

# Download Ebook Hunter Ebook Wil Wheaton Free Download Pdf

**How to Prevent the Next Pandemic** Mar 22 2020 From the author of the #1 New York Times best seller *How to Avoid a Climate Disaster: The COVID-19 pandemic isn't over, but even as governments around the world strive to put it behind us, they're also starting to talk about what happens next. How can we prevent a new pandemic from killing millions of people and devastating the global economy? Can we even hope to accomplish this?* Bill Gates believes the answer is yes, and in this book he lays out clearly and convincingly what the world should have learned from COVID-19 and what all of us can do to ward off another disaster like it. Relying on the shared knowledge of the world's foremost experts and on his own experience of combating fatal diseases through the Gates Foundation, he first helps us understand the science of infectious diseases. Then he shows us how the nations of the world, working in conjunction with one another and with the private sector, can not only ward off another COVID-like catastrophe but also eliminate all respiratory diseases, including the flu. Here is a clarion call—strong, comprehensive, and of the gravest importance—from one of our greatest and most effective thinkers and activists.

**Star Trek: Coda: Book 1: Moments Asunder** Feb 19 2020 "Story by Dayton Ward, James Swallo, and David Mack. Based on Star Trek and Star Trek: the next generation created by Gene Roddenberry. Star Trek: Deep space nine created by Rick Berman & Michael Piller. Star Trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

**Crash Override** Nov 10 2021 You've heard the stories about the dark side of the internet--hackers, #gamergate, anonymous mobs attacking an unlucky victim, and revenge porn--but they remain just that: stories. Surely these things would never happen to you. Zoe Quinn used to feel the same way. She is a video game developer whose ex-boyfriend published a crazed blog post cobbled together from private information, half-truths, and outright fictions, along with a rallying cry to the online hordes to go after her. They answered in the form of a so-called movement known as #gamergate--they hacked her accounts; stole nude photos of her; harassed her family, friends, and colleagues; and threatened to rape and murder her. But instead of shrinking into silence as the online mobs wanted her to, she raised her voice and spoke out against this vicious online culture and for making the internet a safer place for everyone. In the years since #gamergate, Quinn has helped thousands of people with her advocacy and online-abuse crisis resource Crash Override Network. From locking down victims' personal accounts to working with tech companies and lawmakers to inform policy, she has firsthand knowledge about every angle of online abuse, what powerful institutions are (and aren't) doing about it, and how we can protect our digital spaces and selves. Crash Override offers an up-close look inside the controversy, threats, and social and cultural battles that started in the far corners of the internet and have since permeated our online lives. Through her story--as target and as activist--Quinn provides a human look at the ways the internet impacts our lives and culture, along with practical advice for keeping yourself and others safe online.

**Just a Geek** Jan 24 2023 The actor covers his life after leaving the television series "Star Trek: The Next Generation," describing the pitfalls associated with being a former child star and his decision to launch his weblog in 2001.

**Armada** Nov 29 2020 From the bestselling author of "Ready Player One." After sighting a UFO, high-school student Zack and his new comrades must scramble to prepare for an alien onslaught, in this rollicking, surprising thriller and coming-of-age adventure.

**What If?** May 04 2021 The creator of the incredibly popular webcomic xkcd presents his heavily researched answers to his fans' oddest questions, including "What if I took a swim in a spent-nuclear-fuel pool?" and "Could you build a jetpack using downward-firing machine guns?" 100,000 first printing.

**If Ever They Happened Upon My Lair** Mar 02 2021 R.A. Salvatore, best-selling author of the Legend of Drizzt, unveils the backstory of the Witch King—the lich whose powerful magic ensnares Jarlaxle and Artemis Entreri in the Sellswords trilogy. As part of his scheme to rule the Bloodstone Lands, Zhengyi the Witch King offers a black dragon life immortal in exchange for allegiance. But black dragons cannot be so easily bought. Unwilling to take no for an answer, Zhengyi hatches a plan to force the dragon into battle—with battle lines drawn inside the dragon's own lair. In this action-packed novella, Legend of Drizzt fans can find out more about the events leading up to Promise of the Witch King (Sellswords Trilogy, Book II) and new fans can find out why Booklist calls Salvatore the "best series writer working in the Forgotten Realms."

