

Master Of The Game

The Game Master's Book of Traps, Puzzles and Dungeons provides GMs with endless options for populating their adventures with challenging riddles, puzzles, spiked pits, Rube Goldberg-style deathtraps and much more - eveything they need to push player character to their limit and bring new levels of excitement (and anxiety) to their game play. Whether part of a pre-planned adventure or a random event, every dungeon crawl, fortress break-in, or temple sacking that much more fun. GMs will find more than 100 challenging puzzles, 150 unique traps and 50 modular dungeon chambers, each with its own set of possible encounters, meaning GMs can generate a fully-functional (or completely dilapidated) dungeon in a few rolls of a dice. With intricate technical illustrations, beautifully rendered top-down maps, and a host of other RPG inflencers including Jasmine Bhullar and the creators of the Three Black Halfings podcast, The Game Master's Book of Traps, Puzzles and Dungeons is the ideal tool for any GM hoping to put the fun back in fun-geon*. *not a word.

The most comprehensive guide to Cricket that has ever been written! Most other dart books focus only on fundamentals and the most basic rules of both Cricket and '01. This book is the only complete strategy guide available and will cover almost all possible angles and game play scenarios to help you become a master of the game. Includes detailed graphics that even the most novice players can understand. Learn what it takes to compete with the world's best players, this book is for you! Also included with the book is the author's email address if you have any questions or would like additional help with certain scenarios.

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure is planned and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up in your campaign. Players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

New York Times bestselling authors and creators of the mega-popular YouTube series Game Master Network Matt and Rebecca Zamolo return with a brand-new adventure about everyone's favorite mystery-solving team. Rebecca Zamolo has managed to foil the Game Master's plans before, but this time the Game Master has snake-napped Nacho, her good friend Miguel's pet. No way is Becca going to let that happen. But when the clues lead Becca and her new friends in the direction of the one house in their entire neighborhood that none of them ever want to go near, they know they have no choice but to screw up their courage and dare to investigate. If they want to rescue Nacho. But the problem is that getting into the superspooky house is way easier than getting out. The Game Master is up to their ears in mystery, and to face their fears and use all their smarts and strengths to solve the puzzles and games and save the day. Mansion Mystery is another action-packed adventure from New York Times bestselling authors and super-sleuthing team Rebecca and Matt Zamolo, stars of the hugely popular Game Master Network. Read the book and unlock special clues that will open exclusive content online!

The Long Run and Beautiful Game of Roger Federer

500+ unique bartenders, brawlers, mages, merchants, royals, rogues, sages, sailors, warriors, weirdos and more for 5th edition RPG adventures

If Tomorrow Comes

Inside the World's Most Powerful Law Firm

Master of the Game

The Master of Misrule

The Little Game Master: Of Bards and Bullies is the continuation of the Dr. Seuss meets D&D story, where five friends delve into the world of table top role playing games. Join our adventurers as they discover a new quest that opens their eyes to understanding, empathy, and forgiveness, all while learning more about their favorite game.

Kate Blackwell is the symbol of success—a beautiful woman who has parlayed her inheritance into an international conglomerate. Now, celebrating her 90th birthday, Kate surveys the family she has manipulated, dominated, and loved: the fair and the grotesque, the mad and the mild, the good and the evil—her winnings in life.

Lovely, idealistic Tracy Whitney is framed into a fifteen year sentence in an escape-proof penitentiary. With dazzling ingenuity she fights back to destroy the untouchable crime lords who put her there. With her intelligence and beauty as her only weapons, Tracy embarks on a series of extraordinary escapades that sweep her across the globe. In an explosive confrontation Tracy meets her equal in irresistible Jeff Stevens, whose past is as colorful as Tracy's.

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure 's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master 's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the " Taverns, Inns, Shops & Guild Halls " section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party MakeUp Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

Game Master: Mansion Mystery

The Game Masters of Garden Place

The Game Master's Book of Traps, Puzzles and Dungeons

How to Master the Game of Traps, Puzzles and Dungeons

How to Master the Game of Cricket

Masters of Modern Soccer

Author of over a dozen bestsellers, Academy Award-winning screenwriter, and creator of some of television's greatest hits, Sheldon has seen and done it all, and now in this candid memoir, he shares his story for the first time.

