

## Aspho Fields Gears Of War 1 Karen Traviss

Based on the blockbuster Xbox game, this is the stunning story of the men and women who stood between a planet and total destruction—and now have to face the consequences of their actions. After a brutal fifteen-year war for survival, the Coalition of Ordered Governments is forced to destroy mankind's last city in a final bid to stop the Locust Horde. As the survivors flee Jacinto, they must contend with the last of the Locust, bent on vengeance, as they struggle to stay alive in an icy wilderness. Marcus Fenix, Dom Santiago, and their fellow Gears fight to get Jacinto's refugees to a safe haven, but find themselves in a lawless new world where the enemy is human—and as desperate and dangerous as any grub.

A second official tale set in the world of the award-winning Xbox 360 game is a fan's collectible that continues the adventures of Gears of War: Aspho Fields. By the author of the best-selling Star Wars: Legacy of the Force: Revelation. Video game tie-in. Original.

The official prequel to the action video game Gears 5, beginning immediately after Gears of War 4 and leading directly into the new game. THE OFFICIAL BRIDGE TO GEARS 5 Following Reyna Diaz's death at the hands of the Swarm, Kait seals her mother's tomb, swearing revenge. With her allies, including JD Fenix and Del Walker, she returns to New Ephyra to warn the Coalition of Ordered Governments: THE SWARM IS COMING However, First Minister Jinn requires proof of the threat. She also demands their utter loyalty, driving a wedge between the allies. Joined by Marcus Fenix, Kait strikes out on her own while JD and Del embark on a sanctioned mission to prove that the threat is real. With the fate of humankind hanging in the balance, it's a race against time.

Over 200 pages of gorgeous art that delves into the characters, settings, and equipment of Gears 5--all collected in a full-color hardcover tome! Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from the first Gears game to be headed by Kait Diaz. This bold new chapter in the Gears of War series is examined in fastidious detail, chronicling the development of the action-packed game with art that spans from early concepts to polished renders. Dark Horse Books and The Coalition proudly join to present The Art of Gears 5, diving into the sunken ruins of the ancient Locust horde, and peering at in-depth collections of art from the enthralling world, captivating characters, and distinctive weapons of Gears 5!

Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, Extra Lives is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading.

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

Aspho Fields National Geographic Books

"As kids, the three of them were inseparable; as soldiers, they were torn apart. Marcus Fenix and Dominic Santiago fought alongside Dom's elder brother Carlos at Aspho Fields in the epic battle that changed the course of the Pendulum Wars. There's a new war to fight now, a war for mankind's very survival. But while the last human stronghold on Sera braces itself for another onslaught from the Locust Horde, ghosts come back to haunt Marcus and Dom, as the return of an old comrade threatens to dredge up an agonizing secret Marcus has sworn to keep. As the beleaguered Gears of the Coalition of Ordered Governments take a last stand to save mankind from extinction, the harrowing decisions made at Aspho Fields have to be relived and made again. Marcus and Dom can take anything the Locust Horde throws at them--but will their friendship survive the truth about Carlos Santiago?"--Page 4 of cover.

The Delta Squad continues its efforts to save the world's survivors, who have been forced to destroy their own cities and civilizations, from the brutal Locust Horde that launched its first attack fifteen years earlier.

Prepare for the Gears 5 game with this pulse-pounding mission and a whole new squad! All first printings include a download code to access the "Hivebusters Bundle," which contains the Mechanic Mac skin as well as a banner of the Hivebusters cover art. After successfully busting a Swarm hive on the remote island of Pahanu, this suicide squad will face their most dangerous mission yet--going after the Swarm that decimated the home settlement of one of their own! As Mac seeks to take revenge against the monsters that wiped out his hometown, tempers rise as Keegan and Lahni try to keep the team on track, but are they on a collision course with certain death? Set on the fictional planet of Sera, the Gears of War series charts the story of humanity's struggle against an army of monstrous, fearsome, and brutal adversaries through a captivating tale of hope, comradery, and survival.

