

Dishonored The Corroded Man Video Game Saga Idiom

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Dishonored Signature Series Guide Michael Lummis 2012 Provides tips, techniques, walkthroughs, and strategies for the stealth-based video game.

The Burning Dark Adam Christopher 2014-03-25 Relegated to a Fleetspace station after saving an Earth of the distant future, Captain Abraham Idaho Cleveland navigates hostile workers and persistent malfunctions before receiving a mysterious warning from thousands of light-years away. By the award-winning author of *Empire State*. 20,000 first printing.

Deus Ex James Swallow 2011-02-22 IT'S NOT THE END OF THE WORLD. BUT YOU CAN SEE IT FROM HERE. In the near future, with physical augmentation gaining ground and nano-cybernetics only years away, the dawn of limitless human evolution is just beyond the horizon, and a secret corporate cabal of ruthless men intends to make sure that humankind stays under its control. But two people on opposite sides of the world are starting to ask questions that could get them killed. Secret Service agent Anna Kelso has been suspended for investigating the shooting that claimed her partner's life. Anna suspects that the head of a bio-augmentation firm was the real target, and against orders she's turned up a few leads concerning a covert paramilitary force and a cadre of underground hackers. But the cover-up runs deep, and now there's a target on her back. Meanwhile, Ben Saxon, former SAS officer turned mercenary, joins a shadowy special ops outfit. They say they're a force for good, but Saxon quickly learns that the truth is not so clear-cut. So begins a dangerous quest to uncover a deadly secret that will take him from Moscow to London, D.C. to Geneva, and to the dark truth—if he lives that long. The year is 2027; in a world consumed by chaos and conspiracy, two people are set on a collision course with the most powerful and dangerous organization in history—and the fate of humanity hangs in the balance.

The Geek's Guide to Dating Eric Smith 2013-12-03 You keep your action figures in their original packaging. Your closets are full of officially licensed Star Wars merchandise. You're hooked on Elder Scrolls and Metal Gear but now you've discovered an even bigger obsession:

the new girl who just moved in down the hall. What's a geek to do? Take some tips from *The Geek's Guide to Dating*. This hilarious primer is jam-packed with cheat codes, walkthroughs, and power-ups for navigating the perils and pitfalls of your love life with ease. Geeks of all ages will find answers to the ultimate questions of life, the universe, and everything romantic, from *First Contact* to *The Fellowship of the Ring* and beyond. Full of whimsical 8-bit illustrations, *The Geek's Guide to Dating* will teach fanboys everywhere to love long and prosper.

Dishonored Maria Barrett 2009-09-26 In India in 1857, the beloved wife of a British colonel dies during a native riot, an incident that spawns one hundred years of hatred, revenge, and violence and leads to a tragic romance.

Dishonored Gordon Rennie 2016-11-09 The city of Dunwall: whaling capital of Gristol and industrial hub of the Empire of the Isles. Twelve years have passed since Corvo Attano scuppered the Lord Regent's duplicitous plot against the crown and cleared his name of the Empress Jessamine's murder. Now little older and perhaps a little wiser, Corvo sets his sights on the future and securing an apprentice to continue his legacy. But when confronted by an impossible face from his past, the magically-gifted assassin finds himself once again drawn into a supernatural conspiracy, one that threatens to shake the very foundations of his ancient city! From Gordon Rennie (2000AD, White Trash, Caballistic Inc.) and Andrea Olimpieri (True Blood) comes this thrilling adventure spun from the world of the Bethesda Softworks bestselling *Dishonored* video game series, spanning events between the first and second games. Collects *Dishonored #1-4*.

Magnus Chase and the Ship of the Dead Rick Riordan 2017-10-03 Rick Riordan's Norse hero faces his greatest challenge yet in the final instalment of the series. Loki the trickster god is free from his chains. Now he's readying Naglfar, the Ship of the Dead, armed with a host of giants and zombies, to sail against the Norse gods and begin the final battle of Ragnarok. It's up to Magnus Chase and his friends to stop Loki's plans, but to do so they will have to sail across the oceans of Midgard, Jotunheim and Niflheim in a desperate race to reach Naglfar before it's ready to sail on Midsummer's Day. Along the way, they will face angry sea gods, hostile giants, and an evil fire-breathing dragon who happens to be a former acquaintance. But Magnus's biggest challenge will be facing his own inner demons. To defeat Loki, Magnus will need to use words, not force. This will require finding a magical elixir so deadly that it will either make Magnus Chase powerful enough to out-talk the silver-tongued Loki, or destroy Magnus utterly.

