monster, then, is not merely a resort to metaphor—dehumanization really does happen in our minds. Turning to an abundance of historical examples, Smith explores the relationship between dehumanization and racism, the psychology of hierarchy, what it means to regard others as human beings, and why dehumanizing others transforms them into something so terrifying that they must be destroyed. Meticulous but highly readable, *Making Monsters* suggests that the process of dehumanization is deeply seated in our psychology. It is precisely because we are all human that we are vulnerable to the manipulations of those trading in the

politics of demonization and violence.

The Magician King

A Novel *Penguin*

Return to Fillory in the riveting sequel to the New York Times bestseller and literary phenomenon, *The Magicians*, now an original series on SYFY, from the author of the #1 bestselling *The Magician's Land*. Quentin Coldwater should be happy. He escaped a miserable Brooklyn childhood, matriculated at a secret college for magic, and graduated to discover that Fillory—a fictional utopia—was actually real. But even as a Fillorian king, Quentin finds little peace. His old restlessness returns, and he longs for the thrills a heroic quest can bring. Accompanied by

his oldest friend, Julia, Quentin sets off—only to somehow wind up back in the real world and not in Fillory, as they'd hoped. As the pair struggle to find their way back to their lost kingdom, Quentin is forced to rely on Julia's illicitly learned sorcery as they face a sinister threat in a world very far from the beloved fantasy novels of their youth.

Ready Player One Summary

Based on the Book by Ernest Cline. Summarized for Busy People

This book summary and analysis is created for individuals who want to extract the essential contents and are too busy to go through the full version. This book is not intended to replace the original book. Instead, we highly

encourage you to buy the full version. The year is 2044, and humankind has retreated into the virtual world. Wade Watts escapes the ugliness of the real world by spending most of the day inside OASIS—the virtual dreamland where you can turn your imagination to reality, the adventure playground where you can visit any of the thousands of existing worlds. Like all other OASIS users, Wade dreams of finding the Easter egg left by creator James Halliday. Whoever solves Halliday's fiendish riddles and reaches the egg will be granted immense fortune and supreme power in OASIS. Years pass and millions fail. Over time, players all over the world become erudite of the things Halliday had loved: the 80s pop culture. Among these players is Wade, who is

more than happy to simply recite Devo lyrics and play Pac-Man with fellow enthusiasts. But one day, he comes upon the first Key. Suddenly, the world, which has long been quiet about the Hunt, begins to watch. Thousands of competitors scramble, including a powerful organization that will do anything in order to get to the prize. For Wade, to survive means to win, but to do so, he will have to stand up and go out into the real world—a place he has long been trying to escape. Wait no more, take action and get this book now!

The Woman in the Window

A Novel *HarperCollins*

#1 New York Times Bestseller – Soon to be a Major Motion Picture starring Amy

Adams, Julianne Moore, and Gary Oldman – Available on Netflix on May 14, 2021 “Astounding. Thrilling. Amazing.” —Gillian Flynn “Unputdownable.” —Stephen King “A dark, twisty confection.” —Ruth Ware “Absolutely gripping.” —Louise Penny For readers of Gillian Flynn and Tana French comes one of the decade’s most anticipated debuts, to be published in thirty-six languages around the world and already in development as a major film from Fox: a twisty, powerful Hitchcockian thriller about an agoraphobic woman who believes she witnessed a crime in a neighboring house. It isn’t paranoia if it’s really happening . . . Anna Fox lives alone—a recluse in her New York City home, unable to venture outside. She spends her day drinking wine (maybe

too much), watching old movies, recalling happier times . . . and spying on her neighbors. Then the Russells move into the house across the way: a father, a mother, their teenage son. The perfect family. But when Anna, gazing out her window one night, sees something she shouldn't, her world begins to crumble—and its shocking secrets are laid bare. What is real? What is imagined? Who is in danger? Who is in control? In this diabolically gripping thriller, no one—and nothing—is what it seems. Twisty and powerful, ingenious and moving, *The Woman in the Window* is a smart, sophisticated novel of psychological suspense that recalls the best of Hitchcock.

