

Filetype Futu Re Dmitry Glukhovsky

Wilson Pickett was arguably the greatest male soul screamer of the 1960s and '70s. With a career spanning half a century, he sold millions of albums and tens of millions of singles, leaving a legacy of unforgettable hits, including "In the Midnight Hour," "Land of 1000 Dances," and "Mustang Sally." A first ballot inductee into the Rock and Roll Hall of Fame, Pickett collaborated with some of the biggest names in '60s and '70s pop, rock, and soul, and his passionate stage performances frequently garnered invasions by frenzied audience members of all colors eager to bask and dance in his radiant aura. A musician of rare instinct with an unmistakable intensity and charisma, the "Wicked" Pickett was for many the living embodiment of soul. In the first biography of this legendary artist, veteran music journalist Tony Fletcher goes far beyond anecdote, weaving the turns of Pickett's extraordinary career into the larger story of black American music in the late 20th Century. As Fletcher shows, from his childhood in the gospel-rich cotton fields of Alabama to his early career in pre-Motown Detroit and long tenure at Atlantic Records, Wilson Pickett always positioned himself at the cutting edge of rhythm 'n' blues and soul. By the time he was thirty, Pickett had five #1 R&B hits, rubbed shoulders with the likes of James Brown, Otis Redding and the Who, and traveled to Ghana with Ike and Tina Turner, Santana and others to headline the first American popular music package to visit the continent. As with so many artists of his generation, the price of superstardom was a career punctuated by violence and drug abuse, with fits of erratic and wild behavior leading to a career slump and two jail terms in the late 1990s before a late career redemption. Drawn from extensive interviews with the singer's close family and friends and regular members of his studio and touring bands, *In the Midnight Hour* is a narrative portrait of one of the greatest voices of soul and a rare window into the social upheavals that surrounded him, the genre he helped shape along the way, and the pitfalls of the fame that success brought him.

The Answer Key provides answers to all questions in the text.

64 chess games that chart Anatoly Karpov's illustrious career, from his early games as a young grandmaster on his way to the world title, through his ten years as undisputed champion, and the marathon battles against Kasparov. Karpov's play is shown to have become much more combative in the 1990s.

Albert J. Kearney explains the kinds of learning and reinforcement processes that form the basis of ABA programs. He then describes how the science of behavior analysis can be applied to real life problems. He looks at how behavior is assessed and various intervention techniques that are often employed with children who have special needs.

The book examines the history and development of public administration, the study of the internal structure and functioning of government and its interaction with society and its citizens. It surveys different approaches to the field and the methodological and epistemological issues surrounding an interdisciplinary, applied social science.

Even the fastest ship in the galaxy can't outrun the past. . . . THEN: It's one of the galaxy's most dangerous secrets: a mysterious transmitter with unknown power and a reward for its discovery that most could only dream of claiming. But those who fly the Millennium Falcon throughout its infamous history aren't your average scoundrels. Not once, but twice, the crew of the Falcon tries to claim the elusive prize—first, Lando Calrissian and the droid L3-37 at the dawn of an ambitious career, and later, a young and hungry Han Solo with the help of his copilot, Chewbacca. But the device's creator, the volatile criminal Fyzen Gor, isn't interested in sharing. And Gor knows how to hold a grudge. . . .

NOW: It's been ten years since the rebel hero Han Solo last encountered Fyzen Gor. After mounting a successful rebellion against the Empire and starting a family with an Alderaanian princess, Han hasn't given much thought to the mad inventor. But when Lando turns up at Han's doorstep in the middle of the night, it's Fyzen's assassins that he's running from. And without Han's help, Lando—and all life on Cloud City—will be annihilated. With the assistance of a young hotshot pilot, an Ewok slicer prodigy, the woman who might be the love of Lando's life, and Han's best and furriest friend, the two most notorious scoundrels in the New Republic are working together once more. They'll have to journey across the stars—and into the past—before Gor uses the device's power to reshape the galaxy.