"Sixth graders Ralph, Jojo, Noel, Persephone, and Cammi are hooked on fantasy tabletop role-playing games. When they somehow manage to summon their characters to Ralph's house, things take a truly magical turn! The five are soon racing around town on a wild adventure that tests both their RPG skills and their friendship. Trying to convince a sticky-fingered halfling rogue not to pickpocket or a six-foot-five barbarian woman that you don't always have to solve conflicts with a two-handed broadsword is not easy. How will they ever send the adventurers back to their mystical realm?" -- Page [4] cover.

Veteran legal issues reporter Kim Eisler takes us behind the scenes into mega law firm Williams & Connolly, guiding us on a journey through the many storied cases that have served to shape current policies in public and private sector alike For the past twenty years, author and journalist Kim Eisler has covered the law firm of Williams & Connolly, first at American Lawyer Magazine, then for Legal Times and since 1993 as National Editor of Washingtonian Magazine. More than any other writer, Kim has unprecedented and unusual contacts and relationships with the partners, as well as a background knowledge and familiarity with the firm's history and personnel over the past two decades. In Masters of the Game, Eisler sets out to demonstrate how the disciples of Edward Bennett Williams went beyond anyone's expectations and came to occupy key roles in American culture and business. In the last ten years of his life, Williams, the founder of Williams and Connolly, often said he was building not just a law firm but a monument. Masters of the Game is not only about a law firm, but about how the philosophy and practices of this particular law firm have spread out beyond Washington to dominate business, finance, sports and the American psyche itself through its influence with past, present and future political, corporate and media figures.

"The Master of the World" by Jules Verne. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten – or yet undiscovered gems – of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices.

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The Predators' Ball

The Inside Story of Drexel Burnham and the Rise of the Junk Bond Raiders

7 Simple Steps to Financial Freedom

How the World's Best Play the Twenty-First-Century Game

500+ customizable maps, tables and story hooks to create 5th edition adventures on demand

The Game Within the Game

In a career that began in Brooklyn and spanned Wall Street, Hollywood, and the Mafia, Ross built his father-in-law's funeral business and a parking lot company into Time Warner, the largest media and entertainment company in the world. Hard-hitting and compulsive reading, this book takes you into the heart of what made this arrogant yet irresistible man tick.

New York Times bestseller! From Matt and Rebecca Zamolo, creators of the mega-popular YouTube series Game Master Network, comes a new thrilling novel about everyone's favorite mystery-solving team as they go toe-to-toe with the mysterious and menacing Game Master. Rebecca Zamolo is on a mission to save her summer. Instead of going to camp like she'd planned, she's been stuck in summer school. But today is the day! She's going to present her final science assignment—using her Nana's borrowed vintage zootrope—and then she'll be free to have fun. But as Becca and her classmates wait for her teacher to arrive, a menacing voice comes over the intercom claiming to be the Game Master! The kids quickly discover that the Game Master has locked the doors, scared off the teachers, and made it clear that if Becca and her friends don't solve the clues that have been left behind, they'll never get back Becca's irreplaceable zootrope, never finish summer school, and never get to enjoy what's left of their summer vacations. Becca doesn't know who is behind this, but she won't let the Game Master win. But will she and her classmates be able to work together to solve the puzzles and escape their school before time runs out? Join YouTube's favorite mystery solving team as they go toe-to-toe with the Game Master in the first book of this action-packed series from beloved YouTube creators Rebecca Zamolo and Matt Yoakum aka MattySlays, stars of the hugely popular Game Master Network. Fans of StacyPlays's Wild Rescuers series and Pat & Jen's PopularMMOs Presents graphic novels will love this thrilling and engaging YouTube-inspired adventure.

“Connie Bruck traces the rise of this empire with vivid metaphors and with a smooth command of high finance’s terminology.” —The New York Times “The Predators’ Ball is dirty dancing downtown.” —New York Newsday From bestselling author Connie Bruck, The Predators’ Ball dramatically captures American business history in the making, uncovering the philosophy of greed that dominated Wall Street in the 1980s. During the 1980s, Michael Milken at Drexel Burnham Lambert was the Billionaire Junk Bond King. He invented such things as “the highly confident letter” (“I’m highly confident that I can raise the money you need to buy company X”) and the “blind pool” (“Here’s a billion dollars: let us help you buy a company”), and he financed the biggest corporate raiders—men like Carl Icahn and Ronald Perelman. And then, on September 7, 1988, things changed... The Securities and Exchange Commission charged Milken and Drexel Burnham Lambert with insider trading and stock fraud. Waiting in the wings was the US District Attorney, who wanted to file criminal and racketeering charges. What motivated Milken in his drive for power and money? Did Drexel Burnham Lambert condone the breaking of laws?

