

## The Slab Gears Of War 5 Karen Traviss

A New York Times Notable Book of 2020 Named one of the best books of 2020 by The New Yorker; BBC; NPR; Time ("100 Must-read Books"); Kirkus; and The Washington Post ("50 Notable Works of Fiction") In the highly anticipated follow-up to his beloved debut, *What Belongs to You*, Garth Greenwell deepens his exploration of foreignness, obligation, and desire Sofia, Bulgaria, a landlocked city in southern Europe, stirs with hope and impending upheaval. Soviet buildings crumble, wind scatters sand from the far south, and political protesters flood the streets with song. In this atmosphere of disquiet, an American teacher navigates a life transformed by the discovery and loss of love. As he prepares to leave the place he's come to call home, he grapples with the intimate encounters that have marked his years abroad, each bearing uncanny reminders of his past. A queer student's confession recalls his own first love, a stranger's seduction devolves into paternal sadism, and a romance with another foreigner opens, and heals, old wounds. Each echo reveals startling insights about what it means to seek connection: with those we love, with the places we inhabit, and with our own fugitive selves. *Cleanness* revisits and expands the world of Garth Greenwell's beloved debut, *What Belongs to You*, declared "an instant classic" by The New York Times Book Review. In exacting, elegant prose, he transcribes the strange dialects of desire, cementing his stature as one of our most vital living writers.

Speculative essays that probe the mythology of the face by the author of *The Old Drift* "Includes the complete bonus novella *The Dire Earth*, a prequel to the bestselling sci-fi adventure *The Darwin Elevator*."

Orson Scott Card and Aaron Johnston return to their *Ender's Game* prequel series with this first volume of an all-new trilogy about the Second Formic War in *The Swarm*. The first invasion of Earth was beaten back by a coalition of corporate and international military forces, and the Chinese army. China has been devastated by the Formic's initial efforts to eradicate Earth life forms and prepare the ground for their own settlement. The Scouring of China struck fear into the other nations of the planet; that fear blossomed into drastic action when scientists determined that the single ship that wreaked such damage was merely a scout ship. There is a mothership out beyond the Solar System's Kuiper Belt, and it's heading into the system, unstoppable by any weapons that Earth can muster. Earth has been reorganized for defense. There is now a Hegemon, a planetary official responsible for keeping all the formerly warring nations in line. There's a Polemarch, responsible for organizing all the military forces of the planet into the new International Fleet. But there is an enemy within, an enemy as old as human warfare: ambition and politics. Greed and self-interest. Will Bingwen, Mazer Rackam, Victor Delgado and Lem Juke be able to divert those very human enemies in time to create a weapon that can effectively defend humanity in the inexorable Second Formic War? THE ENDER UNIVERSE Ender series *Ender's Game* / *Speaker for the Dead* / *Xenocide* / *Children of the Mind* / *Ender in Exile* / *Children of the Fleet* Ender's Shadow series *Ender's Shadow* / *Shadow of the Hegemon* / *Shadow Puppets* / *Shadow of the Giant* / *Shadows in Flight* The First Formic War (with Aaron Johnston) *Earth Unaware* / *Earth Afire* / *Earth Awakens* The Second Formic War (with Aaron Johnston) *The Swarm* / *The Hive* Ender novellas *A War of Gifts* / *First Meetings* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In thirty years, the invincible Eqbas will arrive at Earth to forcibly return the planet to what it once was—as retribution, in part, for the gethes' thoughtless near-extermination of an alien ocean-dwelling species. First, however, another world requires their attention: the crowded, ecologically ravaged planet of the swarming, insect-like isenj. Efforts to drastically reduce the isenj population have sparked a devastating civil war—which may well do the savior/destroyers' work for them. And the human visitors can only watch. Rendered immortal and ever

changeable by a parasite in her blood, ex-cop Shan Frankland isn't content merely to play Matriarch to her two similarly infected mates—one earthborn, one alien wess'har. Her fears for the future of Umeh and the ultimate fate of humankind must be set aside while she tackles an unfulfilled duty that haunts her every waking moment—a mission that must be undertaken for the sake of the future—and pursues a righteous vengeance.

