

## The Gender Game 2 The Gender Secret

On a dare from her brother Charlie, Emma explores a spooky house, only to discover that the spirit inhabiting the house has been waiting for her, convinced that she has a role to play in the reenactment of a doomed love affair.

Closing the gender pay gap begins with awareness and understanding of the state of the gap. This hybrid book that serves as a resource for both the academic and corporate communities, builds the reader's awareness of the gender pay gap, its magnitude and ramifications, and provides action plans to address the challenge. Much of the existing literature on the gender pay gap provides an excellent foundation in stating facts and inferences; yet, the reader is often left wondering "now what?" This book tells the story of the state of the gap by the numbers and then offers specific actions that can be taken to achieve equity. The authors combine backgrounds in statistics and management/HR to provide a unique perspective in painting a broader overview of the issue, examining the history of the gender pay gap, its global impact, and how nations are addressing the issue. The book shines a light on the wide-ranging effects of the gap, including women's poverty rates, student loans, economic growth, childhood poverty, and corporate profits, and offers insights to help close it with best practices of select organizations. Upper-level undergraduate, postgraduate, and executive education students will appreciate the clarity and conciseness of this guide to understanding and solving an important human resources issue. The inclusion of a brief instructor's manual and PowerPoint slides for each chapter differentiates this book and adds to the ease of adoption in both the academic and corporate setting.

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

What would happen if women suddenly possessed a fierce new power? "The Power is our era's *The Handmaid's Tale*." --Ron Charles, Washington Post **\*\*WINNER OF THE BAILEYS WOMEN'S PRIZE FOR FICTION\*\*** One of the New York Times's Ten Best Books of the Year One of President Obama's favorite reads of the Year A Los Angeles Times Best Book of the Year One of the Washington Post's Ten Best Books of the Year An NPR Best Book of the Year One of Entertainment Weekly's Ten Best Books of the Year A San Francisco Chronicle Best Book of the Year A Bustle Best Book of the Year A Paste Magazine Best Novel of the Year A New York Times Book Review Editors' Choice An Amazon Best Book of the Year "Alderman's writing is beautiful, and her intelligence seems almost limitless. She also has a pitch-dark sense of humor that she wields perfectly." --Michael Schaub, NPR In *THE POWER*, the world is a recognizable place: there's a rich Nigerian boy who lounges around the family pool; a foster kid whose religious parents hide their true nature; an ambitious American politician; a tough London girl from a tricky family. But then a vital new force takes root and flourishes, causing their lives to converge with devastating effect. Teenage girls now have immense physical power--they can cause agonizing pain and even death. And, with this small twist of nature, the world drastically resets. From award-winning author Naomi Alderman, *THE POWER* is speculative fiction at its most ambitious and provocative, at once taking us on a thrilling journey to an alternate reality, and exposing our own world in bold and surprising ways. Social media and digital technologies are transforming what and how we read. *Books and Social Media* considers the way in which readers and writers come together in digital communities to discover and create new works of fiction. This new way of engaging with fiction stretches the boundaries of what has been considered a book in the past by moving beyond the physical or even digitally bound object to the consideration of content, containers, and the ability to share. Using empirical data and up-to-date research methods, Miriam Johnson introduces the ways in which digitally social platforms give rise to a new type of citizen author who chooses to sidestep the industry's gatekeepers and share their works directly with interested readers on social platforms. Gender and genre, especially, play a key role in developing the communities in which these authors write. The use of surveys, interviews, and data mining brings to the fore issues of gender, genre, community, and power, which highlight the push and pull between these writers and the industry. Questioning what we always thought we knew about what makes a book and traditional publishing channels, this book will be of interest to anyone studying or researching publishing, book history, print cultures, and digital and contemporary literatures.

Hearts will tangle, romance will ignite... Continue the journey in *A Tangle of Hearts*. Order now! \*Beware of spoilers in the reviews below that are without spoiler alerts\*

Twenty-year-old Liana Castell must be careful what she thinks. Her life is defined by the number on her wristband -- a rating out of ten awarded based on her usefulness and loyalty to the Tower, and monitored by a device in her skull. A device that reports forbidden thoughts. Liana is currently a four, the lowest possible acceptable score. When her worst nightmare comes to pass and she drops to a three, desperation spurs her down a path few dare to tread.