A worldwide bestseller first published in 1980, this novel tells the story of Jennifer Parker, a successful lawyer who is loved by two men, one a politician, the other, a mafia don.

Shakuni

MONEY Master the Game

Masters of the Game

Of Bards and Bullies

Manipulating Magic

The Game of Triumphs

"Bibliography found online at tonyrobbins.com/masterthegame"--Page [643].

Caraval meets Practical Magic in this darkly thrilling Tarot fantasy! "Thriller, magic, mystery, love and betrayal: in the cards and in these pages." —Kirkus When Cat and her friends put an end to the sinister Game of Triumphs, they thought they could simply collect their prizes and walk away. But they unwittingly created a monster. Before the dust has settled, the self-proclaimed Master of Misrule is engineering a sadistic lottery that will unleash the power of the Game onto an unsuspecting London. Misrule's agenda of chaos threatens life as they know it, gambling away free will for fickle fortune. And his power has quickly grown to proportions they never could have imagined. It all comes down to one final play. Cat, Flora, Blaine, and Toby must go back into the Arcanum and take fate into their own hands. This time they have everything to lose. This spine-tingling follow-up to Powell's The Game of Triumphs is everything you could hope for in a sequel and more! It's every bit as thrilling and complex as the first book, with higher stakes and even a hint of romance added to the mix.

Bloodline is one of the best of Sheldon's blockbuster thrillers. Roffe and Sons is a family firm, an international empire filled with desperate, cash-hungry family members. At its head was one of the wealthiest men in the world—a man who has just died in a mysterious accident and left his daughter, Elizabeth, in control of the company. Now as this intelligent, tough, and gorgeous woman dares to save—not sell—Roffe and Sons, she will have to outwit those who secretly want her power . . . and the unknown assassin who wants her life. Bloodline is a sweeping novel of high financial intrigue on three continents, love, murder, danger, and suspense.

A chronicle of the career of Steve Ross, the entrepreneur who built Time Warner, explores both the high life of success and luxury and the low life of dirty deals and Mafia involvement. 100,000 first printing. Tour. First serial, The New Yorker.

Sidney Sheldon's Mistress of the Game

Sidney Sheldon's Mistress of the Game LP

Ready Player One

Master Yourself, Win the Game

The Master

How to Master the Game

This state-of-the-art bowling instructional book is aimed at players of all abilities, and features insights into the game and its history as well as practical step-by-step advice from charismatic superstar Parker Bohn III, the Professional Bowlers Association's 1999 Player of the Year. Photos and illustrations.

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuoso Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of I Smell Esther Williams

In Masters of Modern Soccer, Sports Illustrated writer Grant Wahl asks: How do some of the game's smartest figures master the craft of soccer? By profiling players in every key position (American phenomenon Christian Pulisic, Mexican superstar Javier "Chicharito" Hernández, Belgium's Vincent Kompany, Spain's Xabi Alonso, Germany's Manuel Neuer) and management (Belgium coach Roberto Martinez and Borussia Dortmund sporting director Michael Zorc), Wahl reveals how elite players and coaches strategize on and off the field and execute in high pressure game situations. Masters of Modern Soccer is the definitive thinking fan's guide to modern soccer. For a supporter of any team, from the U.S. national teams to Manchester United, or any competition, from Mexico's Liga MX to the World Cup, this book reveals what players and managers are thinking before, during, and after games and delivers a true behind-the-scenes perspective on the inner workings of the sport's brightest minds. America's premier soccer journalist, Grant Wahl, follows world-class players from across the globe examining how they do their jobs. This access imbues Masters of Modern Soccer with deep insight from the players on how goalkeepers, defenders, midfielders, and forwards function individually and as a unit to excel and win. Wahl also shadows a manager and director of soccer as they juggle the challenges of coaching, preparation, and the short- and long-term strategies of how to identify and acquire talent and deploy it on the field. A book that will stand the test of time, Masters of Modern Soccer is the most in-depth analysis of the craft of soccer ever written for the American fan. For any fan, player, coach, or sideline enthusiast, this book will change the way they watch the game.

