

## Guilt By Association Marvel Gamebook No 8

**The Big Short: Inside the Doomsday Machine** Michael Lewis 2011-02-01 The #1 New York Times bestseller: "It is the work of our greatest financial journalist, at the top of his game. And it's essential reading."—Graydon Carter, Vanity Fair The real story of the crash began in bizarre feeder markets where the sun doesn't shine and the SEC doesn't dare, or bother, to tread: the bond and real estate derivative markets where geeks invent impenetrable securities to profit from the misery of lower- and middle-class Americans who can't pay their debts. The smart people who understood what was or might be happening were paralyzed by hope and fear; in any case, they weren't talking. Michael Lewis creates a fresh, character-driven narrative brimming with indignation and dark humor, a fitting sequel to his #1 bestseller *Liar's Poker*. Out of a handful of unlikely-really unlikely-heroes, Lewis fashions a story as compelling and unusual as any of his earlier bestsellers, proving yet again that he is the finest and funniest chronicler of our time.

**The Sugared Game** KJ Charles 2020 It's been two months since Will Darling saw Kim Secretan, and he doesn't expect to see him again. What do a rough and ready soldier-turned-bookseller and a disgraced shady aristocrat have to do with each other anyway? But when Will encounters a face from the past in a disreputable nightclub, Kim turns up, as shifty, unreliable, and irresistible as ever. And before Will knows it, he's been dragged back into Kim's shadowy world of secrets, criminal conspiracies, and underhand dealings. This time, though, things are underhanded even by Kim standards. This time, the danger is too close to home. And if Will and Kim can't find common ground against unseen enemies, they risk losing everything. A 1920s m/m romance trilogy in the spirit of Golden Age pulp fiction.

**Sandy Koufax** Jane Leavy 2009-10-13 "Leavy has hit it out of the park...A lot more than a biography. It's a consideration of how we create our heroes, and how this hero's self perception distinguishes him from nearly every other great athlete in living memory... a remarkably rich portrait." — Time The New York Times bestseller about the baseball legend and famously reclusive Dodgers' pitcher Sandy Koufax, from award-winning former Washington Post sportswriter Jane Leavy. Sandy Koufax reveals, for the first time, what drove the three-time Cy Young award winner to the pinnacle of baseball and then—just as quickly—into self-imposed exile.

**Actionable Gamification** Yu-kai Chou 2019-12-03 Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key FeaturesExplore what makes a game fun and engagingGain insight into the Octalysis Framework and its applicationsDiscover the potential of the Core Drives of gamification through real-world scenariosBook Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learnDiscover ways to use gamification techniques in real-world situationsDesign fun, engaging, and rewarding experiences with OctalysisUnderstand what gamification means and how to categorize itLeverage the power of different Core Drives in your applicationsExplore how Left Brain and Right Brain Core Drives differ in motivation and design methodologiesExamine the fascinating intricacies of White Hat and Black Hat Core DrivesWho this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

**Tooth and Claw** Jo Walton 2004-12-12 Fantasy-roman.

**SLAY** Brittney Morris 2019-09-24 "Gripping and timely." —People "The YA debut we're most excited for this year." —Entertainment Weekly "A book that knocks you off your feet while dropping the kind of knowledge that'll keep you down for the count. Prepare to BE slain." —Nic Stone, New York Times bestselling author of *Dear Martin* and *Odd One Out* Ready Player One meets *The Hate U Give* in this dynamite debut novel that follows a fierce teen game developer as she battles a real-life troll intent on ruining the Black Panther-inspired video game she created and the safe community it represents for Black gamers. By day, seventeen-year-old Kiera Johnson is an honors student, a math tutor, and one of the only Black kids at Jefferson Academy. But at home, she joins hundreds of thousands of Black gamers who duel worldwide as Nubian personas in the secret multiplayer online role-playing card game, SLAY. No one knows Kiera is the game developer, not her friends, her family, not even her boyfriend, Malcolm, who believes video games are partially responsible for the "downfall of the Black man." But when a teen in Kansas City is murdered over a dispute in the SLAY world, news of the game reaches mainstream media, and SLAY is labeled a racist, exclusionist, violent hub for thugs and criminals. Even worse, an anonymous troll infiltrates the game, threatening to sue Kiera for "anti-white discrimination." Driven to save the only world in which she can be herself, Kiera must preserve her secret identity and harness what it means to be unapologetically Black in a world intimidated by Blackness. But can she protect her game without losing herself in the process?