"As kids, the three of them were inseparable; as soldiers, they were torn apart. Marcus Fenix and Dominic Santiago fought alongside Dom's elder brother Carlos at Aspho Fields in the epic battle that changed the course of the Pendulum Wars. There's a new war to fight now, a war for mankind's very survival. But while the last human stronghold on Sera braces itself for another onslaught from the Locust Horde, ghosts come back to haunt Marcus and Dom, as the return of an old comrade threatens to dredge up an agonizing secret Marcus has sworn to keep. As the beleaguered Gears of the Coalition of Ordered Governments take a last stand to save mankind from extinction, the harrowing decisions made at Aspho Fields have to be relived and made again. Marcus and Dom can take anything the Locust Horde throws at them--but will their friendship survive the truth about Carlos Santiago?"--Page 4 of cover.

"Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries.

Welcome to Bright Falls—a seemingly idyllic small town in the Pacific Northwest. The perfect place for Alan Wake, a bestselling crime novelist, and his wife, Alice, to relax for a few weeks. Maybe a second honeymoon and the fresh air will cure Wake of his writer's block. But when Alice goes missing under mysterious circumstances, Wake's desperate search for her leads him into a hell only he could imagine. In the depths of nearby Cauldron Lake, a dark and malevolent presence has awakened from a long slumber. It's reaching out now, turning the townsfolk into mindless killers. Sheathed in shadows, vulnerable only to light, they are Taken. Wake's journey will lead him to the very edge of madness, and deep within the dark woods, he will come face-to-face with a story he has no recollection of ever writing.

Mattie, an intelligent automaton skilled in the use of alchemy, finds herself caught in the middle of a conflict between gargoyles, the Mechanics, and the Alchemists. With the old order quickly giving way to the new, Mattie discovers powerful and dangerous secrets - secrets that can completely alter the balance of power in the city of Ayona. This doesn't sit well with Loharri, the Mechanic who created Mattie and still has the key to her heart - literally.

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.

Based on the blockbuster Xbox game, this is the stunning story of the men and women who stood between a planet and total destruction—and now have to face the consequences of their actions. After a brutal fifteen-year war for survival, the Coalition of Ordered Governments is forced to destroy mankind's last city in a final bid to stop the Locust Horde. As the survivors flee Jacinto, they must contend with the last of the Locust, bent on vengeance, as they struggle to stay alive in an icy wilderness. Marcus Fenix, Dom Santiago, and their fellow Gears fight to get Jacinto's refugees to a safe haven, but find themselves in a lawless new world where the enemy is human—and as desperate and dangerous as any grub.

The winner of the Man Booker Prize, this "expertly written, perfectly constructed" bestseller

(The Guardian) is now a Starz miniseries. It is 1866, and Walter Moody has come to stake his claim in New Zealand's booming gold rush. On the stormy night of his arrival, he stumbles across a tense gathering of 12 local men who have met in secret to discuss a series of unexplained events: a wealthy man has vanished, a prostitute has tried to end her life, and an enormous cache of gold has been discovered in the home of a luckless drunk. Moody is soon drawn into a network of fates and fortunes that is as complex and exquisitely ornate as the night sky. Richly evoking a mid-nineteenth-century world of shipping, banking, and gold rush boom and bust, *The Luminaries* is at once a fiendishly clever ghost story, a gripping page-turner, and a thrilling novelistic achievement. It richly confirms that Eleanor Catton is one of the brightest stars in the international literary firmament.

From the creators of *Gears of War* and Kurtis Wiebe, the writer of the hit *Rise of RAAM* miniseries, comes a pulse-pounding new mission with a whole new squad: Team Scorpio! After successfully busting a Swarm hive on the remote island of Pahanu, this suicide squad will face their most dangerous mission yet--going after the Swarm that decimated the home settlement of one of their own!

The best-selling video game series returns to comics! Discover the origins of General RAAM and how he became the most feared Locust on all Sera. Includes free code for exclusive digital game content! **FOR THE HORDE!** Before he was a general leading the assault against humanity on the surface, RAAM was an upstart commander tasked with waging an unwinnable war against the Lambent to protect the Locust homeland. With the enemy pushing inexorably forward, he knows the Horde must turn its attention to more vulnerable prey, and he'll use every atrocity and deception at his disposal to bring Queen Myrrah around to his way of thinking. A prequel to the original *Gears of War*, written by Kurtis J. Wiebe (*Rat Queens*) with art by Max Dunbar (*Dungeons & Dragons*). See how it all began as the Queen's deadliest servant steers the course of history to bring about Emergence Day and the attack on humans, setting in motion the events of the game!

