

Metro 2033

The Night Land is a horror/fantasy novel by English writer William Hope Hodgson, first published in 1912. As a work of fantasy it belongs to the Dying Earth subgenre. Hodgson also published a much shorter version of the novel, entitled The Dream of X.

A space cruiser, in search of its sister ship, encounters beings descended from self-replicating machines. In the grand tradition of H. G. Wells and Jules Verne, Stanisław Lem's *The Invincible* tells the story of a space cruiser sent to an obscure planet to determine the fate of a sister spaceship whose communication with Earth has abruptly ceased. Landing on the planet Regis III, navigator Rohan and his crew discover a form of life that has apparently evolved from autonomous, self-replicating machines—perhaps the survivors of a “robot war.” Rohan and his men are forced to confront the classic quandary: what course of action can humanity take once it has reached the limits of its knowledge? In *The Invincible*, Lem has his characters confront the inexplicable and the bizarre: the problem that lies just beyond analytical reach.

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "METRO 2033. The novel behind the METRO: LAST LIGHT video game.." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

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

The superb and long-awaited sequel to the cult bestseller *Metro 2033*, the second volume in the *Metro* trilogy, *Metro 2034* continues the story of survival and struggle that unfolds in the mazes of the Moscow subway after the World War Three. As the entire civilization was wiped out by atomic bombs and the surface of the planet is polluted with nuclear fallout, the only place suitable for man to live are shelters and bunkers, of which the largest is the subway system of Moscow, aka the Metro. The year is 2034. There's no hope for humans to once return to the surface of Earth, to repopulate the forsaken cities, and to become once again the masters of the world they used to be. So they rebuild a strange and grotesque civilization in the tunnels and at the stations of the subway. Stations become city-states that wage trade and war on each other. A fragile equilibrium is established. And then all can be ruined in matter of days. A new horrible threat looms that can eradicate the remains of humanity and end our era. It would take three unlikely heroes to face this menace... This is the first US edition of *Metro 2034*, containing black and white hip illustrations by Anton Grechko for each chapter. Translated from Russian by Andrew J. Bromfield, one of the top 5 world specialists.

Eight bestselling, award-winning writers return to the time-honoured tradition of the seasonal ghost story in this spellbinding collection of new and original haunted tales. Long before Charles Dickens and Henry James popularized the tradition of supernatural horror, the shadowy nights of winter have been a time for people to gather together by the flicker of candlelight and experience the intoxicating thrill of a spooky tale. Now nine bestselling, award-winning authors—all of them master storytellers of the sinister and the macabre—bring the tradition to vivid life in a spellbinding new collection of original spine-tingling tales. Taking you from the frosty fens of the English countryside, to the snow-covered grounds of a haunted estate, to a bustling London Christmas market, these mesmerizing stories will capture your imagination and serve as your indispensable companion to cold, dark nights. So curl up, light a candle, and fall under the ghostly spell of winters past . . .

Estamos no ano 2033. O mundo foi reduzido a escombros. A humanidade foi quase extinta. Mas alguns milhares de pessoas sobreviveram, sem saberem, no entanto, se serão os únicos habitantes da Terra. Vivem no Metro de Moscovo, o maior abrigo contra ataques aéreos no planeta. É o último refúgio da humanidade. É um mundo sem amanhã, sem espaço para sonhos, planos ou esperanças. Aí o sentimento deu lugar ao instinto - e o mais importante é a sobrevivência. A qualquer preço. VDNKh é uma estação habitada, que se situa na extremidade norte da linha e ainda é considerada segura. Mas há uma nova e terrível ameaça. Artyom, um jovem que vive nessa estação, é incumbido de penetrar no coração do Metro e de viajar até à lendária estação conhecida por Pólis. O objectivo é alertar todos os habitantes do Metro para o perigo que se avizinha e, assim, obter apoios para a defesa da VDNKh. O futuro da sua estação está agora nas mãos de Artyom, tal como o futuro do Metro e da humanidade. *Metro 2033* foi um êxito esmagador em toda a Europa, revelando um mundo claustrofóbico onde falta a esperança e o desespero domina.