**City in Darkness** Jeff Grubb 1986

**Sacred Games** Vikram Chandra 2011-03-03 An enormously satisfying, exciting and enriching book, Vikram Chandra's novel draws the reader deep into the lives of detective Sartaj Singh and Ganesh Gaitonde, the most wanted gangster in India. Sartaj, the only Sikh inspector in the whole of Mumbai, is used to being identified by his turban, beard and the sharp cut of his trousers. But 'the silky Sikh' is now past forty, his marriage is over and his career prospects are on the slide. When Sartaj gets an anonymous tip off as to the secret hideout of the legendary boss of the G-company, he's determined that he'll be the one to collect the prize. This is a sprawling, epic novel of friendships and betrayals, of terrible violence, of an astonishing modern city and its underworld. Drawing on the best of Victorian fiction, mystery novels, Bollywood movies and Vikram Chandra's years of first hand research on the streets of Mumbai, this novel reads like a potboiling page-turner but resonates with the intelligence and emotional depth of the best of literature.

**Like a Charm** Elle McNicoll 2022-02-03 Edinburgh is a city filled with magical creatures. No one can see them... until Ramya Knox. As she is pulled into her family's world of secrets and spells, Ramya sets out to discover the truth behind the Hidden Folk with only three words of warning from her grandfather: Beware the Sirens. Plunged into an adventure that will change everything, Ramya is about to learn that there is more to her powers than she ever imagined.

**Morvern Callar** Alan Warner 2015-09-22 It is off-season in a remote Highland sea port: twenty-one-year-old Morvern Callar, a low-paid employee in the local supermarket, wakes one morning to find her strange boyfriend has committed suicide and is dead on their kitchen floor. Morvern's laconic reaction is both intriguing and immoral. What she does next is even more appalling... WINNER OF THE SOMERSET MAUGHAM AWARD

**Circle of the Crone** David Chart 2006

**Avengers** 2012-09-19 Journey with a select group of Earth's Mightiest Heroes as they embark on a quest of cosmic proportions! When the Celestial Madonna known as Mantis sends out a space-spanning SOS that's received by the Vision, the Avengers' resident android gathers an elite squad of heroes - including Thor, Scarlet Witch and Silverclaw - to come to her rescue. But what happens when the big bad gunning for Mantis turns out to be the nigh-omnipotent (and Death's main squeeze) Thanos of Titan? Get ready for a galactic-sized dose of stellar excitement, as only Marvel Comics can bring it! Collecting AVENGERS: CELESTIAL QUEST #1-8.

**You** Austin Grossman 2013-04-16 When Russell joins Black Arts games, brainchild of two visionary designers who were once his closest friends, he reunites with an eccentric crew of nerds hacking the

frontiers of both technology and entertainment. In part, he's finally given up chasing the conventional path that has always seemed just out of reach. But mostly, he needs to know what happened to Simon, his strangest and most gifted friend, who died under mysterious circumstances soon after Black Arts' breakout hit. As the company's revolutionary next-gen game is threatened by a software glitch, Russell finds himself in a race to save his job, Black Arts' legacy, and the people he has grown to care about. The deeper Russell digs, the more dangerous the glitch appears -- and soon, Russell comes to realize there's much more is at stake than just one software company's bottom line.