An original *Gears of War* novel, exclusively detailing the aftermath of the Locust War written by New York Times bestselling author Michael A. Stackpole. The Locust War has ended with an energy weapon that pulsed across the land, destroying Locust and Lambent alike. The world is in shambles and the few survivors are isolated from one another. Humanity must begin anew. This novel reveals the canonical, never-before-seen events set in the time immediately following the game *Gears of War 3*. With most of Sera's civilization destroyed, Sergeant Marcus Fenix and Lieutenant Anya Stroud must somehow rebuild on the ruins. For Marcus, his purpose is impossible to grasp. With no clear enemy to fight, there may be no place left for him in this postwar world. Some call him hero, others view him with resentment. As Anya struggles to create alliances to re-form the Coalition of Ordered Governments, she quickly discovers how impossible it is to tell friend from foe. Then whispers of Locust still stalking the land begin to spread. Fearing the worst, Marcus forms a team to assess the potential threat. As he and the other *Gears* search for Locust survivors, however, they quickly discover that the new enemy may be all-too-human, and utterly ruthless.

The new novel set within the action of the Xbox Game Studios video game *Gears 5*, by New York Times bestselling author Jason Hough. **THE OFFICIAL TIE-IN TO THE EXCITING VIDEO GAMES GEARS 5 AND GEARS TACTICS** In the aftermath of Settlement 2's destruction, Kait Diaz reels from the near loss of a close friend amid utter defeat at the hands of the Swarm. To move forward, she must choose either to walk the Outsider path of her mother, or rise to her beckoning duty as a Gear, as her father did. As Kait grapples with her circumstance, an unexpected ally illuminates secrets from the past that offer a new perspective. Over four decades before, the two superpowers of Sera - the Coalition of Ordered Governments, and the Union of Independent Republics - wage a bitter, worldwide conflict known as the Pendulum Wars. For nearly a century, the two have fought to wrest control over

Sera's most precious energy resource: Imulsion. On the 79th year of the Pendulum Wars, Gabriel Diaz is a decorated Lieutenant Colonel serving the Coalition, assigned to Vectes Naval Base - a fortress that's seen little action despite its close proximity to UIR territory. The island's relative quiet is disturbed when a COG special forces team known as Ghost Squad arrive with a mysterious mission to the nearby island of Knifespire: an unforgiving rock of seemingly no strategic value. When the Ghosts send out a distress call, it's up to Gabe to evacuate them - and what he discovers on Knifespire could change the very course of the Pendulum Wars. There, the Battle of Gatka Ridge will define Gabe's legacy, and shape the future of his daughter, Kait Diaz.

**HOW MANY PEOPLE WOULD YOU KILL TO LIVE FOREVER?** Imagine a world where soldiers regenerate and continue fighting without pause, where suicide bombers live to strike again and again. This is the dream of Richard Ridley, founder of Manifold Genetics, and he has just discovered the key to eternal life: an ancient artifact buried beneath a Greek-inscribed stone in the Peruvian desert. When Manifold steals the artifact and abducts archeologist Dr. George Pierce, United States Special Forces Delta operator Jack Sigler, call sign King, and his "Chess Team" —Queen, Knight, Rook, Bishop, and their handler, Deep Blue—give chase. Formed under special order from President Duncan, they are the best of America's Special Forces, tasked with antiterrorism missions that take them around the world against any threat, ancient, modern, and at times, inhuman. With cutting-edge weapons, tough-as-nails tactics, and keen intellects, they stand alone on the brink, facing the world's most dangerous threats. Ridley's plan to create unstoppable soldiers has just made him threat number one. Tension soars along with the body count as the team faces high-tech security forces, hordes of "regens," the horrific results of Manifold's experiments, and a resurrected mythological predator complete with regenerative abilities, seven heads, and a savage appetite. The Chess Team races to save Pierce and stop Manifold before they change the face of genetics—and human history—forever. Heart-pounding action combines with adrenaline-charged suspense in the first of Jeremy Robinson's smart, sharp series featuring the Chess Team.

When eleven-year-old Gregor falls through a grate in the laundry room of his apartment building, he hurtles into the dark Underland, where spiders, rats and giant cockroaches coexist uneasily with humans. This world is on the brink of war, and Gregor's arrival is no accident. Gregor has a vital role to play in the Underland's uncertain future.

