

Opening Moves (The Gam3 Book 1)

Now the world's most celebrated book and guide on how to "WIN" the game of life through positive attitudes and affirmations is refined for women, giving them the opportunity to cultivate success and bond closely with Florence Scovel Shinn's everlasting wisdom like never before.

He didn't know he was playing.Zack was just living his life.It was really a game.When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything.Zack was disoriented when he woke up. They had welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death.They said he was seventeen.What was this "best score" they kept going on about?Where was this place?Who were these people?And why did they keep talking about the next game?You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end.Get book 1 now.

The Culture - a human/machine symbiotic society - has thrown up many great Game Players, and one of the greatest is Gurgeh. Jernau Morat Gurgeh. The Player of Games. Master of every board, computer and strategy. Bored with success, Gurgeh travels to the Empire of Azad, cruel and incredibly wealthy, to try their fabulous game...a game so complex, so like life itself, that the winner becomes emperor. Mocked, blackmailed, almost murdered, Gurgeh accepts the game, and with it the challenge of his life - and very possibly his death. Praise for Iain M. Banks: "Poetic, humorous, baffling, terrifying, sexy -- the books of Iain M. Banks are all these things and more" -- NME "An exquisitely riotous tour de force of the imagination which writes its own rules simply for the pleasure of breaking them." -- Time Out

Neil Josten is the newest addition to the Palmetto State University Exy team. He's short, he's fast, he's got a ton of potential - and he's the runaway son of the murderous crime lord known as The Butcher.Signing a contract with the PSU Foxes is the last thing a guy like Neil should do. The team is high profile and he doesn't need sports crews broadcasting pictures of his face around the nation. His lies will hold up only so long under this kind of scrutiny and the truth will get him killed.But Neil's not the only one with secrets on the team. One of Neil's new teammates is a friend from his old life, and Neil can't walk away from him a second time. Neil has survived the last eight years by running. Maybe he's finally found someone and something worth fighting for.

(Newbery Medal Winner)

Ender's Game

Keeping Your Head in the Game

The Game

The Games

"Bibliography found online at tonyrobbins.com/masterthegame"--Page [643].

Go is a strategy game played throughout eastern Asian for thousands of years. This introduction to the game presents rules, tactics, and strategies.

Reggie Fils-Aimé, retired President and Chief Operating Officer of Nintendo of America Inc., shares leadership lessons and inspiring stories from his unlikely rise to the top. Although he's best known as Nintendo's iconic President of the Americas-immortalized for opening Nintendo's 2004 E3 presentation with, "My name is Reggie, I'm about kicking ass, I'm about taking names, and we're about making games"--Reggie Fils-Aimé's story is the ultimate gameplan for anyone looking to beat the odds and achieve success. Learn from Reggie how to leverage disruptive thinking to pinpoint the life choices that will make you truly happy, conquer negative perceptions from those who underestimate or outright dismiss you, and master the grit, perseverance, and resilience it takes to dominate in the business world and to reach your professional dreams. As close to sitting one-on-one with the gaming legend as it gets, you will learn: About the challenges Reggie faced throughout his life and career-from his humble childhood as the son of Haitian immigrants, to becoming one of the most powerful names in the history of the gaming industry. What it takes to reach the top of your own industry, including being brave enough to stand up for your ideas, while also being open to alternative paths to success. How to create vibrant and believable visions for your team and company. How to maintain relentless curiosity and know when to ask questions to shatter the status quo.

Hidden somewhere, in nearly every major city in the world, is an underground seduction lair. And in these lairs, men trade the most devastatingly effective techniques ever invented to charm women. This is not fiction. These men really exist. They live together in houses known as Projects. And Neil Strauss, the bestselling author and journalist, spent two years living among them, using the pseudonym Style to protect his real-life identity. The result is one of the most explosive and controversial books of the last decade—guaranteed to change the lives of men and transform the way women understand the opposite sex forever. On his journey from AFC (average frustrated chump) to PUA (pick-up artist) to PUG (pick-up guru), Strauss not only shares scores of original seduction techniques but also has unforgettable encounters with the likes of Tom Cruise, Britney Spears, Paris Hilton, Heidi Fleiss, and Courtney Love. And then things really start to get strange—and passions lead to betrayals lead to violence. The Game is the story of one man's transformation from frog to prince to prisoner in the most unforgettable book of this generation.

