

Best Games To Get My Girlfriend Into Gaming

Nintendo Power 2008-05

Game Slaves Gard Skinner 2014 A highly intelligent group of video game enemy non-player characters (NPC) begins to doubt they are merely codes in a machine, and their search for answers leads them to a gruesome discovery.

GameAxis Unwired 2006-09 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Guy in Real Life Steve Brezenoff The lives of two Minnesota teenagers are intertwined through the world of role-playing games. Lesh and Svetlana, two teens from St. Paul, Minnesota, are adrift in a sea of social coterie, desperate for something to change. When they crash into one another in a drunken bicycle accident at two am, they don't yet know how close they are to finding it. For now, Svetlana is simply looking for a fifth member to legitimize the Central High School Gaming Club, and Lesh is looking to escape his being grounded for said drunkenness by entering, reluctantly, the world of online role playing games.

The Rational Male - Rollo Tomassi 2017-07-25 Building once more on the core works of *The Rational Male* by Rollo Tomassi, *Positive Masculinity* is the newest supplemental reading in the series designed to give men, not a prescription, but actionable information to build better lives for themselves based on realistic and objective intersexual dynamics between men and women. *Rational*

and pragmatic, the book outlines four key themes: Red Pill Parenting, The Feminine Nature, Social Imperatives and Positive Masculinity. Free of the pop-psychology pablum about parenting today, Red Pill Parenting is primarily aimed at the fathers (and fathers-to-be) who wanted more in depth information about raising their sons and daughters in a Red Pill aware context. While not an instruction manual, it will give men some insight into how to develop a parenting style based on Red Pill principles as well as what they can expect their kids to encounter from a feminine-primary social order determined to 'educate' them. The Feminine Nature is a collection of essays, revised and curated, that specifically address the most predictable aspects of the female psyche. It outlines and explores both the evolutionary and socialized reasons for women's most common behaviors and their motives, and how men can build this awareness into a more efficient way of interacting with them. Social Imperatives details how the female psyche extrapolates into western (and westernizing) cultural narratives, social dictates and legal and political legislation. This is the Feminine Imperative writ large and this section explores how feminism, women's sexual strategy and primary life goals have molded our society into what we take for granted today. Also detailed is the 'women's empowerment' narrative, and the rise of a blank-slate egalitarian equalism masking as a form of female supremacism that has fundamentally altered western cultures. The last section, Positive Masculinity, is comprised of essays, reformed and expanded upon, that will give men a better idea of how to define masculinity for themselves from a conventional and rational perspective. In an era when popular culture seeks to dismiss, ridicule, shame and obscure masculinity, this section and this book is intended to raise men's awareness of how fluid redefinitions of masculinity have been deliberately used to disempower and feminize men by a feminine-primary social order. This book is the third in of series complements to The Rational Male, the fifteen-year core writing of

author/blogger Rollo Tomassi from therationalmale.com. Rollo Tomassi is one of the most prominent voices in the globally growing, male-focused online consortium known as the "Manosphere" as well as one of the 'Godfathers' of intersexual Red Pill awareness.

Elder Scrolls Chelsea Monroe-Cassel 2019-03 Feast on all of the delicious offerings found in the world of Skyrim in this beautifully crafted cookbook based on the award-winning game The Elder Scrolls V: Skyrim Immerse yourself in the diverse cuisine of Skyrim with these recipes inspired by food found in the Old Kingdom and across Tamriel. With over seventy delicious recipes for fan-favorite recipes including Apple Cabbage Stew Sunlight Souffle, Sweetrolls, and more, The Elder Scrolls V: Skyrim: The Official Cookbook will delight every hungry Dragonborn.

