

Digital Heretic The Game Is Life Terry Schott

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Cyber - Terry Schott 2019-03-10

The Game is Life - Book 7 Deceived by a trusted colleague, Loredana Cyber, heir to the world's largest entertainment company, walks away from big business and vows never to return. When a young programmer on the verge of perfecting an incredible new technology comes to her for help, she must decide; remain anonymous, or return to an arena that betrayed her. Also available in The Game is Life series: 1- The Game 2- Digital Heretic 3- Interlude-Brandon 4- Virtual Prophet 5- Shadows 6- Digital Evolution 7- Cyber 8- Fragmented

Virtual Prophet - Terry Schott 2019-03-04

Inside the Game, players struggle to survive in a world where technology no longer functions. On Tygon, fans are unable to view what is occurring. Trew and Danielle rush to save both realities, but they are unable to know what the other is doing. The fate of reality depends on a Game, and time is about to run out...

Let's Pretend This Never Happened - Jenny Lawson 2012-04-17

The #1 New York Times bestselling (mostly true) memoir from the hilarious author of *Furiously Happy*. "Gaspingly funny and wonderfully inappropriate."—O, The Oprah Magazine When Jenny Lawson was little, all she ever wanted was to fit in. That dream was cut short by her fantastically unbalanced father and a morbidly eccentric childhood. It did, however, open up an opportunity for Lawson to find the humor in the strange shame-spiral that is her life, and we are all the better for it. In the irreverent *Let's Pretend This Never Happened*, Lawson's long-suffering husband and sweet daughter help her uncover the surprising discovery that the most terribly human moments—the ones we want to pretend never happened—are the very same moments that make us the people we are today. For every intellectual misfit who thought they were the only ones to think the things that Lawson dares to say out loud, this is a poignant and hysterical look at the dark, disturbing, yet wonderful moments of our lives. Readers Guide Inside

Power Hitter Christine A. Forsyth 2014-03-11

Connor might need a pinch runner, pinch catcher, and pinch thrower, but can he ever hit a baseball out of the park! So when Connor ends up staying with his baseball-loving relatives in Winnipeg for the summer, he allows his cousin to talk him into trying out for the baseball team. Connor isn't surprised when he doesn't make it, but he is disappointed. It's going to take some powerful coaching and more than a little help from his friends to get Connor on the team. [Fry reading level - 3.6]

A Little History of the World - E. H. Gombrich 2014-10-01

E. H. Gombrich's *Little History of the World*, though written in 1935, has become one of the treasures of historical writing since its first publication in English in 2005. The Yale edition alone has now sold over half a million copies, and the book is available worldwide in almost thirty languages. Gombrich was of course the best-known art historian of his time, and his text suggests illustrations on every page. This illustrated edition of the *Little History* brings together the pellucid humanity of his narrative with the images that may well have been in his mind's eye as he wrote the book. The two hundred illustrations—most of them in full color—are not simple embellishments, though they are beautiful. They emerge from the text, enrich the author's intention, and deepen the pleasure of reading this remarkable work. For this edition the text is reset in a spacious format, flowing around illustrations that range from paintings to line drawings, emblems, motifs, and symbols. The book incorporates freshly drawn maps, a revised preface, and a new index. Blending high-grade design, fine paper, and classic binding, this is both a sumptuous gift book and

an enhanced edition of a timeless account of human history.

Nineteen Eighty-Four - George Orwell 2021-01-09

"*Nineteen Eighty-Four: A Novel*", often published as "1984", is a dystopian social science fiction novel by English novelist George Orwell. It was published on 8 June 1949 by Secker & Warburg as Orwell's ninth and final book completed in his lifetime. Thematically, "*Nineteen Eighty-Four*" centres on the consequences of totalitarianism, mass surveillance, and repressive regimentation of persons and behaviours within society. Orwell, himself a democratic socialist, modelled the authoritarian government in the novel after Stalinist Russia. More broadly, the novel examines the role of truth and facts within politics and the ways in which they are manipulated. The story takes place in an imagined future, the year 1984, when much of the world has fallen victim to perpetual war, omnipresent government surveillance, historical negationism, and propaganda. Great Britain, known as Airstrip One, has become a province of a totalitarian superstate named Oceania that is ruled by the Party who employ the Thought Police to persecute individuality and independent thinking. Big Brother, the leader of the Party, enjoys an intense cult of personality despite the fact that he may not even exist. The protagonist, Winston Smith, is a diligent and skillful rank-and-file worker and Outer Party member who secretly hates the Party and dreams of rebellion. He enters into a forbidden relationship with a colleague, Julia, and starts to remember what life was like before the Party came to power.