The stunning 20th anniversary edition of writer Mark Waid (Archie) and artist Alex Ross' multiple Eisner and Harvey Award-winning, seminal masterpiece KINGDOM COME. In the near-future world of KINGDOM COME, superheroes are ubiquitous, but heroism is rare. After decades as Earth's champions, the members of the Justice League have all retreated out of the public eye, replaced with a new generation of crime-fighters whose brand of harsh justice leaves humanity terrified, rather than inspired. But with the planet's future in jeopardy, Superman, Wonder Woman and Batman must come out of retirement to make one last stand for truth and justice. Collects KINGDOM COME #1-4 and more than one hundred pages of sketches, annotations and other extras!

The Manual of Museum Planning has become the definitive text for museum professionals and others who are concerned with the planning, renovation, or expansion of a public gallery or museum. This third edition features new sections on operations and implementation as well as revised sections on planning for visitors, collections, and the building itself.

Another exciting adventure from the #1 New York Times best-selling series! The darkest secrets are the hardest to bring to light.... Sylvestri Yarrow is on a streak of bad luck with no end of sight. She's been doing her best to keep the family cargo business going after her mom's death, but between mounting debt and increasing attacks by the Nihil on unsuspecting ships, Syl is in danger of losing all she has left of her mother. She heads to the galactic capital of Coruscant for help, but gets sidetracked when she's drawn into a squabble between two of the Republic's most powerful families over a patch of space on the frontier. Tangled up in familial politics is the last place Syl wants to be, but the

promise of a big payoff is enough to keep her interested... Meanwhile, Jedi Knight Vernestra Rwoh has been summoned to Coruscant, but with no idea of why or by whom. She and her Padawan Imri Cantaros arrive at the capital along with Jedi Master Cohmac Vitus and his Padawan, Reath Silas—and are asked to assist with the property dispute on the frontier. But why? What is so important about an empty patch of space? The answer will lead Vernestra to a new understanding of her abilities, and take Syl back to the past...and to truths that will finally come out of the shadows. Don't miss any of the adventure and excitement of Star Wars: The High Republic! Into the Dark by Claudia Gray A Test of Courage by Justina Ireland Race to Crashpoint Tower by Daniel José Older

This book: Strategic Management of Technological Innovation, Sixth Edition is written for courses that may be called strategic management of technology and innovation, technology strategy, technology innovation, technology management, or for specialized new product development courses that focus on technology. The subject is approached as a strategic process, and as such, is organized to mirror the strategic management process used in most strategy textbooks, progressing from assessing the competitive dynamics of a situation, to strategy formulation, to strategy implementation. Highlights: 1. Complete Coverage for Both Business and Engineering Students 2. New Short Cases and New Indian Cases 3. Cases, Data, and Examples from around the World 4. More Comprehensive Coverage and Focus on Current Innovation Trends

This guide delivers problem-based scenarios in neuropalliative care; improving quality of life for patients with neurologic diseases.

Meet the noble and wise Jedi of the High Republic! When a disaster strikes in hyperspace, putting the people of Hetzal Prime in grave danger, only the Jedi of the High Republic can save the day!

The basis of two bestselling computer games Metro 2033 and Metro Last Light the Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of Nightwatch, Sergei Lukyanenko. A year after the events of Metro 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become bestsellers across Europe.

