

Halo Contact Harvest Joseph Staten Infeinore

An innovative and appealing way for the layperson to develop math skills--while actually enjoying it Most people agree that math is important, but few would say it's fun. This book will show you that the subject you learned to hate in high school can be as entertaining as a witty remark, as engrossing as the mystery novel you can't put down--in short, fun! As veteran math educators Posamentier and Lehmann demonstrate, when you realize that doing math can be enjoyable, you open a door into a world of unexpected insights while learning an important skill. The authors illustrate the point with many easily understandable examples. One of these is what mathematicians call the "Ruth-Aaron pair" (714 and 715), named after the respective career home runs of Babe Ruth and Hank Aaron. These two consecutive integers contain a host of interesting features, one of which is that their prime factors when added together have the same sum. The authors also explore the unusual aspects of such numbers as 11 and 18, which have intriguing properties usually overlooked by standard math curriculums. And to make you a better all-around problem solver, a variety of problems is presented that appear simple but have surprisingly clever solutions. If math has frustrated you over the years, this delightful approach will teach you many things you thought were beyond your reach, while conveying the key message that math can and should be anything but boring.

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A sensational short story collection in the HALO universe. Launch again into galaxy-spanning conflict and legendary heroism. These stories span untold millennia, from the age of the Forerunners to the aftermath of the Covenant's bloody war against humanity and the shocking events surrounding the resurrection of the mysterious Guardians. These are tales of bravery and sacrifice that blaze brightly at the very heart of the Halo universe.

Molly Patel was only seven years old when the alien alliance known as the Covenant destroyed her homeworld and killed her family. Nine years later, when her adoptive parents--research scientists specializing in ancient Forerunner technology--are called to the mysterious and wondrous place known as Onyx, Molly objects. Molly is now forced to consider if she and her new parents have made a terrible mistake in coming here....

A sensational short story collection in the expansive universe of HALO, the New York Times bestselling series! Launch once more into galaxy-spanning conflict and legendary heroism...shards of an ever-expanding journey where human and alien alike find their finest hours in facing their greatest challenges. These scattered stories span untold millennia, from the age of the ancient custodial race known as the Forerunners...to the aftermath of the Covenant's bloody war against humanity...and even the shocking events surrounding the resurrection of the mysterious Guardians. Halo: Fractures explores mythic tales of bravery and sacrifice that blaze brightly at the very heart of the Halo universe. Featuring electrifying works from such acclaimed

authors as: Tobias Buckell • Troy Denning • Matt Forbeck • Kelly Gay • Christie Golden • Kevin Grace • Morgan Lockhart • John Jackson Miller • Frank O'Connor • Brian Reed • Joseph Staten • James Swallow

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint. There is water pooled deep within the earth--a forbidden spring that flows through the history of humankind. There is a reborn ghost town in New Mexico where real phantoms congregate--along with artists, shamans, witches. . .and all manner of evil. Lightning has chased Larry Ngitis to this place where he will be called upon to do the impossible. Because the death of everything is rapidly approaching--unless Larry can turn the wheels of the world in the right direction. DRY WATER is a novel of wondrous thing that reshapes time and many realities--from the awesome imagination of Eric S. Nylund, a truly great contemporary American Fantasist. There is water pooled deep within the earth--a forbidden spring that flows through the history of humankind. There is a reborn ghost town in New Mexico where real phantoms congregate--along with artists, shamans, witches. . .and all manner of evil. Lightning has chased Larry Ngitis to this place where he will be called upon to do the impossible. Because the death of everything is rapidly approaching--unless Larry can turn the wheels of the world in the right direction. DRY WATER is a novel of wondrous thing that reshapes time and many

realities--from the awesome imagination of Eric S. Nylund, a truly great contemporary American Fantasist.

The second novel of the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. In the wake of the apparent self-destruction of the alien Forerunner empire, two humans—Chakas and Riser—are like flotsam washed up on very strange shores indeed. Captured by the Forerunner known as the Master Builder and then misplaced during a furious battle in space, Chakas and Riser now find themselves on an inverted world, where horizons rise into the sky and humans of all kinds are trapped in a perilous cycle of horror and neglect. They have become both research animals and strategic pawns in a cosmic game whose madness knows no end—a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners who expect to inherit their sacred Mantle of Responsibility to all living things. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo ringworld in search of a way home, an explanation for the warrior spirits rising up within, and the reason for the Forerunner Librarian’s tampering with human destiny. Their travels will take them into the domain of a powerful and monstrous intelligence—known as “the Captive” by Forerunners, and “the Primordial” by ancient human warriors, this being may not only control the fate of Chakas, Riser, and the rest of humanity, but of all sentient life across

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the galaxy...

