

Mass Effect Deception

[#Mass Effect Deception book](#) [#Mass Effect lore](#) [#science fiction thriller](#) [#futuristic espionage story](#) [#Bioware universe secrets](#)

Explore the hidden dangers and intricate plots within the iconic Bioware universe with *Mass Effect Deception*, a gripping science fiction thriller novel. This story delves deep into the Mass Effect lore, uncovering layers of conspiracy and unexpected betrayals that will challenge your understanding of galactic politics and its most secretive operations. Discover futuristic espionage at its finest.

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Mass Effect: Deception

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

Mass Effect: Deception

This novel continues the all-new, completely original story begun in the first three MASS EFFECT stories. The heroine, Gillian, was once the subject of horrifying scientific experiments, but now, after her rescue, she is beginning to master her amazing powers. But when she falls under the sway of a radical group who believes their powers make them superior to ordinary humans, she finds herself faced with a choice between her destiny . . . and her humanity.

Mass Effect: Nexus Uprising

Titan Books will work with acclaimed video game developer BioWare to publish brand new novels set in the universe of MASS EFFECT™: ANDROMEDA. The action will weave into the new game, with storylines developed in close collaboration with the BioWare game team. The action takes place with

the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

Mass Effect: The Complete Novels 4-Book Bundle

Picking up where the bestselling videogames left off, the Mass Effect novels take readers into the far reaches of outer space. From the prequel novel, *Revelation*, to the series capstone, *Deception*, these original adventures weave together a science fiction epic as they follow Starship Alliance commander David Anderson and his young protégée, scientist Kahlee Sanders, in their battle to save humanity. Packaged together for the first time, this exhilarating eBook bundle includes: *REVELATION* *ASCENSION* *RETRIBUTION* *DECEPTION* Since discovering a cache of Prothean technology on Mars in 2148, humanity has spread to the stars. Now, on the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy—one he won't live to tell about. Or so the enemy thinks.

Mass Effect: Retribution

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on 'harvesting' the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths - and weaknesses - by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out.

Mass Effect: Discovery

Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series!

Mass Effect: The Complete Comics

The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. Mass Effect's vibrant world is teeming with conflict, and always on the edge of tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series *Discovery* which follows the Turian soldier Tiran Kandros. This book compiles all of the Mass Effect comic book series in one affordable, accessible, and comprehensive format--a must buy for fans of the Mass Effect universe and BioWare. Collects Mass Effect: *Redemption* #1-4, Mass Effect: *Evolution* #1-4, Mass Effect: *Invasion* #1-4, Mass Effect: *Homeworlds* #1-4, Mass Effect: *Foundation* #1-13, and Mass Effect: *Discovery* #1-4.

Mass Effect

An original novel written by Hugo Award-winning author N. K. Jemisin and Mass Effect creative director Mac Walters Lieutenant Cora Harper joined the Systems Alliance to develop and enhance her powerful biotic talents. She was assigned to the asari commando unit Talein's Daughters, where she honed her abilities to become a skilled and deadly huntress. Returning to Earth, Cora finds herself a stranger among other humans, and joins the Andromeda Initiative as Alec Ryder's second-in-command. The mission will send 100,000 colonists on a one-way, 600-year-long journey into the unknown. When essential—and dangerous—tech is stolen, Cora is assigned to recover it before it can be used against the Initiative, and end the mission before it can begin. Copyright © 2017 Electronic Arts Inc. EA, the EA logo, Mass Effect, Mass Effect: Andromeda, BioWare and the BioWare logo are trademarks of Electronic Arts Inc. All Rights Reserved.

Mass Effect

An official tie-in to the hit video game Mass Effect: Andromeda, written by award-winning and New York Times bestselling author Catherynne M. Valente The Quarian ark Keelah Si'yah sails toward the Andromeda galaxy, carrying 20,000 colonists from sundry races including the drell, the elcor, and the batarians. Thirty years from their destination, a routine check reveals drell lying dead in their pods, and a deadly pathogen on board. Soon, the disease is jumping species, and it quickly becomes clear that this is no accident. It's murder, and the perpetrator is still on board. The ship's systems rapidly degrade, and panic spreads among the colonists, for the virus yields a terrible swelling of the brain that causes madness, hallucinations, and dreadful violence. If the ship's crew can't restore their technology and find a cure, the Keelah Si'yah will never make it to the Nexus.

The Art of The Mass Effect Universe

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!