Interlude-Brandon - Terry Schott 2019-03-03

Brandon Strayne Brilliant computer programmer, businessman, and world leader. Where did this mysterious man come from? Before there was the Game, there was a boy... This takes the story of the Game even further by showing you how it all started! "A must read for all fans of the Game is Life Series."

How to Do Things with Videogames - Ian Bogost 2011-08-05

In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the *New York Times* and the *New Yorker*, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works. In *How to Do Things with Videogames*, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. *How to Do Things with Videogames* offers a fresh starting point to more fully consider games' progress today and promise for the future.

Deryni Rising - Katherine Kurtz 2008-10-28

The classic novel that introduced the Deryni?and launched Kurtz?s career. For more than thirty years, the Deryni Chronicles have transported readers to a world of secret sorcery and courtly intrigue. Now fans of the series can revel anew in the dawning of an epic.

Black Hills Nora Roberts 2009-07-07

In this #1 New York Times bestseller, Nora Roberts takes readers deep into the rugged hills of South Dakota, where the shadows keep secrets, hunters stalk the land, and a friendship matures into something more.... Cooper Sullivan spent the summers of his youth on his grandparents' South Dakota ranch, sharing innocent games and stolen kisses with the neighbor girl, Lil Chance. Now, twelve years after they last walked together hand in hand, fate has brought them back to the Black Hills. Though the memory of Coop's touch still haunts her, Lil has let nothing stop her dream of opening the Chance Wildlife Refuge, but something—or someone—has been keeping a close watch. When small pranks and acts of destruction escalate into a heartless attack on Lil's beloved cougar, memories of an unsolved murder have Coop springing to action to keep Lil safe. Both of them know the natural dangers that lurk in the wild landscape of the Black Hills. But a killer of twisted and unnatural instincts has singled them out as prey....

Ti mel ess- Terry Schott 2013-06-12

Many believe powerful beings exist inside the Game... Avatars who are able to live forever...One player learns that they do exist.And they invite her to join them...

ZWEIHÄNDER Grim & Perilous RPG - Daniel D. Fox 2019-06-11

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

Lana - R. K. Lilley 2013-03-11

Lana can't remember a time when she wasn't hopelessly in love with Akira. Even knowing that he viewed her as a kid sister had never helped to dampen her feelings. One night together only made it worse. After seducing Akira, it became apparent that their love affair was hopelessly one-sided, and heartbroken, Lana fled her beloved island paradise. Eight years later, Lana finally returns home, planning to stay briefly, and only for business, but her plans go quickly awry when she runs into the man she could never get over. At just under 34,000 words, this story is a novella. This book is intended for ages 18]

My Team - Larry Dierker 2006-07-11

Mantle or Mays? A-Rod or Jeter? Biggio or Morgan? Clemens, Maddux, and Randy Johnson -- or Pedro, Palmer, and Carlton? These are questions baseball fans can spend endless hours debating. Former All-Star

pitcher and National League Manager of the Year Larry Dierker has his own opinions, and he shares them in My Team, his fascinating discussion of the greatest players he has seen in his four decades in the major leagues. Dierker selects twenty-five players for My Team and another twenty-five for the opposition, the Underdogs, or "Dogs." There are two players at each position, five starting pitchers, and four relievers. (When your starters are the likes of Roger Clemens, Greg Maddux, Bob Gibson, Tom Seaver, Nolan Ryan, and Juan Marichal, you don't worry about bullpen depth.) All are players that Dierker has played with or against or watched in his years as player, coach, manager, and commentator. Each athlete must have played at least ten years in the major leagues to qualify, and players are judged on their ten best seasons. Leadership skills and personality -- critical components of team chemistry -- are highly valued. So how is it possible to select two teams composed of outstanding ballplayers from the past forty years and not have room for Sandy Koufax, Reggie Jackson, Carl Yastrzemski, or Cal Ripken Jr.? Dierker explains his choices, analyzing each position carefully, always putting the team ahead of the individual player. He provides statistics to back up his selections, and often relates personal anecdotes about the players. (From his first All-Star Game in 1969, Dierker offers a wonderful anecdote about Hank Aaron, by then an All-Star veteran.) My Team may start more debates than it settles, but Dierker's insights, and his passion for the game, will enlighten and fascinate true baseball fans.