In this volume, Lena Sommestad explores the significance of rural womanhood in the formation of Sweden's gender-egalitarian welfare state in the early 20th century. Drawing on a rich array of documents, photographs, and interviews with women and men, she analyzes the changing gender division of labor in dairying and illuminates the dynamic processes and debates that shaped industrial workplaces. The book demonstrates the importance of rural women's gainful labor and organized activism to Sweden's citizenship-based social policies, which enabled married women to combine childrearing with breadwinning.

"This is our world. Like many things in nature it's round and holds everyone at the same time. This is the Gender Wheel. Like our world it's round and holds everyone at the same time too..." In 2010 Maya introduced the Gender Wheel and the Gender Team in the *Gender Now Coloring Book*. It was a jammed packed coloring extravaganza exploring bodies, nature and history in relation to multiple gender identities. It also opened up the possibility of play and expansion around our still limited language of "boy" and "girl." Now the Gender Team returns, expanded and stronger than before, inviting you on a picture book journey through the Gender Wheel. This body positive book is a powerful opportunity for a supportive adult and child to see a wide range of bodies, understand the origins of the current binary gender system, how we can learn from nature to see the truth that has always existed and revision a new story that includes room for all bodies and genders. The Gender Wheel offers a nature-based, holistic non-western framework of gender in a kid-friendly way. (Also available as a clothed School Edition.) [www.genderwheel.com](http://www.genderwheel.com) *They She He Me: Free to Be!* is a powerful companion to this book and uses pronouns as a place to expand ideas about gender and celebrate personal expression. Together these books offer an integrated foundation to talk to kids about gender and expand our thinking as we remember that we ALL belong.

Continue Violet and Viggo's journey in the *ELECTRIFYING* fourth book of *The Gender Game* series!

The book asserts that human security derives from the experience and expectation of human well-being which depends on four

essential conditions: a life sustaining environment, the meeting of essential physical needs, respect for the identity and dignity of persons and groups, protection from avoidable harm and expectations of remedy from them. The book demonstrates their integral relationship to human security. Patriarchy being the germinal paradigm from which most major human institutions such as the state, the economy, organised religions and social relations have evolved, the book argues that fundamental inequalities must be challenged for the sake of equality and security. The fundamental point raised is that expectation of human well-being is a continuing cause of armed conflict which constitutes a threat to peace and survival of all humanity and human security cannot exist within a militarised security system. The editors of the book bring together 14 essays which critically examine militarised security in order to find human security pathways, show ways in which to refute the dominant paradigm, indicate a clear gender analysis that challenges the current system, and suggests alternatives to militarised security. With a mix of female and male feminist scholar activists as contributors, the book makes an important contribution to a new discourse on human security.

Curt's having the worst luck: his date just stood him up, he just sat in someone's cheesy nachos at the movie theatre, and a crazy naked woman BIT him in the alley outside. It's true what they say, weird things do happen at the full moon. Little does Curt know that the woman who bit him in the alley has infected him. His full moon nights are about to get a lot weirder, because from now on, he'll become a sex-hungry woman when the moon is fully exposed. His female self's appetites are insatiable when the full moon is in the sky. He can only refer to himself as a werewoman. He enlists Kathy, his oldest friend and the only person who will believe him, to help him deal with the werewoman. Together, they manage to find a bright spot in all the madness. Author's note: This is a standalone romance story with a HAE ending! Two bonus gender swap romance stories have been included as a thank you to my readers! Warning: This 15,000-word novella contains graphic language and steamy descriptions of gender transformation and sex. The authors explore the many ways that gender and communication intersect and affect each other. Every chapter encourages a consideration of how gender attitudes and practices, past and current, influence personal notions of what it means not only to be female and male, but feminine and masculine. The second edition of this student friendly and accessible text is filled with contemporary examples, activities, and exercises to help students put theoretical concepts into practice.