**Hunger** Knut Hamsun 2012-06 Hunger by Knut Hamsun - The Original Classic Edition Finally available, a high quality book of the original classic edition. This is a new and freshly published edition of this culturally important work, which is now, at last, again available to you. Enjoy this classic work today. These selected paragraphs distill the contents and give you a quick look inside: From there his parents moved when he was only four to settle in the far northern district of Lofoden--that land of extremes, where the year, and not the day, is evenly divided between darkness and light; where winter is a long dreamless sleep, and summer a passionate dream without sleep; where land and sea meet and intermingle so gigantically that man is all but crushed between the two--or else raised to titanic measures by the spectacle of their struggle. ...But when Kareno, the irreconcilable rebel of At the Gates of the Kingdom, the heaven-storming truth-seeker of The Game of Life, and the acclaimed radical leader in the first acts of Sunset Glow, surrenders at last to the powers that be in order to gain a safe and sheltered harbor for his declining years, then another man of 29 stands ready to denounce him and to take up the rebel cry of youth to which he has become a traitor. Hamsuns ironical humor and whimsical manner of expression do more than the plot itself to knit the plays into an organic unit, and several of the characters are delightfully drawn, particularly the two women who play the greatest part in Karenos life: his wife Eline, and Teresita, who is one more of his many feminine embodiments of the passionate and changeable Northland nature. ...From 1897 to 1912 Hamsun produced a series of volumes that simply marked a further development of the tendencies shown in his first novels: Siesta, short stories, 1897; Victoria a novel with a charming love story that embodies the tenderest note in his production, 1898; In Wonderland, travelling sketches from the Caucasus, 1903; Brushwood, short stories, 1903; The Wild Choir, a collection of poems, 1904; Dreamers, a novel, 1904; Struggling Life, short stories and travelling sketches, 1905; Beneath the Autumn Star a novel, 1906; Benoni, and Rosa, two novels forming to some extent sequels to Pan, 1908; A Wanderer Plays with Muted Strings, a novel, 1909; and The Last Joy, a shapeless work, half novel and half mere uncoordinated reflections, 1912. ...I turned to a shop window and stopped in order to give him an opportunity of getting ahead, but when, after a lapse of some minutes, I again walked on there was the man still in front of me--he too had stood stock still, --without stopping to reflect I made three or four furious onward strides, caught him up, and slapped him on the shoulder.

**The Blunderer** Patricia Highsmith 2001-11-17 "Highsmith's novels are peerlessly disturbing...bad dreams that keep us thrashing for the rest of the night." —The New Yorker For two years, Walter Stackhouse has been a faithful and supportive husband to his wife, Clara. She is distant and neurotic, and Walter finds himself harboring gruesome fantasies about her demise. When Clara's dead body turns up at the bottom of a cliff in a manner uncannily resembling the recent death of a woman named Helen Kimmel who was murdered by her husband, Walter finds himself under intense scrutiny. He commits several blunders that claim his career and his reputation, cost him his friends, and eventually threaten his life. The Blunderer examines the dark obsessions that lie beneath the surface of seemingly ordinary people. With unerring psychological insight, Patricia Highsmith portrays characters who cross the precarious line separating fantasy from reality.

**GURPS Vampire** Jeff Koke 1993-06 -- Based on the top-selling "World of Darkness" games from White Wolf. -- Vampire roleplaying is perhaps the most popular new genre!

**Ender's Game** Orson Scott Card 2017-10-17 "The classic of modern science fiction"--Front cover.

**Official Handbook of the Marvel Universe A To Z - Volume 8** 2009-06-10 Provides detailed biographies and physical descriptions of all the costumed heroes and villains in Marvel Comics publications.

**Star Wars: Knights of the Old Republic Vol. 1--Commencement** John Jackson Miller 2006 Thousands of years before Luke Skywalker would destroy the Death Star in that fateful battle above Yavin 4, one lone

Padawan would become a fugitive hunted by his own Masters, charged with murdering every one of his fellow Jedi-in-training! From criminals hiding out in the treacherous undercity of the planet Taris, to a burly, mysterious droid recovered from the desolate landscape of a cratered moon, Padawan Zayne Carrick will find unexpected allies in his desperate race to clear his name before the unmerciful authorities enact swift retribution upon him! • Collects Knights of the Old Republic #0-#6. • Set during the era of the smash-hit video games, Knights of the Old Republic features all-new characters in an action-packed adventure essential to any serious Star Wars devotee and the perfect introduction for anyone interested in exploring the universe beyond the movies!