Maid Ryo Kamiya 2014 *Maid: The Role-Playing Game* is a comedic take on a uniquely Japanese cultural icon: The fetishized modern maid. Injecting the concept of Maid with 50ccs of anime and comedy, the players take on the roles of maids, serving the master (played by the GM). Sheets are left unfolded and mantelpieces undusted when giant robots crash through the mansion, ninjas attack and kidnap the young master, and a demonic pit to Hell opens up in the pantry... and all before teatime! Play in the modern comedy setting, or mix it up with 9 additional settings including Victorian era, old Edo period, fantasy and post-apocalypse; and 6 genres including romance, horror, and action. Due to the rules system and random events that form the backbone of the Maid RPG, the game practically runs itself: Go from opening the book to playing a game with friends within just minutes! Three game styles in one: The traditional scenario-type; the random event-driven type; and the "favor race," a race to the master's heart! Make characters and start playing the game within minutes of opening the book. Everything about the game gears it for Fast Play, Now. Optional character types including player-character masters and butlers, and optional rules for seduction and

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romantic tragedy. 11 complete adventure scenarios. 3 complete "replays," actual play scenarios in screenplay format. Great for learning the feel of the game. The first ever Japanese tabletop role-playing game to be released in English! ...which, when you think about it, totally makes sense in a weird sort of way. Hundreds of optional items, costumes, genre and setting events, all presented in a way to easily bring them into the game! Combines the original Japanese core book and two supplements into one huge, complete edition of the game in English. A \$75 value!

Ender's Game Jed Alger 2013-10-15 Based on the best-selling novel, Ender's Game tells the thrilling story of the fight to save the world from a devastating future. Now, in this official companion volume, the behind-the-scenes world of the film is brought into stunning focus. Following an attack by an alien race known as the Formics—narrowly countered thanks only to the efforts of legendary war hero Mazer Rackham (Ben Kingsley)—Earth has been preparing itself for the next wave in the conflict. The fate of humanity lies in finding the next Mazer from a crop of the brightest young minds on the planet. Under the watchful eye of the International Fleet, the venerated Colonel Hyrum Graff (Harrison Ford) has been tasked with overseeing their training. Before long, a standout emerges among them: Ender Wiggin (Asa Butterfield), a shy but prodigiously talented misfit. His potential discovered, Ender is promoted to Command School, where he will soon find the war with the Formics to be more complex than he could have ever imagined. Packed with in-depth interviews, removable posters and army badges, stunning concept art, unparalleled access to the visual effects archives at Digital Domain, and countless full-color images, this insightful insider's view of the making of Ender's Game will bring fans closer into the world of the movie, following cast and crew as it is brought to dazzling life. Also featuring Hailee Steinfeld (True Grit) as Petra Arkanian, Viola Davis (The Help) as Major Gwen Anderson, and Abigail Breslin (Little Miss Sunshine) as Ender's

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brilliant older sister, Valentine.

Death March Phil Tucker 2018-07-15 I sacrificed everything for my family. It wasn't enough. I lost my mother, and now I'm about to lose my brother. I've got only one thing left to gamble: my life. Which is why I'm willing to play Euphoria Online in Death March mode. If I survive six months in-game against a lethal array of wyverns, ogres, necromancers, and more, I'll earn my brother a pardon. If I lose? Well. I'm done with losing.

Computer Gaming World 2005

The Proteus Paradox Nick Yee 2014-01-07 A surprising assessment of the ways that virtual worlds are entangled with human psychology

Playing Passion's Game Lesley Davis 2011-05-01 In most games, you play to win. In matters of the heart, you play for keeps. Trent Williams's entire world revolves around her love of gaming. She has little time for romantic distractions and prefers instead to be with her closest friends who, like her, live for the thrill that comes from a competition well played. Happy in her job, seemingly content with her life, Trent still finds herself haunted by the past that threatens to keep her alone forever. The self-imposed solitude she places on her heart only leaves her all too aware of just how lonely she is. All work and no play in her executive job forces Juliet Sullivan to search for a different direction in life. Disillusioned by it all, Juliet is desperate to seek out new horizons. When Trent unwittingly comes to the rescue of her younger sister, Juliet immediately finds herself drawn to Trent's silent strength and undeniable charm. Now the new direction Juliet so desperately desires seems intent on leading her straight into Trent's arms.

