

Deus Ex Icarus Effect James Swallow

Aeon Flux, a lethal, leather-clad spy, makes her perilous way through the intrigue, treachery, subterfuge, and perils of Bregna, a high-tech society controlled by her nemesis, Trevor Goodchild. Reissue. (A Paramount Pictures film, directed by Karyn Kusama, releasing Fall 2005, starring Charlize Theron, Frances McDormand, & Marton Csokas) (Comics & Graphic Novels)

The days of magic and adventure are fading away, giving way to the age of industry and science. As the aged last Hero sits upon the throne of Albion, two friends—the privileged Thomas and his loyal servant, John—set out for the East in search of a legendary beast: the vicious, rarely-seen balverine. But their desire for adventure may be their ultimate undoing—because their quarry has just found them...

A prequel to Deus Ex is set in a near-future world of sophisticated technology and corruption where the innovations designed to push the limits of human potential are threatening global stability, prompting the emergence of unlikely heroes Anna Kelso and Ben Saxon. Original. Video game tie-in.

Now with a new introduction for the Tor Essentials line, *A Fire Upon the Deep* is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today."—David Brin
Thousands of years in the future, humanity is no longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-hold full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. Tor books by Vernor Vinge
Zones of Thought Series
A Fire Upon the Deep
A Deepness In The Sky
The Children of The Sky
Realtime/Bobble Series
The Peace War
Marooned in Realtime
Other Novels
The Witling
Tatja Grimm's World
Rainbows End
Collections
Collected Stories of Vernor Vinge
True Names
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"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.

Within the expansive mediascape of the 1980s and 1990s, cyberpunk's aesthetics took firm root, relying heavily on visual motifs for its near-future splendor saturated in media technologies, both real and fictitious. As today's realities look increasingly like the futures forecast in science fiction, cyberpunk speaks to our contemporary moment and as a cultural formation dominates our 21st century techno-digital landscapes. The 15 essays gathered in this volume engage the social and cultural changes that define and address the visual language and aesthetic repertoire of cyberpunk – from cybernetic organisms to light, energy, and data flows, from video screens to cityscapes, from the vibrant energy of today's video games to the visual hues of comic book panels, and more. *Cyberpunk and Visual Culture* provides critical analysis, close readings, and aesthetic interpretations of exactly those visual elements that define cyberpunk today, moving beyond the limitations of merely printed text to also focus on the meaningfulness of images, forms, and compositions that are the heart and lifeblood of cyberpunk graphic novels, films, television shows, and video games.
As TF29 heads into the Glasshutte for a final confrontation with the pro-aug forces, two questions remain in Adam Jensen's mind: what will this mean for the future of augmentation and will the real conspirators ever come to light?
How the Chinese Communist Party maintains its power by both repressing and responding to its people
Since 1949, the Chinese Communist Party (CCP) has maintained unrivalled control over the country, persisting even in the face of economic calamity, widespread social upheaval, and violence against its own people. Yet the party does not sustain dominance through repressive tactics alone—it pairs this with surprising responsiveness to the public. *The Party and the People* explores how this paradox has helped the CCP endure for decades, and how this balance has shifted increasingly toward repression under the rule of President Xi Jinping. Delving into the tenuous binary of repression and responsivity, Bruce Dickson illuminates numerous questions surrounding the CCP's rule: How does it choose leaders and create policies? When does it allow protests? Will China become democratic? Dickson shows that the party's dual approach lies at the core of its practices—repression when dealing with existential, political threats or challenges to its authority, and responsiveness when confronting localized economic or social unrest. The state answers favorably to the demands of protesters on certain issues, such as local environmental hazards and healthcare, but deals harshly with others, such as protests in Tibet, Xinjiang, or Hong Kong. With the CCP's greater reliance on suppression since Xi Jinping's rise to power in 2012, Dickson considers the ways that this tipping of the scales will influence China's future. Bringing together a vast body of sources, *The Party and the People* sheds new light on how the relationship between the Chinese state and its citizens shapes governance.