**Patient Zero** Jonathan Maberry 2009-03-03 When you have to kill the same terrorist twice in one week there's either something wrong with your world or something wrong with your skills... and there's nothing wrong with Joe Ledger's skills. And that's both a good, and a bad thing. It's good because he's a Baltimore detective that has just been secretly recruited by the government to lead a new taskforce created to deal with the problems that Homeland Security can't handle. This rapid response group is called the Department of Military Sciences or the DMS for short. It's bad because his first mission is to help stop a group of terrorists from releasing a dreadful bio-weapon that can turn ordinary people into zombies. The fate of the world hangs in the balance....

**The Gender Game 7** Bella Forrest 2017-07-10 The conclusion to Violet and Viggo's journey and to the Gender game series.

**Forthcoming Books** Rose Arny 1988-07

**Demons of the Deep** Steve Jackson 1986 Source: Copyright deposit, Jan. 13, 1987.

**Guilt by Association** Matthew J. Costello 1988-02-01 Superhero Daredevil--secret identity of a blind Manhattan lawyer named Matt Murdock--must find the criminal who has been ruining his reputation, thus clearing his name, in this gamebook where readers can play the lead role.

**The City We Became** N. K. Jemisin 2020-03-24 Three-time Hugo Award-winning and New York Times bestselling author N.K. Jemisin crafts her most incredible novel yet, a "glorious" story of culture, identity, magic, and myths in contemporary New York City. In Manhattan, a young grad student gets off the train and realizes he doesn't remember who he is, where he's from, or even his own name. But he can sense the beating heart of the city, see its history, and feel its power. In the Bronx, a Lenape gallery director discovers strange graffiti scattered throughout the city, so beautiful and powerful it's as if the paint is literally calling to her. In Brooklyn, a politician and mother finds she can hear the songs of her city, pulsing to the beat of her Louboutin heels. And they're not the only ones. Every great city has a soul. Some are ancient as myths, and others are as new and destructive as children. New York? She's got six. For more from N. K. Jemisin, check out: The Inheritance Trilogy The Hundred Thousand Kingdoms The Broken Kingdoms The Kingdom of Gods The Inheritance Trilogy (omnibus edition) Shades in Shadow: An Inheritance Triptych (e-only short fiction) The Awakened Kingdom (e-only novella) Dreamblood Duology The Killing Moon The Shadowed Sun The Dreamblood Duology (omnibus) The Broken Earth The Fifth Season The Obelisk Gate The Stone Sky How Long 'til Black Future Month? (short story collection) "A glorious fantasy." —Neil Gaiman

**Complete Works** Charles de Secondat baron de Montesquieu 1777

**The Brain** David Eagleman 2017-03-07 From the renowned neuroscientist and New York Times bestselling author of Incognito comes the companion volume to the international PBS series about how your life shapes your brain, and how your brain shapes your life. "An ideal introduction to how biology generates the mind.... Clear, engaging and thought-provoking." —Nature Locked in the silence and darkness of your skull, your brain fashions the rich narratives of your reality and your identity. Join renowned neuroscientist David Eagleman for a journey into the questions at the mysterious heart of our existence. What is reality? Who are "you"? How do you make decisions? Why does your brain need other people? How is technology poised to change what it means to be human? In the course of his investigations, Eagleman guides us through the world of extreme sports, criminal justice, facial expressions, genocide, brain surgery, gut feelings, robotics, and the search for immortality. Strap in for a whistle-stop tour into the inner cosmos. In the infinitely dense tangle of billions of brain cells and their trillions of connections, something emerges that you might not have expected to see in there: you. Color illustrations throughout.