**Still Just a Geek** Feb 25 2023 Celebrated actor, personality, and all-around nerd, Wil Wheaton updates his memoir of collected blog posts with all new material and annotations as he reexamines one of the most interesting lives in Hollywood and fandom--and now for the first time in audio, narrated by Wil himself! From starring in Stand by Me to playing Wesley Crusher on Star Trek: The Next Generation to playing himself, in his second (third?) iconic role of Evil Wil Wheaton in The Big Bang Theory, to becoming a social media supernova, Wil Wheaton has charted a career course unlike anyone else, and has emerged as one of the most popular and well respected names in science fiction, fantasy and pop culture. Back in 2001, Wil began blogging on wilwheaton.net. Believing himself to have fallen victim to the curse of the child actor, Wil felt relegated to the convention circuit, and didn't expect many would want to read about his random experiences and personal philosophies. Yet, much to his surprise, people were reading. He still blogs, and now has an enormous following on social media with well over 3 million followers. In Still Just a Geek, Wil revisits his 2004 collection of blog posts, Just a Geek, filled with insightful and often laugh-out-loud annotated comments, additional later writings, and all new material written for this publication. The result is an incredibly raw and honest memoir, in which Wil opens up about his life, about falling in love, about coming to grips with his past work, choices, and family, and finding fulfillment in the new phases of his career. From his times on the Enterprise to his struggles with depression to his starting a family and finding his passion--writing--Wil Wheaton is someone whose life is both a cautionary tale and a story of finding one's true purpose that should resonate with fans and aspiring artists alike.

**Dancing Barefoot** Dec 23 2022 The actor recalls memories from his life, including meeting William Shatner at a Star Trek convention and his relationship with his Aunt Val.

**It's Not News, It's Fark** Apr 15 2022 Fark.com has taken the Internet by storm by featuring real, funny news. In his first book, founder Curtis exposes the stranger-than-fiction media patterns that prove just how little reporting is going on in the media world today. His 12 entertaining but undeniable patterns include fear-mongering in the absence of facts, the bogus press release and media-fatigue. His book is a witty wake-up call, exposing the news that was never fit for print in the first place. Curtis' website has 40 million page views a month and is a top 100 English language website.

**Let's Pretend This Never Happened** Sep 08 2021 The #1 New York Times bestselling (mostly true) memoir from the hilarious author of *Furiously Happy*. "Gaspingly funny and wonderfully inappropriate."—O, The Oprah Magazine When Jenny Lawson was little, all she ever wanted was to fit in. That dream was cut short by her fantastically unbalanced father and a morbidly eccentric childhood. It did, however, open up an opportunity for Lawson to find the humor in the strange shame-spiral that is her life, and we are all the better for it. In the irreverent *Let's Pretend This Never Happened*, Lawson's long-suffering husband and sweet daughter help her uncover the surprising discovery that the most terribly human moments—the ones we want to pretend never happened—are the very same moments that make us the people we are today. For every intellectual misfit who thought they were the only ones to think the things that Lawson dares to say out loud, this is a poignant and hysterical look at the dark, disturbing, yet wonderful moments of our lives. Readers Guide Inside

**Poorly Drawn Lines** Apr 03 2021 Don't Miss Poorly Drawn Lines on Cake, airing on FX and streaming on FX on Hulu! This New York Times bestselling collection of absurd comics is the perfect funny gift for everyone in your life. "Poorly Drawn Lines is the funniest comic I've read since *The Far Side*."—Wil Wheaton, actor (*Star Trek: The Next Generation*; *The Big Bang Theory*) Life is weird. Embrace it. A bear flies through space. A hamster suffers a breakdown. A child marvels at the wonder of nature as worms emerge from the ground to look for vodka (as they always have). Elsewhere, a garden snake is arrested by animal control and jailed for home invasion. These are common occurrences in the world of Reza Farazmand's wildly popular webcomic, *Poorly Drawn Lines*. Traveling from deep space to alternate realities to the bottom of the ocean, this collection includes fan favorites alongside never-before-seen comics and original essays. For the first time, Farazmand shares his inimitable take on love, nature, social acceptance, and robots.

**The Happiest Days of Our Lives** Feb 01 2021 These are the stories Wil loves to tell, because they are the closest to his heart: stories about being a huge geek, passing his geeky hobbies and values along to his own children, and vividly painting what it meant to grow up in the '70s and come of age in the '80s as part of the video game/D & D/BBS/Star Wars figures generation.