David Rowe's Art of Nightmare David Rowe 2017-07-31 Enter, stranger! David Rowe is the man behind the artwork of much-loved TV Show Nightmare. During the 1980s and into the early 1990s,

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it was the dream of children up and down the country to place the helmet of justice upon their head, and make their way into Nightmare Castle as an intrepid dungeoneer. The success of the show very much relied on the incredible visual style, along with its pioneering use of computer technology. This fantastic collection constitutes all of David's surviving artwork from the landmark series and is sure to transport any nostalgic fan right back into Treguard of Dunshelm's antechamber. In addition to his work on Nightmare, David is also well known for his book and magazine covers and is particularly respected for his influential computer game box art, having illustrated well-loved titles such as Ant Attack, Populous and the original John Madden American Football.

Addicted to Video Games Bradley Steffens 2019-08 According to the World Health Organization, between four and five million people are addicted to video games in the United States alone. The emotional and financial costs of this problem are enormous. Addicted to Video Games presents a realistic picture of addiction, the effects of addiction on people's lives, and how addiction can be overcome.

Uncanny Magazine Issue 13 Neil Gaiman 2016-11-01

Girls Guide to Gaming Computer Bookshops, Limited 2007-10 A cheats guide for girl gamers. It includes tips, hints and full guides and complete solutions to such amazing games as: Nintendogs; Dr. Kawashima's Brain Training: How Old Is Your Brain?; Animal Crossing; Wild World; More Brain Training from Dr. Kawashima; My Sims; Purr Pals; Sonic Rush Adventure; High School Musical; and, Zoo Tycoon.

Extra Lives Tom Bissell 2011-06-14 In Extra Lives, acclaimed writer and life-long video game enthusiast Tom Bissell takes the reader on an insightful and entertaining tour of the art and meaning of video games. In just a few decades, video games have grown increasingly complex and

sophisticated, and the companies that produce them are now among the most profitable in the entertainment industry. Yet few outside this world have thought deeply about how these games work, why they are so appealing, and what they are capable of artistically. Blending memoir, criticism, and first-rate reportage, *Extra Lives* is a milestone work about what might be the dominant popular art form of our time.

Game Plan Ste Curran 2004 Taking in ten works of gaming genius from video gaming's brief, rich history, *Game Plan* explores how these pivotal pieces of digital art evolved the industry. Conversations with creators and producers reveal the inspirations behind their masterworks, as well as giving insights into the development process itself. Games examined include Namco's pill-thrill *Pac-Man*, Shigeru Miyamoto's epoch-defining *Mario 64*, and Bell and Braben's mid-1980's space opera, *Elite*. Also featured is *Tomb Raider*, the UK's biggest selling game of all time, which turned Laura Croft from 500 triangles into a style icon, defined gaming's break into the mainstream at the end of the 1990s, and even won a BAFTA for its outstanding contribution to the interactive industry. Illustrated with original concept sketches, work in progress CGI renders, and screenshots of the finished creations, *Game Plan* offers a chance to both savor its past and catch a glimpse of its stellar future.

Romance Trilogy Emily Care Boss 2016-08-01 Three romance-themed analog role playing games: *Breaking the Ice*, *Shooting the Moon* and *Under my Skin*. Published in one volume with hacks, mods and essays.

Slum Online Hiroshi Sakurazaka 2010-04-20 Etsuro Sakagami is a college freshman who simply drifts through life, but when he logs on to the combat MMO *Versus Town*, he becomes Tetsuo, a karate champ on his way to becoming the most powerful martial artist around. While his relationship

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with new classmate Fumiko goes nowhere, Etsuro spends his days and nights online in search of the invincible Ganker Jack. Drifting between the virtual and the real, will Etsuro ever be ready to face his most formidable opponent? -- VIZ Media

Manifesting Mr. Wonderful Freya Eostre 2010 This book offers a fresh and inspiring approach to the challenges many women face in today's world of dating. While revealing the nature of the sacred dance between masculine and feminine energy, Freya Eostre explains how to apply the essential tools needed to become confident in choosing a potential partner.