**Games for Actors and Non-Actors** Augusto Boal 2005-06-29 Games for Actors and Non-Actors is the classic and best selling book by the founder of Theatre of the Oppressed, Augusto Boal. It sets out the principles and practice of Boal's revolutionary Method, showing how theatre can be used to transform and liberate everyone - actors and non-actors alike! This thoroughly updated and substantially revised second edition includes: two new essays by Boal on major recent projects in Brazil Boal's description of his work with the Royal Shakespeare Company a revised introduction and translator's preface a collection of photographs taken during Boal's workshops, commissioned for this edition new reflections on Forum Theatre.

**Game Architecture and Design** Andrew Rollings 2004 A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

**Game Coding Complete** Mike McShaffry 2005 Game Coding Complete, Second Edition is the essential hands-on guide to developing commercial quality games written by master game programmer, Mike McShaffry. This must-have second edition has been expanded from the bestselling first edition to include the absolute latest in exciting new techniques in game interface design programming, game audio programming, game scripting, 3D programming, network game programming and game engine technology. All of the code in the book has been completely updated to work with all of the latest compiler technology.

**I Hunt Killers** Barry Lyga 2012-04-03 It was a beautiful day. It was a beautiful field. Except for the body. Jazz is a likable teenager. A charmer, some might say. But he's also the son of the world's most infamous serial killer, and for Dear Old Dad, "Take Your Son to Work Day" was year-round. Jazz has witnessed crime scenes the way cops wish they could--from the criminals' point of view. And now, even though Dad has been in jail for years, bodies are piling up in the sleepy town of Lobo's Nod. Again. In an effort to prove murder doesn't run in the family, Jazz joins the police in the hunt for this new serial killer. But Jazz has a secret--could he be more like his father than anyone knows? From acclaimed author Barry Lyga comes a riveting thriller about a teenager trying to control his own destiny in the face of overwhelming odds.

**Thing and the Fantastic Four in One Thing After Another** Warren Spector 1989-02-01

**The Art of Fielding** Chad Harbach 2011-09-07 At Westish College, a small school on the shore of Lake Michigan, baseball star Henry Skrimshander seems destined for big league stardom. But when a routine throw goes disastrously off course, the fates of five people are upended. Henry's fight against self-doubt threatens to ruin his future. College president Guert Affenlight, a longtime bachelor, has fallen unexpectedly and helplessly in love. Owen Dunne, Henry's gay roommate and teammate, becomes caught up in a dangerous affair. Mike Schwartz, the Harpooners' team captain and Henry's best friend, realizes he has guided Henry's career at the expense of his own. And Pella Affenlight, Guert's daughter, returns to Westish after escaping an ill-fated marriage, determined to start a new life. As the season counts down to its climactic final game, these five are forced to confront their deepest hopes, anxieties, and secrets. In the process they forge new bonds, and help one another find their true paths. Written with boundless intelligence and filled with the tenderness of youth, *The Art of Fielding* is an expansive, warmhearted novel about ambition and its limits, about family and friendship and love, and about commitment--to oneself and to others.

**Getting Started with Transmedia Storytelling** Robert Pratten 2015 This book is a guide to developing cross-platform and pervasive entertainment. Whether you're a seasoned pro or a complete newbie, this book is filled with tips and insights in multi-platform interactive storytelling.

**How to Change Your Mind** Michael Pollan 2019-05-14 Now on Netflix as a 4-part documentary series! "Pollan keeps you turning the pages . . . cleareyed and assured." —New York Times A #1 New York Times Bestseller, New York Times Book Review 10 Best Books of 2018, and New York Times Notable Book A brilliant and brave investigation into the medical and scientific revolution taking place around psychedelic drugs--and the spellbinding story of his own life-changing psychedelic experiences When Michael Pollan set out to research how LSD and psilocybin (the active ingredient in magic mushrooms) are being used to provide relief to people suffering from difficult-to-treat conditions such as depression, addiction and anxiety, he did not intend to write what is undoubtedly his most personal book. But upon discovering how these remarkable substances are improving the lives not only of the mentally ill but also of healthy people