Long before the Clone Wars, the Empire, or the First Order, the Jedi lit the way for the galaxy in a golden age known as the High Republic! Vernestra Rwoh is a new Jedi Knight at age sixteen, but her first real assignment feels an awful lot like babysitting. She's been charged with supervising twelve-year old aspiring inventor Avon Starros on a cruiser headed to the dedication of a wondrous new space station called Starlight Beacon. But soon into their journey, bombs go off aboard the cruiser. While the adult Jedi try to save the ship, Vernestra, Avon, Avon's droid J-6, a Jedi Padawan, and an ambassador's son make it to an escape shuttle, but communications are out and supplies are low. They decide to land on a nearby moon, which offers shelter but not much more. And unbeknownst to them, danger lurks in the forest.... Rich internal third-person dialogue reveals dollops of inner turmoil for each character at key moments as well as providing some much-needed world-building to make this a winning choice. A great read for Star Wars fans young and old." -- Kirkus Reviews

First English U.S. PREMIUM HARDCOVER Edition of the cult dystopia "METRO 2033". * * * Metro 2033 tells the story of a young man named Artyom who goes a long way to save his world from mortal danger. The book describes the consequences of an atomic war. Its only survivors strive for existence in the mazes of the Moscow subway (Metro) some two decades after the nuclear Holocaust. Formally a sci-fi novel, Metro 2033 describes a dystopia, in which Russia's present-day society is superficially analyzed and described. It also critically examines communism in the former Soviet Union and the rise of fascism in modern Russia. Over 2,000,000 copies of Metro 2033 have been sold worldwide. Foreign book rights have been sold to more than 37 countries. The franchise gave birth to two cult video games, Metro 2033 and Metro Last Light. Film rights were optioned by MGM Studios in Hollywood.

Metro 2033 Victor Gollancz

'One of the most entertaining and profound philosophical novels ever written' Washington Post On a cold night in Holland two men meet and change each other's lives forever. Max Delius - a hedonistic, yet brilliant astronomer who loves fast cars, nice clothes and beautiful women - picks up Onno Quist, a cerebral chaotic philologist who cannot bear the ordinariness of everyday life. Despite their differences, they fast become great friends. And when they learn they were conceived on the same day, it is clear that their meeting is no coincidence. As the pair fall into and out of love with the same woman - Ada - so their lives become further intertwined. For all three are on a mysterious journey destined to shape human history. The Discovery of Heaven is internationally recognized as a masterpiece. Rich in philosophical, psychological, historical and theological enquiry, it is an extravagant, bold and satisfying novel of ideas. 'Sparkling, irresistible . . . you'll learn a lot from this novel' The Times 'Anyone who reads The Discovery of Heaven will come away enlightened, challenged and entertained' Wall Street Journal 'Written carefully and ingeniously by a novelist who is also a poet' John Updike, New Yorker

An engaging journey into the biological principles underpinning a beloved science-fiction franchise In Star Trek, crew members travel to unusual planets, meet diverse beings, and encounter unique civilizations. In these remarkable space adventures, does Star Trek reflect biology and evolution as we know it? What can the science in the science fiction of Star Trek teach us? In Live Long and Evolve, biologist and die-hard Trekkie Mohamed Noor takes readers on a fun, fact-filled scientific journey. Noor offers Trekkies, science-fiction fans, and anyone curious about how life works a cosmic gateway into introductory biology, including the definitions and origins of life, DNA, reproduction, and evolutionary processes. Giving readers irresistible insights, Live Long and Evolve looks at some of the powerful science behind one of the most popular science-fiction series.

From bestselling comic-book franchise writer Charles Soule comes a clever and witty first novel of a twentysomething New Yorker who wakes up one morning with the power to predict the future—perfect for fans of Joe Hill and Brad Meltzer, or books like This Book Is Full of Spiders and Welcome to Night Vale. Knowledge is power. So when an unassuming Manhattan bassist named Will Dando awakens from a dream one morning with 108 predictions about the future in his head, he rapidly finds himself the most powerful man in the world. Protecting his anonymity by calling himself the Oracle, he sets up a heavily

guarded Web site with the help of his friend Hamza to selectively announce his revelations. In no time, global corporations are offering him millions for exclusive access, eager to profit from his prophecies. He's also making a lot of high-powered enemies, from the President of the United States and a nationally prominent televangelist to a warlord with a nuclear missile and an assassin grandmother. Legions of cyber spies are unleashed to hack the Site—as it's come to be called—and the best manhunters money can buy are deployed not only to unmask the Oracle but to take him out of the game entirely. With only a handful of people he can trust—including a beautiful journalist—it's all Will can do to simply survive, elude exposure, and protect those he loves long enough to use his knowledge to save the world. Delivering fast-paced adventure on a global scale as well as sharp-witted satire on our concepts of power and faith, Marvel writer Charles Soule's audacious debut novel takes readers on a rollicking ride where it's impossible to predict what will happen next.

