

## Dark State Empire Games

At just twenty-two years of age, Briana Mills finds herself at a desperate crossroads. Once a promising student at the University of Oregon, she now finds herself alone on the streets of Portland with only the clothes on her back, memories of a happier time, and the stray dog that's adopted her. And she's got the drug that helps her forget. Briana's mistakes haunt her, lashing her with severe consequence, forcing her to make a decision few would ever make. Still, in a final attempt to make her young life count for something, Briana begins writing it all down—everything—so that others walking the crumbling precipice of rebellion might leap to safety before it's too late. She writes about her present struggles and the past. She writes about Michael, the boy she loved and left behind when she went off to college. She writes about the violent activism and drug that derailed her life. She writes about the demands placed on her by a socially conscious mother, and the adoration shown by a proud father. And Briana talks about Brody—the young activist leader who captured her heart, took it to the altar, and then crushed it. What develops is an engrossing record of a young and troubled life, one both beautiful and ugly, innocent and corrupt, lost and then found. And wrapped in its literary sinew is a cast of characters as diverse and engaging as the

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stars, and an impassioned love story sure to transcend time. What readers are saying: "Timeless...provocative." "Characters so real you'd swear this was a true account." "A brilliant read!" Alone Among People is D. M. Anthony's first novel. He lives in California where he's at work on his next book. This review is from: Alone Among People (Paperback) A Compelling and Heart Warming Story, September 25, 2012 "Alone Among People is at once an engaging, moving story and a provocative statement about the thin line between thriving and sinking into an abyss as inescapable as quicksand. Its timeless and uplifting messages of hope conquering despair, healing borne of love and care, and peace at discovering one's identity are an inspiration. The author's empathy for the characters and their plight betrays knowledge of what he writes, and offers the reader a unique glimpse into a vulnerable and intimate place... his heart. I recommend this book to anyone who has traveled through the anguish of darkness and longed for the light; it may just guide your way."

Graphic novel. Darth Vader is dead, but six years after the Battle of Endor, a reborn empire under a new leader strikes back at the struggling rebel alliance.

Life is hard for Gary. He has a dead-end job, a grouchy boss, and a beat-up car-and he's only in eighth grade! Things go from bad to worse when a

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wave of bank robberies hits the city and Gary becomes the prime suspect. With time running out to clear his name and nail the real crooks, this teenage tough-guy must rely on cunning, stealth, and good, old-fashioned, two-fisted justice! It's all in a day's work in a city that doesn't exist.

In Jack London's lifetime, *Burning Daylight* was one of his best-selling books, yet it has been largely out of print for decades. Now the novel is being brought back for a new generation of readers to discover. The story features one of London's most engaging larger-than-life protagonists, Elam Harnish, a prospector with John Henry-like strength and a thirst for gold-plated wealth. Harnish, the "Burning Daylight" of the title, eventually strikes it rich through his talent in the mines--and at the poker table. But he ultimately makes the biggest gamble of his life when he decides to trade it all for the golden-haired love of his life. While the novel moves from Alaska to the Sonoma Valley and later into the wilds of Wall Street, it's the vivid descriptions of the Gold Rush-era Klondike that shine. London takes readers on journeys deep into mines and across the frozen North via sled dog. He captures the competitive spirit of the time and the endless hope that the big score is just one dig away. London weaves in progressive views on sustainability and land use, and also timeless lessons about the real riches in life. This new edition presents London's text in full and

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features a new afterword from University of Alaska Fairbanks professor Eric Heyne. Heyne situates the novel within London's life and writings and looks at some of the sources that may have inspired him. The re-emergence of *Burning Daylight* will allow London's fans to fill in an important spot on their bookshelf and rediscover a long-lost work.

