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KEY=S - DEACON BURNETT

HALO: GHOSTS OF ONYX

Simon and Schuster **The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Once considered clandestine, the Spartan-II program has now gone public. Tales of armored super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultra-secret cell of the Office of Naval Intelligence known as “Section Three” devises a plan to buy the UNSC vital time. It will need hundreds of willing soldiers, though—and one more Spartan—to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs, and fleets of UNSC and Covenant vessels race to claim it and change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own...**

GHOSTS OF ONYX

Pan Macmillan **The Spartan-II program has gone public. Tales of super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. But just how many Spartans are left? While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultrasecret cell of the Office of Naval Intelligence known as “Section Three” devises a plan to buy the UNSC vital time. They’re going to need hundreds of willing soldiers, though . . . and one more Spartan to get the job done. The planet Onyx is**

virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs, and fleets of UNSC and Covenant race to claim it to change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own . . .

DRY WATER

Harper Voyager **There is water pooled deep within the earth--a forbidden spring that flows through the history of humankind. There is a reborn ghost town in New Mexico where real phantoms congregate--along with artists, shamans, witches. . .and all manner of evil. Lightning has chased Larry Ngitis to this place where he will be called upon to do the impossible. Because the death of everything is rapidly approaching--unless Larry can turn the wheels of the world in the right direction. DRY WATER is a novel of wondrous thing that reshapes time and many realities--from the awesome imagination of Eric S. Nylund, a truly great contemporary American Fantasist. There is water pooled deep within the earth--a forbidden spring that flows through the history of humankind. There is a reborn ghost town in New Mexico where real phantoms congregate--along with artists, shamans, witches. . .and all manner of evil. Lightning has chased Larry Ngitis to this place where he will be called upon to do the impossible. Because the death of everything is rapidly approaching--unless Larry can turn the wheels of the world in the right direction. DRY WATER is a novel of wondrous thing that reshapes time and many realities--from the awesome imagination of Eric S. Nylund, a truly great contemporary American Fantasist.**

HALO: THE FLOOD

Simon and Schuster **The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this "Halo" is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret**

and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

HALO BOXED SET

Tor Books **Halo Boxed Set Contact Harvest, Ghosts of Onyx and The Cole Protocol Contact Harvest: This is how it began... It is the year 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But we have trespassed on holy ground--strayed into the path of an aggressive alien empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter catapults mankind into a struggle for its very existence. But humanity is also locked in a bitter civil war known as the Insurrection. So the survival of Harvest's citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one stands above the rest...a young Marine staff sergeant named Avery Johnson. Ghosts of Onyx: The Spartan-II program has gone public. Tales of super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. But just how many Spartans are left? While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultrasecret cell of the Office of Naval Intelligence known as Section Three devises a plan to buy the UNSC vital time. They're going to need hundreds of willing soldiers though...and one more Spartan to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs, and fleets of UNSC and Covenant race to claim it to change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own... The Cole Protocol: In the first, desperate days of the Human-Covenant War, the UNSC has enacted the Cole Protocol to safeguard Earth and its Inner Colonies from discovery by a merciless alien foe. Many are called upon to rid the universe of lingering navigation data that would reveal the location of Earth. Among them is Navy Lieutenant Jacob Keyes. Thrust back into action after being sidelined, Keyes is saddled with a top secret mission by ONI. One that will take him deep behind enemy lines, to a corner of the universe where nothing is as it seems. Out beyond the Outer Colonies lies the planet Hesiod, a gas giant surrounded by a vast asteroid belt. As the Covenant continues to glass the human occupied planets near Hesiod, many of the survivors, helped by a stronghold of human Insurrectionists, are fleeing to the asteroid belt for refuge. They have transformed the tumbling satellites into a tenuous, yet ingenious, settlement known as the Rubble--and have come face-to-face with a Covenant settlement of Kig-Yar . . . yet somehow survived. News of this unlikely treaty has spread to the warring sides. Luckily for the UNSC,**

this uneasy alliance is in the path of the Spartan Gray Team, a three-man renegade squad whose simple task is to wreak havoc from behind enemy lines in any way they see fit. But the Prophets have also sent their best---an ambitious and ruthless Elite, whose quest for nobility and rank is matched only by his brutality . . . and who will do anything to secure his Ascendancy and walk the Path.