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzuajak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

Sun Tzu meets George Romero in Scott Kenemore's third zombie book. 40 color illustrations

With society still reeling from the Aug Incident - the Illuminati orchestrated event which caused augmented individuals to mindlessly attack their 'natural' counterparts - anti-aug sentiment is at an all-time global high. Task Force 29 - an Interpol-funded coalition, created to quash the rising tide of terrorist activity - stands as the world's main defence against total anarchy. In the city of Prague, where tension is especially high, the team's latest recruit, Adam Jensen, readies for his first mission with the unit. But being augmented himself, how will the former SWAT officer handle himself when faced with the grim reality of the mechanical apartheid? Welcome to the darker side of Deus Ex in this thrilling prologue to the upcoming new instalment, Deus Ex: Mankind Divided. "Alex Irvine has introduced us to a new story while staying true to the elements of the game; it's a solid start, and promises an interesting story." "C Big Comic Page "This is great. 9/10" "C Adventures in Poor Taste "8 out of 10" "C Pixel Rated "I can recommend it for anyone who can't wait to get their cyber fix before the game hits stores later this year." "C Comic Buzz The three popular adventures that launched the Robotech series begin when the Robotech Masters bring their war to Earth and continue with Henry Gloval's command of the SDF-1 and his attempts to escape the Zentraedi pursuers. Original.

Titus King's hate-mongering leads to escalating tension around TF29 HQ, leaving the strike force in an uncompromising position. Meanwhile, Jensen discovers a shocking new link to the pro-aug terrorists.

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

'Ulysses' is a novel by Irish writer James Joyce. It was first serialised in parts in the American journal 'The Little Review' from March 1918 to December 1920, and then published in its entirety by Sylvia Beach in February 1922, in Paris. 'Ulysses' has survived bowdlerization, legal action and bitter controversy. Capturing a single day in the life of Dubliner Leopold Bloom, his friends Buck Mulligan and Stephen Dedalus, his wife Molly, and a scintillating cast of supporting characters, Joyce pushes Celtic lyricism and vulgarity to splendid extremes. An undisputed modernist classic, its ceaseless verbal inventiveness and astonishingly wide-ranging allusions confirm its standing as an imperishable monument to the human condition. It takes readers into the inner realms of human consciousness using the interior monologue style that came to be called stream of consciousness. In addition to this psychological characteristic, it gives a realistic portrait of the life of ordinary people living in Dublin, Ireland, on June 16, 1904. The novel was the subject of a famous obscenity trial in 1933, but was found by a U.S. district court in New York to be a work of art. The furor over the novel made Joyce a celebrity. In the long run, the work placed him at the forefront of the modern period of the early 1900s when literary works, primarily in the first two decades, explored interior lives and subjective reality in a new idiom, attempting to probe the human psyche in order to understand the human condition. This richly-allusive novel, revolutionary in its modernistic experimentalism, was hailed as a work of genius by W.B. Yeats, T.S. Eliot and Ernest Hemingway. Scandalously frank, wittily erudite, mercurially eloquent, resourcefully comic and generously humane, 'Ulysses' offers the reader a life-changing experience. Publisher : General Press

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. WANDERER, ORACLE, ALLY Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the Starship Enterprise. The apocalypse may originate from their future, but might the cause lie in their past? EVERYTHING THAT WILL BE Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse before he is lost to darkness forever... An original tale

of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

Great value omnibus exploring the Blood Angels and their descendant chapters. The Blood Angels and their brother Chapters are amongst the Imperium's most dedicated defenders, scions of the Emperor's most beloved primarch. But all the sons of Sanguinius harbour a dark secret... twin curses that threaten to strip them of their sanity and turn them into blood-crazed killers. Wage war alongside Lemartes, macabre warden of lost souls. Gather behind Chapter Master Amit of the Flesh Tearers, bloody and wrathful. Stand with Mephiston, Lord of Death, conqueror of the Black Rage. Bear witness to some of the greatest battles of the Blood Angels and their Successor Chapters, as they fight the enemies of the Imperium and their own dark urges. Includes the novels *Flesh Tearers*, *Death of Integrity* and *Lemartes*, as well as two novellas and a number of short stories.