Only You Can Save Mankind *Harper*

Collins

The alien spaceship is in his sights. His finger is on the Fire button. Johnny Maxwell is about to set the new high score on the computer game *Only You Can Save Mankind*. Suddenly: We wish to talk. Huh? We surrender. The aliens aren't supposed to surrender -- they're supposed to die! Now what is Johnny going to do with a fleet of alien prisoners who know their rights under the international rules of war and are demanding safe-conduct? It's hard enough trying to save Mankind from the Galactic Hordes. It's even harder trying to save the Galactic Hordes from Mankind. But it's just a game, isn't it? Isn't it? Master storyteller Terry Pratchett leaves readers breathless -- with laughter, and with suspense -- in a

reality-bending tale of virtual heroism.

The Secret Relationship Between Blacks and Jews

Armada *Random House*

THE NEW NOVEL FROM THE BESTSELLING AUTHOR OF READY PLAYER ONE It's just another day of high school for Zack Lightman. He's daydreaming through another boring math class, with just one more month to go until graduation and freedom—if he can make it that long without getting suspended again. Then he glances out his classroom window and spots the flying saucer. At first, Zack thinks he's going crazy. A minute later, he's sure of it. Because the UFO he's staring at is straight out of

the videogame he plays every night, a hugely popular online flight simulator called Armada—in which gamers just happen to be protecting the earth from alien invaders. But what Zack's seeing is all too real. And his skills as well as those of millions of gamers across the world are going to be needed to save the earth from what's about to befall it. Yet even as he and his new comrades scramble to prepare for the alien onslaught, Zack can't help thinking of all the science-fiction books, TV shows, and movies he grew up reading and watching, and wonder: Does something about this scenario seem a little too familiar? Armada is at once a rollicking, surprising thriller, a classic coming of age adventure, and an alien-

invasion tale like nothing youâ€™ve ever read beforeâ€”one whose every page is infused with author Ernest Clineâ€™s trademark pop-culture savvy.

Trauma

A Novel *Macmillan*

Quitting her residency after a tragic mistake, Dr. Carrie Bryant returns home to care for her combat veteran brother and pursues a experimental therapy for PTSD before teaming up with an investigative reporter to find a missing patient.

Reach the Top in Finance

The Ambitious Accountant's Guide

to Career Success *Bloomsbury Publishing*

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.

The Very Hungry Caterpillar *Hamish Hamilton*

A beautiful hardback edition of the bestselling story about the very hungry caterpillar by Eric Carle with an audio CD, packaged in a sturdy slipcase. Read by Eric Carle himself with both straight reading and read-along tracks with music. The read-along track has a special sound to indicate when to turn the page.

Snow Crash

A Novel *Spectra*

In this mind-altering romp—where the term “Metaverse” was first coined—you’ll experience a future America so bizarre, so outrageous, you’ll recognize it immediately • One of Time’s

100 best English-language novels Only once in a great while does a writer come along who defies comparison—a writer so original he redefines the way we look at the world. Neal Stephenson is such a writer and *Snow Crash* is such a novel, weaving virtual reality, Sumerian myth, and just about everything in between with a cool, hip cybersensibility to bring us the gigathriller of the information age. In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosoNostra Pizza Inc., but in the Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Praise for *Snow*

Crash "[*Snow Crash* is] a cross between *Neuromancer* and Thomas Pynchon's *Vineland*. This is no mere hyperbole."—The San Francisco Bay Guardian "Fast-forward free-style mall mythology for the twenty-first century."—William Gibson "Brilliantly realized . . . Stephenson turns out to be an engaging guide to an onrushing tomorrow."—The New York Times Book Review

Summary of Ready Player One: A Novel: Trivia/Quiz for Fans *Blurb*

Summary of Ready Player One: A Novel by Ernest Cline: Trivia/Quiz for Fans Join Wade Watts, aka Parzival, on a virtual quest to escape his real life and find fortune and power in this dystopian sci-fi novel written by Ernest Cline. Wade is

competing in an epic battle with other OASIS users to find the "ticket" to Halliday's fortune and power. Wade must "win" to survive. Along the way, Wade is forced to decide between the virtual world and the real world. Should he forsake his perfect virtual world for the real life he so desperately wanted to escape? Features You'll Discover Inside: - A comprehensive guide to aid in discussion and discovery - 30 multiple choice questions on the book, plots, characters, and author - Insightful resource for teachers, groups, or individuals - Keep track of scores with results to determine "fan status" - Share with other book fans and readers for mutual enjoyment Disclaimer: This is an unofficial summary, analysis and trivia book to enhance a reader's experience

to books they already love and appreciate. We encourage our readers to purchase the original book first before downloading this companion book for your enjoyment.