This book investigates the narrativity of some of the most popular survival horror video games and the gender politics implicit in their storyworlds. In a thorough analysis of the genre that draws upon detailed comparisons with the mainstream action genre, Andrei Nae places his analysis firmly within a political and social context. In comparing survival horror games to the dominant game design norms of the action genre, the author differentiates between classical and postclassical survival horror games to show how the former reject the norms of the action genre and deliver a critique of the conservative gender politics of action games, while the latter are more heterogeneous in terms of their game design and, implicitly, gender politics. This book will appeal not only to scholars working in game studies, but also to scholars of horror, gender studies, popular culture, visual arts, genre studies and narratology.

George R.R. Martin's acclaimed seven-book fantasy series *A Song of Ice and Fire* is unique for its strong and multi-faceted female protagonists, from teen queen Daenerys, scheming Queen Cersei, child avenger Arya, knight Brienne, Red Witch Melisandre, and many more. The *Game of Thrones* universe challenges, exploits, yet also changes how we think of women and gender, not only in fantasy, but in Western culture in general. Divided into three sections addressing questions of adaptation from novel to television, female characters, and politics and female audience engagement within the *GoT* universe, the interdisciplinary and international lineup of contributors analyze gender in relation to female characters and topics such as genre, sex, violence, adaptation, as well as fan reviews. The genre of fantasy was once considered a primarily male territory with male heroes. *Women of Ice and Fire* shows how the *GoT* universe challenges, exploits, and reimagines gender and why it holds strong appeal to female readers, audiences, and online participants.

The *Routledge Handbook of Gender and Agriculture* covers major theoretical issues as well as critical empirical shifts in gender and agriculture. Gender relations in agriculture are shifting in most regions of the world with changes in the structure of agriculture, the organization of production, international restructuring of value chains, climate change, the global pandemic, and national and multinational policy changes. This book provides a cutting-edge assessment of the field of gender and agriculture, with contributions from both leading scholars and up-and-coming academics as well as policymakers and practitioners. The handbook is organized into four parts: part 1, institutions, markets, and policies; part 2, land, labor, and agrarian transformations; part 3, knowledge, methods, and access to information; and part 4, farming people and identities. The last chapter is an epilogue from many of the contributors focusing on gender, agriculture, and shifting food systems during the coronavirus pandemic. The chapters address both historical subjects as well as ground-breaking work on gender and agriculture, which will help to chart the future of the field. The handbook has an international focus with contributions examining issues at both the global and local levels with contributors from across the world. With contributions from leading academics, policymakers, and practitioners, and with a global outlook, the *Routledge Handbook of Gender and Agriculture* is an essential reference volume for scholars, students, and practitioners interested in gender and agriculture.

This book explores how corpus linguistic techniques can be applied to close analysis of videogames as a text, particularly examining how language is used to construct representations of gender in fantasy videogames. The author demonstrates a wide array of techniques which can be used to both build corpora of videogames and to analyse them, revealing broad patterns of representation within the genre, while also zooming in to focus on diachronic changes in the representation of gender within a best-selling videogame series and a Massively Multiplayer Online Role Playing Game (MMORPG). The book examines gender as a social variable, making use of corpus linguistic methods to demonstrate how the language used to depict gender is complex but often repeated. This book combines fields including language and gender studies, new media studies, ludolinguistics, and corpus linguistics, and it will be of interest to scholars in these and related disciplines.

"This book takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry"--Provided by publisher.

Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.

The *Gender and Science Reader* brings together key articles in a comprehensive investigations of the nature and practice of science.