coming to grips with the challenges of everyday life, he decided to explore the landscape of the mind in the first person as well as the third. Thus began a singular adventure into various altered states of consciousness, along with a dive deep into both the latest brain science and the thriving underground community of psychedelic therapists. Pollan sifts the historical record to separate the truth about these mysterious drugs from the myths that have surrounded them since the 1960s, when a handful of psychedelic evangelists inadvertently catalyzed a powerful backlash against what was then a promising field of research. A unique and elegant blend of science, memoir, travel writing, history, and medicine, *How to Change Your Mind* is a triumph of participatory journalism. By turns dazzling and edifying, it is the gripping account of a journey to an exciting and unexpected new frontier in our understanding of the mind, the self, and our place in the world. The true subject of Pollan's "mental travelogue" is not just psychedelic drugs but also the eternal puzzle of human consciousness and how, in a world that offers us both suffering and joy, we can do our best to be fully present and find meaning in our lives.

**King Kong** Matt Costello 2005 An official prequel to the film "King Kong" describes how entrepreneur, filmmaker, and adventurer Carl Denham discovers the existence of a mysterious, uncharted island that he hopes may hold the key to fame and fortune.

**Consilience** E. O. Wilson 2014-11-26 "A dazzling journey across the sciences and humanities in search of deep laws to unite them." --The Wall Street Journal One of our greatest living scientists--and the winner of two Pulitzer Prizes for *On Human Nature* and *The Ants*--gives us a work of visionary importance that may be the crowning achievement of his career. In *Consilience* (a word that originally meant "jumping together"), Edward O. Wilson renews the Enlightenment's search for a unified theory of knowledge in disciplines that range from physics to biology, the social sciences and the humanities. Using the natural sciences as his model, Wilson forges dramatic links between fields. He explores the chemistry of the mind and the genetic bases of culture. He postulates the biological principles underlying works of art from cave-drawings to *Lolita*. Presenting the latest findings in prose of wonderful clarity and oratorical eloquence, and synthesizing it into a dazzling whole, *Consilience* is science in the path-clearing traditions of Newton, Einstein, and Richard Feynman.

**The Master of Game** William Adolph Baillie-Grohman 2018-10-21 This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

**A New Map for Relationships** Martin E. . Hellman 2016-08-20 Dorothee and Martin Hellman reveal the secrets that allowed them to transform an almost failed marriage into one where they reclaimed the true love that they felt when they first met fifty years ago. Surprisingly, they found that working on interpersonal and international challenges at the same time accelerated progress on both.

**Ender in Exile** Orson Scott Card 2008-11-11 After twenty-three years, Orson Scott Card returns to his acclaimed best-selling series with the first true, direct sequel to the classic *Ender's Game*. In *Ender's Game*, the world's most gifted children were taken from their families and sent to an elite training school. At Battle School, they learned combat, strategy, and secret intelligence to fight a dangerous war on behalf of those left on Earth. But they also learned some important and less definable lessons about life. After the life-changing events of those years, these children--now teenagers--must leave the school and readapt to life in the outside world. Having not seen their families or interacted with other people for years--where do they go now? What can they do? Ender fought for humanity, but he is now reviled as a ruthless assassin. No longer allowed to live on Earth, he enters into exile. With his sister Valentine, he chooses to leave the only home he's ever known to begin a relativistic--and revelatory--journey beyond the stars. What happened during the years between *Ender's Game* and *Speaker for the Dead*? What did Ender go through from the ages of 12 through 35? The story of those years has never been told. Taking place 3000 years before *Ender*



finally receives his chance at redemption in *Speaker for the Dead*, this is the long-lost story of Ender. For twenty-three years, millions of readers have wondered and now they will receive the answers. Ender in Exile is Orson Scott Card's moving return to all the action and the adventure, the profound exploration of war and society, and the characters one never forgot. On one of these ships, there is a baby that just may share the same special gifts as Ender's old friend Bean... THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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