Dishonored - The Corroded Man Adam Christopher 2016-09-27 A strange, shrouded figure appears in Dunwall, seeming to possess powers once wielded by the assassin known as Daud. Faced with the possibility that their deadliest foe has returned, Emily and Corvo plunge headlong into a life-and-death race against time. If they fail to learn the truth about this mysterious enemy, the result could be destruction on an unimaginable scale.

Politica methodice digesta of Johannes Althusius (Althaus) Johannes Althusius 1932

Dishonored Adam Christopher 2018-03-27 The official new novel set in the world of *Dishonored 2*, the award-winning video game. As Empress Emily Kaldwin flees Dunwall after the coup by Delilah Copperspoon and Duke Luca Abele of Serkonos, a lone figure watches,

the Mark of the Outsider burning on his hand. Daud—legendary assassin—has returned to Dunwall, a city in turmoil. He is seeking a mythical weapon, said to have the power to kill the Outsider, and will go to any lengths to find it. But there are those who are watching his every move. Travelling the Isles to complete his mission, Daud will soon discover that old enemies have been waiting for him, and new enemies are easy to make...

Elementary: Blood and Ink Adam Christopher 2016-04-26 The Chief Financial Officer of a secretive NYC hedge fund has been found murdered—stabbed through the eye with an expensive fountain pen. When Sherlock Holmes and Joan Watson discover a link between the victim and a charismatic management guru with a doubtful past, it seems they may have their man. But is the guru being framed? As secrets are revealed and another victim is found murdered in the same grisly fashion, Holmes and Watson begin to uncover a murky world of money and deceit...

Star Wars: Shadow of the Sith Adam Christopher 2022-06-28 Luke Skywalker and Lando Calrissian return in this essential novel set between Return of the Jedi and The Force Awakens. The Empire is dead. Nearly two decades after the Battle of Endor, the tattered remnants of Palpatine's forces have fled to the farthest reaches of the galaxy. But for the heroes of the New Republic, danger and loss are ever-present companions, even in this newly forged era of peace. Jedi Master Luke Skywalker is haunted by visions of the dark side, foretelling an ominous secret growing somewhere in the depths of space, on a dead world called Exegol. The disturbance in the Force is undeniable . . . and Luke's worst fears are confirmed when his old friend Lando Calrissian comes to him with reports of a new Sith menace. After Lando's daughter was stolen from his arms, he searched the stars for any trace of his lost child. But every new rumor leads only to dead ends and fading hopes—until he crosses paths with Ochi of Bestoon, a Sith assassin tasked with kidnapping a young girl. Ochi's true motives remain shrouded to Luke and Lando. For on a junkyard moon, a mysterious envoy of the Sith Eternal has bequeathed a sacred blade to the assassin, promising that it will answer the questions that have haunted him since the Empire fell. In exchange, he must complete a final mission: Return to Exegol with the key to the Sith's glorious rebirth—Rey, the granddaughter of Darth Sidious himself. As Ochi hunts Rey and her parents to the edge of the galaxy, Luke and Lando race into the mystery of the Sith's lingering shadow and aid a young family running for their lives.

Virtual Cities Konstantinos Dimopoulos 2020-11-12 Virtual cities are places of often-fractured geographies, impossible physics, outrageous assumptions and almost untamed imaginations given digital structure. This book, the first atlas of its kind, aims to explore, map, study and celebrate them. To imagine what they would be like in reality. To paint a lasting picture of their domes, arches and walls. From metropolitan sci-fi open worlds and medieval fantasy towns to contemporary cities and glimpses of gothic horror, author and urban planner Konstantinos Dimopoulos and visual artist Maria Kallikaki have brought to life over forty game cities. Together, they document the deep and exhilarating history of iconic gaming landscapes through richly illustrated commentary and analysis. Virtual Cities transports us into these imaginary worlds, through cities that span over four decades of digital history across literary and gaming genres. Travel to fantasy cities like World of Warcraft's Orgrimmar and Grim Fandango's Rubacava; envision what could be in the familiar cities of Assassin's Creed's London and Gabriel Knight's New Orleans; and steal a glimpse of cities of the future, in Final Fantasy VII's Midgar and Half-Life 2's City 17. Within, there are

many more worlds to discover – each formed in the deepest corners of the imagination, their immense beauty and complexity astounding for artists, game designers, world builders and, above all, anyone who plays and cares about video games.