\*Man Booker International Prize finalist\* "Brave and ingenious." —The New York Times "Gripping, darkly humorous . . . profound." —Phil Klay, bestselling author and National Book Award winner for Redeployment "Extraordinary . . . A devastating but essential read." —Kevin Powers, bestselling author and National Book Award finalist for The Yellow Birds From the rubble-strewn streets of U.S.-occupied Baghdad, Hadi—a scavenger and an oddball fixture at a local

café—collects human body parts and stitches them together to create a corpse. His goal, he claims, is for the government to recognize the parts as people and to give them proper burial. But when the corpse goes missing, a wave of eerie murders sweeps the city, and reports stream in of a horrendous-looking criminal who, though shot, cannot be killed. Hadi soon realizes he's created a monster, one that needs human flesh to survive—first from the guilty, and then from anyone in its path. A prizewinning novel by “Baghdad’s new literary star” (The New York Times), *Frankenstein in Baghdad* captures with white-knuckle horror and black humor the surreal reality of contemporary Iraq.

Admiral John “Black Jack” Geary may have saved the Alliance only to destroy it, in this thrilling and eagerly awaited continuation of the New York Times bestselling series. Geary believed in the Alliance. Even when he uncovered overwhelming evidence that the highest echelons of the government and fleet command were involved in secret programs and prison camps, he believed it was worth saving. And that his duty was to see that justice was served even though some factions feared that revealing the truth would cause the Alliance to crumble. But after narrowly surviving two assassination attempts when he brings evidence of the misdeeds to the capital star system, Geary realizes that some have decided the easiest way to make the Alliance’s problems go away is to get rid of him. He finds himself ordered to undertake a perilous new mission outside of the reaches of human-occupied space while the Senate clashes over the evidence. Geary’s warships must escort a diplomatic and scientific mission across the dangerous, disintegrating remnants of the Syndicate Worlds empire. But even if he can make it to Midway Star System, the gateway to alien-controlled space, Geary will face former Syndicate officials who have rebelled and regard the Alliance with deep suspicion. And that will be the easy part. . . .

Defeat the Horde! The comics saga of the best-selling video game series begins here. Discover what happens in the wake of the original game! Bridging the gap between *Gears of War 1* and *2*, follow the brutal adventures of Marcus Fenix and Delta Squad in the battle against the Locusts! Find out what happened after the Lightmass Bombing and how the Locusts will react to this devastating weapon. Collects issues #1-13 of the DC Comics series.

Following on from the best selling Judge Dredd *Small House* this thrilling new modern classic by two of the greatest contemporary Dredd writers and artists. The psychopathic SJS Judge Pin murders officers that fall short of her standards, and Judge Dredd is in her sights in this collection of stories featuring flesh-eating Kleggs, hijacking ape gangs and out of control war robots reprogrammed by insane accountants in tales ranging from deathly serious to outrageously funny, all from one of the most popular contemporary Dredd writer/artist teams; Rob Williams and Chris Weston.

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been a year since humanity engaged in its destructive first contact with a theocratic military alliance of alien races known as the Covenant. Now the hostilities have led to open war, and the United Nations Space Command understands virtually nothing about its new enemy. There are only two certainties—the Covenant is determined to eradicate humanity, and they have the superior technology to do just that. The UNSC’s only hope lies with the Spartans: enhanced supersoldiers raised and trained from childhood via a clandestine black ops project to be living weapons. Their designated commander, Petty Officer John-117, has been assigned to lead the Spartans on a desperate counterattack designed to rock the Covenant back on its heels, and to buy humanity the time it needs to gather intelligence and prepare its defenses. But not everyone wants the Spartans to succeed. A coalition of human insurrectionist leaders believes an alliance with the Covenant to be its best hope of finally winning independence from the Unified Earth Government. To further their plans, the insurrectionists have dispatched a sleeper agent to sabotage the UNSC counterattack—and ensure that John-117 and the Spartans never return from battle....

An amoral drifter guides a gang of damaged souls into the dark places of the ruined planet, and the even darker places of their own pasts. They journey this post-apocalyptic terrain in search of a woman who may be the key to saving the world. The real question still looms if the people who still inhabit this world are even worth saving. *After Dark* is a story of hidden demons and unleashed devils set in a future that could very well be ours.