A New York Times bestseller by the author of *Sophie's Choice*: Two Americans search for the truth about a mysterious long-ago murder in Italy. Shortly after World War II, in the village of Sambuco, Italy, two men—Virginia attorney Peter Leverett and South Carolina artist Cass Kinsolving—crossed paths with Mason Flagg. They both had their own reactions to the gregarious and charismatic movie mogul's son. For the impressionable Peter, it was something close to awe. For the alcoholic Cass, it was unsettled rage. Then, after the rape and murder of a peasant girl, Mason's body was found at the base of a cliff—an apparent suicide. He'd been distraught, the authorities said, over committing such a heinous crime. Peter and Cass went their separate ways, and never spoke of it again. Now, years later, Peter is still haunted by what he knows—and by what he doesn't. He's sought out Cass in Charleston for closure, and something close to the truth. Together both men will share their tales of that terrible season in Italy, each with their own ghosts—and their own reasons to exorcise them. But neither Peter nor Cass is prepared for where this path of revenge, complicity, and atonement will take them. A profound exploration of the evil that men do, and what the innocent must endure to accommodate it, *Set This House on Fire* is more than a byzantine murder mystery, it's "one of the finest novels of our times" from the Pulitzer Prize-winning author of *The Confessions of Nat Turner*, *Darkness Visible*, and other modern classics (*San Francisco Chronicle*). This ebook features a new illustrated biography of William Styron, including original letters, rare photos, and never-before-seen documents from the Styron family and the Duke University Archives.

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

Deus Ex Icarus Effect Random House Digital, Inc.

In recent decades the explosive growth of globalization and regional integration has fuelled parallel growth in multilingual conferences. Although conference interpreting has come of age as a profession, interpreter training programs have had varied success, pointing to the need for an instructional manual which covers the subject comprehensively. This book seeks to fill that need by providing a structured syllabus and an overview of interpretation accompanied by exercises in various aspects of the art. It is meant to serve as a practical guide for interpreters and as a complement to interpreter training programs in the classroom and online, particularly those for students preparing for conference interpreting in international governmental and business settings. This expanded second edition includes additional exercises and provides direct links to a variety of web-based resources and practice speeches, also including additional language combinations.

New York Times bestselling author James Swallow begins his espionage thriller series with *Nomad* featuring British desk jockey intelligence operative turned active agent. Marc Dane is a MI6 field agent at home behind a computer screen, one step away from the action. But when a brutal attack on his team leaves Dane the only survivor—and with the shocking knowledge that there are traitors inside MI6—he's forced into the front line. Matters spiral out of control when the evidence points toward Dane as the perpetrator of the attack. Accused of betraying his country, he must race against time to clear his name. With nowhere to turn to for help and no one left to trust, Marc is forced to rely on the elusive Rubicon group and their operative Lucy Keyes. Ex US Army, Lucy also knows what it's like to be an outsider, and she's got the skills that Dane needs. A terrorist attack is coming, one bigger and more deadly than has ever been seen before. With the eyes of the security establishment elsewhere, only Keyes and Dane can stop the attack before it's too late. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A secretive resistance movement is the last line of defense in this heart-pounding prequel to 2020's most-anticipated video game release, Ubisoft's *Watch Dogs: Legion*. Bike messenger and wannabe troublemaker Olly Soames is the newest recruit to DedSec's Resistance movement, but when a stranger is shot dead in front of him, he realizes that danger is closer than he thinks... Sarah Lincoln is an aggressive young politician with questionable methods and big ambitions, and when a string of murders unfolds in her borough, it may be the opportunity she has been looking for to make a name for herself... Ex-MMA fighter turned leg-breaker Ro Hayes is in deep with the vicious Clan Kelley, the most brutal organized crime firm in the city's underworld, and her survival rests on uncovering a dead man's secrets... And for Danny, Ro's estranged brother and former soldier, his new career with private military contractor Albion is leading him down a very dark path, toward choices he may never be able to take back... Four lives are drawn into a murderous conspiracy that threatens to destroy DedSec and plunge the city of London into chaos. Something very bad is going down in London town...

The battlefield interaction between infantry and tanks was central to combat on most fronts in World War II. The first 'Blitzkrieg' campaigns saw the tank achieve a new dominance. New infantry tactics and weapons – some of them desperately dangerous – had to be adopted, while the armies raced to develop more powerful anti-tank guns and new light weapons. By 1945, a new generation of revolutionary shoulder-fired AT weapons was in widespread use. This book explains in detail the shifting patterns of anti-tank combat, illustrated with photographs, diagrams and colour plates showing how weapons were actually employed on the battlefield.

Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction.

Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

ILLUMINATE THE SHADOWS The year is 2029, and the shining promise of a new age of human augmentation is in ruins in the wake of the devastating 'Aug Incident' – a horrific catastrophe triggered by a cabal of shadowy power brokers, where millions of cybernetically-enhanced people suffered a forced psychotic break. Awakening in the aftermath of a changed world, with gaps in his memories and suspicion on all sides, augmented ex-cop and former security operative Adam Jensen struggles to piece his life back together, in a new reality where 'Augs' have become the targets of hatred, fear and violent discrimination. Now the dark forces behind the Incident are gathering once again, reaching out to manipulate the course of global events through terror and intimidation. To find the answers that he seeks and the people who destroyed everything he knew, Jensen must return to the ashes of the past, reconnect with old allies, and risk all to expose a deadly conspiracy – but in a world shattered by secrets, can the truth be brought into the light? A brand-new official Deus Ex novel, bridging events between Deus Ex: Human Revolution and the brand-new game Deus Ex: Mankind Divided.

When Matt Raimy had his accident, he thought his life was over. He never dreamed, in his wildest fantasies, that he'd end up in a spot like this. In the toxic atmosphere of Jupiter, born into the body of an enormous creature that looked like a cross between a manta ray and a dolphin, he is living a new life, unlike any humankind had previously experienced. An unbelievable turn of events, it gave him a reason to live, to survive, no matter what happened . . . but every second chance comes with conditions and responsibilities. And as those who brought him to this strange destiny have their authority stripped from them and he discovers the truth that only he can know about the giant alien creatures he now calls family, this man reborn as the one they now call Manta suddenly isn't sure he wasn't better off before. . . .

The scientific discovery that chaotic systems embody deep structures of order is one of such wide-ranging implications that it has attracted attention across a spectrum of disciplines, including the humanities. In this volume, fourteen theorists explore the significance for literary and cultural studies of the new paradigm of chaotics, forging connections between contemporary literature and the science of chaos. They examine how changing ideas of order and disorder enable new readings of scientific and literary texts, from Newton's Principia to Ruskin's autobiography, from Victorian serial fiction to Borges's short stories. N. Katherine Hayles traces shifts in meaning that chaos has undergone within the Western tradition, suggesting that the science of chaos articulates categories that cannot be assimilated into the traditional dichotomy of order and disorder. She and her contributors take the relation between order and disorder as a theme and develop its implications for understanding texts, metaphors, metafiction, audience response, and the process of interpretation itself. Their innovative and diverse work opens the interdisciplinary field of chaotics to literary inquiry.

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.

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

A gargantuan, mind-altering comedy about the Pursuit of Happiness in America Set in an addicts' halfway house and a tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, Infinite Jest explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, Infinite Jest bends every rule of fiction without sacrificing for a moment its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do. "The next step in fiction...Edgy, accurate, and darkly witty...Think Beckett, think Pynchon, think Gaddis. Think." --Sven Birkerts, The Atlantic

Sixty-thousand light-years from Earth, the corrupt Terran Confederacy holds the Koprulu sector tightly in its tyrannical grip, controlling every aspect of its citizens' lives. One man dares to stand up to this faceless empire and vows to bring it to its knees: Arcturus Mengsk -- genius propagandist, tactician, and freedom fighter. A monstrous act of bloody violence sows the seeds of rebellion in Arcturus, but he is not the first Mengsk to rail against such oppression. Before Arcturus grew to manhood, his father, Angus Mengsk, also defied the Confederacy and sought to end its brutal reign. The destiny of the Mengsk family has long been tied to that of the Confederacy and the Koprulu sector, but as a new empire rises from the ashes of the past and alien invaders threaten the very existence of humanity, what will the future hold for the next generation...?