The discovery of the mutilated corpse of a legal secretary in the garden of her employer's house presents an intriguing problem for the west Yorkshire police force. The absence of any motive or credible suspects make it seem that they are heading for a dead end. Unknown to the police, this murder was an act of revenge, carried out by an unsuspecting man, manipulated by a malevolent controller who has infiltrated his mind. For the controller, this act was retribution, but he soon escalates it to another level, regarding it as a game. He presents the police with yet another murder and as suspects line up, confusion reigns. He cares little about who suffers in this bizarre game. The outcome is uncertain and the reader is challenged to identify the real perpetrator. The first part of a trilogy, this book merely whets the appetite. For more information, contact [www.winemanauthor.com](http://www.winemanauthor.com)

*Dark State* is the second book in a thrilling series - set in the same world as Charles Stross' *Merchant Princes* series. This book follows *Empire Games*. The time for peace is ending . . . In the near future,

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one America is experiencing its first technological revolution – whilst in a parallel world, the United States is a hi-tech police state. But both timelines are poised for conflict. Miriam Burgeson's America is heading for civil war. However, a high profile defection might avert this crisis, if only Miriam and her agents can arrange it in time. And Rita Douglas, rival US spy, arrives during this turmoil. Rita's world is rocked when she realizes Miriam is her birth mother, changing her own mission irrevocably. Then her United States discovers yet another parallel earth, and the remains of an advanced society. Something destroyed that civilization, Rita's people are about to rouse it – and two worlds will face the consequences.

Jonah Ranger was restoring an antique 1955 Chevy when he heard a woman's voice on the car radio pleading for help. She said her name was Alice Davenport, and a man was holding her captive, forcing her into a grueling workout routine so she'd be a proper challenge when he hunted her like big game on his private estate. As they talked, her voice shifted from the radio to inside Jonah's head. Born with telepathic abilities, he'd helped Decorah Security rescue kidnap victims, but never had he felt this personal connection to one of them. Calling on psychic resources he didn't know he possessed, Jonah was able to project himself to Alice's location, where he could hold her in his arms, touch her, kiss

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her, and plan.

COMPLETELY REVISED AND UPDATED This guide contains all the most recent changes to the game including the Buddy System, Capture Bonuses, Spawn Changes, Pokmon GO Plus, Gym Changes, Tracking and more. (See the full list of topics below.) You want to be the best. A Trainer. A Master Pokmon Trainer. Read Now and Catch 'Em All. Learn Pokmon Go from an expert gamer. No cheats. No illegal hacks. Just the best gameplay. All the hints, strategies, tips and techniques to turn you into a Master Pokmon Trainer. Everything from the basics of configuring the game to the best strategies for gym combat. You'll learn how to track Pokmon, how to utilize your resources, how to gain massive experience and much more! Have Fun Be the Best Contents Welcome About this Book Introduction What is Pokmon GO? What is in this Guide? Starting Out Beginning Steps Basic Interface Capturing and Managing Pokmon Augmented Reality Basic Capture Interface Sizing Up a Pokmon Throwing Your Pok Ball Pok-Resistance Pokmon Management Egg Hatching Pokmon Inventory Individual Pokmon Combat Power (CP) Hit Points (HP) Type Type Chart Weight and Height Stardust Candy Powering Up Evolution Attacks Appraising Pokmon Transferring Pokmon Tracking Pokmon Tracking - Sightings Tracking - Nearby PokStops, Items & Inventory PokStops Items and

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Inventory Potions Revives Pok Balls Other Items  
PokGyms Grey Gyms Allied Team Gyms The  
Magikarp Strategy Defender Bonus Rival Team  
Gyms Gym Combat Type Resistances &  
Vulnerabilities Charge Attacks Dodging Combat  
Strategies Gym Bugs Experience & Leveling Up  
Ultimate Batch Evolving Trainer Profile Journal  
Medals and Capture Bonus Buddy System The  
PokShop PokCoins Upgrades Settings Coming  
Soon Improved Tracking Trading PVP More  
Pokmon Breeding Live Events More Countries  
PokStop Changes Team Changing Pokmon  
Centers Sponsored PokStops Easter Eggs  
Legendary Pokmon Known Issues & Bugs  
Additional Resources Go Be the Very Best A Last  
Word Appendix Complete List of Pokmon by  
Number with Evolution Tiers and Candies

The Earth's True Children is a mythical tragedy featuring an element of science fiction/fantasy. Founded by a group of separatists who had become disenchanted with the decadence rife in the other six great northern city-states of the world, the city of Anaxagorus and its citizens pride themselves on their crusade for knowledge and moral adherence. Hylax, the son of Heracon – the late but still revered pioneer of the city – has grown tired of government and seeks a simple life. Struggling to deal with his obligation to his father's legacy and his own feelings of disillusionment with mankind, he tries to find a way of satisfying himself and his people. But when his old confidant, Abenader, returns half-dead from the desert and a person dear to him is murdered, a conspiracy threatens to usurp his authority. Meanwhile, an

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age-old species has emerged from the confines of the earth. They have seen the future and know where man's corrupting and insatiable desire to plunder its resources will lead. A great conflict looms that could reshape the world entirely. At once an intimate and epic study of power, set in a time akin to the ancient Greek era, 'The Earth's True Children' examines humanity at its best and at its worst. Warning: This is NOT a book for children.