Psychological and Social Implications Surrounding Internet and Gaming Addiction Bishop, Jonathan 2015-08-03 Addiction takes many forms and has the potential to impact individuals of all ages, socio-economic statuses, and ethnic backgrounds. Digital addiction has become one of the latest topics of interest among researchers and mental health professionals as individuals become more engrossed in and reliant on digital devices. Psychological and Social Implications Surrounding Internet and Gaming Addiction focuses on the dark side of technology and the ways in which individuals are falling victim to compulsive internet use as well as gaming and gambling addictions. Highlighting socio-cultural, psycho-social, and techno-cultural perspectives on problematic technology use, this critical publication is essential to the research and practical needs of therapists, public administrators, psychologists, students, and researchers interested in compulsive disorders, human behavior, dependency, and other key mental health issues. A pivotal addition to the current mental health research available, this book focuses on topics including, but not limited to, Internet addiction, gaming addiction disorder, gambling, gamification, hypermedia seduction theory, MMORPGs, psychotherapy, and related public policy issues.

PC Gamer 2007

The Paradox of Choice Barry Schwartz 2009-10-13 Whether we're buying a pair of jeans, ordering a cup of coffee, selecting a long-distance carrier, applying to college, choosing a doctor, or setting up a 401(k), everyday decisions—both big and small—have become increasingly complex due to the overwhelming abundance of choice with which we are presented. As Americans, we assume that more choice means better options and greater satisfaction. But beware of excessive choice: choice overload can make you question the decisions you make before you even make them, it can set you up for unrealistically high expectations, and it can make you blame yourself for any and all failures. In the long run, this can lead to decision-making paralysis, anxiety, and perpetual stress. And, in a culture that tells us that there is no excuse for falling short of perfection when your options are limitless, too much choice can lead to clinical depression. In *The Paradox of Choice*, Barry Schwartz explains at what point choice—the hallmark of individual freedom and self-determination that we so cherish—becomes detrimental to our psychological and emotional well-being. In accessible, engaging, and anecdotal prose, Schwartz shows how the dramatic explosion in choice—from the mundane to the profound challenges of balancing career, family, and individual needs—has paradoxically become a problem instead of a solution. Schwartz also shows how our obsession with choice encourages us to seek that which makes us feel worse. By synthesizing current research in the social sciences, Schwartz makes the counter intuitive case that eliminating choices can greatly reduce the stress, anxiety, and busyness of our lives. He offers eleven practical steps on how to limit choices to a manageable number, have the discipline to focus on those that are important and ignore the rest, and ultimately derive greater satisfaction from the choices you have to make.

[I Am Gamer](#) Gabriel L. Rathweg 2018-08-25 Lawrence is having a crappy day. His girlfriend is not only cheating on him but she

Fantasy Freaks and Gaming Geeks Ethan Gilsdorf 2010-09-01 An amazing journey through the thriving worlds of fantasy and gaming What could one man find if he embarked on a journey through fantasy world after fantasy world? In an enthralling blend of travelogue, pop culture analysis, and memoir, forty-year-old former D&D addict Ethan Gilsdorf crisscrosses America, the world, and other worlds—from Boston to New Zealand, and Planet Earth to the realm of Aggramar. “For anyone who has ever spent time within imaginary realms, the book will speak volumes. For those who have not, it will educate and enlighten.” —Wired.com “Gandalf's got nothing on Ethan Gilsdorf, except for maybe the monster white beard. In his new book, Fantasy Freaks and Gaming Geeks, Gilsdorf . . . offers an epic quest for reality within a realm of magic.” —Boston Globe “Imagine this: Lord of the Rings meets Jack Kerouac's On the Road.” —National Public Radio's “Around and About” “What does it mean to be a geek? . . . Fantasy Freaks and Gaming Geeks tackles that question with strength and dexterity. . . . part personal odyssey, part medieval mid-life crisis, and part wide-ranging survey of all things freaky and geeky . . . playful . . . funny and poignant. . . . It's a fun ride and it poses a question that goes to the very heart of fantasy, namely: What does the urge to become someone else tell us about ourselves?” —Huffington Post

SPIN 2005-12 From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks.