As a game designer or new media storyteller, you know that the story is critical to the success of your project. Telling that story interactively is an even greater challenge, one that involves approaching the story from many angles. Here to help you navigate and open your mind to more creative ways of producing your stories is the authority on interactive design and a longtime game development guru, Chris Crawford. To help you in your quest for the truly interactive story, Crawford provides a solid sampling of what works and doesn't work, and how to apply the lessons to your own storytelling projects. After laying out the fundamental ideas behind interactive storytelling and explaining some of the misconceptions that have crippled past efforts, the book delves into all the major systems that go into interactive storytelling: personality models, actors, props, stages, fate, verbs, history books, and more. Crawford also covers the Storytron technology he has been working on for several years, an engine that runs interactive electronic storyworlds, giving readers a first-hand look into practical storytelling methods.

Marcus Fenix and the Delta Squad fight for the survival of the human race against the Locust Horde.

With its acclaimed gameplay, intense characters, and visceral action, the *GEARS OF WAR* franchise has helped define the modern shooter genre. Written by Arthur Gies, *GEARS OF WAR: RETROSPECTIVE* is a detailed look back the entire *GEARS* franchise, from the first game's initial development as an Xbox 360 title, all the way up to the series' upcoming entry -*GEARS 5*. Learn the history of *GEARS* through the words of its developers, designers, and artists, accompanied by key visuals, concept art, and more.

An original *Gears of War* novel, exclusively detailing the aftermath of the Locust War written by New York Times bestselling author Michael A. Stackpole. The Locust War has ended with an energy weapon that pulsed across the land, destroying Locust and Lambent alike. The world is in shambles and the few survivors are isolated from one another. Humanity must begin anew. This novel reveals the canonical, never-before-seen events set in the time immediately following the game *Gears of War 3*. With most of Sera's civilization destroyed, Sergeant Marcus Fenix and Lieutenant Anya Stroud must somehow rebuild on the ruins. For Marcus, his purpose is impossible to grasp. With no clear enemy to fight, there may be no place left for him in this postwar world. Some call him hero, others view him with resentment. As Anya struggles to create alliances to re-form the Coalition of Ordered

Governments, she quickly discovers how impossible it is to tell friend from foe. Then whispers of Locust still stalking the land begin to spread. Fearing the worst, Marcus forms a team to assess the potential threat. As he and the other Gears search for Locust survivors, however, they quickly discover that the new enemy may be all-too-human, and utterly ruthless.

Marcus Fenix and Dominic Santiago fought together at the pivotal battle of AspHo Fields, but now as they fight to save the remnants of the human race from the menace of the Locust Horde, secrets from the past return to haunt them.

Gears of War 4 Standard Edition Guide includes.... 100% Complete Walkthrough: Coverage of all areas and encounters! Co-Op Strategy included! Multiplayer Coverage: Expert tips and strategies for every mode and map. Detailed Campaign and Multiplayer Maps: Grab every collectible, locate every objective, and never lose your way! Gripping Artwork and Riveting Background Content: A must-have for every Gears of War fan! Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

The new novel set within the action of the Xbox Game Studios video game Gears 5, by New York Times bestselling author Jason Hough. THE OFFICIAL TIE-IN TO THE EXCITING VIDEO GAMES GEARS 5 AND GEARS TACTICS In the aftermath of Settlement 2's destruction, Kait Diaz reels from the near loss of a close friend amid utter defeat at the hands of the Swarm. To move forward, she must choose either to walk the Outsider path of her mother, or rise to her beckoning duty as a Gear, as her father did. As Kait grapples with her circumstance, an unexpected ally illuminates secrets from the past that offer a new perspective. Over four decades before, the two superpowers of Sera - the Coalition of Ordered Governments, and the Union of Independent Republics - wage a bitter, worldwide conflict known as the Pendulum Wars. For nearly a century, the two have fought to wrest control over Sera's most precious energy resource: Imulsion. On the 79th year of the Pendulum Wars, Gabriel Diaz is a decorated Lieutenant Colonel serving the Coalition, assigned to Vectes Naval Base - a fortress that's seen little action despite its close proximity to UIR territory. The island's relative quiet is disturbed when a COG special forces team known as Ghost Squad arrive with a mysterious mission to the nearby island of Knifespire: an unforgiving rock of seemingly no strategic value. When the Ghosts send out a distress call, it's up to Gabe to evacuate them - and what he discovers on Knifespire could change the very course of the Pendulum Wars. There, the Battle of Gatka Ridge will define Gabe's legacy, and shape the future of his daughter, Kait Diaz.