The Gender Game Createspace Independent Publishing Platform

This Handbook maps the expanding field of gender and EU politics, giving an overview of the fundamentals and new directions of



the sub- discipline, and serving as a reference book for (gender) scholars and students at different levels interested in the EU. In investigating the gendered nature of European integration and gender relations in the EU as a political system, it summarizes and assesses the research on gender and the EU to this point in time, identifies existing research gaps in gender and EU studies and addresses directions for future research. Distinguished contributors from the US, the UK and continental Europe, and from across disciplines from political science, sociology, economics and law, expertly inform about gender approaches and summarize the state of the art in gender and EU studies. The Routledge Handbook of Gender and EU Politics provides an essential and authoritative source of information for students, scholars and researchers in EU studies/ politics, gender studies/ politics, political theory, comparative politics, international relations, political and gender sociology, political economy, European and legal studies/ law.

This title is part of American Studies Now and available as an e-book first. Visit [ucpress.edu/go/americanstudiesnow](http://ucpress.edu/go/americanstudiesnow) to learn more. In the last decade, public discussions of transgender issues have increased exponentially. However, with this increased visibility has come not just power, but regulation, both in favor of and against trans people. What was once regarded as an unusual or even unfortunate disorder has become an accepted articulation of gendered embodiment as well as a new site for political activism and political recognition. What happened in the last few decades to prompt such an extensive rethinking of our understanding of gendered embodiment? How did a stigmatized identity become so central to U.S. and European articulations of self? And how have people responded to the new definitions and understanding of sex and the gendered body? In *Trans\**, Jack Halberstam explores these recent shifts in the meaning of the gendered body and representation, and explores the possibilities of a nongendered, gender-optional, or gender-queer future.

The Gender Game By Bella Forrest

Is Nick Allen a troublemaker? He really just likes to liven things up at school -- and he's always had plenty of great ideas. When Nick learns some interesting information about how words are created, suddenly he's got the inspiration for his best plan ever...the frindle. Who says a pen has to be called a pen? Why not call it a frindle? Things begin innocently enough as Nick gets his friends to use the new word. Then other people in town start saying frindle. Soon the school is in an uproar, and Nick has become a local hero. His teacher wants Nick to put an end to all this nonsense, but the funny thing is frindle doesn't belong to Nick anymore. The new word is spreading across the country, and there's nothing Nick can do to stop it.

Continue Violet and Viggo's journey in the EXPLOSIVE third book of the bestselling The Gender Game series.

Sherry's only hope for saving her father from the virus that has destroyed her country is to cross the seemingly impenetrable fence that keeps those infected quarantined from the outside world. But once you cross the fence, there is no going back.

The Champion has been chosen, and Liana's courage will be put to the test like never before.

In this second installation, Liana Castell makes a shocking discovery, after stumbling upon an ancient, dusty office sealed away from the rest of the Tower. Her first instinct is to flee - until she realizes all is not what it seems. The room has been hidden for a reason. It holds secrets about the Tower's past, and answers that could be key to her people's future. But with this knowledge comes grave danger, as Liana will quickly discover.

From #1 New York Times bestselling author Chris Colfer comes a funny, heartbreaking, unforgettable novel about friendship and fame perfect for fans of *Me, Earl, and the Dying Girl* and *John Green*. Cash Carter is the young, world famous lead actor of the hit television show *Wiz Kids*. When four fans jokingly invite him on a cross-country road trip, they are shocked that he actually takes them up on it. Chased by paparazzi and hounded by reporters, this unlikely crew takes off on a journey of a lifetime--but along the way they discover that the star they love has deep secrets he's been keeping. What they come to learn about the life of the mysterious person they thought they knew will teach them about the power of empathy and the unbreakable bond of true friendship. In this touching novel, New York Times bestselling author Chris Colfer takes us on a journey full of laughter, tears, and life-changing memories.

Western digital game play has shifted in important ways over the last decade, with a plethora of personal devices affording a range of increasingly diverse play experiences. Despite the celebration of a more inclusive environment of digital game play, very little grounded research has been devoted to the examination of familial play and the domestication of digital games, as opposed to evolving public and educational contexts. This book is the first study to provide a situated investigation of the site of family play—the shared spaces and private places of gameplay within the domestic sphere. It carries out an empirically grounded and critical analysis of what marketing and sales discourses about shifts in the digital games audience actually look like in the space of the home, as well as the social and cultural role these ludic technologies take in the everyday practices of the family in the domestic context. It examines the material realities of video game technologies in the home; including time management and spatial organization, as well as the discursive role these devices play in discussions of technological competence and its complex relationship to age, generational differences, and gender performance. Harvey's interdisciplinary approach and innovative methodology will hold great critical appeal for those studying digital culture, children's media, and feminist studies of new media, as well as critical theories of technology and leisure and sport theory.