**The Collected Stories, The Legend of Drizzt** Aug 27 2020 Classic short stories that expand the epic Legend of Drizzt! For years, the Legend of Drizzt has included short stories published in *Forgotten Realms*® anthologies and *Dragon*™ magazine. Collected here for the first time are all the classic stories—and one all new tale—by The New York Times best-selling author R.A. Salvatore! From the startling origin of Drizzt's panther companion, to the tale of Jarlaxle and Entreri's first encounter with the dragon sisters, the tales in *The Collected Stories* enrich this epic series, and many are available here for the first time in years.

**Alexander X** Jul 06 2021 Alexander Grant just bought his 651st house. He's moved from city to town, small town to even smaller town in an exhausting effort to live a quiet life. That quiet is shattered when a mysterious cabal attempts to kidnap him and kill his friends. Fortunately, Alexander has spent centuries training for this moment. He'll need every second of that preparation if he's to outwit the most dangerous person alive, the mastermind of a plot that would change the world forever. Clever, intriguing, surprisingly funny, Alexander X launches us on an epic journey toward a future few of us will survive, rising from a past we never knew existed.

**Agent to the Stars** Jun 17 2022 From New York Times bestseller and Hugo Award-winner, John Scalzi, a gleeful mash-up of science fiction and Hollywood satire The space-faring Yherajk have come to Earth to meet us and to begin humanity's first interstellar friendship. There's just one problem: They're hideously ugly and they smell like rotting fish. So getting humanity's trust is a challenge. The Yherajk need someone who can help them close the deal. Enter Thomas Stein, who knows something about closing deals. He's one of Hollywood's hottest young agents. But although Stein may have just concluded the biggest deal of his career, it's quite another thing to negotiate for an entire alien race. To earn his percentage this time, he's going to need all the smarts, skills, and wits he can muster. Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts 1. Lock In 2. Head On The Interdependency Sequence 1. The Collapsing Empire 2. The Consuming Fire Old Man's War Series 1. Old Man's War 2. The Ghost Brigades 3. The Last Colony 4. Zoe's Tale 5. The Human Division 6. The End of All Things At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Fan Fiction** Sep 27 2020 Brent Spiner's explosive and hilarious novel is a personal look at the slightly askew relationship between a celebrity and his fans. If the Coen Brothers were to make a Star Trek movie, involving the complexity of fan obsession and sci-fi, this noir comedy might just be the one. Set in 1991, just as Star Trek: The Next Generation has rocketed the cast to global fame, the young and impressionable actor Brent Spiner receives a mysterious package and a series of disturbing letters, that take him on a terrifying and bizarre journey that enlists Paramount Security, the LAPD, and even the FBI in putting a stop to the danger that has his life and career hanging in the balance. Featuring a cast of characters from Patrick Stewart to LeVar Burton to Trek creator Gene Roddenberry, to some completely imagined, this is the fictional autobiography that takes readers into the life of Brent Spiner, and tells an amazing tale about the trappings of celebrity and the fear he has carried with him his entire life. Fan Fiction is a zany love letter to a world in which we all participate, the phenomenon of "Fandom."

**How to Avoid a Climate Disaster** Apr 22 2020 #1 NEW YORK TIMES BEST SELLER • In this urgent, authoritative book, Bill Gates sets out a wide-ranging, practical—and accessible—plan for how the world can get to zero greenhouse gas emissions in time to avoid a climate catastrophe. Bill Gates has spent a decade investigating the causes and effects of climate change. With the help of experts in the fields of physics, chemistry, biology, engineering, political science, and finance, he has focused on what must be done in order to stop the planet's slide to certain environmental disaster. In this book, he not only explains why we need to work toward net-zero emissions of greenhouse gases, but also details what we need to do to achieve this profoundly important goal. He gives us a clear-eyed description of the challenges we face. Drawing on his understanding of innovation and what it takes to get new ideas into the market, he describes the areas in which technology is already helping to reduce emissions, where and how the current technology can be made to function more effectively, where breakthrough technologies are needed, and who is working on these essential innovations. Finally, he lays out a concrete, practical plan for achieving the goal of zero emissions—suggesting not only policies that governments should adopt, but what we as individuals can do to keep our government, our employers, and ourselves accountable in this crucial enterprise. As Bill Gates makes clear, achieving zero emissions will not be simple or easy to do, but if we follow the plan he sets out here, it is a goal firmly within our reach.