Editor S.T. Joshi has assembled 18 brand-new stories of cosmic mayhem and terror, by Jason V. Brock, Rick Dakan, Jason C. Eckhardt, Brian Evenson, Tom Fletcher, Richard Gavin, Caitlín R. Kiernan, John Langan, Nick Mamatas, Nicholas Royle, Darrell Schweitzer, John Shirley, Melanie Tem, Steve Rasnic Tem, Jonathan Thomas, Donald Tyson, Don Webb, and Chet Williamson.

Why had she rented her upstairs apartment to another doctor? Single mom Jill Beck knew the type, especially one as handsome as Adam Stone. The M.D. would stick it out in Blackwater Lake, Montana...until the first snowstorm. And then he'd leave everyone behind. But this time she wasn't getting involved. Yes, he thought Jill was one fine-looking landlady, but Adam knew romancing the town sweetheart wouldn't win him any points. Still, they could be friends and he could be the male influence her young son needed--no romantic strings involved. Well, perhaps he needed to check his temperature and be certain he hadn't misdiagnosed true love as just a simple case of friendship!

Metro 2033 Dmitry Glukhovskiy

Moskau liegt in Schutt und Asche Es ist das Jahr 2033. Nach einem verheerenden Krieg liegen weite Teile der Welt in Schutt und Asche. Moskau ist eine Geisterstadt, bevölkert von Mutanten und Ungeheuern. Die wenigen verbliebenen Menschen haben sich in das weit verzweigte U-Bahn-Netz der Hauptstadt zurückgezogen und dort die skurrilsten Gesellschaftsformen entwickelt. Sie leben unter ständiger Bedrohung der monströsen Wesen, die versuchen, von oben in die Metro einzudringen ... Dies ist die Geschichte des jungen Artjom, der sich auf eine abenteuerliche Reise durch die U-Bahn-Tunnel macht, auf der Suche nach einem geheimnisvollen Objekt, das die Menschheit vor der endgültigen Vernichtung bewahren soll.

The New York Times and USA Today bestselling series *They Dive So Humanity Survives* ... More than two centuries after World War III poisoned the planet, the final bastion of humanity lives on massive airships circling the globe in search of a habitable area to call home. Aging and outdated, most of the ships plummeted back to earth long ago. The only thing keeping the two

surviving lifeboats in the sky are Hell Divers—men and women who risk their lives by skydiving to the surface to scavenge for parts the ships desperately need. When one of the remaining airships is damaged in an electrical storm, a Hell Diver team is deployed to a hostile zone called Hades. But there's something down there far worse than the mutated creatures discovered on dives in the past—something that threatens the fragile future of humanity.

A not-quite epic science fiction adventure about a down-on-his-luck galactic pilot caught in a cross-galaxy struggle for survival! Space travel just isn't what it used to be. With the invention of Quantum Teleportation, space heroes aren't needed anymore. When one particularly unlucky ex-adventurer masquerades as famous pilot and hate figure Jacques McKeown, he's sucked into an ever-deepening corporate and political intrigue. Between space pirates, adorable deadly creatures, and a missing fortune in royalties, saving the universe was never this difficult! From the creator of Mogworld and Jam! Benjamin Richard "Yahtzee" Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is perhaps best known for his acerbic video game review series, Zero Punctuation, for The Escapist.

Poradnik do gry Metro 2033 zawiera przede wszystkim bardzo szczegółowy opis przebiegu prologu oraz siedmiu rozdziałów gry, pomagając w sprawnej eliminacji przeciwników, rozwiązaniu celów misji, odnajdywaniu różnorodnych sekretów etc. Metro 2033 – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. D6 (Opis przebiegu – Rozdział 6) Zakończenia Front Line* (1) (Opis przebiegu – Rozdział 4) Porady ogólne Library (Opis przebiegu – Rozdział 5) Biomass (Opis przebiegu – Rozdział 6) Top (2) (Opis przebiegu – Rozdział 7) Front Line* (2) (Opis przebiegu – Rozdział 4) Chase (Opis przebiegu – Rozdział 1) Prologue (Opis przebiegu – Prolog) Informacja o grze Metro 2033 to gra akcji/ FPS, zawierająca liczne elementy charakterystyczne dla survival horroru i RPG. Akcja toczy się w niedalekiej przyszłości, w czasach po nuklearnej apokalipsie, która zrównała z Ziemią większość miast i skazaniecarnię Ziemi. Ocaleni żyją w podziemnych szybach rosyjskiego metra i cały czas muszą odparować ataki krwiożerczych mutantów. Gra Metro 2033, ciepło przyjęta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku strzelanin. Tytuł wydany został w Polsce w 2010 roku i dostępny jest na platformach: PC, PS3, X360. Wersja językowa oficjalnie dystrybuowana na terenie kraju to: z polskimi napisami.