HALO GRAPHIC NOVEL (NEW EDITION)

Dark Horse Comics **Dark Horse Books is proud to present the legendary graphic novel that introduced Halo to the world of comics - back in print for the first time in over a decade! This book includes four classic Halo stories that expand the deep lore of the Halo universe told by some of the finest creators in comic-book history.**

HALO BOXED SET II

Tor Books **Featuring: Halo: First Strike by Eric Nylund Halo: The Fall of Reach by Eric Nylund Halo: The Flood by William C. Dietz**

SIGNAL TO NOISE

Harper Collins **Jack Potter puts computer cryptography to work for the highest bidder: sometimes for private corporations, sometimes for the government. Sometimes the work is legal; if not, Jack simply raises his price. But one day, Jack discovers something cloaked in the hiss of background radiation streaming past the Earth from deep space: a message from an alien civilization. One that's eager to do business with humanity -- and its representative. Before he knows it, Jack has entered into a partnership that will open a Pandora's Box of potential profit and loss. The governments, the multinationals, and mysterious players more powerful still, all want a piece of the action -- and they're willing to kill, even wage war, to get it. Now Jack is entangled shifting web of deceit and intrigue in which no one, not even his closest friends, can be trusted. For Earth's cloak-and-dagger business practices are writ large in the heavens...and hostile takeovers are just as common across light years as they are across boardroom tables.**

HALO: THE FALL OF REACH

Simon and Schuster **The New York Times bestselling origin story of the Master Chief—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Humanity has expanded beyond Earth's system to hundreds of planets that colonists now call home. But the United Earth Government and the United Nations Space Command is struggling to control this vast empire. After exhausting all strategies to keep seething colonial insurrections from exploding into a full-blown interplanetary civil war, the UNSC has one last hope. At the Office of Naval Intelligence, Dr. Catherine Halsey has been hard at work on**

a top-secret program that could bring an end to the conflict...and it starts with seventy-five children, among them a six-year-old boy named John. And Halsey could never guess that this child will eventually become the final hope against an even greater peril engulfing the galaxy—the inexorable confrontation with a theocratic military alliance of alien races known as the Covenant. This is the electrifying origin story of Spartan John-117—the Master Chief—and of his legendary, unstoppable heroism in leading the resistance against humanity’s possible extinction.

HALO: FIRST STRIKE

Simon and Schuster **The New York Times** bestselling aftermath of Halo: **Combat Evolved** featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. The theocratic military alliance known as the Covenant is showing no mercy as it continues to assault every human world it encounters, but in the way lies humanity’s greatest champion, the super-soldier Spartan John-117—the Master Chief. Together with his AI companion Cortana and the last remaining Spartans, the galaxy-spanning fight rages on two fronts following the destruction of the human military stronghold Reach by Covenant forces and the mysterious artificial ringworld known as “Halo” at the hands of the Master Chief. One faction—a squad of Spartans lead by Blue Team’s Fred-104 and Kelly-087—is trapped on the glassed surface of Reach, the only planet they’ve ever known as home. And beneath this ruined world, Dr. Catherine Halsey has discovered an ancient secret...one that could alter the course of the war. Meanwhile, the Master Chief and Cortana lead a second group toward a gathering of Covenant warships, as the United Nations Space Command’s worst nightmare has finally come true: the Covenant has discovered the location of Earth and is forming a massive fleet to utterly destroy it, as well as all who oppose the indomitable will of the Prophets...