Nominated for a Small Business Marketing Book award!. You have 30 days to convert a user to a paying customer starting NOW. The clock is ticking. What will you do? Collecting and analysing the messaging and strategies the leading e-commerce, software and service companies use as they convert trial users to customers in the most important 30 days after sign-up. Each company's strategy is broken down and presented in an easy to use and understand visual guide. 30 days to sell is a must buy if you are looking to automate and improve new customer conversion. This book covers:

Activation campaigns from the world's leading web companies. Easy reference guide - what message to send and when. Full page examples of each marketing message. Steal ideas from successful entrepreneurs, marketers and growth hackers. Two new bonus chapters showcasing more activation campaigns.

The Naplian Empire's war of expansion against the Grand Alliance has taken a turn for the worse. With vital serjaum fuel reserves wiped out by a surprise attack, Admiral Davion of the III Corps makes a long, desperate journey to the fringes of Terran space for a massive undeveloped source of serjaum-the Baedeker Star System. But his action does not go unnoticed. Their mortal enemies, the Briddarri, send their own task force to intercept. At Baedeker Four, starfighter pilot and governor's son Taggart "Tag" Wester has his hands full steering clear of his wing commander's wrath. When an

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emergency call unearths a dangerous foe from the past, he's put to a test unlike any he's ever face-one of courage, and leadership. Elden Selva is on a mission to restore power to the defeated Northern Alliance, by retrieving the remains of Truppen cybernetic soldiers. What he finds is far more than he anticipated, and the ensuing conflict changes both him and the woman he loves. The invaders and defenders collide in a struggle that will not only shape their lives, but have dire consequences for the entire galaxy.

Walt Johnson has been a rolling stone most of his life, moving from town to town and living on the edges of homelessness. Now he has run out of time as lung cancer has left him only months to live. Walt then begins a quest to find the son with whom he lost contact decades earlier. Out of money, he lands a job at a small-town restaurant in an attempt to save enough to buy a bus ticket to the last known whereabouts of his son. The friends Walt makes at his new job soon become family for him, especially 14-year-old Danny who is emotionally paralyzed at the loss of his own father in Iraq. Faced with Danny's struggles to grow up and the struggles of his other new friends, Walt comes to realize he is not only on a journey to find his own son, but he is on a journey to find himself worthy of being a father.

Hoverdia Eighteen is first of its kind and a brand new Two-In-One logic-number puzzle. The main puzzle is best represented by 8 long horizontal blocks and 8 long vertical blocks, with each long horizontal block and each long vertical block consists of 8 small boxes, which give the total of 64 boxes. Each long horizontal or long vertical block which consists of 8 boxes must contain one of the numbers from 1 to 8 inclusively without repeating any thereof - This is Rule One. The main puzzle with 64 boxes is also alternatively represented by 4 sub-puzzles which are called Quadrants and each quadrant is made up of 4x4 short blocks. For Rule

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Two in any of the 4 quadrants, after having complied with Rule One, each block, consists of 4 boxes, must be added up to the sum of 18 horizontally, vertically and diagonally.

“A rich, sensual, bewitching adventure of good vs. evil with love as the prize.” ~Publisher’s Weekly on ETERNITY 300 years ago, Raven St. James was hanged for witchcraft. But she revives among the dead to find herself alive. She is an Immortal High Witch, one of the light. A note from her mother warns that there are others, those of the Dark, who preserve their own lives by taking the hearts of those like her. Duncan Wallace’s forbidden love for the secretive lass costs him his life. 300 years later, he loves her again, tormented by hazy memories of a past that can’t be real. She tells him of another lifetime, claims to be immortal. Though he knows she’s deluded, he can’t stay away. And the Dark Witch after her heart is far closer than either of them know. If you liked the TV Series HIGHLANDER, you will LOVE this series. Don’t miss Book 2, INFINITY. “A hauntingly beautiful story of a love that endures through time itself.” ~New York Times Bestselling Author, Kay Hooper “This captivating story of a love that reaches across the centuries, becomes as immortal as the lover’s themselves, resonates with timeless passion, powerful magic, and haunting heartbreak.” ~BN.com’s official review