The Love Game

When You Reach Me

After the Game

Love and the Game 3

Ritualist

Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Drawing on his work with elite athletes, the world's first sports psychotherapist on what to do when life throws you a curveball 'Cracking tales, a great read' Nigel Owens MBE, rugby union referee 'Absolutely fascinating . . . a genuine must-read for anyone interested in the human side of sport' Peter Drury, football commentator Elite athletes play out their lives in the most public of arenas. Everything they do is analysed in real time and then picked apart in the pub and in the press afterwards. 'Why did they miss that penalty?', 'What made them fall at the first jump?', 'That press conference was a bit weird.' We can all speculate, but what's really going on? In Keeping Your Head in the Game we peer into this highly confidential world. We follow the journeys of ten athletes in their therapy sessions with sports psychotherapist Gary Bloom, from a rugby player arrested for a drunken brawl, through a homesick cricketer on tour, to a snooker player struggling with his feelings of inadequacy and low self-esteem. Structured around the emotions we all experience on a daily basis - shame, anger, fear, jealousy and envy, love - chapter by chapter, the book reveals, explains and attempts to resolve the inner traumas that have an impact on the performance of these sports personalities. Seeing how they overcome their demons is a powerful way of tackling our own and, as Gary says, happier players play better - in sport and in life. 'For anyone interested in competitive sport, what people have to do to get to the top and what that can do to the human psyche' Catherine Jackson, journalist and former editor of Therapy Today 'It's amazing how clubs invest in repairing the bodies of their players whilst largely ignoring their minds. Elite athletes are just as fragile as the rest of us. Happily change is on the way and this must-read book will only accelerate that' Jon Champion, football commentator

Her past is wrought with demons. His past is full of heartbreak. Yet he's the one person that can remind her what it means to live. Abbi Jenkins never thought she would leave the walls of the mental institution that's housed her for the last year. Now she has, but that doesn't mean she's forgotten everything Pearce put her through. She knows there's only one way to deal with the depression that claws at her mind each day, and ballet becomes more than a hobby, a dream. Ballet - and Juilliard - becomes a reason to live. Something to hold on for. Blake Smith left London for one reason and one reason only. Running from the heartbreak of his past was never something he wanted to do, but with constant reminders everywhere he turned, it became his only option. When he arrives in New York City, he vows he'll keep the promise he made to his sister and get into Juilliard. But he doesn't expect to be paired with Abbi in class, the girl whose eyes show a world of pain he's seen before. Pain he knows too well. As each hour they spend together pulls them closer, Blake can't fight his need to save her from herself. Lines blur as their pasts are wrenched into the open, and they have to ask themselves whether they're too broken to ever to be fixed, or if they're the healing the other needs.

When two boys stay with an eccentric relative at his mansion in rural Vermont, they discover an old-fashioned board game that draws them into a mysterious adventure.

Project Daily Grind (Mirror World Book #1)

From the Bronx to the Top of Nintendo

Hack

For the Win

Seven Games: A Human History

Every year a group of high school seniors play Assassin--except this year it's no fun--it's real. A spooky thriller that will keep you turning the pages. It's just a game. Or is it? Every year the seniors at Lincoln High play Assassin. People are paired with her longtime crush, Devon Diaz. But this year, someone is picking people off in alphabetical order, one by one. First it was Abby Ascher. Then it was Ben Barnard, then Cassidy Clarke. Now all are dead, and the school is in a not only knows—someone they all know—is a killer. Underlined is a line of totally addictive romance, thriller, and horror titles coming to you fast and furious each month. Enjoy everything you want to read the way you want to read it.

Victor is the perfect killer. He has no past. He will stop at nothing. And he can find you anywhere. In sweltering Algiers, ultra-efficient hitman Victor executes a fellow assassin. But when the CIA comes calling, Victor must pose as his victim's mark, a mission that takes him across Europe to the bloody streets of Rome. Working alongside a group of vicious mercenaries, Victor faces an impossible choice: to do what's right, or to sacrifice the only thing he cares about . . . his life.

the-seat action, The Game will surprise you at every turn.

Don't let the beautiful beaches of Rio fool you--these games are deadly. Two years ago Jack Morgan--the head of the renowned worldwide investigation firm Private--was in charge of security for the World Cup. During the championship m the field into the stands. Fortunately, Jack and his Private team averted disaster on soccer's biggest stage. Now he has returned to Rio to secure the Olympics. But before the torch is lit, the threats come fast and furious when Jack disco nothing to sabotage the games. As the opening ceremonies near, Jack must sprint to the finish line to defuse a lethal plot set in motion during the World Cup that could decimate Rio, and turn the Olympics from a worldwide celebration in "The classic of modern science fiction"--Front cover.