The Legacy: James Tricia Wentworth 2020-10-14

His game plan was simple. Qualify for the Culling. Find a woman. Win the presidency.It was a carefully cultivated plan that dictated all his life's decisions . . . until two women upend everything. Twenty-one years after his parents won the presidency, a Culling is called. James has waited his entire life for this moment, a chance to carry on his parents' legacy. Meanwhile, whispers in Denver of an "Heir's Curse" make a Reed winning the presidency seem impossible. A presidential heir has never won a Culling before, but there has also never been a Culling where three heirs could qualify. James and his siblings are determined to break the so-called curse and prove them all wrong. But when forced to choose between the easy love that could secure the presidency and a difficult one, what will James do?*This is book 1 of 4 in the spinoff for The Culling series.

Ziggyology - Simon Goddard 2013-03-28

He came from Outer Space... It was the greatest invention in the history of pop music - the rock god who came from the stars - which struck a young David Bowie like a lightning bolt from the heavens. When Ziggy the glam alien messiah fell to Earth, he transformed Bowie from a prodigy to a superstar who changed the face of music forever. But who was Ziggy Stardust? And where did he really come from? In a work of supreme pop archaeology, Simon Goddard unearths every influence that brought Ziggy to life - from HG Wells to Holst, Kabuki to Kubrick, and Elvis to Iggy. Ziggyology documents the epic drama of the Starman's short but eventful time on Planet Earth... and why Bowie eventually had to kill him.

The Meaning of Life - Terry Eagleton 2007-02-22

The phrase "the meaning of life" for many seems a quaint notion fit for satirical mauling by Monty Python or Douglas Adams. But in this spirited, stimulating, and quirky enquiry, famed critic Terry Eagleton takes a serious if often amusing look at the question and offers his own surprising answer. Eagleton first examines how centuries of thinkers and writers--from Marx and Schopenhauer to Shakespeare, Sartre, and Beckett--have responded to the ultimate question of meaning. He suggests, however, that it is only in modern times that the question has become problematic. But instead of tackling it head-on, many of us cope with the feelings of meaninglessness in our lives by filling them with everything from football to sex, Kabbala, Scientology, "New Age softheadedness," or fundamentalism. On the other hand, Eagleton notes, many educated people believe that life is an evolutionary accident that has no intrinsic meaning. If our lives have meaning, it is something with which we manage to invest them, not something with which they come ready made. Eagleton probes this view of meaning as a kind of private enterprise, and concludes that it fails to hold up. He argues instead that the meaning of life is not a solution to a problem, but a matter of living in a certain way. It is not metaphysical but ethical. It is not something separate from life, but what makes it worth living--that is, a certain quality, depth, abundance and intensity of life. Here then is a brilliant discussion of the problem of meaning by a leading thinker, who writes with a light and often irreverent touch, but with a very serious end in mind. "If you were to ask what provides some meaning in life

nowadays for a great many people, especially men, you could do worse than reply 'football.' Not many of them perhaps would be willing to admit as much; but sport stands in for all those noble causes--religious faith, national sovereignty, personal honor, ethnic identity--for which, over the centuries, people have been prepared to go to their deaths. It is sport, not religion, which is now the opium of the people."