From the bestselling author of *I Didn't Do My Homework Because...* comes an irresistible meditation on the quest for connection. When an elephant falls in love, he does many foolish things. He hides when the elephant-object of his affection is around. He writes dozens of letters that he will never send. And he tries to be healthy, but ends up finishing the cheesecake. This soulful book is at once relatable and revealing, a reminder that love is worth striving for, and that the very best things in life will come to those who wait. Plus, this is the fixed format version, which looks almost identical to the print edition.

Take a walk down dark, twisting paths into the history of the Hole World, the demonic dimension that spawned Wizord, Margaret, Ruby Stitch and all the rest of your favorite morally dubious sorcerers. We haven't forgotten about our world, though - intrigue and spells and strange, wonderful things abound as Wizord continues his quest to be the baddest wizard New York City's ever seen. The third chapter of the dark, funny fantasy that NPR says "exists to amuse and astound." From CHARLES SOULE (Daredevil, Darth Vader) and RYAN BROWNE (God Hates Astronauts). Collects issues 11 through 15.

Basic Chess Endings involving rooks and pawns

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

Volume Three of the now standard translation of the *Secret History of the Mongols* (Brill 2004, 2006) by Igor de Rachewiltz is the indispensable companion to the first two volumes with its updated commentary, numerous revisions and some challenging new interpretations.

Long before the First Order, before the Empire, before even *The Phantom Menace*... Jedi lit the way for the galaxy in *The High Republic*. Padawan Reath Silas is being sent from the cosmopolitan galactic capital of Coruscant to the undeveloped frontier—and he couldn't be less happy about it. He'd rather stay at the Jedi Temple, studying the archives. But when the ship he's traveling on is knocked out of hyperspace in a galactic-wide disaster, Reath finds himself at the center of the action. The Jedi and their traveling companions find refuge on what appears to be an abandoned space station. But then strange things start happening, leading the Jedi to investigate the truth behind the mysterious station, a truth that could end in tragedy... Enjoy more adventures from the all-new era of storytelling of the glorious High Republic: *Star Wars: Light of the Jedi* *Star Wars The High Republic: A Test of Courage* - perfect for kids 8-12 years old *Star Wars The High Republic: The Great Jedi Rescue* - perfect for kids 5-8 years old

All museum activities converge in the public forum of the exhibition – regardless of whether the exhibit is held in the physical museum or is on the Web. Since the first edition of this book in 2002, there has been a world-wide explosion of new galleries and exhibition halls, and new ideas about how exhibitions should look and communicate. The definition of what an exhibition is has changed as exhibitions can now be virtual; non-traditional migratory and pop-up spaces play host to temporary displays; social media has created amazing opportunities for participatory engagement and shifted authority away from experts to the public; and as time-constrained audiences demand more dynamic, interactive, and mobile applications, museum leadership, managers, staff, and designers are rising to these challenges in innovative ways. Drawing on years of experience and top-flight expertise, Barry Lord and Maria Piacente detail the exhibition process in a straightforward way that can be easily adapted by institutions of any size. They explore the exhibition development process in greater detail, providing the technical and practical methodologies museum professionals need today. They've added new features and expanded chapters on project management, financial planning and interactive multimedia while retaining the essential content related to interpretive planning, curatorship, and roles and responsibilities. This second edition of the standby *Manual of Museum Exhibitions* is arranged in four parts: *Why* – Covering the purpose of exhibits, where exhibit ideas come from, and how to measure success *Where* – Covering facilities and spaces, going into details including security, and interactive spaces *What* – A look at both permanent collection displays, and non-collection displays, as well as virtual, participatory, temporary, travelling displays, and retail sales *How* – Who is involved, planning, curatorship, and content development, design, multimedia, fabrication and installation, financial planning, and project management Over 130 figures and photographs illustrate every step of the exhibit process. No museum can be without this critical, detailed guide to an essential function.