This translation originally copyrighted in 2009.

THE OUTPOST THE METRO 2033 SAGA COMES TO AMERICA From the mastermind of the world-famous post-apocalyptic METRO saga Dmitry Glukhovsky - now a new story set in America! It's been decades since the Last War ravaged the entire Earth, devastating cities, wiping out entire nations and decimating the mankind. While on the other end of the planet the few survivors are hiding in the tunnels of subway, back in America it's the age of Frontier again. Those who made it from nuclear flames of enemies' bombs and survived pandemics that followed have found their only refuge in the Outposts - fortresses constructed on America's only remaining road - the railway. The Outpost of Plattsburgh sits on the frontier of great wastelands, on the very edge of darkness. And out of this darkness, anything can come, lured by the light and the human warmth... Janis is just seventeen. All she dreams about is to hop onboard of an ironclad train and run away to the flourishing South - and start a new life there. She's free to go - and yet she's tied to the Outpost forever...

ANTIUTOPIJA ZA 21.VEK... ROMAN KOJI JE VAM ODŠKRINUTI MOGUĆA VRATA BUDUĆNOSTI... DA LI JE JEDINA NADA ŽIVOSTVA RUSKI METRO 2033? Dve hiljada trideset tri godine. Živostvo je gotovo u potpunosti uništeno. Moskva je pretvorena u avetinjski grad – kontaminiran radijacijom i nastanjen žudovištima. Malobrojni preživeli ljudi kriju se u moskovskom metrou – najvećem protivatonskom skloništu na zemlji. Njegove stanice pretvorene su u gradove – države, a u tunelima caruje tama i obitava užas. Artem, stanovnik VDNP, treba da se probije kroz žitav metro da bi spasao strašne opasnosti svoju stanicu, a možda i preostalo živostvo. Kultni internet roman Dmitrija Gluhovskog već je poznat stotinama hiljada internet – žitalaca. Objavljivanje ove knjige izazvalo je oduševljenje nestrpljive publike. Igrica koja prati Artemove doživljaje u moskovskom metrou je postala jedna od najpopularnijih igrica u svetu.

Het is 2033. Twintig jaar geleden heeft een nucleaire oorlog de beschaafde wereld in puin gelegd. In Moskou heeft een klein deel van de bevolking zijn toevlucht gevonden in de grootste atoomvrije schuilkelder op aarde: de metro. Hier, diep onder de grond, overleven een paar duizend mensen op enkele tientallen stations, verdeeld over een handvol kleinere en grotere confederaties van verschillende signatuur – communistisch, fascistisch, liberaal-kapitalistisch – die in staat van Koude Oorlog met elkaar verkeren en worden verbonden door gevaarlijke, geheimzinnige metrobuizen. Boven de grond heeft de straling elk menselijk leven onmogelijk gemaakt en nieuwe levensvormen doen ontstaan. Nu dreigen deze onmenselijke metro binnen te dringen, om wat resteert van de mensheid te vernietigen.

Russian Literature since 1991 is the first comprehensive, single-volume compendium of modern scholarship on post-Soviet Russian literature. The volume encompasses broad, complex and diverse sources of literary material - from ideological and historical novels to experimental prose and poetry, from nonfiction to drama. Written by an international team of leading experts on contemporary Russian literature and culture, it presents a broad panorama of genres in post-Soviet literature such as postmodernism, magical historicism, hyper-naturalism (in drama), and the new lyricism. At the same time, it offers close readings of the most prominent works published in Russia since the end of the Soviet regime and elimination of censorship. The collection highlights the interdisciplinary context of twenty-first-century Russian literature and can be widely used both for research and teaching by specialists in and beyond Russian studies, including those in post-Cold War and post-communist world history, literary theory, comparative literature and cultural studies.

