

Metro 2033 1 Dmitry Glukhovsky

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Metro 2033 was initially available for the Xbox ... mostly because the book's author, Dmitry Glukhovsky, worked closely with the game's developers the entire way through. In an interview with ...

The basis of two bestselling computer games Metro 2033 and Metro Last Light, the Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of Night Watch, Sergei Lukyanenko. A year after the events of METRO 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters, face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become bestsellers across Europe.

This translation originally copyrighted in 2009.

THE OUTPOST THE METRO 2033 SAGA COMES TO AMERICA From the mastermind of the world-famous post-apocalyptic METRO saga Dmitry Glukhovsky - now a new story set in America! It's been decades since the Last War ravaged the entire Earth, devastating cities, wiping out entire nations and decimating the mankind. While on the other end of the planet the few survivors are hiding in the tunnels of subway, back in America it's the age of Frontier again. Those who made it from nuclear flames of enemies' bombs and survived pandemics that followed have found their only refuge in the Outposts - fortresses constructed on America's only remaining road - the railway. The Outpost of Plattsburgh sits on the frontier of great wastelands, on the very edge of darkness. And out of this darkness, anything can come, lured by the light and the human warmth... Janis is just seventeen. All she dreams about is to hop onboard of an ironclad train and run away to the flourishing South - and start a new life there. She's free to go - and yet she's tied to the Outpost forever...

World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry Glukhovsky's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.

The superb and long-awaited sequel to the cult bestseller Metro 2033, the second volume in the Metro trilogy, Metro 2034 continues the story of survival and struggle that unfolds in the mazes of the Moscow subway after the World War Three. As the entire civilization was wiped out by atomic bombs and the surface of the planet is polluted with nuclear fallout, the only place suitable for man to live are shelters and bunkers, of which the largest is the subway system of Moscow, aka the Metro. The year is 2034. There's no hope for humans to once return to the surface of Earth, to repopulate the forsaken cities, and to become once again the masters of the world they used to be. So they rebuild a strange and grotesque civilization in the tunnels and at the stations of the subway. Stations become city-states that wage trade and war on each other. A fragile equilibrium is established. And then all can be ruined in matter of days. A new horrible threat looms that can eradicate the remains of humanity and end our era. It would take three unlikely heroes to face this menace... This is the first US edition of Metro 2034, containing black and white hip illustrations by Anton Grechko for each chapter. Translated from Russian by Andrew J. Bromfield, one of the top 5 world specialists.

The Morningstar virus. Those infected suffer delerium, fever, violent behaviour ... and a hundred per cent mortality rate. But that's not the worst of it. The victims return from the dead to walk the earth. And when a massive military operation fails to contain the plague of the living dead, it escalates into a worldwide pandemic. On one side of the world, thousands of miles from home, a battle-hardened general surveys the remnants of his command: a young medic, a veteran photographer, a rash private, and dozens of refugees -- all of them his responsibility. Meanwhile in the United States, an army colonel discovers the darker side of Morningstar and collaborates with a well-known journalist to leak the information to the public...

Why had she rented her upstairs apartment to another doctor? Single mom Jill Beck knew the type, especially one as handsome as Adam Stone. The M.D. would stick it out in Blackwater Lake, Montana...until the first snowstorm. And then he'd leave everyone behind. But this time she wasn't getting involved. Yes, he thought Jill was one fine-looking landlady, but Adam knew romancing the town sweetheart wouldn't win him any points. Still, they could be friends and he could be the male influence her young son needed--no romantic strings involved. Well, perhaps he needed to check his temperature and be certain he hadn't misdiagnosed true love as just a simple case of friendship!

Craft your own glass of Nuka-Cola, a bowl of BlamCo Mac & Cheese, and more with the recipes in Fallout: The Official Cookbook. Based on the irradiated delicacies of the world of Bethesda Entertainment ' s Fallout, this Vault-Tec-approved cookbook provides fans of the award-winning series with recipes inspired by their favorite Fallout foods. Whip up tasty versions of the Mirelurk egg omelette, throw some deathclaw meat on the grill, and re-create BlamCo Mac & Cheese with Fallout: The Official Cookbook.

In the gripping sequel to Robert V. S. Redick ' s acclaimed epic fantasy novels The Red Wolf Conspiracy and The Ruling Sea, the crew of the vast, ancient ship Chathrand have reached the shores of the legendary southern empire of Bali Adro. Many have died in the crossing, and the alliance of rebels, led by the tarboy Pazel Pathkendle and the warrior Thasha Isiq, has faced death, betrayal, and darkest magic. But nothing has prepared them for the radically altered face of humanity in the South. They have little time to recover from the shock, however. For with landfall, the battle between the rebels and centuries-old sorcerer Arunis enters its final phase. At stake is control of the Nilstone, a cursed relic that promises unlimited power to whoever unlocks the secrets of its use—but death to those who fail. And no one is closer to mastering the Stone than Arunis. Desperate to stop him, Pazel and Thasha must join forces with their enemies, including the depraved Captain Rose and the imperial assassin Sandor Ott. But when a suspicious young crewmember turns his attentions to Thasha, it is the young lovers themselves who are divided—most conveniently for Arunis. As the mage ' s triumph draws near, the allies face a terrible choice: to break their oaths and run for safety, or to hunt the world ' s most dangerous sorcerer through the strange and deadly dream kingdom known as the River of Shadows, and to face him a last time among the traps and horrors of his lair. Brimming with high adventure, dark enchantment, and unforgettable characters, The River of Shadows deftly secures Redick ' s place in the ranks of epic fantasy ' s most original and enthralling storytellers.

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.

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