In this chillingly resonant dystopian adventure, two versions of America are locked in conflict. Invisible Sun concludes Charles Stross’s Empire Games trilogy. Two twinned worlds are facing attack The New American Commonwealth is caught in a deadly arms race with the USA, its parallel-world rival. And the USA’s technology is decades ahead. Yet the Commonwealth might self-combust first – for its leader has just died, leaving a crippling power vacuum. Minister Miriam Burgeson must face allegations of treason without his support, in a power grab by her oldest adversary. However,

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all factions soon confront a far greater danger . . . In their drive to explore other timelines, high-tech USA awakened an alien threat. This force destroyed humanity on one version of Earth. And if the two superpowers don't take action, it will do the same to them. Invisible Sun follows Empire Games and Dark State. This trilogy is set in the same dangerous parallel world as Charles Stross's Merchant Princes sequence.

A Spectacular Enhancement to the Skill System Mythic Skills introduces a system of skill exploits that take the basic tasks your skills allow you to perform and dials them up to amazing levels. In addition, every skill in the Pathfinder Roleplaying Game Core Rulebook also gets brand-new skill exploits, as well as greater exploits that only the most skilled masters would even attempt. This book contains rules for using these enhanced skills with mythic characters but also provides an alternative system for use in non-mythic Pathfinder campaigns! This system allows your characters to focus on their skills as a key part of their character construction and to invest more of their character's abilities in their character itself, rather than the character's gear or magical tools. You can use these rules generally with mythic characters, allowing them to attempt all manner of skill-based exploits, or you can limit the ability to pull off these amazing skill stunts to those mythic characters that have really invested in making their skills a key part of their character's identity. The mythic rules offer an opportunity to magnify what makes a character special, and the skills they choose to hone as part of their background narrative and throughout the course of the campaign should be just as important in defining them as their marvelous magic and fabulous feats. With Mythic Skills in your hands, your skills will be just as spectacular!"

This book is about particular thoughts that have been evoked when being an observant individual who chose to think aloud and formulate words together to convey feelings regarding

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the social environment and the different episodes which have been brought out from it.

Armchair Fiction presents extra large science fiction double novels with original illustrations. "Dark Destiny" by Dwight V. Swain is the first novel. He was known throughout the system as Sha Haral, a fierce space warrior with a lust for power. He'd blasted his way back and forth across the spaceways many times. However, Haral's fortunes had taken a turn for the worse, and he soon became a downtrodden, bitter would-be conqueror haunting the dives on a backwater planet called Ulna. But his fate took an unexpected turn when a beautiful blonde-haired priestess, fleeing from a space pirate's hordes, fell into his lap. From this priestess Haral learned of an ancient woman-goddess who, according to legend, lay sleeping in a lost city surrounded by a legion of terrifying monsters. This ancient goddess, whose face was half-hidden by a jeweled veil, was known as a woman of ultimate beauty, possessing secrets of great power. And she still lay there, in her crumbling city, waiting for someone to awaken her... The second novel, "The Secret of Planetoid 88," is by Ed Earl Repp. Dane Cabot was just one of many slaves of the dictators--"The Hundred" as they were known--who ruled Earth with an iron hand. After a joy ride to a distant planetoid, Cabot returned to Earth to find himself falsely accused of murder. There was no trial--The Hundred didn't operate that way. He was soon sentenced to die. But when a mysterious stranger interceded, Cabot found himself a stowaway on a space cruiser headed for Io, moon of Jupiter. There Cabot found a tiny colony of rebels with a master plan for the eventual freedom of Earth's enslaved populace. But radiation from Jupiter's Great Red Spot was slowly destroying Io. So Cabot and his fellow rebels found themselves in a desperate race against time. Could they orchestrate their plans before the rising tide of planet-wide disintegration overtook them?

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Deep in the void of space was a secret, a secret that was the key to freedom--if they could find it in time...