Invitation to the Game

Love of the Game

Hidden Asymmetries in Daily Life

And How to Play It

A Complete Introduction to the Game

Kate Blackwell is the symbol of success—a beautiful woman who has parlayed her inheritance into an international conglomerate. Now, celebrating her 90th birthday, Kate surveys the family she has manipulated, dominated, and loved: the fair and the grotesque, the mad and the mild, the good and the evil—her winnings in life.

A group biography of seven enduring and beloved games, and the story of why—and how—we play them. Checkers, backgammon, chess, and Go. Poker, Scrabble, and bridge. These seven games, ancient and modern, fascinate millions of people worldwide. In Seven Games, Oliver Roeder charts their origins and historical importance, the delightful arcana of their rules, and the ways their design makes them pleasurable. Roeder introduces thrilling competitors, such as evangelical minister Marion Tinsley, who across forty years lost only three games of checkers; Shusai, the Master, the last Go champion of imperial Japan, defending tradition against “modern rationalism”; and an IBM engineer who created a backgammon program so capable at self-learning that NASA used it on the space shuttle. He delves into the history and lore of each game: backgammon boards in ancient Egypt, the Indian origins of chess, how certain shells from a particular beach in Japan make the finest white Go stones. Beyond the cultural and personal stories, Roeder explores why games, seemingly trivial pastimes, speak so deeply to the human soul. He introduces an early philosopher of games, the aptly named Bernard Suits, and visits an Oxford cosmologist who has perfected a computer that can effectively play bridge, a game as complicated as human language itself. Throughout, Roeder tells the compelling story of how humans, pursuing scientific glory and competitive advantage, have invented AI programs better than any human player, and what that means for the games—and for us. Funny, fascinating, and profound, Seven Games is a story of obsession, psychology, history, and how play makes us human.

After ending her relationship with Derrick and realizing that her heart still belongs to Plus, Perri discovers she's pregnant. Plus, too, finds himself growing tired of the back and forth between him and Perri. While Tez fully commits himself to Myesha and their son, Jorell does the complete opposite with Nika. Find out how it all ends with the suspenseful finale of Love and the Game.

The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.

For Love of the Game

A LitRPG Novel

By the Grace of the Game

The Holocaust, a Basketball Legacy, and an Unprecedented American Dream

Disrupting the Game

Middle school is full of new challenges for Jackson, Gig, Isaac, and Diego, four sports-loving friends who have always stuck together. Lockers that won't open, older (and bigger) kids, classes that are far apart, tons of homework—there's a lot to get used to. One thing the boys are looking forward to, however, is making the football team. Not every one will get what he wants, though, on the field and at home.

ONE MORE LEVEL Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new Tower of Gates VRMMORPG and stumble on a world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin. Extensive rewritten and professionally edited. Enjoy...

#1 NEW YORK TIMES BESTSELLER • A bold work from the author of The Black Swan that challenges many of our long-held beliefs about risk and reward, politics and religion, finance and personal responsibility In his most provocative and practical book yet, one of the foremost thinkers of our time redefines what it means to understand the world, succeed in a profession, contribute to a fair and just society, detect nonsense, and influence others. Citing examples ranging from Hammurabi to Seneca, Antaeus the Giant to Donald Trump, Nassim Nicholas Taleb shows how the willingness to accept one's own risks is an essential attribute of heroes, saints, and flourishing people in all walks of life. As always both accessible and iconoclastic, Taleb challenges long-held beliefs about the values of those who spearhead military interventions, make financial investments, and propagate religious faiths. Among his insights: • For social justice, focus on symmetry and risk sharing. You cannot make profits and transfer the risks to others, as bankers and large corporations do. You cannot get rich without owning your own risk and paying for your own losses. Forcing skin in the game corrects this asymmetry better than thousands of laws and regulations. • Ethical rules aren't universal. You're part of a group larger than you, but it's still smaller than humanity in general. • Minorities, not majorities, run the world. The world is not run by consensus but by stubborn minorities imposing their tastes and ethics on others. • You can be an intellectual yet still be an idiot. "Educated philistines" have been wrong on everything from Stalinism to Iraq to low-carb diets. • Beware of complicated solutions (that someone was paid to find). A simple barbell can build muscle better than expensive new machines. • True religion is commitment, not just faith. How much you believe in something is manifested only by what you're willing to risk for it. The phrase "skin in the game" is one we have often heard but rarely stopped to truly dissect. It is the backbone of risk management, but it's also an astonishingly rich worldview that, as Taleb shows in this book, applies to all aspects of our lives. As Taleb says, "The symmetry of skin in the game is a simple rule that's necessary for fairness and justice, and the ultimate BS-buster," and "Never trust anyone who doesn't have skin in the game. Without it, fools and crooks will benefit, and their mistakes will never come back to haunt them."