Dishonored Bethesda Bethesda Games 2014 Collects artwork and information on locations from the video game "Dishonored," including concept art and character backgrounds.

XCOM 2 Rick Barba 2017-12-12 Continue the fight against an imposing alien force with this original novel based on the hit video game XCOM 2. Under constant threat by the alien invasion, humanity's fate is in the hands of the last remaining military resistance: XCOM. The elite unit is the only hope for the people of Earth. The novel follows XCOM as they continue to fight for freedom, redemption, and survival. Fans of XCOM 2: Resurrection will enjoy this exciting addition to the XCOM story and its use of elements of the popular game.

The Age Atomic Adam Christopher 2013 The Empire State is dying. The Fissure connecting the pocket universe to New York has vanished. Meanwhile, in 1954 New York, Nimrod finds his department subsumed by a new group, Atoms For Peace. As Rad uncovers a new threat to his city, Atoms For Peace prepare their army for a transdimensional invasion.

The Periodic Table Primo Levi 1996-10-01 The Periodic Table is largely a memoir of the years before and after Primo Levi's transportation from his native Italy to Auschwitz as an anti-Facist partisan and a Jew. It recounts, in clear, precise, unflinching beautiful prose, the story of the Piedmontese Jewish community from which Levi came, of his years as a student and young chemist at the inception of the Second World War, and of his investigations into the nature of the material world. As such, it provides crucial links and backgrounds, both personal and intellectual, in the tremendous project of remembrance that is Levi's gift to posterity. But far from being a prologue to his experience of the Holocaust, Levi's masterpiece represents his most impassioned response to the events that engulfed him. The Periodic Table celebrates the pleasures of love and friendship and the search for meaning, and stands as a monument to those things in us that are capable of resisting and enduring in the face of tyranny.

XCOM 2: Resurrection Greg Keyes 2015-11-10 In the world of XCOM, the governments of Earth unite under threat of an alien invasion and form XCOM, an elite paramilitary organization tasked with repelling the extraterrestrial offensive and defending humanity. Woefully outgunned, XCOM's only hope is to outsmart and outmaneuver the enemy by turning the aliens' power against them. Making clever use of game elements, XCOM: Resurrection details the strategy and costs of war in a compelling narrative sure to delight sci-fi aficionados and fans of the game series.

Made to Kill Adam Christopher 2015-11-03 It was just another Tuesday morning when she walked into the office—young, as I suspected they all might be, another dark brunette with some assistance and enough eye black to match up to Cleopatra. And who am I? I'm Ray, the world's last robot, famed and feared in equal measure, which suits me just fine—after all, the last place you'd expect to find Hollywood's best hit man is in the plain light of day. Raymond Electromatic is good at his job, the lone employee of the Electromatic Detective Agency—except for Ada, office gal and super-computer, the constant voice in Ray's inner ear. Ray might have taken up a new line of work, but money is money, after all, and he was

programmed to make a profit. Besides, with his twenty-four-hour memory-tape limits, he sure can keep a secret. When a familiar-looking woman arrives at the agency wanting to hire Ray to find a missing movie star, he's inclined to tell her to take a hike. But she had the cold hard cash, a demand for total anonymity, and tendency to vanish on her own. Plunged into a glittering world of fame, fortune, and secrecy, Ray uncovers a sinister plot that goes much deeper than the silver screen—and this robot is at the wrong place, at the wrong time. Made to Kill is the thrilling new speculative noir from novelist and comic writer Adam Christopher. Ray Electromatic Mysteries Brisk Money Made to Kill Standard Hollywood Depravity Killing is My Business At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Official Far Cry Survival Manual Insight Editions 2021-09-21 Learn to survive extreme situations in wild locales from around the world with The Far Cry Survival Manual, based on the hit game series. The Far Cry video game series has taken players on extreme adventures around the world: from untamed tropical islands to towering mountains and beyond, this blockbuster series thrusts players into exciting but deadly scenarios. The Far Cry Survival Manual immerses readers in the Far Cry universe with practical tips on survival, self-defense, extreme sports, stunt driving, and more, inspired by the games they love. The book is narrated by a journalist who will go to any extreme for his story, traveling to the Rook Islands, the Kingdom of Kyrat, Montana's Hope County, and beyond to explore and survive some of the most extreme situations and environments. This guide is his personal record of his perilous adventures and includes tips and instructions on how readers might be able to make it out alive as well. Readers will learn how to face and survive increasingly dramatic and deadly scenarios, from executing tense covert-ops to escaping pirate-filled South Pacific islands, and even surviving the prehistoric past. Packed with applicable real-world advice, this manual will entertain and inform fans of this thrilling franchise and survival enthusiasts alike.