On their way to fight in the Mexican-American War, a group of American soldiers are swept away to a strange and deadly alternate Earth in this thrilling new adventure set in the world of the New York Times bestselling Destroyermen series. The United States, 1847. A disparate group of young American soldiers are bound to join General Winfield Scott's campaign against Santa Anna at Veracruz during the Mexican-American War. They never arrive. Or rather . . . they arrive somewhere else. The untried, idealistic soldiers are mostly replacements, really; a handful of infantry, artillery, dragoons, and a few mounted riflemen with no unified command. And they've been shipwrecked on a terrible, different Earth full of monsters and unimaginable enemies. Major Lewis Cayce, late of the 3rd US "Flying" Artillery, must unite these men to face their fears and myriad threats, armed with little more than flintlock muskets, a few pieces of artillery, and a worldview that spiritually and culturally rebels against virtually everything they encounter. It will take extraordinary leadership and a cadre of equally extraordinary men and women to mold frightened troops into an effective force, make friends with other peoples the evil Holy Dominion would eradicate, and reshape their "manifest destiny" into a cause they can all believe in and fight for. For only together will they have any hope of survival.

2043 A.D.: The Ngumi War rages. A burned-out soldier and his scientist lover discover a secret that could put the universe back to square one. And it is not terrifying. It is tempting...

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

A year ago, Cal Thompson was a college freshman more interested in meeting girls and partying than in attending biology class. Now, after a fateful encounter with a mysterious woman named Morgan, biology has become, literally, Cal's life. Cal was infected by a parasite that has a truly horrifying effect on its host. Cal himself is a carrier, unchanged by the parasite, but he's infected the girlfriends he's had since Morgan. All three have turned into the ravaging ghouls Cal calls Peeps. The rest of us know them as vampires. It's Cal's job to hunt them down before they can create more of their kind. . . . Bursting with the sharp intelligence and sly humor that are fast becoming his trademark, Scott Westerfeld's novel is an utterly original take on an archetype of horror.

An original novel set in the Halo Universe and based on the New York Times bestselling video game series! It is 2553, and the three-decade long Covenant War that defined a generation has suddenly drawn to a close. Yet, in the remotest parts of human space, tensions remain that threaten to overflow into another full-scale conflict. Beneath the surface of the planet Gao lies a vast cavern system renowned for its therapeutic effects and rumored miraculous cures. But now Gao natives are turning up brutally murdered down there—violent acts that happen to coincide with the recent arrival of a UNSC research battalion protected by Spartan Blue Team, led by the renowned Spartan-II Fred-104. Maverick detective Veta Lopis of the Gao Ministry of Protection is only trying to do her job as the Special Inspector assigned to catch a serial killer—one who is possibly hiding within the Spartan ranks—but she never anticipates the situation spiraling out of control into an all-out crisis. When Gao is revealed to harbor ancient Forerunner technology that could solidify the UNSC's military supremacy for centuries to come, Insurrection loyalists within the planetary government will do anything—even align with a vicious faction of what remains of the Covenant—to ensure that never happens...

Three strikingly different alien races greeted the military mission from Earth when it reached the planet called Bezer'ej. Now one of the sentient species has been exterminated—and two others are poised on the brink of war. The fragile bezeri are no more, due to the ignorant, desperate actions of human interlopers. The powerful wess'har protectors have failed in their sworn obligation to the destroyed native population—and the outrage must be redressed. But those who are coming to judge from the World Before -- the home planet, now distant and alien to the wess'har, whose ancestors left there generations ago -- will not restrict their justice to the individual humans responsible for the slaughter. Earth itself must answer for the genocide. And its ultimate fate may depend on a dead woman: former police officer Shan Frankland, who became something far greater than human before destroying herself in the vast airless depths of space.