"A professor of forensic anthropology, James Donovan is the reasonable sibling among the passionate, impulsive Donovans. But there's nothing reasonable about his reaction to baker Gracie Roberts. She's all wild curls and mouth-watering curves, as deliciously tempting as the sugary treats she's famous for--and twice as irritating. But before long, James decides that getting a taste of her is one indulgence he can't pass up"--Page 4 of cover.

Skin in the Game

Trapped in a Video Game

Push

The Game of Sunken Places

Ready Player One

The third book in Glines' #1 "New York Times"-bestselling *Field Party* series. Two years ago, Riley Young fled Lawton, Alabama, after accusing the oldest Lawton son, Rhett, of rape. Everyone had called her a liar. Now she's back, raising the little girl that no one believed was Rhett's.

Traveling incognito, Mary Russell and her spouse, Sherlock Holmes, head for India to search for a missing spy, the famous orphan who inspired Rudyard Kipling's "Kim," and find themselves caught up in a dangerous intrigue.

Three teen geniuses from around the world must win a Game witht he highest of stakes in this action-packed novel.

His challenge? Make her fall in love with him.Her challenge? Play the player.Until life changes the rules of the game.Maddie Stevens hated Braden Carter on sight. Arrogant, egotistical, and the playboy of the University of California, Berkeley, he's everything her brother Pearce has taught her to despise. So why, when the girls challenge her to play the player, doesn't she say no? She doesn't know either.Braden wanted fiery little Maddie the second he laid eyes on her - and he'd do anything to have her, hence why he's agreed to make her fall in love with him. After all, it's the only way he'll get what he wants. Sex.But, as Braden discovers, there's more to the girl from Brooklyn than he ever imagined - and he can't help but care about the broken girl behind those pretty green eyes.Maddie finds Braden isn't just a walking erection - he actually has feelings. He can be sweet, funny and his good looks don't exactly hurt. That means trouble - but when her brother Pearce turns up in Berkeley begging for her help, she realises Braden and Pearce aren't so alike anymore.And maybe, just maybe, they're exactly what each other needs.

Go

The Foxhole Court

The Game of Life for Women

Top Priority

7 Simple Steps to Financial Freedom

To save their life, you have to play. *The #1 audio bestseller* ‘Exciting and original’ Simon McCleave ‘Dark, fiendish, riveting’ Janice Hallett ‘This year’s must-read thriller’ Adam Croft ___
In a perfect world, Lucas West would meet someone in one of the BDSM communities he was active in, someone who ached for a Daddy Dom as much as Lucas longed for a Little to care for. They would date, play, build something that was just for them, and share a future together. In a perfect world, Colt Carter would get through his next deployment and then move closer to DC where he could create at least a semblance of a personal life. He wanted something outside of the Air Force, something kinky, something worth leaving everything behind for eventually. For years, he'd kept his inner Sadist and Daddy Dom locked up, only letting him out to play on rare occasions. In a perfect world...In reality, Lucas and Colt met each other.Top Priority is the first novella in The Game Series, a BDSM series where romance meets the reality of kink. Sometimes we fall for someone we don't match with, sometimes vanilla business gets in the way of kinky pleasure, and sometimes we have to compromise and push ourselves to overcome trauma and insecurities. No matter what, two things are certain. This is not a perfect world, and life never turns out the way you planned.
A multi-generational family epic detailing history's only known journey from Auschwitz to the NBA When Lily and Alex entered a packed gymnasium in Queens, New York in 1972, they barely recognized their son. The boy who escaped to America with them, who was bullied as he struggled to learn English and cope with family tragedy, was now a young man who had discovered and secretly honed his basketball talent on the outdoor courts of New York City. That young man was Ernie Grunfeld, who would go on to win an Olympic gold medal and reach previously unimaginable heights as an NBA player and executive. In **By the Grace of the Game**, Dan Grunfeld, once a basketball standout himself at Stanford University, shares the remarkable story of his family, a delicately interwoven narrative that doesn't lack in heartbreak yet remains as deeply nourishing as his grandmother's Hungarian cooking, so lovingly described. The true improbability of the saga lies in the discovery of a game that unknowingly held the power to heal wounds, build bridges, and tie together a fractured Jewish family. If the magnitude of an American dream is measured by the intensity of the nightmare that came before and the heights of the triumph achieved after, then **By the Grace of the Game** recounts an American dream story of unprecedented scale. From the grips of the Nazis to the top of the Olympic podium, from the cheap seats to center stage at Madison Square Garden, from yellow stars to silver spoons, this complex tale traverses the spectrum of the human experience to detail how perseverance, love, and legacy can survive through generations, carried on the shoulders of a simple and beautiful game.