**Fuzzy Nation** Dec 19 2019 From New York Times bestseller and Hugo Award-winner John Scalzi, an extraordinary retelling of the SF classic *Little Fuzzy* ZaraCorp holds the right to extract unlimited resources from the verdant planet Zarathustra—as long as the planet is certifiably free of native sentients. So when an outback prospector discovers a species of small, appealing bipeds who might well turn out to be intelligent, language-using beings, it's a race to stop the corporation from "eliminating the problem," which is to say, eliminating the Fuzzies—wide-eyed and ridiculously cute small, and furry—who are as much people as we are. Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts 1. Lock In 2. Head On The Interdependency Sequence 1. The Collapsing Empire 2. The Consuming Fire Old Man's War Series 1. Old Man's War 2. The Ghost Brigades 3. The Last Colony 4. Zoe's Tale 5. The Human Division 6. The End of All Things At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Walkaway** Oct 09 2021 Kirkus' Best Fiction of 2017 From New York Times bestselling author Cory Doctorow, an epic tale of revolution, love, post-scarcity, and the end of death. "Walkaway is now the best contemporary example I know of, its utopia glimpsed after fascinatingly-extrapolated revolutionary struggle." —William Gibson Hubert Vernon Rudolph Clayton Irving Wilson Alva Anton Jeff Harley Timothy Curtis Cleveland Cecil Ollie Edmund Eli Wiley Marvin Ellis Espinoza—known to his friends as Hubert, Etc—was too old to be at that Communist party. But after watching the breakdown of modern society, he really has no where left to be—except amongst the dregs of disaffected youth who party all night and heap scorn on the sheep they see on the morning commute. After falling in with Natalie, an ultra-rich heiress trying to escape the clutches of her repressive father, the two decide to give up fully on formal society—and walk away. After all, now that anyone can design and print the basic necessities of life—food, clothing, shelter—from a computer, there seems to be little reason to toil within the system. It's still a dangerous world out there, the empty lands wrecked by climate change, dead cities hollowed out by industrial flight, shadows hiding predators animal and human alike. Still, when the initial pioneer walkaways flourish, more people join them. Then the walkaways discover the one thing the ultra-rich have never been able to buy: how to beat death. Now it's war – a war that will turn the world upside down. Fascinating, moving, and darkly humorous, *Walkaway* is a multi-generation SF thriller about the wrenching changes of the next hundred years...and the very human people who will live their consequences. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Boneshaker** Jul 26 2020 In the early days of the Civil War, rumors of gold in the frozen Klondike brought hordes of newcomers to the Pacific Northwest. Anxious to compete, Russian prospectors commissioned inventor Leviticus Blue to create a great machine that could mine through Alaska's ice. Thus was Dr. Blue's Incredible Bone-Shaking Drill Engine born. But on its first test run the Boneshaker went terribly awry, destroying several blocks of downtown Seattle and unearthing a subterranean vein of blight gas that turned anyone who breathed it into the living dead. Now it is sixteen years later, and a wall has been built to enclose the devastated and toxic city. Just beyond it lives Blue's widow, Briar Wilkes. Life is hard with a ruined reputation and a teenaged boy to support, but she and Ezekiel are managing. Until Ezekiel undertakes a secret crusade to rewrite history. His quest will take him under the wall and into a city teeming with ravenous undead, air pirates, criminal overlords, and heavily armed refugees. And only Briar can bring him out alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Victors for Algernon** Jan 12 2022 A mentally retarded adult has a brain operation that turns him into a genius.

**Vicarious** Jan 20 2020 The real world is only where you breathe ... In High Earth, entertainment is everything. Virtual worlds, hyper-realistic simulations, endless streamable content--there's something for everybody. You don't ever have to leave your home.For Asher Reinhart, nothing compares to Ignis: Live, a reality show that pushes human beings to their very extremes. As a volunteer director, he closely monitors the lives of those living on an Interstellar Ark who falsely believe they're the last of humanity out searching for a new Earth.Mission is the show's brightest young star. Born in hiding, her intelligence and near-perfect genetics have allowed her to rise up the ranks faster than any before her. But now that it's her turn to provide for the Ark, everything changes ...With Mission's life placed in danger in order to boost ratings, Asher must choose between protecting the show he's dedicated his life to, or the woman who has been the focus of his attention since the day he was born.Vicarious (adjective): Experienced in the imagination through the feelings or actions of another person.Ready Player One meets The Truman Show with a dash of The 100 in this science fiction story about the power of human connection, from USA Today bestselling and Nebula Award-nominated author Rhett C. Bruno. It's perfect for fans of Hugh Howey, Kim Stanley Robinson, and Kass Morgan.