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! August 2558. Rion Forge was once defined by her relentless quest for hope amidst the refuse and wreckage of a post-Covenant War galaxy—years spent searching for family as much as fortune. But that was before Rion and the crew of her salvager ship *Ace of Spades* encountered a powerful yet tragic being who forever altered their lives. This remnant from eons past, when the Forerunners once thrived, brought with it a revelation of ancient machinations and a shocking, brutal history. Unfortunately, the *Ace* crew also made dire enemies of the Office of Naval Intelligence in the process, with the constant threat of capture and incarceration a very real possibility. Now with tensions mounting and ONI forces closing in, Rion and her companions commit to this being's very personal mission, unlocking untold secrets and even deadlier threats that have been hidden away for centuries from an unsuspecting universe....

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! 2526. It has been almost a year since humanity engaged in its destructive first contact with a theocratic military alliance of alien races known as the Covenant. Now the hostilities have led to open war, and the United Nations Space Command understands virtually nothing about its new enemy. There are only two certainties—the Covenant is determined to eradicate humanity, and they have the

superior technology to do just that. The UNSC's only hope lies with the Spartans: enhanced super-soldiers trained from childhood via a clandestine black-ops project to be living weapons. Their designated commander, Petty Officer John-117, has been assigned to lead the Spartans on a desperate counterattack designed to rock the Covenant back on its heels, and to buy humanity the time it needs to gather intelligence and prepare its defenses. But not everyone wants the Spartans to succeed. A coalition of human rebel leaders believes an alliance with the Covenant to be its best hope of finally winning independence from the Unified Earth Government. To further their plans, the insurrectionists have dispatched a sleeper agent to sabotage the UNSC counterattack—and ensure that John-117 and the Spartans never return from battle....

In the wake of the apparent self-destruction of the Forerunner empire, two humans – Chakas and Riser – are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end – a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to be

the Last Precursor, and who now has control of both this Halo and the fate of Forerunners and humans alike. Called the Primordial by ancient human warriors, this intelligence may control the fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

The Covenant has collapsed after a long, brutal war that saw billions slaughtered on Earth and her colonies. For the first time in decades, however, peace finally seems possible. But though the fighting's stopped, the war is far from over: it's just gone underground. The UNSC's feared and secretive Office of Naval Intelligence recruits Kilo-Five, a team of ODSTs, a Spartan, and a diabolical AI to accelerate the Sangheili insurrection. Meanwhile, the Arbiter, the defector turned leader of a broken Covenant, struggles to stave off civil war among his divided people. Across the galaxy, a woman thought to have died on Reach is actually very much alive. Chief scientist Dr. Catherine Halsey broke every law in the book to create the Spartans, and now she's broken some more to save them. Marooned with Chief Mendez and a Spartan team in a Forerunner slipspace bubble hidden in the destroyed planet Onyx, she finds that the shield world has been guarding an ancient secret – a treasure trove of Forerunner technology that will change everything for the UNSC and mankind. As Kilo-Five joins the hunt for Halsey, humanity's violent past begins to catch up with all of them as disgruntled colony Venezia has been biding its time to strike at Earth, and its most dangerous terrorist has an old, painful link with both Halsey and Kilo-Five that will test everyone's

loyalty to the limit.

In the last years of the Forerunner empire, chaos rules. The Flood - a horrifying shape-changing parasite - has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defences. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents, known collectively as Catalog, have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse of their civilization, the Librarian and Ur-Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before. Because of that barbarism, a greater evil looms. Only the Ur-Didact and the Librarian - husband and wife pushed into desperate conflict - hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time - to prevent an insane evil from dominating the entire universe. The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Once considered

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clandestine, the Spartan-II program has now gone public. Tales of armored super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultra-secret cell of the Office of Naval Intelligence known as “Section Three” devises a plan to buy the UNSC vital time. It will need hundreds of willing soldiers, though—and one more Spartan—to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs, and fleets of UNSC and Covenant vessels race to claim it and change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own...