Action, horror, politics, and sensuality combine in this **DEBUT EPIC FANTASY** novel for fans of George R. R. Martin and Michael J. Sullivan, set in the world of the Eisner Award-nominated Artesia comic books. To find the Sword, unearth the Barrow. To unearth the Barrow, follow the Map. When a small crew of scoundrels, would-be heroes, deviants, and ruffians discover a map that they believe will lead them to a fabled sword buried in the barrow of a long-dead wizard, they think they've struck it rich. But their hopes are dashed when the map turns out to be cursed and then is destroyed in a magical ritual. The loss of the map leaves them dreaming of what might have been, until they rediscover the

map in a most unusual and unexpected place. Stjepan Black-Heart, suspected murderer and renegade royal cartographer; Erim, a young woman masquerading as a man; Gilgwyr, brothel owner extraordinaire; Leigh, an exiled magus under an ignominious cloud; Godewyn Red-Hand, mercenary and troublemaker; Arduin Orwain, scion of a noble family brought low by scandal; and Arduin's sister Annwyn, the beautiful cause of that scandal: together they form a cross section of the Middle Kingdoms of the Known World, united by accident and dark design, on a quest that will either get them all in the history books...or get them all killed. From the Trade Paperback edition.

Special edition slipcase edition of John Green's Paper Towns, with pop-up paper town. From the bestselling author of The Fault in our Stars. Quentin Jacobsen has always loved Margo Roth Spiegelman, for Margo (and her adventures) are the stuff of legend at their high school. So when she one day climbs through his window and summons him on an all-night road trip of revenge he cannot help but follow. But the next day Margo doesn't come to school and a week later she is still missing. Q soon learns that there are clues in her disappearance . . . and they are for him. But as he gets deeper into the mystery - culminating in another awesome road trip across America - he becomes less sure of who and what he is looking for. Masterfully written by John Green, this is a thoughtful, insightful and hilarious coming-of-age story.

Prepare for the Gears 5 game with this pulse-pounding mission and a whole new squad! All first printings include a download code to access the "Hivebusters Bundle," which contains the Mechanic Mac skin as well as a banner of the Hivebusters cover art. After successfully busting a Swarm hive on the remote island of Pahanu, this suicide squad will face their most dangerous mission yet--going after the Swarm that decimated the home settlement of one of their own! As Mac seeks to take revenge against the monsters that wiped out his hometown, tempers rise as Keegan and Lahni try to keep the team on track, but are they on a collision course with certain death? Set on the fictional planet of Sera, the Gears of War series charts the story of humanity's struggle against an army of monstrous, fearsome, and brutal adversaries through a captivating tale of hope, comradery, and survival.

Continuing the saga of the bestselling game series! With the Locust Horde apparently destroyed, Jacinto's survivors have begun to rebuild human society on the Locusts' stronghold. Raiding pirate gangs take a toll—but it's nothing that Marcus Fenix and the Gears can't handle. Then the nightmare that they thought they'd left behind begins to stalk them again. Something far worse, something even the Locust dreaded, has emerged to spread across the planet, and not even this remote island haven is beyond its reach. Gears and Stranded must fight side by side to survive their deadliest enemy yet, falling back on the savage tactics of another bloody siege—Anvil Gate.

For the first time, fans of the blockbuster Gears of War video games get an in-depth look at Delta Squad's toughest fighters—soldier's soldier Marcus Fenix

and rock-solid Dominic Santiago—as well as a detailed account of the pivotal battle of the Pendulum Wars. As kids, the three of them were inseparable; as soldiers, they were torn apart. Marcus Fenix and Dominic Santiago fought alongside Dom's elder brother Carlos at Aspho Fields in the epic battle that changed the course of the Pendulum Wars. There's a new war to fight now, a war for mankind's very survival. But while the last human stronghold on Sera braces itself for another onslaught from the Locust Horde, ghosts come back to haunt Marcus and Dom. For Marcus—decorated war hero, convicted traitor—the return of an old comrade threatens to dredge up an agonizing secret he's sworn to keep. As the beleaguered Gears of the Coalition of Ordered Governments take a last stand to save mankind from extermination, the harrowing decisions made at Aspho Fields have to be re-lived and made again. Marcus and Dom can take anything the Locust Horde throws at them—but will their friendship survive the truth about Carlos Santiago?