**Ready Player Two** Feb 13 2022 #1 NEW YORK TIMES BESTSELLER • The thrilling sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST • “The game is on again. . . . A great mix of exciting fantasy and threatening fact.”—The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than even Wade dreamed possible. With it comes a new riddle, and a new quest—a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again.

**Your Hate Mail Will Be Graded** Jul 18 2022 On September 13, 1998, John Scalzi sat down in front of his computer to write the first entry in his blog Whatever--and changed the history of the Internet as we know it today. What, you're not swallowing that one? Okay, fine: He started writing Whatever and amused about 15 people that first day. If that many. But he kept at it, for ten years and running. Now 40,000 people drop by on a daily basis to see what he's got to say. About what? Well, about whatever: Politics, writing, family, war, popular culture and cats (especially with bacon on them). Sometimes he's funny. Sometimes he's serious (mostly he's sarcastic). Sometimes people agree with him. Sometimes they send him hate mail, which he grades on originality and sends back. Along the way, Scalzi's become a best-selling, award-winning author, a father, and a geek celebrity. But no matter what, there's always another Whatever post to amuse and/or enrage his readers. Your Hate Mail Will Be Graded collects some of the best and most popular Whatever entries from the first ten years of the blog – a decade of Whatever, presented in delightfully random form, just as it should be. \* Winner of the 2009 Hugo Award for Best Non-Fiction Book \* Introduction by Star Trek actor Wil Wheaton Old Man's War Series #1 Old Man's War #2 The Ghost Brigades #3 The Last Colony #4 Zoe's Tale #5 The Human Division #6 The End of All Things Short fiction: "After the Coup" Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts Lock In The Collapsing Empire (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Ready Player One** Nov 22 2022 #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

**The Future of Another Timeline** Oct 17 2019 "A revolution is happening in speculative fiction, and Annalee Newitz is leading the vanguard."—Wil Wheaton From Annalee Newitz, founding editor of io9, comes a story of time travel, murder, and the lengths we'll go to protect the ones we love. 1992: After a confrontation at a riot grill concert, seventeen-year-old Beth finds herself in a car with her friend's abusive boyfriend dead in the backseat, agreeing to help her friends hide the body. This murder sets Beth and her friends on a path of escalating violence and vengeance as they realize many other young women in the world need protecting too. 2022: Determined to use time travel to create a safer future, Tess has dedicated her life to visiting key moments in

history and fighting for change. But rewriting the timeline isn't as simple as editing one person or event. And just when Tess believes she's found a way to make an edit that actually sticks, she encounters a group of dangerous travelers bent on stopping her at any cost. Tess and Beth's lives intertwine as war breaks out across the timeline—a war that threatens to destroy time travel and leave only a small group of elites with the power to shape the past, present, and future. Against the vast and intricate forces of history and humanity, is it possible for a single person's actions to echo throughout the timeline? Praise for *The Future of Another Timeline*: "An intelligent, gut-wrenching glimpse of how tiny actions, both courageous and venal, can have large consequences. Smart and profound on every level."—Publishers Weekly (starred review) "You close the book reeling with questions about your own life and your part in changing the future."—Amy Acker, actress (Angel and Person of Interest) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Masters of Doom** Aug 19 2022 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 virtuosi 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*