An original novel set in the Halo Universe and based on the New York Times bestselling video game series! It is 2553, and the three-decade long Covenant War that defined a generation has suddenly drawn to a close. Yet, in the remotest parts of human space, tensions remain that threaten to overflow into another full-scale conflict. Beneath the surface of the planet Gao lies a vast cavern system renowned for its therapeutic effects and rumored miraculous cures. But now Gao natives are turning up brutally murdered down there—violent acts that happen to coincide with the recent arrival of a UNSC research battalion protected by Spartan Blue Team, led by the renowned Spartan-II Fred-104. Maverick detective Veta Lopis of the Gao Ministry of

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Protection is only trying to do her job as the Special Inspector assigned to catch a serial killer—one who is possibly hiding within the Spartan ranks—but she never anticipates the situation spiraling out of control into an all-out crisis. When Gao is revealed to harbor ancient Forerunner technology that could solidify the UNSC's military supremacy for centuries to come, Insurrection loyalists within the planetary government will do anything—even align with a vicious faction of what remains of the Covenant—to ensure that never happens...

The final novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with someone long dead, and a conscience that still survives in the most unlikely, undiscovered place... Featuring: Halo: First Strike by Eric Nylund Halo: The Fall of Reach by Eric Nylund

Halo: The Flood by William C. Dietz

One marine squad, led by young upstart Jim Raynor and giant Tychus Findlay, are prepared to battle a corrupt government as it works for interplanetary domination in this action-packed thriller set in the StarCraft universe. For the poor, hardworking citizens of the Confederacy's fringe worlds, the Guild Wars have exacted a huge toll. Swayed by the promise of financial rewards, a new batch of recruits joins the fight alongside a slew of mysteriously docile criminals—and a few dubious military leaders. Eighteen-year-old Jim Raynor, full of testosterone and eager to make things right at home, ships off to boot camp, but he soon discovers that the official mission is not what he's really fighting for. For the first time ever, StarCraft enthusiasts will learn the origins of the enduring friendship between Jim Raynor and the streetwise soldier Tychus Findlay. Watch as they battle on the front lines of a fierce interplanetary war and bear witness to the Confederacy's rank corruption—corruption so reprehensible that it rains immeasurable death and destruction upon the government's own people.

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But humanity has unknowingly trespassed on holy ground—straying into the path of the aggressive, theocratic empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter soon catapults all of mankind into a struggle for its very

existence. But humanity is also currently locked in a bitter civil war of its own: the Insurrection. With resources strained to the breaking point, the ultimate survival of Harvest's citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one will stand above the rest—a young Marine staff sergeant named Avery Johnson....

When they discover a signal emitting from the interior of the Chicxulub crater, Michael Altman and his girlfriend, Ada, lead a team to a stone that unleashes visions, violence, and a warning that prompts the foundation of a radical new church.

The original Halo: Evolutions, split into two volumes. This volume contains stories by: Tobias S. Buckell B. K. Evenson Jonathan Goff Eric Nylund Frank O'Connor Eric Raab When humanity expanded beyond the safety of Earth to new stars and horizons, they never dreamed what dangers they would encounter there. When the alien juggernaut known as the Covenant declared holy war upon the fragile human empire, millions of lives were lost—but, millions of heroes rose to the challenge. In such a far-reaching conflict, not many of the stories of these heroes, both human and alien, have a chance to become legend. This collection holds eleven stories that dive into the depths of the vast Halo universe, not only from the perspective of those who fought and died to save humanity, but also those who vowed to wipe humanity out of existence. Included in this volume you'll find the stories of: * A Spartan II washout who was most dangerous when he was told he could not serve with his fellow warriors. * An ONI intelligence officer who falls captive to a ravenous pack of Brutes * A dying man standing between The Covenant and the location of Earth, with only a compromised AI to aid him * The

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confession of an ODST who tried to get more out of the war than just victory * A select unit of Spartan IIIs put on a mission to succeed against against a never-before-seen Elite force * The impossible life and possible death of Admiral Preston J. Cole * And new to this volume, a glimpse into Forerunner life in "Soma the Painter" At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Halo Boxed Set Contact Harvest, Ghosts of Onyx and The Cole Protocol Contact Harvest: This is how it began... It is the year 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But we have trespassed on holy ground--strayed into the path of an aggressive alien empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter catapults mankind into a struggle for its very existence. But humanity is also locked in a bitter civil war known as the Insurrection. So the survival of Harvest's citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one stands above the rest...a young Marine staff sergeant named Avery Johnson. Ghosts of Onyx: The Spartan-II program has gone public. Tales of super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. But just how many Spartans are left? While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultrasecret cell of the Office of Naval Intelligence known as Section Three devises a plan to buy the UNSC vital time. They're going to need hundreds of willing soldiers though...and one more Spartan to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs,