Game Widow Wendy Kays 2008-09 Is your loved one constantly monopolizing your computer or TV

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to play video games? Is your schedule constantly set back by entreaties of "five more minutes" or "let me find a save point"? If so, you might be a game widow. Wendy Kays, former game widow, is here to help. In this book, she successfully bridges the gap between those who game and those who don't by sharing invaluable advice and practical strategies for reclaiming your relationship with a video-gaming spouse, friend, or family member. "This timely and insightful book provides some remarkably well-balanced answers to why online games can be so seductive and what you can do when your partner has a gaming problem." —Nick Yee, founder of the Daedalus Project, researcher at Palo Alto Research Center "Game Widow is an important effort in capturing the family dimension of our new digital world and exploring it in a thoughtful, thorough way." —Erin Hoffman, game designer, freelance journalist, quality of life activist Wendy Kays has been married to the lead designer of the SOCOM: U.S. Navy Seals video game series for six years and was once a game widow herself. She has been interviewed as an expert on the games industry and culture by various news media, including the Seattle Times. She currently resides in the Pacific Northwest.

SLAY Brittney Morris 2019-09-24 "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

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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?

Level 13 (A Slacker Novel) Gordon Korman 2019-06-25 From the bestselling author of Swindle, Restart, and Slacker is another hilarious story about an underachiever who learns to go above and beyond. Cameron Boxer, king of the slackers, has found something worth his time. By playing video games online in front of an audience he can find both fame AND fortune -- especially with Elvis (a beaver who seems to love video games as much as Cam) at his side. The only problem? Things keep getting in Cam's way. Like school. And the club he accidentally started. And the misguided people in his life who don't think beavers should be playing video games. It's going to take some trickery, some close calls, and a fierce devotion to slacking in order for Cam to get to his goal -- conquering the game's infamous Level 13. But if any slacker can do it, Cam can.

The Full Bible of Steel Lucifer Jeremy White 2020-02-23 Christian Satanism, Christian philanthropy, a book of video game ideas, and a book that details possible uses of future science and technology are all contained within this book.

How Games Move Us Katherine Isbister 2017-10-27 An engaging examination of how video game design can create strong, positive emotional experiences for players—with examples from popular,

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indie, and art games. This is a renaissance moment for video games—in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In *How Games Move Us*, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples—drawn from popular, indie, and art games—that unpack the gamer’s experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players’ emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony’s *Little Big Planet* to the much-praised indie game *Journey* to art games like Brenda Romero’s *Train*. Isbister’s analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

In Real Life Lawrence Tabak 2014-11-11 Fifteen-year-old math prodigy Seth Gordon knows exactly what he wants to do with his life—play video games. Every spare minute is devoted to honing his skills at *Starfare*, the world's most popular computer game. His goal: South Korea, where the top pros are rich and famous. But the best players train all day, while Seth has school and a job and

divorced parents who agree on only one thing: "Get off that damn computer." Plus there's a new distraction named Hannah, an aspiring photographer who actually seems to understand his obsession. While Seth mopes about his tournament results and mixed signals from Hannah, Team Anaconda, one of the leading Korean pro squads, sees something special. Before he knows it, it's goodbye Kansas, goodbye Hannah, and hello to the strange new world of Korea. But the reality is more complicated than the fantasy, as he faces cultural shock, disgruntled teammates, and giant pots of sour-smelling kimchi. What happens next surprises Seth. Slowly, he comes to make new friends, and discovers what might be a breakthrough, mathematical solution to the challenges of Starcraft. Delving deeper into the formulas takes him in an unexpected direction, one that might just give him a new focus—and reunite him with Hannah.

Gaming and Technology Addiction: Breakthroughs in Research and Practice Management Association, Information Resources 2016-08-05 Addiction is a powerful and destructive condition impacting large portions of the population around the world. While typically associated with substances such as drugs and alcohol, technology and gaming addiction have become a concern in recent years as technology use has become ubiquitous. *Gaming and Technology Addiction: Breakthroughs in Research and Practice* explores the social and psychological implications of technology and gaming addiction in addition to ways to manage and treat this unique form of addiction. Focusing on emerging research, case studies, and future outlooks, this comprehensive publication is an essential resource for psychologists, counselors, graduate-level students, and researchers studying psychology and technology use.

