

# Earths Gambit The Gam3 Book

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External Threat (Reality Benders Book #2) LitRPG Series Gambit Publications

“ If Hemingway had the passion for pool that he had for bullfighting, his hero might have been Eddie Felson ” (Time). The novel that inspired the classic film starring Paul Newman and Jackie Gleason, The Hustler tells the story of Fast Eddie Felson, a young pool player who hustles suckers in small towns, looking for stake money so he can reach his goal: a marathon match in Chicago against Minnesota Fats. An exploration of guts, stamina, and character, and of the difference between winners and losers, this tense, gritty tale is “ a wonderful hymn to the last true era when men of substance played pool with a vengeance ” (Time Out).

A Jump into the Unknown Magic Dome Books  
In THE GAMBIT WITH PERFECTION, Cornelius Selendia continues his journey to Blackeye Cavern, Supreme Scientist Damosel Rhea makes progress on Project Silkscape, and the consequences of failure during the last Jubilee confront the Bar ã o Strike Team. Captain Broden Bar ã o, Striker Nero Silvana, and Strategist Verena Iglehart have been recalled to the Huelel Facility for a commonwealth mission to the Vigna system. Will the Bar ã o Strike Team succeed in the mission? Will Cornelius make it to the Cavern before the commonwealth's agents recapture him? Will Damy

revive the prehistoric life vital to her survival in the commonwealth? As the season shifts from spring to summer on the Earth's surface, civilizations collide inside the planets Earth and Vigna, changing the world in unexpected ways.

Hero (Level Up +2) Penguin

The year is 2245, and the world has undergone explosive growth in multiple industries. The age of Virtual Reality came long ago, opening up new fields for people to enjoy and seek employment. There were even those that chose to sacrifice their physical bodies, becoming digital existences that lived within internet communities.

**March In Country** Pax Humana Saga

They said the meek would inherit the Earth. As far as Jarek can tell, though, they must've been speaking Dutch or something, because those "meek" aliens sure did make a bloody mess of things. Even so, he wasn't about to make a fuss over the raknoth apocalypse. Not until those red-eyed bastards stole his exosuit. You don't steal a man's exosuit... But when Jarek's quest for vengeance runs him up against an alien stronghold and a blonde arcanist who throws around grown men like telekinetic frisbees, he soon learns there's far worse than missing exosuits to worry about. And if he and his fiery new friend don't put a stop to it, they may just be looking at Apocalypse Number Two... Don your power armor, grab your copy, and join Jarek and Rachel for a rip-roaring sci-fi thrill-ride today! Warning: This book contains big hearts, BIGGER swords, and a whole metric crap-ton of high-octane badassery. Also, swears. And snark. LOTS of snark. Read at your own risk.

The Inheritance Games Lulu Press, Inc

A lazy and wussy ex-gamer, Phil becomes one of the few humans who receive a mysterious alien piece of wetware which allows them to see the world through an augmented-reality interface very similar to those used in a MMORPG game. Guided by its stats and

messages, Phil begins to level up, gradually transforming himself and his life. He even opens his own business in order to help his friends and complete strangers who acquire a newfound respect for him, assisting him in his travails. As Phil continues on the road to self-improvement, guided by his own conscience rather than system messages, he tries to find out more about the mysterious third party which has bestowed such superhuman abilities upon him.

*The Queen's Gambit* Gollancz

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*Last Man on Earth* SCB Distributors

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a

beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

*The Queen's Gambit* Lulu Press, Inc  
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*World Seed* Litres

Steven Bauer always thought chess was just a game.... Until the sultry brunette in the little black dress did her best to incinerate him. Yesterday, he was just an ordinary guy. Today, he is the White Pawn, a combatant in a nightmarish game of chess where people are the pieces, and the world is at stake. To survive the deadly Black Queen, Steven must pull together the rest of his pieces. The Knight, a grieving teenage boy caught up in a web of gang violence. The Queen, a young woman at death's door, her body ravaged by leukemia. The Bishop, a disgraced priest haunted by visions of the game. The Rook, a suicidal drunk reeling atop a storm-ridden skyscraper. But Steven isn't the only one looking for his team, because the Black Queen already has her pieces assembled....

**Notes on books** *The Queen's Gambit*

#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

*Winter Duty* Hachette UK

Herbert's DUNE meets Banks' THE PLAYER OF GAMES in THE PHANTOM OF THE EARTH, a spellbinding science fiction epic set deep underground after the fall of civilization on Earth's surface. Here are the five thought-provoking postapocalyptic stories that lovers of science fiction can't stop talking about, gathered together in one

volume for the first time. At the center of the conflict lie the Selendias of Piscator, founders of the resistance with an uncanny connection to the zeropoint field; and the Barão Strike Team, three researchers tasked with finding a cure to the Reassortment Strain, the plague that nearly wiped humanity from the Earth. Traveling from the uninhabitable but pristine surface to the habitable but inhospitable underground, this is a story about dedication to dreams, battle for survival, discovery and connection, song and celebration, undoing past misdeeds, and sacrifice for the greater good.

*The Road to Chess Improvement* Little, Brown Books for Young Readers

Seize the Initiative Right from the Start! Are you bored with slow maneuvering in systems such as the the Italian game with d2-d3 and the anti-Berlin? Do you enjoy confrontation in the center and sharp, tactical play? Alex Fishbein shows how the Scotch Gambit can give you exciting yet sound positions where you aim at the enemy king. In the Scotch Gambit, White immediately strikes in the center and attacks the f7-pawn, provoking concessions from Black. An imbalance typically results, where White has attacking chances on the kingside. The Scotch Gambit will help you develop a finer feeling for the initiative and improve your combinational vision. You will also better understand strategic concepts, such as weak squares of one color and pawn structure nuances. Fishbein, an experienced player and author, takes you into a modern grandmaster's research lab. Here, all ideas are scrutinized and prepared for use against an opponent who is similarly armed with the latest theory and technology. The most critical responses for Black receive special emphasis. Alex Fishbein is an American grandmaster. His peak world ranking was #150. He was competitive in each of his four U.S. Championship appearances,

including in 2004 when he won the Bent Larsen prize for the most uncompromising chess. A lifelong 1.e4 player, Fishbein is known for interesting and creative play.