Fifteen-year-old Cat and three other London teens are drawn into a dangerous game in which Tarot cards open doorways into a different dimension, and while there is everything to win, losing can be fatal.

Steve Ross and the Creation of Time Warner

And, If Tomorrow Comes

Henry Kissinger and the Art of Middle East Diplomacy

Masters of Doom

Become a Chick Magnet and Attract Women Effortlessly

The Master of Game

Master of the GameHarper Collins

A need colder than Siberian winter meets an attitude hotter than the Florida sun in No.1 New York Times bestselling author Kresley Cole's sultry new GAME MAKER novel. Everyone fears the Master... Rich, irresistible politician/Mafiya boss Maksimilian Sevastyan prefers tall, obedient blondes to fulfill his...complicated desires. That is, until the icy Russian encounters a disobedient brunette whose exquisite little body threatens his legendary restraint. Except her. Catarina Marin was a well-off young wife until her world fell apart. Now she's hiding out, forced to start working as an escort in Miami. Her very first client is beyond gorgeous, but when he tells her what he plans to do to her, Cat almost walks out of the door. If pleasure is a game, play to win. After their mind-blowing encounter burns out of control, the lovers crave more. If they escape the deadly threats surrounding them, can Maksim overcome his past - to offer Cat his future? Only then will she tempt him with what he really wants: her, all tied up with a bow.

The decendents of Kate Blackwell battle to carry on her powerful legacy. Each is determined to control Kruger-Brent, Ltd., the multibillion-dollar international corporation with holdings in diverse industries around the world. But only one can reign sup

Kate Blackwell is an enigma and one of the most powerful women in the world. But at her ninetieth birthday celebrations there are ghosts of absent friends and absent enemies.

The Game Master's Book of Non-Player Characters

How Two Guys Created an Empire and Transformed Pop Culture

300+ Riddles, Challenges, Deadly Illusions, Bottomless Pits, Falling Blades, Death Traps, Escape Rooms and More for 5th Edition RPG Adventures

The Game Master: Summer Schooled

The Little Game Master

The Game Master's Book of Random Encounters

The Game Within the Game is a manual for anyone aspiring to go into college or professional sports and not just survive but thrive. Reggie Walker, a retired NFL athlete takes a deep dive into learning how to be successful not just on a skills level in your sport, but on the mental side of the sport. You cannot survive on your athletic skills alone when playing. Mental training is just as important.

Explains the philosophy of being Master of the Game in role playing games, discusses the problems and rewards, and tells how to establish and manage RPG conventions and how to create an RPG publication

- Get extremely beautiful, fit and sexy women interested in you- Develop and boost your confidence 100%- Stop pursuing and start attracting beautiful women that you want- Avoid rejection- Transform yours

Beloved number one internationally bestselling author Sidney Sheldon introduced the glamorous, scheming Blackwell family and its unforgettable matriarch, Kate Blackwell, in his worldwide bestseller Master of the Game. Now a generation has passed, and as the world has changed, so too has America's own royal family. Yet the intervening years have not lessened the Blackwells' drama or talent for manipulation, domination, and passion. Though Kate is long gone, the children of her beloved granddaughters, Eve and Alexandra, battle to carry on her powerful legacy. Each is determined to control Kruger-Brent, Ltd., the multibillion-dollar international corporation with holdings in diverse industries around the globe. But only one can reign supreme. . . . Lexi Templeton is a ruthless competitor with the brains and beauty to match. Raised by her psychiatrist father, Lexi burns to follow in her great-grandmother's footsteps and become her own Mistress of the Game. She is not alone in her ambitions. Her handsome and nefarious cousin, Max Webster, the son of Eve, will stop at nothing to own the prize of Kruger-Brent. Driven by hatred, jealousy, and blinding devotion to his bitter and twisted mother, he will seduce, betray, and even kill to succeed. And there is another player with plans of his own: a little-known descendant of Kate's great-grandfather. Growing up in poverty in Aberdeen, Scotland, handsome and cunning Gabriel McGregor is determined to fulfill his destiny . . . a quest that will lead him deep into the heart of the Kruger-Brent empire. In a family rife with secrets—murder, hidden identities, perversions—and a depraved sense of honor, the player who wins the game may be the only one who will survive. Full of the late master's trademark elements—remarkable characters, dazzling plotting, and a page-turning narrative style—this sizzling sequel vividly captures the master's voice and irresistible magic. Vintage Sheldon, Mistress of the Game will enthrall loyal fans and introduce his enduring brand to legions more.