*Looking for Alaska* Aug 07 2021 The award-winning, genre-defining debut from John Green, the #1 bestselling author of *The Anthropocene Reviewed* and *The Fault in Our Stars* Winner of the Michael L. Printz Award • A Los Angeles Times Book Prize Finalist • A New York Times Bestseller • A USA Today Bestseller • NPR's Top Ten Best-Ever Teen Novels • TIME magazine's 100 Best Young Adult Novels of All Time • A PBS Great American Read Selection • Millions of copies sold! First drink. First prank. First friend. First love. Last words. Miles Halter is fascinated by famous last words—and tired of his safe life at home. He leaves for boarding school to seek what the dying poet François Rabelais called the "Great Perhaps." Much awaits Miles at Culver Creek, including Alaska Young, who will pull Miles into her labyrinth and catapult him into the Great Perhaps. Looking for Alaska brilliantly chronicles the indelible impact one life can have on another. A modern classic, this stunning debut marked #1 bestselling author John Green's arrival as a groundbreaking new voice in contemporary fiction. Newly updated edition includes a brand-new Readers' Guide featuring a Q&A with author John Green

**Comedy of Doom** May 24 2020 Comedy of Doom is a collection of essays, parodies, and true stories covering every major topic in geek culture. Including smart, funny takes on video games, Star Wars, vampires, Doctor Who, Jane Austen, a complete guide to emotional preparation for the zombie apocalypse, instructions for the new sport called Competitive Hugging, and more.

*You're Never Weird on the Internet (Almost)* Jun 24 2020 The Internet isn't all cat videos. There's also Felicia Day -- violinist, filmmaker, Internet entrepreneur, compulsive gamer, hoagie specialist, and former lonely homeschooled girl who overcame her isolated childhood to become the ruler of a new world ... or at least semi-influential in the world of Internet Geeks and Goodreads book clubs. After growing up in the south where she was "homeschooled for hippie reasons", Felicia moved to Hollywood to pursue her dream of becoming an actress and was immediately typecast as a crazy cat-lady secretary. But Felicia's misadventures in Hollywood led her to produce her own web series, own her own production company, and become an Internet star. Felicia's short-ish life and her rags-to-riches rise to Internet fame launched her career as one of the most influential creators in new media. Now Felicia's strange world is filled with thoughts on creativity, video games, and a dash of mild feminist activism -- just like her memoir. Felicia's story demonstrates that everyone should embrace what makes them different and be brave enough to share it with the world, because anything is possible now -- even for a digital misfit.

**The Maze of Games** Oct 29 2020 Colleen and Samuel Quaiac are teenagers living in 1897 England. During a visit to Upper Wolverhampton Bibliotheque, they discover a musty book called THE MAZE OF GAMES. Opening the book summons the Gatekeeper, a mysterious skeletal guardian who plunges the Quaiacs into a series of dangerous labyrinths, populated with myriad monsters and perplexing puzzles. Only by solving their way through the Gatekeeper's mazes will the Quaiac children find their way home. Read the novel. Solve the Puzzles. Get out alive

**The Guild: Fawkes** Sep 20 2022 Felicia Day and *The Guild* are back, along with costar Wil Wheaton, for a brand-new story spotlighting Fawkes, the dashing, debonair, and douchey leader of the evil guild Axis of Anarchy! His relationship with Codex threatened to tear the Knights of Good apart until he was thrown off a balcony for his treatment of her. Set after season 4 of the show, this issue reveals how Fawkes deals with his split from Codex and navigates the aggressive personalities of the Axis, and follows his journey to his surprising state when he returns in season 5! Cowritten by Felicia Day and Wil Wheaton! Art by Jamie McKelvie ( *Phonogram*, *X-Men*, *Secret Avengers* )! \*\*Join the Axis of Anarchy! \*\*

**The Martian** May 16 2022 Nominated as one of America's best-loved novels by PBS's The Great American Read Six days ago, astronaut Mark Watney became one of the first people to walk on Mars. Now, he's sure he'll be the first person to die there. After a dust storm nearly kills him and forces his crew to evacuate while thinking him dead, Mark finds himself stranded and completely alone with no way to even signal Earth that he's alive—and even if he could get word out, his supplies would be gone long before a rescue could arrive. Chances are, though, he won't have time to starve to death. The damaged machinery, unforgiving environment, or plain-old "human error" are much more likely to kill him first. But Mark isn't ready to give up yet. Drawing on his ingenuity, his engineering skills—and a relentless, dogged refusal to quit—he steadfastly confronts one seemingly insurmountable obstacle after the next. Will his resourcefulness be enough to overcome the impossible odds against him?