Billy Chapel, a major league pitcher headed for the Hall of Fame, allows his loyalty to the game, his enduring youth, and his pure spirit to threaten his career.

Master of the Game

The Player of Games

A Mary Russell Novel

A Novel

MONEY Master the Game

"Thrilling action, addictive romance—a mind-bending rush of a read!"—Pittacus Lore, author of the New York Times bestselling I Am Number Four series. Fans of The 5th Wave will devour Push, the riveting second installment in Eve Silver's the Game trilogy about teens pulled in and out of an alternate reality where battling aliens is more than a game—it's life and death. Miki's always found comfort in rules. But when the rules of the Game change on the night of her high school Halloween dance, everyone Miki's ever loved is threatened, including her dad, her best friend, and her boyfriend. Can Miki find the strength to push through even as her world comes crumbling down? The Game trilogy by bestselling and award-winning author Eve Silver promises science fiction and gaming fans pulse-pounding romance at a breakneck pace.

'For The Win' is a provocative and exhilarating tale of teen rebellion against global corporations from the New York Times best-selling author of 'Little Brother'.

"Like A Wrinkle in Time (Miranda's favorite book), When You Reach Me far surpasses the usual whodunit or sci-fi adventure to become an incandescent exploration of 'life, death, and the beauty of it all.'" —The Washington Post This Newbery Medal winner that has been called "smart and mesmerizing," (The New York Times) and "superb" (The Wall Street Journal) will appeal to readers of all types, especially those who are looking for a thought-provoking mystery with a mind-blowing twist. Shortly after a fall-out with her best friend, sixth grader Miranda starts receiving mysterious notes, and she doesn't know what to do. The notes tell her that she must write a letter—a true story, and that she can't share her mission with anyone. It would be easy to ignore the strange messages, except that whoever is leaving them has an uncanny ability to predict the future. If that is the case, then Miranda has a big problem—because the notes tell her that someone is going to die, and she might be too late to stop it. Winner of the Boston Globe—Horn Book Award for Fiction A New York Times Bestseller and Notable Book Five Starred Reviews A Junior Library Guild Selection "Absorbing." —People "Readers ... are likely to find themselves chewing over the details of this superb and intricate tale long afterward." —The Wall Street Journal "Lovely and almost impossibly clever." —The Philadelphia Inquirer "It's easy to imagine readers studying Miranda's story as many times as she's read L'Engle's, and spending hours pondering the provocative questions it raises." —Publishers Weekly, Starred review

This account of a tennis match played by Arthur Ashe against Clark Graebner at Forest Hills in 1968 begins with the ball rising into the air for the initial serve and ends with the final point. McPhee provides a brilliant, stroke-by-stroke description while examining the backgrounds and attitudes which have molded the players' games.

Levels of the Game

Genius

Untold Stories of the Highs and Lows of a Life in Sport

The Right Moves (The Game, #3)

#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

Angela Peterson was always the quiet, shy kid growing up in Harper Falls, crushing on the high school quarterback and honing her football strategy skills. Now grown up and coaching the high school team, she's shocked when that same sexy quarterback returns to Harper Falls, asks her back to his hotel room...and then tries to steal her job. Injured NFL quarterback Cade Reynolds is in Harper Falls to take over as interim head coach, and he never thought the tall, blond bombshell he propositioned would offer up any resistance. Not to a repeat of the amazingly wild night they shared and certainly not to his coaching position. But the Harper Falls High Eagles are Angie's team, and even the hometown hero won't take that away from her, no matter how hot he is. As the two engage in a battle of wits and wills, this is one game neither is prepared to lose.

A new LitRPG series set in a virtual world of an online MMORPG game! The ads enthused, "The virtual lands of Mirror World await you! Live out your most secret dreams in our world of Sword and Sorcery! Become a Great Wizard or a Famous Warrior! Build your own castle, tame a dragon, conquer a kingdom! All those desperate, lonely and insecure - Mirror World offers you a chance!" But Oleg isn't meant to become a great wizard or a famous warrior. He'll never have a castle of his own. Neither will he ever tame a dragon. And he's definitely not the type to conquer a kingdom, however virtual it may be. Oleg is doomed to toil away in the recesses of Mirror World's mines. His goal is to raise enough money for a heart transplant for his dying six-year-old daughter. The clock is ticking. Will he make it?

Unemployed after high school in the highly robotic society of 2154, Lisse and seven friends resign themselves to a boring existence in their "Designated Area" until the government invites them to play The Game.

The Name of the Game

Penetrating the Secret Society of Pickup Artists