Motherland - Elissa Altman 2020-09-08

"I'm reading this book right now and loving it!"—Cheryl Strayed, #1 New York Times bestselling author of *Wild* How can a mother and daughter who love (but don't always like) each other coexist without driving each other crazy? "Vibrating with emotion, this deeply honest account strikes a chord."—People "A wry and moving meditation on aging and the different kinds of love between women."—O: The Oprah Magazine After surviving a traumatic childhood in nineteen-seventies New York and young adulthood living in the shadow of her flamboyant mother, Rita, a makeup-addicted former television singer, Elissa Altman has managed to build a very different life, settling in Connecticut with her wife of nearly twenty years. After much time, therapy, and wine, Elissa is at last in a healthy place, still orbiting around her mother but keeping far enough away to preserve the stable, independent world she has built as a writer and editor. Then Elissa is confronted with the unthinkable: Rita, whose days are spent as a flâneur, traversing Manhattan from the Clinique counters at Bergdorf to Bloomingdale's and back again, suffers an incapacitating fall, leaving her completely dependent upon her daughter. Now Elissa is forced to finally confront their profound differences, Rita's yearning for beauty and glamour, her view of the world through her days in the spotlight, and the money that has mysteriously disappeared in the name of preserving youth. To sustain their fragile mother-daughter bond, Elissa must navigate the turbulent waters of their shared lives, the practical challenges of caregiving for someone who refuses to accept it, the tentacles of narcissism, and the mutual, frenetic obsession that has defined their relationship. *Motherland* is a story that touches every home and every life, mapping the ferocity of maternal love, moral obligation, the choices women make about motherhood, and the possibility of healing. Filled with tenderness, wry irreverence, and unforgettable characters, it is an exploration of what it means to escape from the shackles of the past only to have to face them all over again. Praise for *Motherland* "Rarely has a mother-daughter relationship been excavated with such honesty. Elissa Altman is a beautiful, big-hearted writer who mines her most central subject: her gorgeous, tempestuous, difficult mother, and the terrain of their shared life. The result is a testament to the power of love and family."—Dani Shapiro, author of *Inheritance*

Digital Heretic Terry Schott 2019-03-03

Two worlds are shaken by events set in motion during Zack's final playFans across Tygon watch as the consequences of his actions ripple through both realitiesWill his widow step up to lead the movement that he created?The lives of billions rest on the decisions made by children inside the Game ...

Twelve Days of Christmas Debbie Macomber 2017-10-17

NEW YORK TIMES BESTSELLER • Continuing in a festive annual tradition, Debbie Macomber returns with a new original holiday novel full of romance and cheer—and the magical prospect of finding love in the most unexpected places. Friendly and bubbly, Julia Padden likes nearly everyone, but her standoffish neighbor, Cain Maddox, presents a particular challenge. No matter how hard she's tried to be nice, Cain rudely rebuffs her at every turn, preferring to keep to himself. But when Julia catches Cain stealing her newspaper from the lobby of their apartment building, that's the last straw. She's going to break through Cain's Scrooge-like exterior the only way she knows how: by killing him with kindness. To track her progress, Julia starts a blog called *The Twelve Days of Christmas*. Her first attempts to humanize Cain are far from successful. Julia brings him homemade Christmas treats and the disagreeable grinch won't even accept them. Meanwhile, Julie's blog becomes an online sensation, as an astonishing number of people start following her adventures. Julia continues to find ways to express kindness and, little by little, chips away at Cain's gruff façade to reveal the caring man underneath. Unbelievably, Julia feels herself falling for Cain—and she suspects that he may be falling for her as well. But as the popularity of her blog continues to grow, Julia must decide if telling Cain the truth about having chronicled their relationship to the rest of the world is worth risking their chance at love. Praise for *Twelve Days of Christmas* "Another heartwarming seasonal [Debbie] Macomber tale, which fans will find as bright and cozy as a blazing fire on Christmas Eve."—Kirkus Reviews "Twelve Days of Christmas is a delightful, charming read for anyone looking for an

enjoyable Christmas novel. . . . Settle in with a warm blanket and a cup of hot chocolate, and curl up for some Christmas fun with Debbie Macomber's latest festive read."—Bookreporter "If you're looking for a quick but meaningful holiday romance that will be sure to spark a need inside you to show others kindness, look no further than *Twelve Days of Christmas*."—Harlequin Junkie "Twelve Days of Christmas is a charming, heartwarming holiday tale. With poignant characters and an enchanting plot, Macomber again burrows into the fragility of human emotions to arrive at a delightful conclusion."—New York Journal of Books