*The Game of Draughts Gateway*

The strange thing about THE END was that nobody expected it... The pessimists had been wrong. No atomic war. No nuclear destruction. No fall out. No radioactivity. Disarmament had brought universal peace and sanity. Co-existence had become a reality - not an idealist's dream. Then disaster struck. The desperate weather forecasts were the beginning. The ice was The End. Seas became frozen wastes. Rivers turned to glaciers overnight. The whole planet was in the grip of a cold so intense that millions perished in a few hours... millions more died within the week. Only the bravest and the hardiest survived. Rugged men and courageous women, with the spirits of the earliest pioneers, urging them on to do the impossible. Was the big freeze just a cosmic accident - with man on the unlucky end? Had one of the big powers tried to master weather control, secretly, despite the disarmament talks... and failed disastrously. Perhaps it was the prelude to alien invasion?

The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series Penguin

A legendary pool hustler tries to make a comeback in the novel that inspired the Martin Scorsese film: "A great read, entertainment of a high order" (Los Angeles Times). Fast Eddie Felson was the best in the country. Then he walked out on his talent and for the next twenty years ran a poolroom, got married, and watched pool games on television. One evening he watches a pool player who reminds him of his old rival, Minnesota Fats, and it sparks something in him. Feeling a sudden grief at the loss of his old self and his old life, he leaves behind his poolroom—and his marriage—and finds Fats, now retired in the Florida Keys. Now the pair is about to embark on a tour of the country together.

Eddie hopes to recapture his glory days, but the journey will come with a price . . . The author of the classic *The Hustler*, which also featured Fast Eddie Felson, "is unequaled when it comes to creating and sustaining the tension of a high-stakes game. Even readers who have never lifted a cue will be captivated" (Publishers Weekly). "Tavis writes about pool with power and poetry and tension. From the opening scene of this fine book, the reunion between Eddie and Fats twenty years after, the staccato beat of the prose and finely drawn characters grab the reader and don't let go. You don't have to like pool to like this book, to appreciate its sense of living on the edge." —The Washington Post

*The Genesis Game* Rosetta Books

A US champion provides solutions to real life problems of improving ones chess.

*Red Gambit* Penguin

The Corsican Empire has all but crushed Earth's resistance. Dallas has been nuked. The new fleet destroyed. Earth's future as a free planet has never looked more hopeless. But a daring young starship captain steals an advanced warship and audaciously takes the fight to the enemy in a desperate plan to strike at the heart of the empire. Liberation and glory, or death and defeat, await him and his ragtag crew. The Terran Gambit is the first novel of The Pax Humana Saga, which follows young Captain Jacob Mercer from the ashes of Dallas to the captain's chair of Earth's most advanced warship. Political intrigue, fleet battles, government conspiracies, deadly secrets, and a brilliant enemy admiral await him as he fights against all odds to take down an empire.

**The Terran Gambit (Episode #1: The Pax Humana Saga)** Luke Mitchell

Major David Valentine and his fugitive battalion are the remnants of an expeditionary force shattered in its long retreat from disaster in the Appalachians. And Valentine is losing allies fast. Some of the clans in the region have declared themselves in favor of the vampiric Kurians, throwing Kentucky into civil war. But instead of retaking the region, the Kurian overlords have ordered the extermination of every human living there...

**Freefall** Rosetta Books

Louisiana, 2065. A lot has changed in the 43rd year of the Kurian Order. Possessed of an unnatural and legendary hunger, the bloodthirsty Reapers have come to Earth to establish a New Order built on the harvesting of enslaved human souls. They rule the planet. They thrive on the scent of fear. And if it is night, as sure as darkness, they will come. On this pitiless world, the indomitable spirit of mankind still breathes in Lieutenant David Valentine. Brought into the special forces of The Wolves—an elite guerilla force sworn to win back Earth—this is Valentine's first command in the Kurian Zone. Driven by the losses of his past and the hope of a future, Valentine is in it to win. No matter how long it takes. No matter what doom of fate awaits him beyond his wildest nightmares. Fight. Kill. Survive. This is the way of The Wolves. "If The Red Badge of Courage had been written by H.P. Lovecraft."—Paul Witcover, author of *Waking Beauty*

**The Phantom of the Earth** Rosetta Books

The race is on to claim the area between the Ohio River and Tennessee. What's left of the resistance is hiding out in the tangle of central Kentucky hills—leaving the powerful, well-organized Kurian vampires the opportunity to fill the void. Major David Valentine knows a small group of fierce, freedom-loving allies who would be glad to settle the rich lands. But they're more than three hundred miles away, with hostile aliens and vicious human slavers standing between. But even if by some miracle they make it, the Kurian Order isn't about to easily yield the blood-soaked Kentucky soil...  
Magic Dome Books

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Returning to the Ozark Territories, freedom fighter David Valentine is shocked to find it overrun by vampiric Kurians under the command of the merciless Consul Solon. In a desperate gambit, Valentine leads a courageous group of soldiers on a mission to drive a spike into the gears of the Kurian Order. Valentine stakes life, honor, and the future of his home in a rebellion that sparks the greatest battle of his life.