Marcus Fenix. War hero. Decorated Gear. Loyal son. Traitor. As the Locust Horde advances into one of humanity's last bastions, Marcus does the unthinkable: he defies Colonel Hoffman's orders and abandons his post in the middle of the battle in a bid to rescue his father, weapons scientist Dr Adam Fenix. As the Coalition struggles to defend Sera's surviving humans from the invading 'grubs', Marcus faces a court martial - and a possible death penalty. In the Slab, there are no rules and no mercy. Marcus must learn to survive in an institution populated by the most dangerous dregs of society. Meanwhile, COG scientists continue the race against time to find a weapon to defeat the Locust - but there's another traitor - one of the most trusted men in the COG, who knew the Locust existed long before the creatures erupted from their underground warrens. Worse, there's an even bigger threat emerging: a life-form called the Lambent, which drove the Locust to the surface and that will eventually destroy all life on Sera. As the Locust infiltrate deeper into COG territory, the Slab is in danger of being overrun. All the prisoners are released . . . except Marcus. The Locust close in while Dom Santiago mounts a last-ditch rescue bid to free the one man who can save humanity.

Marcus Fenix and the Delta Squad fight for the survival of the human race against the Locust Horde.

Everyone who enlists in the U.S. Armed Forces must take the ASVAB (Armed Services Vocational Aptitude Battery), a crucial test that determines military placement based on various competitive subject sections. ASVAB Prepincludes must-know test information, strategies, and more to help test-takers score higher. This updated edition includes 4 full-length practice tests, questions on each ASVAB subject, and tips to help avoid common errors, as well as access to an Online Companion Tool for additional drills.

The Incoterms rules are a total of 11 terms published by the International Chamber of Commerce, which define costs, risks and obligations of buyers and sellers in international transactions. The purpose of this book is to provide companies and international trade executives with a practical guide that allows them to understand and use the Incoterms 2020 correctly at three levels: legally, logistically and commercially. This book analyses the 11 Incoterms 2020, providing in-depth explanations of concepts such as: place of delivery and

reception of goods, loading/unloading, export/import procedures, transfer of risks in transport, insurance, methods of payment, allocation of costs between seller and buyer, etc. To help in understanding the texts, numerous graphs, summary tables and examples are included that explain the obligations of sellers and buyers. Moreover, for each Incoterm there is a practical advice section and examples of the international trade operations for which they are most suitable. The INCOTERMS® 2020 Obligations, Costs and Risks is an essential tool for exporters, importers, brokers and commercial agents, forwarders and logistics professional, bankers, insurers, consultants, international lawyers, trade associations, chambers of commerce as well as teachers and students of international trade.

A fictional collection of notes and personal anecdotes expands on the declassified testimony and the history of the world within the game "Gears of War," serving as an in-game artifact within the timeline of the series.

Enter the war-torn world of Sera and join the desperate fight against the Locust with this deluxe Gears of War® poster collection. With forty high-quality removable posters, this collection features exciting poster art and striking visuals of the memorable characters, key scenes, and deadly weapons of the critically acclaimed video game series.

The Delta Squad continues its efforts to save the world's survivors, who have been forced to destroy their own cities and civilizations, from the brutal Locust Horde that launched its first attack fifteen years earlier.

Defeat the Horde! The comics saga of the best-selling video game series begins here.

Discover what happens in the wake of the original game! Bridging the gap between Gears of War 1 and 2, follow the brutal adventures of Marcus Fenix and Delta Squad in the battle against the Locusts! Find out what happened after the Lightmass Bombing and how the Locusts will react to this devastating weapon. Collects issues #1-13 of the DC Comics series.

On the surface, it seems like just another routine contract for Boba Fett and his Mandalorian commandos, but the mystery client who hires them to start a small war is more dangerous than any of them can possibly imagine. When the Yuuzhan Vong invasion force sweeps into the galaxy, the Mandalorians find they're on the wrong side—fighting for an alien culture that will bring about the end of their own. Now Fett has to choose between his honor and the survival of his people. Since he's a practical man, he's determined help the resistance beat the Yuuzhan Vong—even if it means working with a Jedi agent. Trouble is, no one trusts a man with Fett's reputation. So convincing the New Republic that they're fighting on the same side is a tall order. Denounced as traitors, Fett's Mandalorians need to stay one step ahead of their Yuuzhan Vong paymasters—and the Republic who sees them as collaborators with the most destructive enemy the galaxy has ever faced. . . . BONUS: This original novella includes an excerpt from Star Wars: Republic Commando: Hard Contact and an interview with the author. 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...