The Other Boleyn Girl (Movie Tie-In) - Philippa Gregory 2008-01-22

The daughters of a ruthlessly ambitious family, Mary and Anne Boleyn are sent to the court of Henry VIII to attract the attention of the king, who first takes Mary as his mistress, in which role she bears him an illegitimate son, and then Anne as his wife. Reprint. 250,000 first printing. (A Columbia Pictures film, written by Peter Morgan, directed by Justin Chadwick, releasing Fall 2007, starring Natalie Portman, Scarlett Johansson, Eric Bana, and others) (Historical Fiction)

Main Street - Sinclair Lewis 2022-01-17

Set in the small town of Gopher Prairie, Minnesota, the *Main Street* takes place in the 1910s, with references to the start of World War I, the United States' entry into the war, and the years following the end of the war, including the start of Prohibition. It relates the life and struggles of Carol Milford Kennicott as she comes into conflict with the small-town mentality of the residents of Gopher Prairie.

Shadows - Terry Schott 2019-03-05

Dawn belongs to a secret group of teenagers who play a cloak and dagger game on their cell phones. Her world is turned upside down when the players' actions begin to affect reality, and not in good ways...

Scary Stories for Young Foxes Christian McKay Heidicker 2019-07-30

A 2020 Newbery Honor Recipient! Christian McKay Heidicker, author of the *Thieves of Weirdwood* trilogy, draws inspiration from Bram Stoker, H. P. Lovecraft and Edgar Allan Poe for his debut middle-grade novel, a thrilling portrait of survival and an unforgettable tale of friendship. "Clever and harrowing." —The Wall Street Journal "Into the finest tradition of storytelling steps Christian McKay Heidicker with these highly original, bone-chilling, and ultimately heart-warming stories. All that's needed is a blazing campfire and a delicious plate of peaches and centipedes." —Kathi Appelt, Newbery Award honoree and National Book Award finalist *The Haunted Season* has arrived in the Antler Wood. No fox kit is safe. When Mia and Uly are separated from their litters, they discover a dangerous world full of monsters. In order to find a den to call home, they must venture through field and forest, facing unspeakable things that dwell in the darkness: a zombie who hungers for their flesh, a witch who tries to steal their skins, a ghost who hunts them through the snow . . . and other things too scary to mention. Featuring eight interconnected stories and sixteen hauntingly beautiful illustrations, *Scary Stories for Young Foxes* contains the kinds of adventures and thrills you love to listen to beside a campfire in the dark of night. Fans of Neil Gaiman, Jonathan Auxier, and R. L. Stine have found their next favorite book. A Booklist 2019 Editors' Choice Selection

The Way of Kings - Brandon Sanderson 2014-03-04

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

Jerry's Magic W. W. Rowe 2014-09-07

Ten-year-old Jerry Shore learns magic from the Wonderworker by the junkyard and sells magical objects to his friends, but instead of swindling them, he may be learning an ethical lesson.

Resonance: The Game Is Life - Terry Schott 2019-03-11

Are thousands of orbs, with each containing a reality housing billions of souls, about to burn out and die? Can Trew find his daughter, or will everything he has sacrificed be for nothing? And what impact will a young scientist who believes that his reality exists inside of a computer simulation make on his world?

The Singularity: Heretic - David Beers

One thousand years in the future, humans no longer rule... In the early twenty-first century, humanity marveled at its greatest creation: Artificial Intelligence. They never foresaw the consequences of such a creation, though... Now, in a world where humans must meet specifications to continue living, a man named

Caesar emerges. Different, both in thought and talent, Caesar somehow slipped through the genetic net meant to catch those like him. Eyes are falling on Caesar now, though, and he can no longer hide. The Artificial Intelligence wants him dead, but others want him to lead their revolution... Can one man stand against humanity's greatest creation? A don't-miss epic science fiction novel that pits one man fighting for the future of all people!