The best-selling video game series returns to comics! Discover the origins of General RAAM and how he became the most feared Locust on all Sera. Includes free code for exclusive digital game content! FOR THE HORDE! Before he was a general leading the assault against humanity on the surface, RAAM was an upstart commander tasked with waging an unwinnable war against the Lambent to protect the Locust

homeland. With the enemy pushing inexorably forward, he knows the Horde must turn its attention to more vulnerable prey, and he'll use every atrocity and deception at his disposal to bring Queen Myrrah around to his way of thinking. A prequel to the original Gears of War, written by Kurtis J. Wiebe (Rat Queens) with art by Max Dunbar (Dungeons & Dragons). See how it all began as the Queen's deadliest servant steers the course of history to bring about Emergence Day and the attack on humans, setting in motion the events of the game! Upon its release, the original Gears of War revolutionized third-person shooter action with a combination of gorgeous environments, iconic characters, and brutal action. Now, twenty-five years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter of the Gears of War epic, Dark Horse Books is joining forces with The Coalition to bring fans The Art of Gears of War 4. Featuring hundreds of individual pieces of concept and production art, finished renders, and intimate commentary from the game's creators, this gorgeous volume is a must-have item for veteran Gears and rookies alike! The essential companion to Gears of War 4! Featuring exclusive commentary from the game's creators! This is the official artbook for The Coalition and Microsoft Studios' Gears of War 4 video game!

The planet Jupiter, thrown off orbit, is poised to hit Earth in 97 years. Project Ark is humanity's only hope for salvation, and one man, traveling alone, must find a suitable location for the entire population. Major Jonathan Ryan, fighter pilot, is the one chosen for the unenviable task. With his consciousness transferred to an android, he takes the helm of Ark 1 to search the farthest reaches of space for a new home. He understands the implications of his mission all too well: he will not age, and by the time he returns home all the people he knew will be dead. His lone companion on the quest is the ship's irritable AI. Jon will not only be pushed to the extremes of human exploration, but the extremes of his own psychological limits. The Forever Life follows the solo mission of a resourceful and resilient fighter, as Jon encounters unexpectedly hostile natives on the various planets he visits. He is able to befriend a precious few. But as time goes by, all communications with his superiors gradually cease, leaving him in an eerie silence with more questions than answers. The home he left may have turned its back on him, but his mission still stands: save humanity, even when it refuses to save itself.

Continuing the saga of the bestselling game series! With the Locust Horde apparently destroyed, Jacinto's survivors have begun to rebuild human society on the Locusts' stronghold. Raiding pirate gangs take a toll—but it's nothing that Marcus Fenix and the Gears can't handle. Then the nightmare that they thought they'd left behind begins to stalk them again. Something far worse, something even the Locusts dreaded, has emerged to spread across the planet, and not even this remote island haven is beyond its reach. Gears and Stranded must fight side by side to survive their deadliest enemy yet, falling back on the savage tactics of another bloody siege—Anvil Gate.

The New York Times bestselling series based on the blockbuster Xbox® games! Centuries before the Human-Covenant War would rage across the galaxy, a similar conflict erupted between the Prophets and the Elites—two alien races at odds over the sacred artifacts left by the powerful Forerunners, who disappeared eons ago. Although they would eventually form a stable alliance called the Covenant, there are those on both sides who question this fateful union. From an Elite splinter group rebelling against the Covenant during the time of its founding...to a brave Prophet caught in the machinations of the new leadership...to the root of the betrayal that would ultimately shatter the Covenant many years later, this is the untold chapter of the most unexpected heroes emerging from a realm filled with shocking treachery and ceaseless wonder. Copyright © 2014 by Microsoft Corporation. All Rights Reserved. Microsoft, Halo, the Halo logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