Killing Is My Business Adam Christopher 2017-07-25 "Robot noir in 60s Los Angeles? You had me at 'Hello.'" —John Scalzi, New York Times bestselling author Another golden morning in a seedy town, and a new memory tape and assignment for intrepid PI-turned-hitman—and last robot left in working order—Raymond Electromatic. But his skills may be rustier than he remembered in Killing Is My Business, the latest in Christopher's robot noir oeuvre, hot on the heels of the acclaimed Made to Kill. "Gripping, funny, deadly and suspenseful." —Boing Boing on Made to Kill "Effortlessly swift and clever." —NPR Ray Electromatic Mysteries Brisk Money Made to Kill Standard Hollywood Depravity Killing is My Business At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dishonored: The Peeress and the Price (complete collection) Michael Moreci 2018-01-24 "Really captures the flavor of the game..." - Nerdist Set after the events of Dishonored 2 - Emily and Corvo make their return to Dunwall to discover that a deadly new enemy is on the loose - one that could spell doom for them both... Written by Michael Moreci (Roche Limit, Burning Fields, Curse) and illustrated by Andrea Olimpieri (Mostri, True Blood), this volume collects Dishonored: The Peeress and the Price #1 and 2 and is a must-read for fans of the Dishonored games. "A stellar, gripping and complex tale" - Reading With a Flight Ring p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

Brenda Laurel Carly A. Kocurek 2017-02-09 Brenda Laurel is best known for her work with Purple Moon, the pioneering game company she cofounded in the 1990s. Purple Moon's games were based on years of research Laurel completed in an effort to understand why computer games seemed to be of so little interest to girls. Using diverse archival sources such as trade journals, newspapers, and recorded interviews, alongside Laurel's completed games and own writings and an original interview with Laurel herself, this volume offers insight into both the early development of the games for girls movement of the 1990s and the lasting impact of Laurel's game design breakthroughs. In her work with Purple Moon, Laurel drew on her background in theatre as well as her expertise in human computer interaction and qualitative research. By relying on this interdisciplinary background, Laurel made significant contributions to our understanding of the design and development of games as a medium for emotional rehearsal and storytelling. Additionally, her dedication to research-informed design has had a longstanding impact as companies and designers increasingly rely on audience research and metrics to shape their practices. The newest in Bloomsbury's Influential Video Game Designers series, Carly Kocurek highlights the contributions of a designer whose work has had a profound impact on the development of both games for girls and empathy games.

Advancement of Learning Francis Bacon 1869

Elementary: The Ghost Line Adam Christopher 2015-02-24 summons to a bullet-riddled body in a Hell's Kitchen apartment marks the start of a new case for consulting detectives Sherlock Holmes and Joan Watson. The victim is a subway train driver with a hidden stash of money and a strange Colombian connection, but why would someone kill him and leave a fortune behind? The search for the truth will lead the sleuths deep into the hidden underground tunnels beneath New York City, where answers—and more bodies—may well await them...

Love in the Time of Cholera (Illustrated Edition) Gabriel García Márquez 2020-10-27 A beautifully packaged edition of one of García Márquez's most beloved novels, with never-before-seen color illustrations by the Chilean artist Luisa Rivera and an interior design created by the author's son, Gonzalo García Barcha. In their youth, Florentino Ariza and Fermina Daza fall passionately in love. When Fermina eventually chooses to marry a wealthy, well-born doctor, Florentino is devastated, but he is a romantic. As he rises in his business career he whiles away the years in 622 affairs—yet he reserves his heart for Fermina. Her husband dies at last, and Florentino purposefully attends the funeral. Fifty years, nine months, and four days after he first declared his love for Fermina, he will do so again.

Death's Collector Bill McCurry 2019-02-17 The sorcerer Bib saves his daughter by accepting a curse to kill people--only Death knows how many. Bib tries to kill only the wicked but soon begins killing the non-wicked too. He agrees to rescue a woman's kidnapped boy because he expects a lot of death. But he doesn't expect to face the question: is he cursed to kill, or does he just like it?