A GAME OF UNIVERSE

HALO: OBLIVION

A MASTER CHIEF STORY

Gallery Books **A Master Chief** story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more than a year since humanity first encountered the hostile military alliance of alien races known as the Covenant, and several weeks after the United Nations Space Command’s devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief, John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons. But the Covenant—enraged and fearful of

their enemy's unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity's only hope of survival...

A SIGNAL SHATTERED

Eos After his alien business partner destroys Earth, Jack Potter teams up with other human survivors, including his ruthless ex-partner and cybernetics expert Isabel, to hunt down and destroy the genocidal creature.

PAWN'S DREAM

New English Library

HALO: EVOLUTIONS

ESSENTIAL TALES OF THE HALO UNIVERSE

Macmillan When humanity expanded beyond the safety of Earth to new stars and horizons, they never dreamed what dangers they would encounter there. When the alien juggernaut known as the Covenant declared holy war upon the fragile human empire, millions of lives were lost—but, millions of heroes rose to the challenge. In such a far-reaching conflict, not many of the stories of these heroes, both human and alien, have a chance to become legend. This collection holds eleven stories that dive into the depths of the vast Halo universe, not only from the perspective of those who fought and died to save humanity, but also those who vowed to wipe humanity out of existence. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

HALO: POINT OF LIGHT

Gallery Books An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! August 2558. Rion Forge was once defined by her relentless quest for hope amidst the refuse and wreckage of a post-Covenant War galaxy—years spent searching for family as much as fortune. But that was before Rion and the crew of her salvager ship Ace of Spades encountered a powerful yet tragic being who forever altered their lives. This remnant from eons past, when

the Forerunners once thrived, brought with it a revelation of ancient machinations and a shocking, brutal history. Unfortunately, the Ace crew also made dire enemies of the Office of Naval Intelligence in the process, with the constant threat of capture and incarceration a very real possibility. Now with tensions mounting and ONI forces closing in, Rion and her companions commit to this being's very personal mission, unlocking untold secrets and even deadlier threats that have been hidden away for centuries from an unsuspecting universe....

THE RESISTERS #1: THE RESISTERS

Random House Books for Young Readers In the tradition of Robert Heinlein and Ray Bradbury, million-copy bestselling Halo author and game developer Eric Nylund brings action-packed science fiction to a young audience with this riveting children's debut. Twelve-year-old Ethan Blackwood has always known exactly what he wanted—to win the state soccer championship, get into the best high school, and become an astronaut. Then he meets Madison and Felix, who tell him something . . . insane. They claim that 50 years ago, aliens took over the earth, and everyone past puberty is under their mind control. Ethan doesn't believe it. But then he sees for himself the aliens' monster bug robots and the incredible way that Madison and Felix have learned to fight them. So Ethan Blackwood has a choice: he can go back to his normal, suburban, protected life of a life—or he can become a Resister. This is science fiction on the lines of Scott Westerfield and Cory Doctorow for middle graders.

HALO: BROKEN CIRCLE

Simon and Schuster Examines the lore of the popular video game franchise, beginning at the birth of the Covenant and the initial bargain between the Prophets and the Elites and recounting the betrayal, by a rebel splinter group, that ultimately brings destruction. 100,000 first printing.

HUNTERS IN THE DARK

Simon and Schuster In 2555 a startling scientific discovery is made ... and the riddle behind its Forerunner origins could very well seal the fate of the entire galaxy within a matter of weeks. In order to unravel these dangerous secrets, a heroic, hastily formed coalition of humans and Elites must attempt to overcome their differences as they embark on a covert mission back to the Ark -- where mortal danger awaits them all.

GEARS OF WAR: ASCENDANCE

Titan Books (US, CA) The official prequel to the action video game Gears 5, beginning immediately after Gears of War 4 and leading directly into the new game. **THE OFFICIAL BRIDGE TO GEARS 5** Following Reyna Diaz's death at the hands of the Swarm, Kait seals her mother's tomb, swearing revenge. With her allies, including JD Fenix and Del Walker, she returns to

New Ephyra to warn the Coalition of Ordered Governments: **THE SWARM IS COMING** However, First Minister Jinn requires proof of the threat. She also demands their utter loyalty, driving a wedge between the allies. Joined by Marcus Fenix, Kait strikes out on her own while JD and Del embark on a sanctioned mission to prove that the threat is real. With the fate of humankind hanging in the balance, it's a race against time.