In **THROWN BY LOVE**, author Pamela Aares continues the **The Tavonesi Series**. Get ready for All-Star alpha males and the strong women they come to love! A kiss in a dark alcove triggers the greatest challenge of their lives...Ace pitcher Scotty Donovan has been traded from his longtime team--and hates it. But to his surprise, he now finds himself in the sweetest game of his life: winning the heart of smart, sexy physics professor Chloe McNalley. Chloe loves teaching, but she's never fit into academia. When she falls for Scotty, she discovers his arms and heart are where she belongs. They share a passion for the game, a fascination for the mysteries of the universe and an increasing love for one another. Then Chloe inherits Scotty's new team. As player and team owner, they shouldn't be dating. They try to hide their passion, until a blackmailer threatens them personally and professionally. Exposure could be the end of everything--Scotty's career, Chloe's team ownership, and their new love--unless they find a way to transcend the taboo standing between them.

Are you losing the battle with your own low self-esteem? Do you want to overcome anger control issues and self-control problems? Do you want to break free from the bondage of sexual immorality and the power of pride? In **Mind Games**, Kayode Enwerem draws on the experience of speaking to tens of thousands of people with self-doubt and negative thought questions to offer proven and powerful methods for using Christian guidance and scripture to overcome fear and regain self-confidence and self-control. **Mind Games** offers direction that anybody in any life situation can quickly and easily apply to gain victory over strongholds. You too can be transformed by the truth of Bible scripture resulting in freedom and victory for the child of God. In this book, you will learn the valuable instruction about: \* How to recognize your Giants\*

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Overcoming Fear; the number one tactic of the enemy\* How to realize the purpose of fighting the giant\* How to overcome the seed of Self-doubt associating you with your past\* The secret of defeating the Giant, thereby improving self-esteem for men and women\* Discover God's true greatness and overcome strongholds in life. Grab a copy today!

Lord Branin of the dragshi, is more than just a man, but two beings—one a dragon, the other a human. The pair share one body in space in time and are able to change forms with the other at will. From the time Branin's twinned soul, Llewlyn, awoke, Branin knew the freedom of flight. However, being a shifter comes with a price. Branin and Llewlyn are the only two of their kind who have not found their intended mates, despite millennia of waiting... and searching. The red-haired firebrand, Broch of Ky'Port plans to fill that position in Branin's life—with or without his cooperation. For eons, he fears he would never find a woman with her own dragon soul partner—until one day another's mind touched his.

Brand alchemist, prime minister whisperer and shadow trend tweaker, Jones Byrne did his best contract work remotely, hidden in the seams of his upstate New York factory loft. But one mystery client has made an irresistible offer that will pull him back into the light, and force him to face his greatest failure: his degenerate expat past life in Tokyo. He had barely escaped, just a year ago, before everything flipped upside down and Japan dropped a veil over its largely depopulated, earthquake-scarred cities, cutting off all contact with the outside world. That's around the time the rumors began. They said that Tokyo had returned to its dark, old ways. But this time, warped and infected by the pharmacological and technological graffiti of 2043. This version of Tokyo was a place no foreigner had been unfortunate enough to lay eyes upon. Until now. Byrne's mystery client promised to make him well and truly wealthy, for just one day's work. Just one day.

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But this will be the hardest day's work of Byrne's life, if he can make it out of Tokyo alive.

A cyanide capsule and a bullet to the head. This is how Adolf Hitler is about to kill himself. The date is the 30th of April, the year is 1945. Hitler and his wife of less than two days, Eva Braun, are together in the Fuhrerbunker, an underground complex near the Reich Chancellery in Berlin. Berlin itself is not yet under siege, but it is apparent to all that it soon will be. For the Allies have defeated the Wehrmacht in the Belgian Ardennes and have already crossed the Rhine into Germany. While at the same time, the Red Army are advancing westwards towards the German capital, unstoppable since their decisive victory at Stalingrad. As a result, SS generals are now refusing to obey Hitler's orders. Stuck down in his bunker and feeling powerless, Hitler has begun to suffer a mental breakdown. The war is lost and he knows it now. Germany surrendered, unconditionally, a week after Hitler's death, on the 7th of May, 1945. The following day was declared Victory in Europe Day. The Second World War on the European continent was formally confirmed over. The war would continue in Asia for another three months, eventually ending on the 15th of August, 1945 - just over a week after the dropping of the Little Boy and Fat Man atomic bombs on the Japanese cities of Hiroshima and Nagasaki. Germany was in utter ruins and occupied by the armies of the Soviet Union, France, America, and Britain and her Commonwealth. Meanwhile the world had witnessed the utterly destructive power of atomic weapons. This was how the Second World War ended; it was also how the Cold War began. The Cold War would last nearly half a century, with flashpoints occurring in locations all across the globe; from Afghanistan to Vietnam, Korea to Cuba. The real Cold War battlefield, though, was in Germany. It was here where the militaries of the Soviet Union and the Warsaw Pact countries faced off