This collection explores global dystopic, grotesque and retold narratives of degeneration, ecological and economic ruin, dystopia, and inequality in contemporary fictions set in the urban space. Divided into three sections—Identities and Histories, Ruin and Residue, and Global Gothic—The New Urban Gothic explores our anxieties and preoccupation with social inequalities, precarity and the peripheral that are found in so many new fictions across various media. Focusing on non-canonical Gothic global cities, this distinctive collection discusses urban centres in England's Black Country, Moscow, Detroit, Seoul, Hong Kong, Bangkok, Singapore, Delhi, Srinagar, Shanghai and Barcelona as well as cities of the imaginary, the digital and the animated. This book will appeal to anyone interested in the intersections of time, place, space and media in contemporary Gothic Studies. The New Urban Gothic casts reflections and shadows on the age of the Anthropocene.

The darkness is coming to Wainright, Alaska. A group of frozen bodies are eerily and impossibly arranged at the top of a 40-foot pole, so FBI agents Fox Mulder and Dana Scully are called in to investigate. X-Files / 30 Days of Night brings together two iconic franchises, pitting the government's best supernatural investigators against a horde of parasitic vampires.

Its construction arguably impacts a structure more than any other factor, with the possible exception of its demolition. The topic here however, is how constructing one structure impacts existing ones close to it. Among the eight papers are case studies of construction in the midst of developed land

The basis of two bestselling computer games Metro 2033 and Metro Last Light the Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the

creator of Nightwatch, Sergei Lukyanenko. A year after the events of Metro 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become bestsellers across Europe.

Medusa Uploaded by Emily Devenport offers readers a fast-paced science fiction thriller on the limits of power and control, and the knife-edge between killing for revenge or a greater good. Vulture—10 Best Sci-Fi and Fantasy Books of 2018 io9—28 New Scifi and Fantasy Books to Add to Your Shelves in May The Verge—12 Science Fiction and Fantasy Novels to Check Out This May Kirkus—Best SFF and Horror Out in May My name is Oichi Angelis, and I am a worm. They see me every day. They consider me harmless. And that's the trick, isn't it? A generation starship can hide many secrets. When an Executive clan suspects Oichi of insurgency and discreetly shoves her out an airlock, one of those secrets finds and rescues her. Officially dead, Oichi begins to rebalance power one assassination at a time and uncovers the shocking truth behind the generation starship and the Executive clans. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry Glukhovsky's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers. First English U.S. PREMIUM HARDCOVER Edition of the cult dystopia "METRO 2033". * * * Metro 2033 tells the story of a young man named Artyom who goes a long way to save his world from mortal danger. The book describes the consequences of an atomic war. Its only survivors strive for existence in the mazes of the Moscow subway (Metro) some two decades after the nuclear Holocaust. Formally a sci-fi novel, Metro 2033 describes a dystopia, in which Russia's present-day society is superficially analyzed and described. It also critically examines communism in the former Soviet Union and the rise of fascism in modern Russia. Over 2,000,000 copies of Metro 2033 have been sold worldwide. Foreign book rights have been sold to more than 37 countries. The franchise gave birth to two cult video games, Metro 2033 and Metro Last Light. Film rights were optioned by MGM Studios in Hollywood.

Known for their visibility and tendency to generate controversy, first-person shooter (FPS) games are cultural icons and powder-kegs in American society. Contributors will examine a range of FPS games such as the Doom, Half-Life, System Shock, Deus Ex, Halo, Medal of Honor and Call of Duty franchises. By applying and enriching a broad range of perspectives, this volume will address the cultural relevance and place of the genre in game studies, game theory and the cultures of game players. Guns, Grenades, and Grunts gathers scholars from all disciplines to bring the weight of contemporary social theory and media criticism to bear on the public controversy and intellectual investigation of first-person shooter games. As a genre, FPS games have helped shepherd the game industry from the early days of shareware distribution and underground gaming clans to contemporary multimillion dollar production budgets, Hollywood-style launches, downloadable content and worldwide professional gaming leagues. The FPS has been and will continue to be a staple of the game market.

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

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...

Metro 2033 Dots Lines Spirals Coloring Book This coloring book is an outstanding collection that reveals many fantastic images and impressive artworks of the Metro 2033 video game will take you into the world of fantasy, where all of your stress will be flushed away and your imagination will be satisfied! Stop hesitating! Just prepare your crayons, pencils or anything you think its perfect for you to color and have fun!