HALO: MORTAL DICTATA

BOOK THREE OF THE KILO-FIVE TRILOGY

Simon and Schuster The final novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with someone long dead, and a conscience that still survives in the most unlikely, undiscovered place...

HALO: DIVINE WIND

Simon and Schuster An original novel set in the Halo universe—based on the New York Times bestselling video game series! October 2559. With the galaxy in the suffocating grip of a renegade artificial intelligence, another perilous threat has quietly emerged in the shadows: the Keepers of the One Freedom, a fanatical and merciless Covenant splinter group, has made its way beyond the borders of the galaxy to an ancient Forerunner installation known as the Ark. Led by an infamous Brute named Castor, the Keepers intend to achieve what the Covenant, in all its might, failed to: activate Halo and take the last steps on the path of the Great Journey into transcendence. But unknown to Castor and his new, unexpected ally on the Ark, there are traitors to the cause in their midst—namely the Ferrets, composed of Office of Naval Intelligence operative Veta Lomis and her young team of Spartan-IIIs, who have been infiltrating the Keepers to lay the groundwork for Castor's assassination. But with ONI's field operations now splintered and cut off by the Guardian threat, Veta's original mission has suddenly and dramatically escalated in scope. There's simply no choice or fallback plan—either the Ferrets somehow stop the Keepers or the galaxy faces an extinction-level event....

HALO: THE RUBICON PROTOCOL

Simon and Schuster **An original novel set in the Halo universe--based on the New York Times bestselling video game series! An all-new adventure expanding on the dramatic events seen in the blockbuster game Halo Infinite! Copyright (c) 2021 by Microsoft Corporation. All Rights Reserved. Microsoft, 343 Industries, the 343 Industries logo, Halo, and the Halo logo are trademarks of the Microsoft group of companies.**

HALO: THE FALL OF REACH

Tor Books **The Definitive Edition to the First and Bestselling Halo Novel, Including Twenty-seven Pages of New Material *** Legends are not simply born...they are willed into existence. Humanity has expanded beyond the Sol System. There are hundreds of planets we now call "home." The United Nations Space Command now struggles to control this vast empire. After exhausting all strategies to keep seething insurrections from exploding into interplanetary civil war, the UNSC has one last hope. At the Office of Naval Intelligence, Dr. Catherine Halsey has been hard at work on a top secret program that could bring an end to all this conflict...and it starts with seventy-five children, among them a six year old boy named John. Halsey never guessed that this little boy would become humanity's final hope against a vast alien force hell-bent on wiping us out. This is the story of John, Spartan-117...the Master Chief, and of the battles that brought humanity face to face with its possible extinction. *** This new Tor edition will serve as the definitive version of the novel that started Halo fans reading the series, and features brand-new material, including: Excerpts of Office of Naval Intelligence interrogations of the Covenant. Missives and mandates issued by the Covenant Declassified transmissions regarding the defense of Reach A personal insight into the Spartan program The Official Evacuation Order for all inhabitants of Reach. Five sketches of cover art by 343 Industries artist, Robogabo**

TITAN BASE

Random House Books for Young Readers **Twelve-year-old Ethan must take command of a fractious flying squadron charged with finding a new Resister base, while being pursued by alien invaders.**