Sidney Sheldon's The Silent Widow

How Steve Ross Rode the Light Fantastic from Undertaker to Creator of the Largest Media Conglomerate in the World

Bowling

The Other Side of Me

Sidney Sheldon's Master Of The Game

An Epic LitRPG Series

New York Times–bestselling author Tilly Bagshawe continues the enduring legacy of beloved suspense author Sidney Sheldon with a new tale of glamour, suspense, and unexpected twists A young American au pair, Charlotte Clancy, vanishes without a trace in Mexico City. The case is left cold, but its legacy will be devastating. A decade later, LA is shaken by a spate of violent murders. Psychologist Nikki Roberts is the common link between the victims, her patients at the heart of this treacherous web. When someone makes an attempt on Nikki’s life, it’s clear she is a marked woman. Nikki makes a living out of reading people, drawing out their secrets, but the key to this shocking pattern eludes her. With the police at a dead end Nikki drafts in Derek Williams, a PI who isn’t afraid to put his hand into the hornet’s nest. Williams was thwarted in the notorious Charlotte Clancy case all those years ago, but what he unearths in LA—and the mention of one name in particular—leaves him cold, and takes him on a dangerous path into the past. A shadowy manipulator has brought his deadly game to the streets of LA. In a crime spanning generations, it seems Nikki Roberts knows all too much—and a ruthless killer knows the price of her silence. In this crooked city, where enemies and friends are one and the same, Nikki must be the master of her own escape...

AN INSTANT NEW YORK TIMES BESTSELLER! A major biography of the most iconic men's tennis player of the modern era. There have been other biographies of Roger Federer, but never one with this kind of access to the man himself, his support team, and the most prominent figures in the game, including such rivals as Rafael Nadal, Novak Djokovic, and Andy Roddick. In *The Master*, New York Times correspondent Christopher Clarey sits down with Federer and those closest to him to tell the story of the greatest player in men's tennis. Roger Federer has often made it look astonishingly easy through the decades: carving backhands, gliding to forehands, leaping for overheads and, in his most gravity-defying act, remaining high on a pedestal in a world of sports rightfully flooded with cynicism. But his path from temperamental, bleach-blond teenager with dubious style sense to one of the greatest, most self-possessed and elegant of competitors has been a long-running act of will, not destiny. He not only had a great gift. He had grit. Christopher Clarey, one of the top international sportswriters working today, has covered Federer since the beginning of his professional career. He was in Paris on the Suzanne Lenglen Court for Federer’s first Grand Slam match and has interviewed him exclusively more than any other journalist since his rise to prominence. Here, Clarey focuses on the pivotal people, places, and moments in Federer’s long and rich career: reporting from South Africa, South America, the Middle East, four Grand Slam tournaments, and Federer’s native Switzerland. It has been a journey like no other player’s, rife with victories and a few crushing defeats, one that has redefined enduring excellence and made Federer a sentimental favorite worldwide. *The Master* tells the story of Federer’s life and career on both an intimate and grand scale, in a way no one else could possibly do.

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets *The Matrix*.”—*USA Today* • “As one adventure leads expertly to the next, time simply evaporates.”—*Entertainment Weekly* A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY** *Entertainment Weekly* • *San Francisco Chronicle* • *Village Voice* • *Chicago Sun-Times* • **iO9** • *The AV Club* “Delightful . . . the grown-up’s Harry Potter.”—*HuffPost* “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—*CNN* “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—*Boston Globe* “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—*NPR* “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—**iO9**