\*WINNER OF THE UK BLACK PRIDE LITERARY PRIZE FOR NON-FICTION DIVA AWARDS 2017\* \*AS SEEN ON TRANSFORMATION STREET\* 'Opens minds, breaks down myths and vaporises prejudice - I loved it!' Rebecca Root, star of *Boy Meets Girl* 'Funny, thoughtful and honest' Stylist 'It's a boy!' or 'It's a girl!' are the first words almost all of us hear when we enter the world. Before our names, before we have likes and dislikes - before we, or anyone else, has any idea who we are. And two years ago, as Juno Dawson went to tell her mother she was (and actually, always had been) a woman, she started to realise just how wrong we've been getting it. Gender isn't just screwing over trans people, it's messing with everyone. From little girls who think they can't be doctors to teenagers who come to expect street harassment. From exclusionist feminists to 'alt-right' young men. From men who can't cry to the women who think they shouldn't. As her body gets in line with her mind, Juno tells not only her own story, but the story of everyone who is shaped by society's expectations of gender - and what we can do about it. Featuring insights from well-known gender, feminist and trans activists including Rebecca Root, Laura Bates, Gemma Cairney, Anthony Anaxagorou, Hannah Witton, Alaska Thunderfuck and many more, *The Gender Games* is a frank, witty and powerful manifesto for a world in which everyone can truly be themselves. *The Gender Games* has been optioned by SunnyMarch Productions to be turned into an original television series, written by Rose Lewenstein.

NEW YORK TIMES BESTSELLER USA TODAY BESTSELLER NATIONAL INDIE BESTSELLER THE WASHINGTON POST BESTSELLER Recommended by Entertainment Weekly, Real Simple, NPR, Slate, and Oprah Magazine #1 Library Reads Pick—October 2020 #1 Indie Next Pick—October 2020 BOOK OF THE YEAR (2020) FINALIST—Book of The Month Club A “Best Of” Book From: Oprah Mag \* CNN \* Amazon \* Amazon Editors \* NPR \* Goodreads \* Bustle \* PopSugar \* BuzzFeed \* Barnes & Noble \* Kirkus Reviews \* Lambda Literary \* Nerdette \* The Nerd Daily \* Polygon \* Library Reads \* io9 \* Smart Bitches Trashy Books \* LiteraryHub \* Medium \* BookBub \* The Mary Sue \* Chicago Tribune \* NY Daily News \* SyFy Wire \* Powells.com \* Bookish \* Book Riot \* Library Reads Voter Favorite \* In the vein of *The Time Traveler's Wife* and *Life After Life*, *The Invisible Life of Addie LaRue* is New York Times bestselling author V. E. Schwab's genre-defying tour de force. *A Life No One Will Remember*. *A Story You Will Never Forget*. *France, 1714: in a moment of desperation, a young woman*

makes a Faustian bargain to live forever—and is cursed to be forgotten by everyone she meets. Thus begins the extraordinary life of Addie LaRue, and a dazzling adventure that will play out across centuries and continents, across history and art, as a young woman learns how far she will go to leave her mark on the world. But everything changes when, after nearly 300 years, Addie stumbles across a young man in a hidden bookstore and he remembers her name. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A fun, colorful, community-based resource that illustrates the beautiful diversity of gender - a gender 101 for everyone!