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and fleets of UNSC and Covenant race to claim it to change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own... The Cole Protocol: In the first, desperate days of the Human-Covenant War, the UNSC has enacted the Cole Protocol to safeguard Earth and its Inner Colonies from discovery by a merciless alien foe. Many are called upon to rid the universe of lingering navigation data that would reveal the location of Earth. Among them is Navy Lieutenant Jacob Keyes. Thrust back into action after being sidelined, Keyes is saddled with a top secret mission by ONI. One that will take him deep behind enemy lines, to a corner of the universe where nothing is as it seems. Out beyond the Outer Colonies lies the planet Hesiod, a gas giant surrounded by a vast asteroid belt. As the Covenant continues to glass the human occupied planets near Hesiod, many of the survivors, helped by a stronghold of human Insurrectionists, are fleeing to the asteroid belt for refuge. They have transformed the tumbling satellites into a tenuous, yet ingenious, settlement known as the Rubble--and have come face-to-face with a Covenant settlement of Kig-Yar . . . yet somehow survived. News of this unlikely treaty has spread to the warring sides. Luckily for the UNSC, this uneasy alliance is in the path of the Spartan Gray Team, a three-man renegade squad whose simple task is to wreak havoc from behind enemy lines in any way they see fit. But the Prophets have also sent their best---an ambitious and ruthless Elite, whose quest for nobility and rank is matched only by his brutality . . . and who will do anything to secure his Ascendancy and walk the Path.

The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as

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the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this “Halo” is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

The second novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for the Office of Naval Intelligence's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Sangheili, once the military leaders of the alien alliance known as the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation—keeping the Sangheili occupied with their own insurrection—turns into a desperate bid to extract one member of Kilo-Five from the seething heart of a brutal civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the human worlds that survived the war against the Covenant, and the man behind it is

much more than just a name to Spartan Naomi-010. Meanwhile, the treasure trove of Forerunner technology recovered from the Forerunner shield world of Onyx is being put to work, even as a kidnapped Sangheili plots vengeance on the humans he fears will bring his people to the brink of destruction...

WELCOME TO HUMANITY'S NEW WAR: SILENT, HIGH STAKES, AND UNSEEN. This is a life-or-death mission for ONI's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Elites, once the military leaders of the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation - keeping the Elites busy with their own insurrection - turns into a desperate bid to extract one member of Kilo-Five from the seething heart of an alien civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan-010. Meanwhile, the treasure trove of Forerunner technology recovered from the shield world of Onyx is being put to work. And a kidnapped Elite plots vengeance on the humans he fears will bring his people to the brink of destruction.

When humanity expanded beyond the safety of Earth to new stars and horizons, they never dreamed what dangers they would encounter there. When the alien juggernaut known as the Covenant declared holy war upon the fragile human empire, millions of lives were lost—but, millions of heroes rose to the challenge. In such a far-reaching conflict, not many of the stories of these heroes, both human and alien, have a chance to become legend. This collection holds eleven stories that dive into the depths of the vast Halo universe, not only from the perspective of those who fought and died to save humanity, but also those who vowed to wipe humanity

out of existence. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bethany, an angel sent to Earth, and her mortal boyfriend, Xavier, have been to Hell and back. But now their love will be put to its highest test yet, as they defy Heavenly law and marry. They don't tell Beth's archangel siblings, Gabriel and Ivy, but the angels know soon enough, and punishment comes in a terrifying form: the Sevens, who are rogue angels bent on keeping Beth and Xavier apart, destroying Gabriel and Ivy, and darkening angelic power in the heavens. The only way Bethany and Xavier can elude the Sevens is to hide in the open, and blend in with other mortals their own age. Gabriel and Ivy set them up at college, where they can't reveal their relationship, and where there is still danger around each corner. Will Bethany be called back to Heaven - for ever - and face leaving the love of her life?

A collection of interviews, anecdotes, commentary, and artwork spotlights the innovative work of the artists, musicians, writers, and game developers of Bungie Studios who created the best-selling Xbox game Halo, in a dramatic overview of the complete game development process and its characters, weaponry, technology, and alien environments. Original. 55,000 first printing.

An original digital-first e-novella set in the Halo Universe and based on the New York Times bestselling video game series! After decades of grim combat against the humans and then the traitorous Covenant Prophets, the Sangheili warrior Rtas 'Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the

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entire Sangheili race...