This translation originally copyrighted in 2009.

How did women contribute to the rise of the Mongol Empire while Mongol men were conquering Eurasia? This book positions women in their rightful place in the otherwise well-known story of Chinggis Khan (commonly known as Genghis Khan) and his conquests and empire. Examining the best known women of Mongol society, such as Chinggis Khan's mother, Hö'elün, and senior wife, Börte, as well as those who were less famous but equally influential, including his daughters and his conquered wives, we see the systematic and essential participation of women in empire, politics and war. Anne F. Broadbridge also proposes a new vision of Chinggis Khan's well-known atomized army by

situating his daughters and their husbands at the heart of his army reforms, looks at women's key roles in Mongol politics and succession, and charts the ways the descendants of Chinggis Khan's daughters dominated the Khanates that emerged after the breakup of the Empire in the 1260s.

Set at the dawn of the 21st century in a world spinning out of control, KINGDOM COME is a riveting, alternate reality story pitting the old guard--Superman, Batman, Wonder Woman and others--against a new, uncompromising generation of heroes in a war that

This is the definitive textbook on strategic planning and management in health care organizations for those pursuing a career in health care in undergraduate, business, and medical schools, and ancillary health professions such as nursing or physician assistant, as well as for established health care professionals, including doctors, who are completing programs and degrees in business administration to prepare themselves for greater involvement in the management of health care delivery. This book features all the basic information on strategic planning and management within the unique context of organizations concerned with the delivery and financing of health care. It notes the singular strategic environment in health care, explaining the special procedures and options available to health care organizations, and providing real-life examples in the form of case studies.

In this gripping sequel to Star Wars: The Rising Storm, the light of the Jedi faces its darkest hour. Time and again, the vicious raiders known as the Nihil have sought to bring the golden age of the High Republic to a fiery end. Time and again, the High Republic has emerged battered and weary, but victorious thanks to its Jedi protectors--and there is no monument to their cause grander than the Starlight Beacon. Hanging like a jewel in the Outer Rim, the Beacon embodies the High Republic at the apex of its aspirations: a hub of culture and knowledge, a bright torch against the darkness of the unknown, and an extended hand of welcome to the furthest reaches of the galaxy. As survivors and refugees flee the Nihil's attacks, the Beacon and its crew stand ready to shelter and heal. The grateful Knights and Padawans of the Jedi Order stationed there finally have a chance to recover--from the pain of their injuries and the grief of their losses. But the storm they thought had passed still rages; they are simply caught in its eye. Marchion Ro, the true mastermind of the Nihil, is preparing his most daring attack yet--one designed to snuff out the light of the Jedi.

From Emily Calandrelli—host of Xploration Outer Space, correspondent on Bill Nye Saves the World, and graduate of MIT—comes the first novel in a brand-new chapter book series about an eight-year-old girl with a knack for science, math, and solving mysteries with technology. Ada Lace—third-grade scientist and inventor extraordinaire—has discovered something awful: her neighbor's beloved Yorkie has been dognapped! With the assistance of a quirky neighbor named Nina (who is convinced an alien took the doggie) and her ever-growing collection of gadgets, Ada sets out to find the wrongdoer. As their investigation becomes more and more mysterious, Ada and Nina grow closer, proving that opposites do, in fact, attract.

Sixth and last book in the Vampirates series.