Playful Design John Ferrara 2012-05-17 Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than

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their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

Playing Tyler T L Costa 2013-07-02 When is a game not a game? Tyler MacCandless can't focus, even when he takes his medication. He can't focus on school, on his future, on a book, on much of anything other than taking care of his older brother, Brandon, who's in rehab for heroin abuse... again. Tyler's dad is dead and his mom has mentally checked out. The only person he can really count on is his Civilian Air Patrol Mentor, Rick. The one thing in life it seems he doesn't suck at is playing video games and, well, that's probably not going to get him into college. Just when it seems like his future is on a collision course with a life sentence at McDonald's, Rick asks him to test a video game. If his score's high enough, it could earn him a place in flight school and win him the future he was certain that he could never have. And when he falls in love with the game's designer, the legendary gamer Ani, Tyler thinks his life might finally be turning around. That is, until Brandon goes MIA from rehab and Tyler and Ani discover that the game is more than it seems. Now Tyler will have to figure out what's really going on in time to save his brother... and prevent his own future from going down in flames.

Ready Player One Ernest Cline 2011-08-18 *THE BOOK BEHIND THE MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG* 'Wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut' Independent 'Part intergalactic scavenger hunt, part romance, and all heart' CNN 'Ernest Cline's novel deserves to be a modern classic' SciFiNow 'Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut' Daily Mail _____ A world at stake. A quest for the ultimate prize. Are you

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ready? It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed. _____ Readers can't get enough of Ready Player One . . . ***** 'THAT WAS SO TOTALLY AWESOME, WOW!' ***** 'This is an exciting story, especially for geeks, and the key word is FUN.' ***** 'Ladies and gentlemen, from this day this book is my life and I will obsess over it constantly.' ***** 'I just kinda wanna cry right now. I'll have a proper review at some point, but I gotta let myself recover.' ***** 'I had the feeling while reading this book that it was written expressly for me. This is my childhood captured.'

Gloria Buenrostro Is Not My Girlfriend Brandon Hoàng 2023-06-27 A contemporary YA debut about a Vietnamese-American boy who tries to attain popularity by befriending the most beautiful girl in school, inspired by the Vietnamese-American author's teen experience. Gary Vỗ is one of the few Vietnamese kids in his school and has been shy for as long as he can remember—being ignored

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and excluded by his classmates comes with the territory. So when the most popular guy in his grade offers Gary the opportunity to break into his inner circle, Gary jumps at the chance. All he needs to do is steal the prized possession of the most beautiful and untouchable girl they know—Gloria Buenrostro. But as Gary gets to know Gloria, he’s taken in by her authenticity and genuine interest in who he really is. Soon, they’re best friends. Being part of the “in crowd” has always been Gary’s dream, but as he comes closer to achieving infamy, he risks losing the first person who recognizes his true self. Gary must consider if any amount of popularity is worth losing a true friend.

100 Best Video Games (That Never Existed) Nate Crowley 2017-09-07 THE WORLD’S FIRST POST-TRUTH GAMING BOOK After rashly tweeting he would dream up an imaginary computer game for every ‘like’ received, Nate Crowley found himself on an epic quest to conjure up hundreds of entirely fictional titles. From 1980s hits like BeastEnders to modern classics like 90s Goth Soccer and BinCrab Destiny, this beautiful retrospective takes the reader on a lavish tour of the most memorable and groundbreaking games never made. Brought to hilarious life by a team of genuine videogame industry concept artists and written by a professional over-imaginer, this book doesn’t just throw out silly ideas - it expands on them in relentless, excruciating detail.

StarCraft: Evolution Timothy Zahn 2016-11-15 An action-packed and thrilling new novel based on the critically acclaimed StarCraft series from Blizzard Entertainment. The war between the terrans, the protoss, and the zerg has been over for years—but the fight for peace is still being waged.

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Best Games To Get My Girlfriend Into Gaming: In today digital age, eBooks have become a staple for both leisure and learning. The convenience of accessing Best Games To Get My Girlfriend Into Gaming and various genres has transformed the way we consume literature. Whether you are a voracious reader or a knowledge seeker, read Best Games To Get My Girlfriend Into Gaming or finding the best eBook that aligns with your interests and needs is crucial. This article delves into the art of finding the perfect eBook and explores the platforms and strategies to ensure an enriching reading experience.

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