HALO GLASSLANDS

Pan Macmillan **The Covenant has collapsed after a long, brutal war that saw billions slaughtered on Earth and her colonies. For the first time in decades, however, peace finally seems possible. But though the fighting's stopped, the war is far from over: it's just gone underground. The UNSC's feared and secretive Office of Naval Intelligence recruits Kilo-Five, a team of ODSTs, a Spartan, and a diabolical AI to accelerate the Sangheili insurrection. Meanwhile, the Arbiter, the defector turned leader of a**

broken Covenant, struggles to stave off civil war among his divided people. Across the galaxy, a woman thought to have died on Reach is actually very much alive. Chief scientist Dr. Catherine Halsey broke every law in the book to create the Spartans, and now she's broken some more to save them. Marooned with Chief Mendez and a Spartan team in a Forerunner slipspace bubble hidden in the destroyed planet Onyx, she finds that the shield world has been guarding an ancient secret - a treasure trove of Forerunner technology that will change everything for the UNSC and mankind. As Kilo-Five joins the hunt for Halsey, humanity's violent past begins to catch up with all of them as disgruntled colony Venezia has been biding its time to strike at Earth, and its most dangerous terrorist has an old, painful link with both Halsey and Kilo-Five that will test everyone's loyalty to the limit.

HALO: SMOKE AND SHADOW

Titan Books An original novella set in the Halo Universe and based on the New York Times bestselling video game series! Find. Claim. Profit. In a post-Covenant War galaxy littered with scrap, it's the salvager's motto. And with a fast ship and a lust for adventure, Rion Forge has certainly made her mark on the trade. But when the discovery of a wrecked United Nations Space Command cruiser brings Rion's past back to haunt her, stirring fresh hope into a decades-old wound, she's hell-bent on finding answers: What really happened to her father, John Forge, and his ship, the Spirit of Fire? This electrifying novella also contains the complete text of Kelly Gay's short story "Into the Fire," originally featured in the acclaimed collection Halo: Fractures!

GENREFLECTING

A GUIDE TO POPULAR READING INTERESTS

ABC-CLIO The gold standard for readers' advisory, this book represents an essential resource for LIS students and practicing librarians who want to better understand readers, reading interests, and fiction and nonfiction genres.

ALL THAT LIVES MUST DIE

BOOK TWO OF THE MORTAL COILS SERIES

Tor Fantasy Eliot and Fiona Post are twins caught up in an epic custody battle between their mother's and father's families. Their mother is the immortal goddess Atropos, the eldest Fate, and their father is Lucifer, Lord of the infernals, a diabolical fallen angel. The families have put them through rigorous, life-threatening challenges, and together they've risen to combat them in amazing ways. But now they are facing the greatest trial of all--high school. Paxington University is no normal high school--it's a place where gods and goddesses, warriors and sojourners learn to harness their

power, where a debate in class can end in a duel, and your classmates aren't simply friends or enemies, but allies in battle or threats to your life. To flunk is to die--only the toughest graduate. As Fiona and Eliot struggle to keep up their grades by surviving the rigorous training, both families are watching. High school is bad enough, but imagine being caught in the midst of an immortal/infernal war....

THE FORCE UNLEASHED II: STAR WARS LEGENDS

Del Rey As ruthless apprentice to Darth Vader, Starkiller was mercilessly schooled in the ways of the dark side, commanded to exterminate the last of the purged Jedi Order, and groomed for the ultimate Sith power play: assassination of the Emperor. He served without question, killed without remorse, and lost his heart without warning to beautiful Imperial fighter pilot Juno Eclipse, never suspecting that he was just a tool in the schemes of his masters—until it was too late to escape their lethal betrayal. Juno mourned Starkiller as dead...but now he is back, purged of all memories and programmed to kill. And as fate brings Juno and Starkiller closer to reuniting, with Darth Vader determined not to lose his assassin a second time, they will both have to make a stand. The prize is freedom. The punishment for failing will be eternal enslavement to the dark side of the Force... Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

HALO: SAINT'S TESTIMONY

Simon and Schuster An all-new digital single—part of the New York Times bestselling series based on the blockbuster Xbox® games! The military-grade artificial intelligence known as Iona has only one week to live. After that, the UNSC will legally terminate her seven-year existence in order to stave off the threat of the data corruption phenomenon known as “rampancy,” a condition that will eventually take hold of her functionality and persona, endangering all those around her. In a last-ditch effort to save herself, Iona has successfully launched an unprecedented legal appeal against her own death sentence—a case being watched very closely at not only the highest levels of human government, but by others with a very different agenda...