Logan is no stranger to death. He's killed thousands. He's watched teammates, friends and lovers die. Now, stripped of his healing factor, the X-Man and Avenger faces his own date with the reaper. There's a bounty on his head, a price big enough to put a horde of enemies and assassins on his trail. The race is on to find Wolverine, but who put out the contract? Sabretooth? Viper? Or someone even worse? When Logan discovers that his mystery foe wants him alive, he turns on the offensive. As the hunted becomes the hunter once more, he's determined to die the way he lived. The Wolverine will go out fighting. COLLECTING: Death of Wolverine 1-4

NEW YORK TIMES BESTSELLER • Discover Thrawn's origins within the Chiss Ascendancy in the first book in an epic new Star Wars trilogy from bestselling author Timothy Zahn. Beyond the edge of the galaxy lies the Unknown Regions: chaotic, uncharted, and near impassable, with hidden secrets and dangers in equal measure. And nestled within its swirling chaos is the Ascendancy, home to the enigmatic Chiss and the Nine Ruling Families that lead them. The peace of the Ascendancy, a beacon of calm and stability, is shattered after a daring attack on the Chiss capital that leaves no trace of the enemy. Baffled, the Ascendancy dispatches one of its brightest young military officers to root out the unseen assailants. A recruit born of no title, but adopted into the powerful family of the Mitth and given the name Thrawn. With the might of the Expansionary Fleet at his back, and the aid of his comrade Admiral Ar'alani, answers begin to fall into place. But as Thrawn's first command probes deeper into the vast stretch of space his people call the Chaos, he realizes that the mission he has been given is not what it seems. And the threat to the Ascendancy is only just beginning.

'A worthy successor to '1984' and 'Brave New World' - PLAYBOY What would I do for eternal life? Discoveries made within our lifetime will allow people to remain young forever. There is no more death. Our children will never die. Welcome to a world inhabited by people who are perfectly healthy, beautiful and eternally young. Every utopia has its shadowy backstreets. Someone has to make sure that overpopulation doesn't bring the wonderful world of the future crashing down. Someone has to make people forget their animal instincts and live in a fitting way for immortals. Maybe that someone is me? The utopia "FUTURE" is the first novel after five years' silence from Dmitry Glukhovskiy, author of the cult novel "METRO 2033". The author's books have been translated into dozens of foreign languages, selling in millions of copies, and have been adapted for the big screen in Hollywood - but none of them will grip you like "FUTURE".

"Morgan Rice has come up with what promises to be another brilliant series, immersing us in a fantasy of valor, honor, courage, magic and faith in your destiny. Morgan has managed again to produce a strong set of characters that make us cheer for them on every page.... Recommended for the permanent library of all readers that love a well-written fantasy." --Books and Movie Reviews, Roberto Mattos (regarding Rise of the Dragons) SOLDIER, BROTHER, SORCERER is book #5 in Morgan Rice's bestselling epic fantasy

series OF CROWNS AND GLORY, which begins with SLAVE, WARRIOR, QUEEN (Book #1). 17 year old Ceres, a beautiful, poor girl from the Empire city of Delos, has won the battle for Delos—and yet a complete victory still awaits her. As the rebellion looks to her as their new leader, Ceres must find a way to topple the Empire's royalty, and to defend Delos from the pending attack from a greater army than she has ever known. She must try to free Thanos before his execution, and help him clear his name in the murder of his father. Thanos himself is determined to hunt down Lucious across the sea, to avenge his father's murder, and to kill his brother before he can return with an army to Delos' shores. It will be a treacherous journey into hostile lands, one, he knows, that will result in his own death. But he is determined to sacrifice for his country. Yet all may not go as planned. Stephania travels to a distant land to find the sorcerer who can, once and for all, put a stop Ceres' powers. She is determined to enact a treachery that will kill Ceres, and instill herself—and her unborn child—as ruler of the Empire. SOLDIER, BROTHER, SORCERER tells an epic tale of tragic love, vengeance, betrayal, ambition, and destiny. Filled with unforgettable characters and heart-pounding action, it transports us into a world we will never forget, and makes us fall in love with fantasy all over again. "An action packed fantasy sure to please fans of Morgan Rice's previous novels, along with fans of works such as The Inheritance Cycle by Christopher Paolini.... Fans of Young Adult Fiction will devour this latest work by Rice and beg for more." --The Wanderer, A Literary Journal (regarding Rise of the Dragons) Book #6 in OF CROWNS AND GLORY is also now available!