From the bestselling author of *The Predators’ Ball* comes the story of the most flamboyant businessman and dealmaker of his generation, Steve Ross. When Steven Spielberg first heard Steve Ross tell his life story, it was such a dramatic rags-to-riches narrative that he thought it was a movie. In a career that started in Brooklyn and spanned Wall Street, Hollywood, and the Mafia, Steve Ross took his father-in-law’s funeral business and a parking lot company and grew them into the largest media and entertainment company in the world, Time Warner. In the upper strata of American business that Ross reached before his death, he was an anomaly. Outrageous, glamorous, charismatic, he presided over an enterprise that was more medieval fiefdom than corporate bureaucracy. He negotiated his enormous and complicated deals, from movies and records to cable and publishing, with shrewdness and brilliance. He rewarded his favorite aides and sidekicks extravagantly; he courted Hollywood stars like Barbra Streisand and Steven Spielberg with luxurious gifts; he charmed and out-smarted his rivals. Ross used whatever—or whomever—it took to romance someone into making a deal. He saved himself and let his best friend, Jay Emmett, take the fall in the government’s Westchester Premier Theatre investigation. White Atari was hemorrhaging money in the early ‘80s, Ross announced a stock buy-in to boost the price, and then sold off his own stock for a gross of more than \$20 million before announcing the company’s failure. The principles upon which Ross built his domain would not be taught in any business school, and many of his peers were convinced that Ross’s ways would lead to his, and his company’s, undoing. But it was those very attributes—combined with mathematical wizardry and vision (or what one friend called “the ability to see around corners”)—that enabled Ross to best most adversaries, outnegotiate every dealmaker, confound his critics, and ultimately create the Time Warner empire.

Rage of Angels

Bloodline

The Master of the World

Jeff the Game Master is a Level One player... Wait... what? After the rogue patch did its damage, Jeff and the rest of Infinite World's players face a new threat: Shelarag, the Mother of Dragons. Well, there was a father; what did you expect? She's pissed. Someone killed her lover, and now they will pay. Still tasked with figuring out who or what's responsible for the chaos, Jeff must also figure out what the heck a Manipulator Class is. To help him on this journey, former GMs Torvi and Snapdragon will apply their extensive knowledge of the game to power-level Jeff and attempt to restore normalcy to the game. Meanwhile, Dak, Jeweliette, Oliver, and the rest of the party find themselves stuck in the next questline to destroy dragon after dragon after dragon... after dragon. Maybe Dan Shaklee should just pull the plug already... Book two of Jeff the Game Master picks up where the first left off, and his exploits are only half the fun. Experience a unique spin on the LitRPG genre, not just providing the perspective of the players, but also of one of those mystical, magical, all-powerful GMs we all dream of being. About the series: As a GM, Jeff utilizes a unique progression system of magic built around the manipulation of video game code. Weaving his hot-fixes with the already established Infinite Worlds' code, Jeff rescues players, corrects glitches and more. Additionally, experience Infinite Worlds through the eyes of the players through Dak, Rikardi, Aesir and Jeweliette. Enjoy the mundane-to-vital character growth with a main character who is Hard Rock Data's only hope with plenty of quests, loot, adventurers, dragons, and magic. Rich characters and world-building offer humor alongside lots of monster fighting and adventure.

A perceptive and provocative history of Henry Kissinger’s diplomatic negotiations in the Middle East that illuminates the unique challenges and barriers Kissinger and his successors have faced in their attempts to broker peace between Israel and its Arab neighbors. “A wealth of lessons for today, not only about the challenges in that region but also about the art of diplomacy . . . the drama, dazzling maneuvers, and grand strategic vision.”—Walter Isaacson, author of *The Code Breaker* More than twenty years have elapsed since the United States last brokered a peace agreement between the Israelis and Palestinians. In that time, three presidents have tried and failed. Martin Indyk—a former United States ambassador to Israel and special envoy for the Israeli-Palestinian negotiations in 2013—has experienced these political frustrations and disappointments firsthand. Now, in an attempt to understand the arc of American diplomatic influence in the Middle East, he returns to the origins of American-led peace efforts and to the man who created the Middle East peace process—Henry Kissinger. Based on newly available documents from American and Israeli archives, extensive interviews with Kissinger, and Indyk’s own interactions with some of the main players, the author takes readers inside the negotiations. Here is a roster of larger-than-life characters—Anwar Sadat, Golda Meir, Moshe Dayan, Yitzhak Rabin, Hafez al-Assad, and Kissinger himself. Indyk’s account is both that of a historian poring over the records of these events, as well as an inside player seeking to glean lessons for Middle East peacemaking. He makes clear that understanding Kissinger’s design for Middle East peacemaking is key to comprehending how to—and how not to—make peace.