For the first time, fans of the blockbuster Gears of War video games get an in-depth look at Delta Squad's toughest fighters—soldier's soldier Marcus Fenix and rock-solid Dominic Santiago—as well as a detailed account of the pivotal battle of the Pendulum Wars. As kids, the three of them were inseparable; as soldiers, they were torn apart. Marcus Fenix and Dominic Santiago fought alongside Dom's elder brother Carlos at AspHo Fields in the epic battle that changed the course of the Pendulum Wars. There's a new war to fight now, a war for mankind's very survival. But while the last human stronghold on Sera braces itself for another onslaught from the Locust Horde, ghosts come back to haunt Marcus and Dom. For Marcus—decorated war hero, convicted traitor—the return of an old comrade threatens to dredge up an agonizing secret he's sworn to keep. As the beleaguered Gears of the Coalition of Ordered Governments take a last stand to save mankind from extermination, the harrowing decisions made at AspHo Fields have to be re-lived and made again. Marcus and Dom can take anything the Locust Horde throws at them—but will their friendship survive the truth about Carlos Santiago?

An unbeatable enemy. A planet on the brink. And a squad with a taste for revenge. In this incendiary new military science fiction novel, an infantry squad crisscrosses the globe on a search-and-destroy mission against a relentless foe. After cry pilot Maseo Kaytu's white-knuckled victory over the mysterious lampreys at Ayko Base, military command develops new weapons and a new strategy. The updated mission is simple: pinpoint the Hatchery, the "spawn point" of the lampreys, and blast it into a fine powder. Kaytu's battle-tested squad tracks the enemy from remote bases to elegant cities to subterranean caverns, but the lampreys start hitting harder and faster. While the squad is winning battles, Earth is losing the war. When the search for the Hatchery shines a light on Kaytu's insurgent past, he faces a terrible truth. There is no line he won't cross to protect his squad. Then a vicious counterattack teaches him another lesson: you can't save everyone. In the end, all you can do is the job.

MARCUS FENIX. WAR HERO. LOYAL SON. TRAITOR. Ten years after Emergence Day, as the Locust Horde advances on humanity's last defended area—Ephyra—in a bloody war that has seen billions die, Marcus Fenix does the unthinkable: he defies orders and abandons his post during a critical battle in a bid to rescue his father, weapons scientist Adam Fenix. But Adam is buried in the rubble during a ferocious assault on the Fenix mansion, and Ephyra falls to the enemy. Marcus, grieving for a father everyone believes is dead, is court-martialed for dereliction of duty and sentenced to forty years in the Coalition of Ordered Government's brutal maximum security prison, known simply as the Slab. But Adam is very much alive, snatched from the destruction by the elite Onyx Guard on Chairman Richard Prescott's orders. He's now a long way from home and in a prison of his own—a COG doomsday bunker on the tropical island of Azura, a place hidden from the rest of Sera since the Pendulum Wars. His own guilty secret has been exposed: Adam knew the Locust existed deep below the surface of Sera long before Emergence Day, and were being driven from their tunnels by a lethal parasite known as the Lambent. Now he has to find a way to destroy the Lambent while the dwindling COG forces fight to hold back a growing Locust army that's threatening to overrun the city. As Adam struggles to find redemption in his comfortable island jail, Marcus seeks his own atonement in the squalid, closed world within the Slab's granite walls. While Dom Santiago and Anya Stroud fight to get him released, ready to make any sacrifice to free him, Marcus gradually finds unexpected kinship among Sera's most dangerous criminals—and a way to carry on his personal war against the Locust. "Adam, you knew this day would come." It was a familiar voice: silky, imperial, polished, and utterly human. "Hello, Myrrah." Adam Fenix found himself thinking of the terrible Locust food again. "You got my message, then." "And how right you were. We do need you. And we shall take you. I hope you're not planning anything foolish. You have responsibilities, Adam." It would be a living death. The Locust Queen would never release him, even if he developed a countermeasure. But he didn't deserve any better. "I also have my service pistol." "And I can take your son at any time." He had the measure of her, then, and she had his. "You leave Marcus out of this. It's a condition." He opened the desk drawer and took out the handgun, a 9mm officer's weapon. It made a distinctive clunk on the wooden desktop as he slammed it down. "If anything happens to him, I don't care what happens to the rest of Sera."

The novelization of the highly anticipated God of War game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimagining of God of War deconstructs the core elements that defined the series--satisfying combat; breathtaking

scale; and a powerful narrative--and fuses them anew.

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