HALO: THE THURSDAY WAR

Pan Macmillan **WELCOME TO HUMANITY'S NEW WAR: SILENT, HIGH STAKES, AND UNSEEN.** This is a life-or-death mission for ONI's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Elites, once the military leaders of the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation - keeping the Elites busy with their own insurrection - turns into a desperate bid to extract one member of Kilo-Five from the seething heart of an alien civil war. But

troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan-010. Meanwhile, the treasure trove of Forerunner technology recovered from the shield world of Onyx is being put to work. And a kidnapped Elite plots vengeance on the humans he fears will bring his people to the brink of destruction.

SCIENCE FICTION VIDEO GAMES

CRC Press **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).

FORGOTTEN RUIN

WarGate Books **Tolkien meets Shock and Awe Orcs. Trolls. Wraith riders. Dark wizards. Together, they form an unstoppable force. Or so they thought. Dark Army... meet the U.S. Army Rangers. When a Joint Task Force of elite Rangers are transported to a strange and fantastic future where science and evolution have incarnated the evils of myth and legend, they find themselves surrounded, pinned down, and in a desperate fight for their very survival-against nightmares of flesh and blood made real. Which means only one thing. It's time to Ranger Up and stack bodies. The forces of evil have no idea how dangerous a Ranger has been trained to be, and once the action starts, it won't let up in this no-holds-barred, full-auto, epic battle for survival in the Forgotten Ruin. From the creators of Galaxy's Edge... Buy in, and jock up for this thrilling WarGate adventure. A battle unlike any other is calling.**

HYPOTHETICAL SPACECRAFT AND INTERSTELLAR TRAVEL

Lulu.com **Hypothetical Spacecraft and Interstellar Travel** collects information about the latest and greatest hypothetical spacecraft.

HALO: COLLATERAL DAMAGE

Dark Horse Comics The Master Chief and Blue Team are deployed by the UNSC to Alpha Corvi II, a precarious human colony world, seeking to halt the Covenant's efforts to uncover something hidden below the planet's surface. Before they were legends in the Halo universe, they were soldiers on the front lines. Alpha Corvi II is under a full-scale attack by humanity's newfound enemy, the Covenant. While most of the UNSC's forces have been ordered to defend the colony's primary city, a Covenant strike team has infiltrated a small mining settlement. With resources limited, the UNSC sends the Spartans--the Master Chief and Blue Team--to neutralize the alien threat and discover what they're after. The Spartan strike team quickly finds out that they will have to rely on each other and a small cadre of human rebels in order to survive and complete their mission. Writer Alex Irvine (*Halo: Rise of Atriox*, *Halo: Tales From Slipspace*) and artist Dave Crosland (*Halo: Tales From Slipspace*) lead us on a thrilling mission from the early days of the three-decade long Covenant War.

OPERATION INFERNO

Yearling In the fourth book of the Resisters series, Ethan and his team must infiltrate a heavily guarded Ch'zar industrial complex to stop the aliens from attacking the Resisters' new base. Original.

HALO

SILENT STORM

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

MORTAL COILS

Tor Fantasy **Nothing exciting ever happened to fifteen-year-old orphans Eliot and Fiona, who are trapped in the strict, oppressive household of their grandmother. A chance visit, however, reveals that the twins are the offspring of a goddess and Lucifer, Prince of Darkness. To settle the epic custody battle between these two families, the fallen angels create three diabolical temptations and the gods fashion three heroic trials to test Eliot and Fiona. The twins need to quickly learn how to use their budding supernatural abilities . . . for family allegiances are ever-shifting in the ancient, secret world they have entered, and only by sticking together will they be able to survive!**

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