**Automate the Boring Stuff with Python, 2nd Edition** Oct 21 2022 The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

**The Last Emperox** Jun 05 2021 The Last Emperox is the thrilling conclusion to the award-winning, New York Times and USA Today bestselling Interdependency series, an epic space opera adventure from Hugo Award-winning author John Scalzi. The collapse of The Flow, the interstellar pathway between the planets of the Interdependency, has accelerated. Entire star systems—and billions of people—are becoming cut off from the rest of human civilization. This collapse was foretold through scientific prediction . . . and yet, even as the evidence is obvious and insurmountable, many still try to rationalize, delay and profit from, these final days of one of the greatest empires humanity has ever known. Emperox Grayland II has finally wrested control of her empire from those who oppose her and who deny the reality of this collapse. But "control" is a slippery thing, and even as Grayland strives to save as many of her people from impoverished isolation, the forces opposing her rule will make a final, desperate push to topple her from her throne and power, by any means necessary. Grayland and her thinning list of allies must use every tool at their disposal to save themselves, and all of humanity. And yet it may not be enough. Will Grayland become the savior of her civilization . . . or the last emperox to wear the crown? The Interdependency Series 1. The Collapsing Empire 2. The Consuming Fire 3. The Last Emperox At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Spots the Space Marine** Nov 17 2019 The Crabs are coming. They're coming, and the only thing between them and Earth is an already winnowed Terran military-- and their allies, suppliers of technology, the alien Fiddlers. Magda "Spots" Guitart is a retired Marine, sent back to the front lines to shore up a crippled company. She's ten years older than her squad, a lot more rickety, and she's new to powered armor. It's not going to take her long to fit in. And God save the Crabs when she and the rest of her squad set their sights on the enemy.--Cover.

*The Big Bang Theory and Philosophy* Mar 14 2022 A lighthearted meditation on the philosophical quandaries of the hit television show *The Big Bang Theory* Ever wonder what Aristotle might say about the life Sheldon Cooper leads? Why Thomas Hobbes would applaud the roommate agreement? Who Immanuel Kant would treat with "haughty derision" for weaving "un-unravelable webs?" And—most importantly—whether Wil Wheaton is truly evil? Of course you have. Bazinga! This book mines the deep thinking of some of history's most potent philosophical minds to explore your most pressing questions about *The Big Bang Theory* and its nerdy genius characters. You might find other philosophy books on science and cosmology, but only this one refers to Darth Vader Force-chokes, cloning Leonard Nimoy, and oompa-loompa-like engineers. Fo-shizzle. Gives you irresistibly geek-worthy insights on your favorite *Big Bang Theory* characters, story lines, and ideas Examines important themes involving ethics and virtue, science, semiotics, religion, and the human condition Brings the thinking of some of the world's greatest philosophers to bear on *The Big Bang Theory*, from Aristotle and Plato to Nietzsche, Wittgenstein, Simone de Beauvoir, and more Essential reading for every *Big Bang Theory* fan, this book explores whether comic-book-wielding geeks can lead the good life, and whether they can know enough science to "tear the mask off nature and stare at the face of God."

*Suspect Zero* Dec 11 2021 In this terrifying tale by New York Times bestselling author Richard Kadrey, a young aspiring serial killer goes in search of a mentor—the supreme, the ultimate killer. What he finds is much greater and much worse than he ever could have imagined.

**How To** Dec 31 2020 AN INSTANT #1 NEW YORK TIMES BESTSELLER "How To will make you laugh as you learn... With How To, you can't help but appreciate the glorious complexity of our universe and the amazing breadth of humanity's effort to comprehend it. If you want some lightweight edification, you won't go wrong with How To."—CNET "[How To] has science and jokes in it, so 10/10 can recommend."—Simone Giertz The world's most entertaining and useless self-help guide from the brilliant mind behind the wildly popular webcomic xkcd and the bestsellers *What If?* and *Thing Explainer* For any task you might want to do, there's a right way, a wrong way, and a way so monumentally complex, excessive, and inadvisable that no one would ever try it. *How To* is a guide to the third kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your Facebook photos. He teaches you how to tell if you're a baby boomer or a 90's kid by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and powering your house by destroying the fabric of space-time. And if you want to get rid of the book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapor, using tectonic plates to subduct it into the Earth's mantle, or launching it into the Sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for himself and his readers. As he did so brilliantly in *What If?*, Munroe invites us to explore the most absurd reaches of the possible. Full of clever infographics and fun illustrations, *How To* is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day.

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