Deus Ex: Black Light (Deus Ex: Mankind Divided prequel) James Swallow 2016-08-23
ILLUMINATE THE SHADOWS The year is 2029, and the shining promise of a new age of human augmentation is in ruins in the wake of the devastating 'Aug Incident' – a horrific catastrophe triggered by a cabal of shadowy power brokers, where millions of cybernetically-

enhanced people suffered a forced psychotic break. Awakening in the aftermath of a changed world, with gaps in his memories and suspicion on all sides, augmented ex-cop and former security operative Adam Jensen struggles to piece his life back together, in a new reality where 'Augs' have become the targets of hatred, fear and violent discrimination. Now the dark forces behind the Incident are gathering once again, reaching out to manipulate the course of global events through terror and intimidation. To find the answers that he seeks and the people who destroyed everything he knew, Jensen must return to the ashes of the past, reconnect with old allies, and risk all to expose a deadly conspiracy - but in a world shattered by secrets, can the truth be brought into the light? A brand-new official Deus Ex novel, bridging events between Deus Ex: Human Revolution and the brand-new game Deus Ex: Mankind Divided.

BioShock: Rapture John Shirley 2012-06-26 A prequel to the video-game franchise explains how the technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.

The Art of Far Cry 6 Ubisoft 2021-11-16 Explore the vibrant island of Yara, a nation trapped in time. Dark Horse Books and Ubisoft have joined forces to create The Art of Far Cry 6, a beautiful volume that is perfect for any fan of the Far Cry adventures. Welcome to Yara. Viva Libertad!

Dishonored #3 Gordon Rennie 2016-09-28 Barely surviving his ordeal with Broken Tom, Corvo stalks his childhood for answers about his lost sister's whereabouts. But is there something untoward about his new companion?

Dishonored #2 Gordon Rennie 2016-09-07 A face from Corvo's past draws the Lord Protector deep into a nest of jeopardy. Meanwhile, Officer Cottings' investigations lead her to Wyrnwood Place in the heart of Dunwall's arcane district.

The Art of Dishonored 2 Bethesda Studios 2016-11-15 The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike!

- Exclusive never before seen concept art from the making of Dishonored 2!
- The comprehensive companion to the wildly anticipated Dishonored 2!
- The art book that Dishonored fans have been waiting for!
- Dishonored won the 2013 BAFTA for Best Game!

This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627)

Dishonored #4 Gordon Rennie 2016-10-19 Corvo's search for his long-lost sister reaches its heady climax as sorcery and suspicion spills onto the streets of Dunwall. But will his new protégé survive the arcane machinations she finds herself embroiled in? Find out in this thrilling conclusion to the series.

Critique of Black Reason Achille Mbembe 2017-02-17 In Critique of Black Reason eminent critic Achille Mbembe offers a capacious genealogy of the category of Blackness—from the

Atlantic slave trade to the present—to critically reevaluate history, racism, and the future of humanity. Mbembe teases out the intellectual consequences of the reality that Europe is no longer the world's center of gravity while mapping the relations among colonialism, slavery, and contemporary financial and extractive capital. Tracing the conjunction of Blackness with the biological fiction of race, he theorizes Black reason as the collection of discourses and practices that equated Blackness with the nonhuman in order to uphold forms of oppression. Mbembe powerfully argues that this equation of Blackness with the nonhuman will serve as the template for all new forms of exclusion. With *Critique of Black Reason*, Mbembe offers nothing less than a map of the world as it has been constituted through colonialism and racial thinking while providing the first glimpses of a more just future.

Horizon Zero Dawn Vol. 1: The Sunhawk (Graphic Novel) Anne Toole 2020-11-24 TITAN COMICS and GUERRILLA GAMES are proud to announce an all-new graphic novel set after the events of the critically acclaimed, award-winning video game *Horizon Zero Dawn*! A new adventure with Talanah and Aloy awaits! *Horizon*: a far-future Earth full of epic natural beauty and forgotten ruins, where awe-inspiring, animal-like machines are the dominant species and humans struggle to survive in pre-industrial tribes. In the aftermath of a titanic battle that almost laid waste to the capital city of Meridian, Talanah, one of the greatest machine-hunters in the land, struggles to find her place in the rebuilding effort. Making matters worse, Aloy, her trusted friend and confidant, has disappeared. When a new threat emerges in the hinterlands, she must decide how best to serve her tribe, her friends, and herself.