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against the militaries of America and her European NATO allies. It was here where the bulk of the nuclear missiles were located, where the troops were based. Germany - then Germanies - was the true frontier of the Cold War. Following the collapse of the Berlin Wall in 1989, and the dissolution of the Soviet Union shortly after in 1991, the militaries that had based themselves in Germany for the past 50 years started to slowly return to their respective home countries. The military bases, and all the infrastructure that went along with sustaining them, were stripped bare and left behind. The purpose of this book is to document these Cold War sites as they are today, in 2016. They will not be around for much longer; most face imminent demolition, and the ones that don't are decaying and succumbing to nature. The hope is that by documenting how these bases currently are, as well as providing a short history on each of the sites, an audience unable to visit them themselves will learn something new about the Cold War. It was a military stand-off on a scale of which the world has never seen before. We have history books that communicate that scale; that communicate the dangers faced; the close calls and near misses; the fallibility of all those involved. Perhaps this book, and the pictures it contains, can help to communicate some of these things too, but in a different way.

"In the spring of 2031 terrorists detonate nuclear bombs in nine American and European cities. They are not the small ""suitcase" bombs intelligence agencies had anticipated, but large strategic weapons, smuggled to their targets on trucks and aboard ships. Millions die in the firestorms. In the months that follow, thousands more are lost to radiation sickness, starvation and the lawless gangs terrorizing the countryside. The global financial system collapses. The military labors to establish order but is forced to commit nearly all its resources to the cities, which have become massive refugee camps. In

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the rural outland there is anarchy. The Chinese offer aid, but demand an impossible concession: the dissolution of the United States and creation of a new Sino-American continental state. They are refused. Can the U.S. hope to rebuild without aid? Its wounds are deep, the damage severe. The struggle continues, the days grind on, but the leaders know they are making almost no progress. In July they receive news so terrible that at first they cannot believe it. In five locations at once, Chinese troops are landing on American beaches. For the first time in over 200 years the United States is being invaded by a foreign power!"--Amazon blurb.

In lives filled with passion and temptation, five young people experience the many forms of love. Achieving their wildest dreams takes everything they have, and soon their romances, friendships, and dearest personal values are tested. Along the way, their lives intertwine in surprising ways-on the lush soccer fields of college campuses in California and the glamorous fashion runways and football pitches of Italy and France. The brilliant and beautiful Sallie is embarking on an exciting international modeling career, but, so far from home, she runs the risk of getting lost in more ways than one. Her college sweetheart, Marco, is focused on his goal of becoming a professional soccer player and relies on the expert advice of his mentor, Lorenzo. But Lorenzo must figure out his own way to stay on top. Meanwhile, their athletic friend Dave has already hit rock bottom, attracting the empathy of nursing student Autumn. She'll do anything she can to help Dave, despite the risk of getting dragged down with him. Boundaries exist in the game of soccer, but in life they are all too easily crossed.

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Before long these five friends will learn exactly how far relationships can bend before they break.

An ancient war flares to life, and Grace is caught in the crossfire. All she wanted was to put her past behind her and put her life on track. Get a degree, a nice job, maybe a family. Instead everything she's ever been taught is called into question. The enemy is older than Rome, hiding on Earth, and not fully in control of powers that could destroy the planet. But in the middle of strife and risk, there is also opportunity - and Grace's feet are set on a path to become more than she ever dreamed.

**KITTY'S BIG ADVENTURE** - This short, easy-to-read children's story is told with 332 words and 34 color photos. The story is about a stuffed animal named Kitty and Kitty's friends Al and Wendell, who are stuffed baby raccoons. The three friends take a trip to Grandfather Mountain, a state park in North Carolina. There they see deer, a bear, an eagle, a cougar, and an otter. They also go on the Mile High Swinging Bridge and visit the Nature Museum. The story ends with them riding home in the car.