Die New York Times-Bestsellerautorin, Drehbuchschreiberin und Comic-Autorin KAREN TRAVISS erhielt vor allem für ihre preisno minierte Wess'har- Romanserie viel positives

Kritikerecho. Mit ihren Arbeiten zu Star Wars, Gears of War und Halo landet sie regelmässig auf den internationalen Bestsellerlisten. Die ehemalige Verteidigungskorrespondentin und TV- und Zeitungsjournalistin lebt und arbeitet in England. Die New York Times-Bestsellerautorin, Drehbuchschreiberin und Comic-Autorin KAREN TRAVISS erhielt vor allem für ihre preisnominierte Wess'har- Romanserie viel positives Kritikerecho. Mit ihren Arbeiten zu Star Wars, Gears of War und Halo landet sie regelmässig auf den internationalen Bestsellerlisten. Die ehemalige Verteidigungskorrespondentin und TV- und Zeitungsjournalistin lebt und arbeitet in England.

Over 200 pages of gorgeous art that delves into the characters, settings, and equipment of Gears 5--all collected in a full-color hardcover tome! Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from the first Gears game to be headed by Kait Diaz. This bold new chapter in the Gears of War series is examined in fastidious detail, chronicling the development of the action-packed game with art that spans from early concepts to polished renders. Dark Horse Books and The Coalition proudly join to present The Art of Gears 5, diving into the sunken ruins of the ancient Locust horde, and peering at in-depth collections of art from the enthralling world, captivating characters, and distinctive weapons of Gears 5!

Upon its release, the original Gears of War revolutionized third-person shooter action with a combination of gorgeous environments, iconic characters, and brutal action. Now, twenty-five years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter of the Gears of War epic, Dark Horse Books is joining forces with The Coalition to bring fans The Art of Gears of War 4. Featuring hundreds of individual pieces of concept and production art, finished renders, and intimate commentary from the game's creators, this gorgeous volume is a must-have item for veteran Gears and rookies alike! The essential companion to Gears of War 4! Featuring exclusive commentary from the game's creators! This is the official artbook for The Coalition and Microsoft Studios' Gears of War 4 video game! MARCUS FENIX. WAR HERO. LOYAL SON. TRAITOR. Ten years after Emergence Day, as the Locust Horde advances on humanity's last defended area—Ephyra—in a bloody war that has seen billions die, Marcus Fenix does the unthinkable: he defies orders and abandons his post during a critical battle in a bid to rescue his father, weapons scientist Adam Fenix. But Adam is buried in the rubble during a ferocious assault on the Fenix mansion, and Ephyra falls to the enemy. Marcus, grieving for a father everyone believes is dead, is court-martialed for dereliction of duty and sentenced to forty years in the Coalition of Ordered Government's brutal maximum security prison, known simply as the Slab. But Adam is very much alive, snatched from the destruction by the elite Onyx Guard on Chairman Richard Prescott's orders. He's now a long way from home and in a prison of his own—a COG doomsday bunker on the tropical island of Azura, a place hidden from the rest of Sera since the Pendulum Wars. His own guilty secret has been exposed: Adam knew the Locust existed deep below the surface of Sera long before Emergence Day, and were being driven from their tunnels by a lethal parasite known as the Lambent. Now he has to find a way to destroy the Lambent while the dwindling COG forces fight to hold back a growing Locust army that's threatening to overrun the city. As Adam struggles to find redemption in his comfortable island jail, Marcus seeks his own atonement in the squalid, closed world within the Slab's granite walls. While Dom Santiago and Anya Stroud fight to get him released, ready to make any sacrifice to free him, Marcus gradually finds unexpected kinship among Sera's most dangerous criminals—and a way to carry on his personal war against the Locust. "Adam, you knew this day would come." It was a familiar voice: silky, imperial, polished, and utterly human. "Hello, Myrrah." Adam Fenix found himself thinking of the terrible Locust food again. "You got my message, then." "And how right you were. We do need you. And we shall take you. I hope you're not planning anything foolish.

You have responsibilities, Adam.” It would be a living death. The Locust Queen would never release him, even if he developed a countermeasure. But he didn’t deserve any better. “I also have my service pistol.” “And I can take your son at any time.” He had the measure of her, then, and she had his. “You leave Marcus out of this. It’s a condition.” He opened the desk drawer and took out the handgun, a 9mm officer’s weapon. It made a distinctive clunk on the wooden desktop as he slammed it down. “If anything happens to him, I don’t care what happens to the rest of Sera.”

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

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