Standard Hollywood Depravity Adam Christopher 2017-03-07 INCLUDES SPECIAL BONUS NOVELLA BRISK MONEY BY ADAM CHRISTOPHER The moment Raymond Electromatic set eyes on her, he knew she was the dame marked in his optics, the woman that his boss had warned him about. Honey. As the band shook the hair out of their British faces, stomping and strumming, the go-go dancer's cage swung, and the events of that otherwise average night were set in motion. A shot, under the cover of darkness, a body bleeding out in a corner, and most of Los Angeles' population of hired guns hulking, soured over un-drunk whiskey sours at the bar. But as Ray tries to track down the package he was dispatched to the club to retrieve, his own programming might be working against him, sending him down a long hall and straight into a mobster's paradise. Is Honey still the goal—or was she merely bait for a bigger catch? Just your standard bit of Hollywood depravity, as tracked by the memory tapes of a less-than-standard robot hitman. *Standard Hollywood Depravity* is a Ray Electromatic mystery by Adam Christopher. *Ray Electromatic Mysteries Brisk Money Made to Kill Standard Hollywood Depravity Killing is My Business* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Tongue and Quill Air Force 2019-10-11 *The Tongue and Quill* has been a valued Air Force resource for decades and many Airmen from our Total Force of uniformed and civilian members have contributed their talents to various editions over the years. This revision is built upon the foundation of governing directives and user's inputs from the unit level all the way up to Headquarters Air Force. A small team of Total Force Airmen from the Air University, the United States Air Force Academy, Headquarters Air Education and Training Command (AETC), the Air Force Reserve Command (AFRC), Air National Guard (ANG), and Headquarters Air Force compiled inputs from the field and rebuilt *The Tongue and Quill* to

meet the needs of today's Airmen. The team put many hours into this effort over a span of almost two years to improve the content, relevance, and organization of material throughout this handbook. As the final files go to press it is the desire of The Tongue and Quill team to say thank you to every Airman who assisted in making this edition better; you have our sincere appreciation!

Empire State Adam Christopher 2011-12-27 THE EMPIRE STATE IS THE OTHER NEW YORK. A parallel-universe, Prohibition-era world of mooks and shamuses that is the twisted magic mirror to our bustling Big Apple, a place where sinister characters lurk around every corner while the great superheroes that once kept the streets safe have fallen into dysfunctional rivalries and feuds. Not that its colourful residents know anything about the real New York... until detective Rad Bradley makes a discovery that will change the lives of all its inhabitants. Playing on the classic Gotham conventions of the Batman comics and HBO's Boardwalk Empire, debut author Adam Christopher has spun this smart and fast-paced superhero-noir adventure, the sort of souped-up thrill ride that will excite genre fans and general readers alike. File Under: Science Fiction [Pocket Universe | Heroes or Villains | Speak Easy | Loyalties Divided] e-book ISBN: 978-0-85766-194-4

Stranger Things: Darkness on the Edge of Town Adam Christopher 2019-05-28 Chief Jim Hopper reveals long-awaited secrets to Eleven about his old life as a police detective in New York City, confronting his past before the events of the hit show *Stranger Things*. Christmas, Hawkins, 1984. All Chief Jim Hopper wants is to enjoy a quiet first Christmas with Eleven, but his adopted daughter has other plans. Over Hopper's protests, she pulls a cardboard box marked "New York" out of the basement—and the tough questions begin. Why did Hopper leave Hawkins all those years ago? What does "Vietnam" mean? And why has he never talked about New York? Although he'd rather face a horde of demogorgons than talk about his own past, Hopper knows that he can't deny the truth any longer. And so begins the story of the incident in New York—the last big case before everything changed... Summer, New York City, 1977. Hopper is starting over after returning home from Vietnam. A young daughter, a caring wife, and a new beat as an NYPD detective make it easy to slip back into life as a civilian. But after shadowy federal agents suddenly show and seize the files about a series of brutal, unsolved murders, Hopper takes matters into his own hands, risking everything to discover the truth. Soon Hopper is undercover among New York's notorious street gangs. But just as he's about to crack the case, a blackout rolls across the boroughs, plunging Hopper into a darkness deeper than any he's faced before.