The Daily Show (The Book) Chris Smith 2016-11-22

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

The Rogue Retrieval - Dan Koboldt 2016-01-19

In the tradition of Terry Brooks' Landover series, Piers Anthony Xanth books, and Terry Pratchett's Discworld novels, scientist and blogger Dan Koboldt weaves wonder, humor, and heart into his debut novel, The Rogue Retrieval. Sleight of hand...in another land Stage magician Quinn Bradley has one dream: to headline his own show on the Vegas Strip. And with talent scouts in the audience wowed by his latest performance, he knows he's about to make the big-time. What he doesn't expect is an offer to go on a quest to a place where magic is all too real. That's how he finds himself in Alissia, a world connected to ours by a secret portal owned by a powerful corporation. He's after an employee who has gone rogue, and that's the least of his problems. Alissia has true magicians...and the penalty for impersonating one is death. In a world where even a twelve-year-old could beat Quinn in a swordfight, it's only a matter of time until the tricks up his sleeves run out.

The Game - Terry Schott 2019-03-03

He didn't know he was playing. Zack was just living his life. It was really a game. When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything. Zack was disoriented when he woke up. They had welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death. They said he was seventeen. What was this "best score" they kept going on about? Where was this place? Who were these people? And why did they keep talking about the next game? You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end. Get book 1 now.

Earth Bound - Christine Feehan 2015-07-07

#1 New York Times bestselling author Christine Feehan returns to the mysterious coastal town of Sea Haven where a woman is stalked by her inescapable past in the fourth novel in the Sisters of the Heart series. On the shores of Sea Haven, six women touched by great loss have come together in a sisterhood strengthened by the elements—a bond each will need as new love and danger enter their lives... After escaping from a cult, Lexi found refuge with her sisters on the farm that more than sustained her body—it nurtured her soul as well. But she never forgot the terror she left behind or the always present fear that the cult would find her again, and claim her. Then her nightmare came true. Lexi was discovered and

threatened—only to be suddenly saved by a stranger. He is Gavriil Prakenskii, and he's awestruck by the woman he's rescued. She is destined for him. He can feel it in his soul. But how can Lexi find happiness with a man steeped in secrets and shadows, one intimately acquainted with violence, and whose very love could be the death of them?

The Death and Life of Dominick Davidner Shawn Inmon 2017-12-26

How many lives would you spend to find your beloved? Dominick Davidner was murdered. Then things got worse. Instead of going on to the afterlife, Dominick found himself back in his nine year old body, all memories of his previous life intact. All he can think about is Emily, the love of his life, left behind when he died. Unfortunately, she is now thousands of miles away. How can Dominick find his way back to the woman he loves, and what will he say if he finds her? The Death and Life is the third book in the Middle Falls Time Travel Series, but can also be read as a standalone novel.

The Master Game - Robert S. De Ropp 2003-03-01

Explores the human psyche and the specific techniques through which one can achieve the highest possible levels of consciousness.

Think - Simon Blackburn 1999-08-05

This is a book about the big questions in life: knowledge, consciousness, fate, God, truth, goodness, justice. It is for anyone who believes there are big questions out there, but does not know how to approach them. Think sets out to explain what they are and why they are important. Simon Blackburn begins by putting forward a convincing case for the study of philosophy and goes on to give the reader a sense of how the great historical figures such as Descartes, Hume, Kant, and Wittgenstein have approached its central themes. Each chapter explains a major issue, and gives the reader a self-contained guide through the problems that philosophers have studied. The large scope of topics covered range from scepticism, the self, mind and body, and freedom to ethics and the arguments surrounding the existence of God. Lively and approachable, this book is ideal for all those who want to learn how the basic techniques of thinking shape our existence.

Don't Go - Lisa Scottoline 2013-04-09

Fleeing home from his military service in Afghanistan when his wife dies in an apparent freak household accident, Dr. Mike Scanlon struggles with the tragedy, his inability to bond with his new baby daughter and a downsizing in his medical practice only to discover a shocking secret that changes his understanding of everything. By the Edgar Award-winning author of Come Home. 300,000 first printing.