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series with the latest entry, Halo Infinite, out in 2020! October 2559. It has been a year since the renegade artificial intelligence Cortana issued a galaxy-wide ultimatum, subjecting many worlds to martial law under the indomitable grip of her Forerunner weapons. Outside her view, the members of Blue Team—John-117, the Master Chief; Fred-104; Kelly-087; and Linda-058—are assigned from the UNSC Infinity to make a covert insertion onto the ravaged planet Reach. Their former home and training ground—and the site of humanity's most cataclysmic military defeat near the end of the Covenant War—Reach still hides myriad secrets after all these years. Blue Team's mission is to penetrate the rubble-filled depths of CASTLE Base and recover top-secret assets locked away in Dr. Catherine Halsey's abandoned laboratory—assets that may prove to be humanity's last hope against Cortana. But Reach has been invaded by a powerful and ruthless alien faction, who have their own reasons for being there. Establishing themselves as a vicious occupying force on the devastated planet, this enemy will soon transform Blue Team's simple retrieval operation into a full-blown crisis. And with the fate of the galaxy hanging in the balance, mission failure is not an option...

Halo: Contact Harvest Simon and Schuster

An 2524. Harvest est une colonie agricole pacifique et prospère à la lisière de l'espace contrôlé par l'Homme. Mais nous avons franchi les limites des terres sacrées, nous sommes égarés sur la route d'un empire extraterrestre agressif connu sous le nom de Conventions. Ce qui a commencé comme une rencontre accidentelle entre un vaisseau extraterrestre et un

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transporteur humain catapulte l'humanité dans un combat pour son existence même. Mais l'humanité est aussi prise dans une terrible guerre civile : l'Insurrection. La survie des habitants de Harvest échoit à une escouade de Marines du CNSU las de se battre et leurs bizuts coloniaux inexpérimentés. De cette équipe improbable, un seul homme se distingue : un jeune sergent dénommé Avery Johnson.

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! 2535. It is the first, desperate days of the Human-Covenant War, and the United Nations Space Command has enacted “the Cole Protocol” to safeguard Earth and its inner colonies from discovery by its merciless alien foe. Many are called upon to rid the galaxy of lingering navigation data that could potentially reveal the location of Earth and ensure the destruction of humanity. Among those tasked with eliminating any trace of such dangerous information is Navy Lieutenant Jacob Keyes—now saddled with a top-secret mission by the Office of Naval Intelligence...one that will take him to a corner of the galaxy where nothing is as it seems. Out beyond the Outer Colonies lies the planet Hesiod, a gas giant surrounded by a vast asteroid belt. As the Covenant continues to glass the human-occupied planets near Hesiod, many of the survivors, aided by a stronghold of human insurrectionists, are fleeing to the asteroids for refuge. They have transformed the tumbling satellites into a tenuous yet ingenious settlement known as the Rubble—and have come face-to-face with a Covenant settlement of Kig-Yar...yet somehow survived. News of this unlikely treaty has spread to the warring factions. Luckily for the UNSC, this uneasy alliance is in the path of the Spartan Gray Team, a three-person renegade squad whose simple task is to wreak havoc from behind enemy lines in any way they see fit. But the Prophets have also sent their very best—an

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ambitious and ruthless Elite whose quest for nobility and rank is matched only by his brutality... "In the last years of the Forerunner empire, chaos rules. The Flood--a horrifying shape-changing parasite--has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defenses. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents known collectively as Catalog have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse of their civilization, the Librarian and the Ur-Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before... Because of that barbarism, a greater evil looms. Only the Ur-Didact and the Librarian--husband and wife pushed into desperate conflict--hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time--to prevent an insane evil from dominating the entire universe"--

BE A HERO OF THERA Do you want to play a game? Think you're good? Really good? Then you might be ready to play The Game ... where clans are sponsored by actual Demon Lords, Gods and Goddesses, Lovecraftian nightmares, and every other demi-entities of power. Still with me? Not running back to your massively multiplayer on-line games, shooters, or table-top role-playing where you can re-roll or respawn after you've been blasted and buried? Cool. Then

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roll up your sleeves and enter Thera, a kingdom at the crossroads of many worlds. Don't worry, there are all the usual augmented-reality interfaces, level progression, and game mechanics that you love, but Thera is also real, so are its inhabitants ... as is your new custom-designed avatar. Oh, your previous body? We've disposed of that old thing so you won't be distracted trying to get back to your so called "real" life. Did we mention the stakes of The Game? Nothing less than all Creation--every world in every universe and reality. Thus, Death Row inmate, Hector Savage enters Thera, eager to use the gaming skills he's cultivated his entire life. Nothing has prepared him, though, for the schemes of Abyssal Lords, barbarian ghosts, evil wizards, and other bad guys who have plans for him--all before he advances to fifth level! Can he win? Can he survive the Free Trial? Find out in this latest entry of the LitRPG genre, Hero of Thera.