Hugo Award-winning author Charlie Stross dives deep into the underbelly of paratime espionage, nuclear warfare, and state surveillance in this provocative techno-thriller set in The Merchant Princes multi-verse Dark State ups the ante on the already volatile situations laid out in the sleek techno-thriller Empire Games, the start to Stross' new story-line, and perfect entry point for new readers, in The Merchant Princes series. In the near-future, the collision of two nuclear superpowers across timelines, one in the midst of a technological revolution

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and the other a hyper-police state, is imminent. In Commissioner Miriam Burgeson's timeline, her top level agents run a high risk extraction of a major political player. Meanwhile, a sleeper cell activated in Rita's, the Commissioner's adopted daughter and newly-minted spy, timeline threatens to unravel everything. With a penchant for intricate world-building and an uncanny ability to realize alternate history and technological speculation, Stross' writing will captivate any reader who's a fan hi-tech thrillers, inter-dimensional political intrigue, and espionage.

In *The Family Trade* and *The Hidden Family*, Miriam got in touch with her roots. Now those roots have begun to strangle her. A young business journalist from Boston, Miriam discovered that her family comes from a parallel timeline, that she is very well-connected, and that her family is way too much like the Mafia for her comfort. She's tried hard to remain her own woman, even going so far to start a profitable (and legitimate) business in a third timeline she has discovered, outside the family reach. There have been murders and betrayals. Now, however, she may be overreaching – if she gets caught, death or worse is around the bend. For instance, there's the brain-damaged son of the local king who needs a wife . . . But they'd never make her do that, would they? 'Stross gives us an escape fantasy that is most seductive, indeed' Salon 'The Clan Corporate offers more proof, if any were needed, why Charles Stross has become universally acknowledged as one of science fiction's major new talents' Mike Resnick

The coffeehouse has become the new center of the

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universe. "What's Your Coffee Strategy?" walks the reader through understanding and benefiting from this new cultural phenomenon introducing powerful concepts such as... - How to Immediately Connect with ANYONE. - Master The Art of the Coffee Conversation. - Win Clients - The Blueprint for Killer Business Conversations - Never Be Nervous - Conversational Confidence & Personal Presence. - How to Attract People & Be Unbelievable Personable - Using Coffeehouse as a Personal Headquarters - The Secrets to Building an Unstoppable Personal Brand - How to Win with The Coffee Strategy. - ... "What's Your Coffee Strategy?" has been called the "How to Win Friends & Influence People" of the modern era. A must read.

In the year of grace 1345, as Sir Roger Baron de Tourneville is gathering an army to join King Edward III in the war against France, a most astonishing event occurs: a huge silver ship descends through the sky and lands in a pasture beside the little village of Ansby in North East Lincolnshire. The Wersgorix, whose scouting ship it is, are quite expert at taking conquering planets, and having determined from orbit that this one is suitable, they initiate standard procedure. Their ship carries guided missiles and nuclear weaponry - but they have long since lost the art (and weapons) of hand-to-hand fighting. And this time it's no mere primitives the Wersgorix seek to enslave - they've launched their invasion against Englishmen! In the end, only one alien is left alive - and Sir Roger's grand vision is born. He intends for the creature to fly the ship first to France to aid his King, then on to the Holy Land to vanquish the infidel. And then . . .

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HOT ON AMAZON! Word Search 365 Puzzles Books Games Word. Easy Games.

Empire Games is the first book in the exciting series set in the same world as Charles Stross' The Merchant Princes series. A time of ambition, treachery and dangerous secrets . . . Rita Douglas is plucked from her dead-end job and trained as a reluctant US spy. All because she has the latent genetic talent to hop between alternate timelines - and infiltrate them. Her United States is waging a high-tech war, targeting assassins who can move between worlds to deliver death on a mass scale, and Rita will be their secret weapon. Miriam Beckstein has her own mission, as a politician in an industrial revolution North America. She must accelerate her world's technology before their paranoid American twin finds them. It would blow them to hell. After all, they've done it before. Each timeline also battles internal conspiracies, as a cold war threatens to turn white hot. But which world is the aggressor - and will Rita have to choose a side?

Three years after his arrival onboard, Tommy begins Specific Training to assume his place in his father's society. The transition to adulthood, laden with unexplored emotions and overwhelming responsibilities, have made this unstoppable change too much to handle. Tommy wants to go back home, to Earth, to a way of life he'd been forced to leave behind. An unforeseen attack on his father, a disaster on Earth, and the added weight of responsibility take their toll on the young man, who suddenly finds himself struggling to save the ones he

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loves.