OtherEarth *Delacorte Press*

Return to the series BuzzFeed compared to Ready Player One in the second book in a new fast-paced trilogy from New York Times bestselling authors Jason Segel and Kirsten Miller that's perfect for fans of HBO's Westworld. Simon would have done anything to save his best friend after a mysterious accident almost killed her--including follow her into a virtual world. And what he and Kat discovered there was more terrifying than they could have ever imagined. Unwitting hospital patients are being

forced to test a device that lets VR be experienced with all five senses. The technology is so advanced that it's deadly. Now the world's biggest tech corporation is hunting Simon and Kat while war rages in Otherworld, the virtual world it created. Determined to destroy the Company, Simon and Kat must join forces with a hacker, a gangster, and a digital entity. But as they battle to save two worlds, they uncover an all-new threat to our world: the Company's latest creation, an augmented-reality game called OtherEarth. Not only does OtherEarth kill, it has the power to erase the line between what's real and what's fantasy. Praise for Otherworld: A New York Times Bestseller "A potent commentary on how much we're willing to give up to the lure

of technology." --EW.com "A fantastic journey from start to finish." --Hypable.com "An engaging VR cautionary tale." --AV Club "Full of high stakes, thrillers, and fantastic twists and turns, fans of Ready Player One are sure to love this addictive read." --BuzzFeed

Running for My Life

One Lost Boy's Journey from the Killing Fields of Sudan to the Olympic Games *Harper Collins*

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.

A Guide to the Project Management Body of Knowledge (PMBOK®)

Guide) - Seventh Edition and The Standard for Project Management (RUSSIAN) *Project Management Institute*

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &– Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project

outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
- Focuses on not just delivering project outputs but also enabling outcomes; and
- Integrates with PMI Standards+™ for information and standards application content based on project type, development approach, and industry sector.

The Wise Man's Fear *Penguin*

Discover #1 New York Times–bestselling Patrick Rothfuss' epic fantasy series, *The Kingkiller Chronicle*. "I just love the world of Patrick Rothfuss." —Lin-Manuel

Miranda • “He’s bloody good, this Rothfuss guy.” —George R. R. Martin • “Rothfuss has real talent.” —Terry Brooks
DAY TWO: THE WISE MAN’S FEAR
“There are three things all wise men fear: the sea in storm, a night with no moon, and the anger of a gentle man.”
My name is Kvothe. You may have heard of me. So begins a tale told from his own point of view—a story unequaled in fantasy literature. Now in *The Wise Man’s Fear*, Day Two of *The Kingkiller Chronicle*, Kvothe takes his first steps on the path of the hero and learns how difficult life can be when a man becomes a legend in his own time. Praise for *The Kingkiller Chronicle*: “The best epic fantasy I read last year.... He’s bloody good, this Rothfuss guy.” —George R. R. Martin, New York Times-bestselling

author of *A Song of Ice and Fire*
“Rothfuss has real talent, and his tale of Kvothe is deep and intricate and wondrous.” —Terry Brooks, New York Times-bestselling author of *Shannara* “It is a rare and great pleasure to find a fantasist writing...with true music in the words.” —Ursula K. Le Guin, award-winning author of *Earthsea* “The characters are real and the magic is true.” —Robin Hobb, New York Times-bestselling author of *Assassin’s Apprentice* “Masterful.... There is a beauty to Pat’s writing that defies description.” —Brandon Sanderson, New York Times-bestselling author of *Mistborn*

Book Group Bag

Ready Player One