It has been argued that science fiction (SF) gives a kind of weather forecast – not the telling of a fortune but rather the rough feeling of what the future might be like. The intention in this book is to consider some of these bygone forecasts made by SF and to use this as a prism through which to view current developments in science and technology. In each of the ten main chapters - dealing in turn with antigravity, space travel, aliens, time travel, the nature of reality, invisibility, robots, means of transportation, augmentation of the human body, and, last but not least, mad scientists - common assumptions once made by the SF community about how the future would turn out are compared with our modern understanding of various scientific phenomena and, in some cases, with the industrial scaling of computational and technological breakthroughs. A further intention is to explain how the predictions and expectations of SF were rooted in the scientific orthodoxy of their day, and use this to explore how our scientific understanding of various topics has developed over time, as well as to demonstrate how the ideas popularized in SF subsequently influenced working scientists. Since gaining a BSc in physics from the University of Bristol and a PhD in theoretical physics from the University of Manchester, Stephen Webb has worked in a variety of universities in the UK. He is a regular contributor to the Yearbook of Astronomy series and has published an undergraduate textbook on distance determination in astronomy and cosmology as well as several popular science books.

The Art of Deus Ex Universe is the ultimate gallery of art from Deus Ex: Human Revolution and Deus Ex: Mankind Divided, featuring over 300 images, including sketches and concept art. With commentary throughout from the world-renowned art team, this extraordinary collection of groundbreaking game art depicts a dystopian future where mankind has evolved... at the cost of its humanity.

IT'S NOT THE END OF THE WORLD. BUT YOU CAN SEE IT FROM HERE. In the near future, with physical augmentation gaining ground and nano-cybernetics only years away, the dawn of limitless human evolution is just beyond the horizon, and a secret corporate cabal of ruthless men intends to make sure that humankind stays under its control. But two people on opposite sides of the world are starting to ask questions that could get them killed. Secret Service agent Anna Kelso has been suspended for investigating the shooting that claimed her partner's life. Anna suspects that the head of a bio-augmentation firm was the real target, and against orders she's turned up a few leads concerning a covert paramilitary force and a cadre of underground hackers. But the cover-up runs deep, and now there's a target on her back. Meanwhile, Ben Saxon, former SAS officer turned mercenary, joins a shadowy special ops outfit. They say they're a force for good, but Saxon quickly learns that the truth is not so clear-cut. So begins a dangerous quest to uncover a deadly secret that will take him from Moscow to London, D.C. to Geneva, and to the dark truth—if he lives that long. The year is 2027; in a world consumed by chaos and conspiracy, two people are set on a collision course with the most powerful and dangerous organization in history—and the fate of humanity hangs in the balance.

This story features locations and characters from the 'Deus Ex' gameworld, setting up events and situations that will play out in the game's storyline, while also having its own self-contained story arc.

This book explores one of the central questions that has haunted husbands and wives and lovers over the millennia of history: What kind of afterlife might they expect for their love once one or both of them have died? Focusing on the evolution of ideas about posthumous love within medieval and early modern Europe, the book includes many religions and cultures in order to understand how expectations about the afterlife differed across traditions.

From Timothy Zahn, Hugo Award winner and New York Times bestselling author of two landmark Star Wars® series, comes an original new tale featuring a renegade space pilot, his unusual alien partner, and an unknown cargo that can change the course of galactic history. Jordan McKell has a problem with authority. Unfortunately for him, the iron-fisted authority of the powerful Patthaaunutth controls virtually every aspect of galactic shipping. In order to survive, Jordan ekes out a living dabbling in interstellar smuggling for outlaw concerns that represent the last vestiges of free trade in the galaxy. So when Jordan and his partner, Ixil--an alien with two ferret-like "outhunters" linked to his neural system--are hired by a mysterious gentleman to fly a ship and its special cargo to Earth, they jump at the job. Caution has never been one of Jordan's strong suits. But this time he may have taken on more than even he can handle. The ship, Icarus, turns out to be a ramshackle hulk, the ragtag crew literally picked up off the street, and the cargo so secret, it's sealed in a special container that takes up most of the cramped and ill-designed ship. As if that weren't bad enough, it looks like the authorities already suspect something is afoot, there's a saboteur aboard, and the Icarus appears to be shaking apart at the seams. It doesn't seem as if things could get any worse. That is, until a beautiful crew member helps McKell uncover the true nature of the cargo he's carrying. With his enemies closing in on the lumbering Icarus, the unknown saboteur still aboard, and authorities on Earth pressured to turn them in, McKell and Ixil become fugitives. Their only chance is to stay one step ahead of their pursuers as they try to make it home. A bold and epic novel filled with unrelenting action and a good dose of humor, The Icarus Hunt is a wild hyperspace romp through the galaxy.

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