This volume offers an in-depth investigation of the role of new media in the political, social and cultural life in the region of Europe-Asia. By focusing on new media, which is understood primarily as internet-

enabled networked social practice, the book puts forward a political and cultural redefinition of the region which is determined by the recognition of the diversity of new media uses in the countries included in the study. This book focuses on the period prior to the advent of 'world internet revolutions', and it registers the region at its pivotal moment—at the time of its entry into the post-broadcast era. Does the Internet aid democratisation or is it conditioned by socio-political norms? Has the Internet changed politics or has it had to fit existing political structures? Has the use of digital technologies revolutionized election campaigns? How is hyperlinked society different from society prior to the advent of the web? How do ordinary people actually use the Internet. These and other pressing questions – crucial to understanding the post-socialist world – are investigated in the current volume. This book was published as a special issue of Europe-Asia Studies.

Miejsce człowieka nie jest pod ziemią. Żyjecie w tunelach jak robaki! Tu nie ma dla nas jutra. Metro to cmentarz. Nie budujemy tu ludzi. Nie stworzymy niczego nowego. Nie rozwiniemy się. Chorujemy tu. Wyradzamy się. Nie ma powietrza. Nie ma miejsca. Jest ciasno. Trzecia wojna światowa starła ludzkość z powierzchni Ziemi. Planeta opustoszała. Każde miasta obróciły się w proch i pył. Przestała istnieć transport, zamarła komunikacja. Radio milczy na wszystkich częstotliwościach. W Moskwie przeżyli tylko ci, którzy przy wtórze syren alarmowych zdążyli dobrać do bram metra. Tam, na głębokości dziesięciu metrów, na stacjach i w tunelach, ludzie próbują przeczekać koniec cywilizacji. W miejsce utraconego ogromnego świata stworzyli swój własny ułomny świat. Czepiają się życia i ani myśli się poddać. Pewnie marzą o powrocie na powierzchnię – kiedyś, kiedy obniży się poziom radiacji. I nie tracą nadziei na odnalezienie innych ocalałych... Metro 2035 kontynuuje historię Artema z pierwszego tomu kultowej serii. Na tę książkę miliony czekały przez każde dziesięć lat, a prawa do tłumaczenia wydawnictwa wykupiły na długo przed jej ukończeniem. Metro 2035 jest przy tym książką niezależną i równie od niej można zacząć przygodę z cyklem Glukhovskijego, który podbił serca czytelników w Rosji i na całym świecie. * Zwyczajny i znajomy świat Metra postawiłem na głowie, tak więc tych, którzy czytali Metro 2033 czeka mnóstwo odkryć i niespodzianek. A tym, którzy swój kontakt z Metrem zaczynają od tej książki, oddaję sensacyjny, emocjonalny, mocny powieść – myślę, że nie pozwoli im się nudzić. Dmitry Glukhovskiy

The year is 2033. The world has been reduced to rubble. Humanity is nearly extinct. The half-destroyed cities have become uninhabitable through radiation. Beyond their boundaries, they say, lie endless burned-out deserts and the remains of splintered forests. Survivors still remember the past greatness of humankind. But the last remains of civilisation have already become a distant memory, the stuff of myth and legend. More than 20 years have passed since the last plane took off from the earth. Rusted railways lead into emptiness. The ether is void and the airwaves echo to a soulless howling where previously the frequencies were full of news from Tokyo, New York, Buenos Aires. Man has handed over stewardship of the earth to new life-forms. Mutated by radiation, they are better adapted to the new world. Man's time is over. A few score thousand survivors live on, not knowing whether they are the only ones left on earth. They live in the Moscow Metro - the biggest air-raid shelter ever built. It is humanity's last refuge. Stations have become mini-statelets, their people uniting around ideas, religions, water-filters - or the simple need to repulse an enemy incursion. It is a world without a tomorrow, with no room for dreams, plans, hopes. Feelings have given way to instinct - the most important of which is survival. Survival at any price. VDNKh is the northernmost inhabited station on its line. It was one of the Metro's best stations and still remains secure. But now a new and terrible threat has appeared. Artyom, a young man living in VDNKh, is given the task of penetrating to the heart of the Metro, to the legendary Polis, to alert everyone to the awful danger and to get help. He holds the future of his native station in his hands, the whole Metro - and maybe the whole of humanity.

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