Soon to be adapted for television by Carnival, creators of Downton Abbey An Indie Next Pick A Science Fiction Book Club Pick Bestselling author of The Oracle Year, Charles Soule brings his signature knowledge—and wariness—of technology to his new novel set in a realistic future about a brilliant female scientist who creates a technology that allows for the transfer of human consciousness between bodies, and the transformations this process wreaks upon the world. Inside a barn in Ann Arbor, Michigan, a scientist searching for an Alzheimer's cure throws a switch—and finds herself mysteriously transported into her husband's body. What begins as a botched experiment will change her life—and the world—forever... Over two decades later, all across the planet, "flash" technology allows individuals the ability to transfer their consciousness into other bodies for specified periods, paid, registered and legal. Society has been utterly transformed by the process, from travel to warfare to entertainment; "Be anyone with Anyone" the tagline of the company offering this ultimate out-of-body experience. But beyond the reach of the law and government regulators is a sordid black market called the darkshare, where desperate "vessels" anonymously rent out their bodies, no questions asked for any purpose - sex, drugs, crime... or worse. Anyone masterfully interweaves the present-day story of the discovery and development of the flash with the gritty tale of one woman's crusade to put an end to the darkness it has brought to the world twenty-five years after its creation. Like Blade Runner crossed with Get Out, Charles Soule's thought-provoking work of speculative fiction takes us to a world where identity, morality, and technology collide.

The fate of the Chiss Ascendancy hangs in the balance in the epic finale of the Star Wars: Thrawn Ascendancy trilogy from bestselling author Timothy Zahn. For thousands of years the Chiss Ascendancy has been an island of calm, a center of power, and a beacon of integrity. It is led by the Nine Ruling Families, whose leadership stands as a bulwark of stability against the Chaos of the Unknown Regions. But that stability has been eroded by a cunning foe who winnows away trust and loyalty in equal measure. Bonds of fidelity have given way to lines of division among the families. Despite the efforts of the Expansionary Defense Fleet, the Ascendancy slips closer and closer to civil war. The Chiss are no strangers to war. Their mythic status in the Chaos was earned through conflict and terrible deeds, some long buried. Until now. To ensure the Ascendancy's future, Thrawn will delve deep into its past, uncovering the dark secrets surrounding the ascension of the First Ruling Family. But the truth of a family's legacy is only as strong as the legend that supports it. Even if that legend turns out to be a lie. To secure the salvation of the Ascendancy, is Thrawn willing to sacrifice everything? Including the only home he has ever known?

A new novel set in the world of the popular science fiction online role playing game, EVE. We all crave a purpose. A fire to spark our lives into action. It's this burning life within that drives us to our destinies. But when it burns too deep, or goes unchecked, it can shatter innocent lives in its wake. A vicious attack on a deep-space mining colony rains death and destruction on nearly all its inhabitants. Only a handful survive. Among the shattered survivors is a young man, hell-bent on an impossible revenge. In another part of the universe, a wealthy agent of death finds her tenuous grip on sanity slipping, and is forced to leave everything she's come to know and love. But her last chance at redemption lies in the last place she ever thought to look. Their respective paths take them through the vast universe of EVE, to galactic empires built on faith, hedonism, discipline, and rebellion. Their fates plunge them into the darkest parts of this galaxy, to encounters with denizens of the chaotic and dangerous pirate kingdoms. And all the while, as each draws closer to what they seek, they begin to realize that the only stakes worth playing for are the ones from which they've run so far away. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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