Dark Horse Books is proud to present the legendary graphic novel that introduced Halo to the world of comics--back for the first time in over a decade! This book includes four classic Halo stories that expand the deep lore of the Halo universe told by some of the finest creators in comic-book history. Artist Simon Bisley and writer Lee Hammock give us the central tale titled "The Last Voyage of the Infinite Succor." Award-winning mangaka Tsutomu Nihei writes and draws a tale of Sgt. Johnson's epic escape in "Breaking Quarantine". Ed Lee, Andrew Robinson, and Jay Faerber team up on a story of technology in the 26th century with "Armor Testing." Finally, Brett Lewis and the world-renowned artist Jean "Moebius" Giraud round out this one-of-a-kind Halo experience with a story that showcases humanity's plight against the Covenant from a unique civilian perspective in "Second Sunrise Over New Mombasa." After his many years as a typical bachelor cowboy, Slim Chance is convinced against his will

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that he needs to build his own herd of cattle and invest in the future. So, he takes the plunge, takes out a loan, and takes his newly-bought heifers to a pasture on Viola's father's ranch. But, just about the time his new herd is calved-out and his investment is beginning to look promising, the dry and windy weather conditions put the entire county on High Alert for fire-danger. Hank is sure that he and Slim can defend the ranch against anything that comes their way, that is, until they come face-to-face with a wild fire unlike any grass fire they've seen before. Will Slim be able to get the cattle to safety in time? And, more importantly, what about Slim himself? You won't want to miss this hair-raising and heart-warming tale of cowboy-bravery, true heroism, and the blessings of friends and community!

Estamos en el año 2524. Harvest es una colonia agrícola pacífica y próspera, justo en el límite del espacio controlado por los humanos. Estos últimos, sin darse cuenta y sin autorización, han penetrado en territorio sagrado y se han cruzado en el camino de un violento imperio extraterrestre, el Covenant. Lo que comenzó como un encuentro fortuito entre una nave corsaria extraterrestre y un carguero humano llevará a la humanidad a una lucha por su supervivencia. Pero la humanidad se encuentra atrapada en una enconada guerra civil (la Insurrección) y la resistencia de los ciudadanos de Harvest depende de unos marines del UNSC ya agotados por la lucha, y de los miembros sin experiencia de la milicia. Entre este insólito grupo de héroes, destaca un joven marine: Avery Johnson.

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After decades of combat against the humans and then the traitorous Covenant Prophets, the Sangheili warrior Rtas 'Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the entire Sangheili race...

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! Just hours following their climactic battle on the Forerunner planet Genesis, the Spartans of Blue Team and Fireteam Osiris find themselves running for their lives from the malevolent machinations of the now-renegade artificial intelligence Cortana. But even as they attempt to stay one step ahead, trouble seems to find Spartan Edward Buck no matter where he turns. A secret mission enacted by the Office of Naval Intelligence could possibly help turn the tide, and has Buck reluctantly agreeing to reform his old team, Alpha-Nine. Because if the band is really getting back together for this one, that means everybody—including the Spartan who Buck never wants to see again, the one who committed the ultimate betrayal of trust...

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more

than a year since humanity first encountered the hostile military alliance of alien races known as the Covenant, and several weeks after the United Nations Space Command's devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief, John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons. But the Covenant—enraged and fearful of their enemy's unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity's only hope of survival...

An all-new digital single—part of the New York Times bestselling series based on the blockbuster Xbox® games! The military-grade artificial intelligence known as Iona has only one week to live. After that, the UNSC will legally terminate her

seven-year existence in order to stave off the threat of the data corruption phenomenon known as “rampancy,” a condition that will eventually take hold of her functionality and persona, endangering all those around her. In a last-ditch effort to save herself, Iona has successfully launched an unprecedented legal appeal against her own death sentence—a case being watched very closely at not only the highest levels of human government, but by others with a very different agenda...

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