High school and the difficult terrain of sexuality and gender identity are brilliantly explored in this smart, incisive ethnography. Based on eighteen months of fieldwork in a racially diverse working-class high school, *Dude, You're a Fag* sheds new light on masculinity both as a field of meaning and as a set of social practices. C. J. Pascoe's unorthodox approach analyzes masculinity as not only a gendered process but also a sexual one. She demonstrates how the "specter of the fag" becomes a disciplinary mechanism for regulating heterosexual as well as homosexual boys and how the "fag discourse" is as much tied to gender as it is to sexuality.

The conclusion to Violet and Viggo's journey and to the Gender game series.

This book examines the gender dimensions of a wide array of national and international security challenges. The volume examines gender dynamics in ten issue areas in both the traditional and human security sub-fields: armed conflict, post-conflict, terrorism, military organizations, movement of people, development, environment, humanitarian emergencies, human rights, governance. The contributions show how gender affects security and how security problems affect gender issues. Each chapter also examines a common set of key factors across the issue areas: obstacles to progress, drivers of progress and long-term strategies for progress in the 21st century. The volume develops key scholarship on the gender dimensions of security challenges and thereby provides a foundation for improved strategies and policy directions going forward. The lesson to be drawn from this study is clear: if scholars, policymakers and citizens care about these issues, then they need to think about both security and gender. This will be of much interest to students of gender studies, security studies, human security and International Relations in general.

Spanning eight decades and chronicling the wild ride of a Greek-American family through the vicissitudes of the twentieth century, Jeffrey Eugenides' witty, exuberant novel on one level tells a traditional story about three generations of a fantastic, absurd, lovable immigrant family -- blessed and cursed with generous doses of tragedy and high comedy. But there's a provocative twist. Cal, the narrator -- also Callie -- is a hermaphrodite. And the explanation for this takes us spooling back in time, through a breathtaking review of the twentieth century, to 1922, when the Turks sacked Smyrna and Callie's grandparents fled for their lives. Back to a tiny village in Asia Minor where two lovers, and one rare genetic mutation, set our narrator's life in motion. *Middlesex* is a grand, utterly original fable of crossed bloodlines, the intricacies of gender, and the deep, untidy promptings of desire. It's a brilliant exploration of divided people, divided families, divided cities and nations -- the connected halves that make up ourselves and our world.

Return to the Tower in the fourth book of *The Girl Who Dared* series, where Liana will face her greatest challenge yet.

*The Gender-Sensitive University* explores the prevailing forces that pose obstacles to driving a gender-sensitive university, which include the emergence of far-right movements that seek to subvert advances towards gender equality and managerialism that promotes creeping corporatism. This book demonstrates that awareness of gender equality and gender sensitivity are essential for pulling contemporary academia back from the brink. New forms of leadership are fundamental to reforming our institutions. The concept of a gender-sensitive university requires re-envisioning academia to meet these challenges, as does a different engagement of men and a shift towards fluidity in how gender is formulated and performed. Academia can only be truly gender sensitive if, learning from the past, it can avoid repeating the same mistakes and addressing existing and new biases. The book chapters analyse these challenges and advocate the possibilities to 'fix it forward' in all areas. Representing ten EU countries and multiple disciplines, contributors to this volume highlight the evidence of persistent gender inequalities in academia, while advocating a blueprint for addressing them. The book will be of interest to a global readership of students, academics, researchers, practitioners, academic and political leaders and policymakers who share an interest in what it takes to establish gender-sensitive universities. This book is available for free in PDF format as Open Access from the individual product page at [www.routledge.com](http://www.routledge.com). It has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license

The pulse-pounding second book in *The Gender Game* series. Gliding over the treacherous Green in a shaky aircraft that she has no idea how to land, Violet Bates is still in shock. The harrowing events of the previous night play over in her mind as she asks herself question after question. Why did Lee Desmond Bertrand behave the way he did? What is the truth about the mysterious silver egg stowed beneath her seat? What happened to Viggo and where is her brother? Is either of them still alive? When Violet manages to reach the toxic ground alive, she has landed in a world of unimaginable danger. She has barely time to catch her breath before she is sucked into a perilous journey at breakneck speed - to uncover secrets guarded for centuries and find the only two people that matter. BUY NOW

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