Miracle Metabolism - Thomas Tadlock MS 2017-06-30

Thomas Tadlock, MS created the protocol for Miracle Metabolism to change his life, his family members' lives, and the lives of thousands of his students all over the world. In this book, you will learn how to transform your body with the greatest amount of ease and enjoyment, in a way that will leave you healthier, more energetic, stronger, and fitter. -Learn Ways to Raise Your Metabolism -Understand How to Increase Your Energy -Master Creating a Body That Resists and Reverses Disease -Get Tools to Lose All the Fat, and Gain All the Muscle You Want -Discover the Diet That Saved His Wife's Life From a Deadly Disease and Inspired the Best-selling Book, "Goodbye Lupus" "Miracle Metabolism' focuses not on what to take away from your body but on putting in what your body is missing: nutrient-dense veggies that are key to health and vitality. By doing so, Thomas shares his knowledge on how we can all achieve a stronger, leaner, healthier body." - Joe Cross, Author and Star of the film "Fat, Sick & Nearly Dead" "In this book, you will understand metabolism in such a deep way that you'll be able to raise your metabolism-no matter how old you are-and maintain a fast metabolism for the rest of your life." - Angela Davis, Motivational Coach, Member of USA World Championship Track Team "Miracle Metabolism' didn't just help me change my diet, it helped me change my life. My body has been transformed, as I lost weight and gained a sense of wellness. I'm stunned at how much adopting Thomas' program improved my rheumatoid arthritis." - Matt Iseman, Comedian, Actor and winner of The New Celebrity Apprentice

Outgrowing God - Richard Dawkins 2019-10-08

Should we believe in God? In this brisk introduction to modern atheism, one of the world's greatest science writers tells us why we shouldn't. Richard Dawkins was fifteen when he stopped believing in God. Deeply impressed by the beauty and complexity of living things, he'd felt certain they must have had a designer.

Learning about evolution changed his mind. Now one of the world's best and bestselling science communicators, Dawkins has given readers, young and old, the same opportunity to rethink the big questions. In twelve fiercely funny, mind-expanding chapters, Dawkins explains how the natural world arose without a designer—the improbability and beauty of the “bottom-up programming” that engineers an embryo or a flock of starlings—and challenges head-on some of the most basic assumptions made by the world's religions: Do you believe in God? Which one? Is the Bible a “Good Book”? Is adhering to a religion necessary, or even likely, to make people good to one another? Dissecting everything from Abraham's abuse of Isaac to the construction of a snowflake, *Outgrowing God* is a concise, provocative guide to thinking for yourself. Praise for *Outgrowing God* “My son came home from his first day in the sixth grade with arms outstretched plaintively demanding to know: ‘Have you ever heard of Jesus?’ We burst out laughing. Maybe not our finest parenting moment, given that he was genuinely distraught. He felt that he had woken up one day to a world in which his peers were expressing beliefs he found frighteningly unreasonable. He began devouring books like *The God Delusion*, books that helped him formulate his own arguments and helped him stand his ground. Dawkins's new book is special in the terrain of atheists' pleas for humanism and rationalism precisely since it speaks to those most vulnerable to the coercive tactics of religion. As Dawkins himself says in the dedication, this book is for ‘all young people when they're old

enough to decide for themselves.’ It is also, I must add, for their parents.”—Janna Levin, author of *Black Hole Blues* “When someone is considering atheism I tell them to read the Bible first and then Dawkins. *Outgrowing God*—second only to the Bible!”—Penn Jillette, author of *God, No!*

The Last Cowboys: A Pioneer Family in the New West - John Branch 2018-05-15

"A can't-put-it-down modern Western." —Kirk Siegler, NPR Longlisted for the PEN/ESPN Award for Literary Sports Writing *The Last Cowboys* is Pulitzer Prize-winning reporter John Branch's epic tale of one American family struggling to hold on to the fading vestiges of the Old West. For generations, the Wrights of southern Utah have raised cattle and world-champion saddle-bronc riders—many call them the most successful rodeo family in history. Now they find themselves fighting to save their land and livelihood as the West is transformed by urbanization, battered by drought, and rearranged by public-land disputes. Could rodeo, of all things, be the answer? Written with great lyricism and filled with vivid scenes of heartache and broken bones, *The Last Cowboys* is a powerful testament to the grit and integrity that fuel the American Dream.

The Game - Terry Schott 2012-10-01

What if life as we know it was just a game? What if, instead of traditional schools, children learned by participating in a virtual reality simulation, one that allowed them to experience "life" from birth to death -- multiple times? What if one player, on his final play, could change the world forever...?