EZ RPG is story-driven, universal role playing made easy. Play games in any genre from fantasy to science fiction, ranging from the ridiculous to the horrific. This easy to learn game system uses only a couple of six sided dice. Good for beginning gamers as well as the experienced table top role playing guru. Generate fun and compelling characters in minutes. New worlds of fun and adventure await, your imagination is the only limit. During the time of Mille 19 S.F., humanity's war-torn population is scarce, and underprivileged children are given to the military to be raised as soldiers. Bio-Tech Military Corporation elite fighters, Aria and Troy, are sent to investigate a base devastated by alien attack. Growing up in constant battle, they quickly discover fighting against humans is one thing; fighting against monsters is a whole different challenge. Are these creatures actually what they appear to be? Where did they come from, and what do they want? While searching for answers, Aria and Troy's home base is destroyed by a mysterious man named Euclid. Their pursuit for answers leads to the foreign land of Ives, home of an extinct, angelic race. In the ruins, Aria and Troy meet Dovian-a slightly mad and self-proclaimed Sorcearian-and Ivory-a young, beautiful amnesiac who has no understanding of her world, where she came from, or who she is. Immediately, there is an unexplainable connection between Ivory and Dovian, and as the attacks increase, Aria and Troy, for the first time in their lives, fear evil and the death that surrounds it. Together they must travel to the city-states around the world to solve the mysteries of the monsters and Euclid.

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Is he the one pulling all the strings, or is there another force at play in this intricate, esoteric design? The Esoteric Design is a novel that crosses over multiple genres: Sci-Fi, Fantasy, Action, Adventure, Horror, and Romance. Coupled with illustrations in every chapter and an additional section with character biographies, bestiary, weapons, and more, The Esoteric Design is bound to have something for everyone.

Thinking she finally has her chance at happiness, Sarah Price quits her less than stellar job. With her brother in better health, she doesn't need the extra money to help her parents with his medical bills. After a fleeting crush on business owner Braydon O'Donnell, she turns to him for employment. Finding herself falling for her new boss Brent, seems too good to be true. Is she in getting too deep, too fast? Brent Jacobs never thought he would fall hard for a stripper. After learning her reasons for turning to undressing for money, he can't help respecting her for her selflessness. One night he loses it all when someone he thought was in his past and wishing to hell she'd stay there shows up at his door. Can they overcome this obstacle? Or will Brent have to fight to put away his desire for Sarah?

Life in lower class as offspring of a notorious thief was simple for the Quartar daughters until accidental mishaps with the other classes of society turn their dirt poor lives around for worse and better. Eight young women are taken from the slums into the high class world they never understood only at first to find betrayal, suffering, scandal, revenge and corruption. Then, before they know it they are wrapped in the grandest scandal their country

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of Galli has ever seen. The kingdom of Cretaine is trying to overthrow the corrupted kingdom of Galli. The Quartar family must betray their world in order to save Galli from a brutal civil war.

Tricks, Treats, and Terror! Mythic Monsters: Halloween brings you an awesome assortment of autumnal enemies drawn from the legends and lore of Halloween and the harvest with a healthy dose of horror. You'll find 15 monsters from CR 1 to 17, from simple bat swarms to disembodied body parts like floating beheaded, creeping crawling hands, and stitched-together carrion golems. The fruit of the harvest can be friendly or fearsome, from charming gourd leshies to murderous jack-o'-lanterns and deadly hangman trees. Some Halloween horrors are found in the dusty crannies of haunted houses, like the sinister soulbound doll or the anguished loneliness of the attic whisperer, or may stalk the shadowed lanes of civilized places stealing what others hold most dear like the silent shadow collector. Of course, beyond the threshold of midnight treads the stuff of purest nightmare come to deadly unlife in the form of the crawling host of the deathweb or the entropic shadows of the soaring nightwing. As if over a dozen existing monsters were not enough, this book brings you two different torch-wielding mobs, from terrified villagers to terrorizing fanatics. In addition to the featured creatures, you'll find mythic feats to help your heroes and villains become headless horsemen and ghost riders, as well as a quartet of whimsical treasures perfect for tricks and treats with the ghostly gossamer, goblin mask, witch's broom, and sack of gluttony! Grab this fantastic 30-page Pathfinder

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