Mass Effect: Revelation

Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars, the newest interstellar species struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station: smoking ruins littered with bodies and unanswered questions. Who attacked this post, and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy - one he won't live to tell about. Or so the enemy thinks.

Mass Effect

Dr. Kiara T'Soni embarks on a dangerous mission to solve the mystery of her companion Commander Shepard's disappearance.

Mass Effect Volume 3: Invasion

Mass Effect 2 & 3 lead writer Mac Walters returns with an essential story from BioWare's massively anticipated video game Mass Effect 3! The Omega space station is the center of lawlessness in the galaxy, a den of vice ruled by the deadly asari Aria. It is also a strategic foothold in a galaxy-wide power struggle, and when the station comes under attack from a new threat unleashed by the humanity-first organization Cerberus, Aria is forced to become more ruthless than ever to protect her home--and her dominion! * An essential lead-in to the most anticipated game of 2012! * Over 7 million games sold! * Includes a story from Mac Walters previously only available online! "The book stays true to everything we know and love about the Mass Effect games." --VGChartz

The Fluoride Deception

With the narrative punch of Jonathan Harr's *A Civil Action* and the commitment to environmental truth-telling of Erin Brockovich, *The Fluoride Deception* documents a powerful connection between big corporations, the U.S. military, and the historic reassurances of fluoride safety provided by the nation's public health establishment. The *Fluoride Deception* reads like a thriller, but one supported by two hundred pages of source notes, years of investigative reporting, scores of scientist interviews, and archival research in places such as the newly opened files of the Manhattan Project and the Atomic Energy Commission. The book is nothing less than an exhumation of one of the great secret narratives of the industrial era: how a grim workplace poison and the most damaging environmental pollutant of the cold war was added to our drinking water and toothpaste.

Fateful Triangle

From its establishment to the present day, Israel has enjoyed a special position in the American roster of international friends. In *Fateful Triangle* Noam Chomsky explores the character and historical development of this special relationship as well as its impact on the fate of the Palestinian people. Copyright © Libri GmbH. All rights reserved.

Dragon Age: Hard in Hightown

Prolific dwarven author and heroic companion of the *Dragon Age* games, Varric Tethras brings us the collected edition of his breakthrough crime-noir drama, *Hard in Hightown* (with help from his trusted human confidante, Mary Kirby)! This volume is beautifully illustrated by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and Ricardo German Ponce Torres, with a painted cover by E.M. Gist! Twenty years of patrols have chiseled each and every stone of the Kirkwall streets into city guardsmen *Donnen Brennokovic*. Weary and weathered, *Donnen* is paired with a recruit so green he might as well have leaves growing out of his armor. When the mismatched pair discover a dead magistrate bleeding out on the flagstones, they're caught up in a clash between a shadowy organization known only as the *Executors* and a secretive group of *Chantry* agents--all over some ancient artifact. This is a prose novel featuring 24 black and white full page images.

By Way of Deception

Nuclear Deception The Mossad has uncovered Iran's plans to smuggle untraceable weapons of mass destruction into Israel. The clock is ticking, and agents Nir Tavor and Nicole le Roux can't act quickly enough. Nir and Nicole find themselves caught in a whirlwind plot of assassinations, espionage, and undercover recon, fighting against the clock to stop this threat against the Middle East. As they draw closer to danger—and closer to each other—they find themselves ensnared in a lethal web of secrets. Will they have to sacrifice their own lives to protect the lives of millions? Inspired by real events, authors Amir Tsarfati and Steve Yohn reteam for this suspenseful follow-up to the bestselling *Operation Joktan*. Filled with danger, romance, and international intrigue, this Nir Tavor thriller reveals breathtaking true insights into the lives and duties of Mossad agents—and delivers a story that will have you on the edge of your seat.

Mass Effect: Foundation Volume 2

On the distant, lawless edge of the populated galaxy, Jacob Taylor and Miranda Lawson are sent to search for the body of the deceased Commander Shepard. Instead, they encounter a threat that could lead to their demise as well! Then, Jacob and Miranda's mission takes a deadly turn as the duo find themselves in the gun sights of a vicious batarian warlord! *Mass Effect 2* and *3* lead writer Mac Walters continues the thrilling series set during the events of BioWare's blockbuster science fiction trilogy!

Mass Effect: Foundation Volume 2

Written by the lead writer of the games, *Mass Effect 2* and *Mass Effect 3*, Mac Walters, *Mass Effect: Foundation* features the franchise's most beloved characters in their most exciting, never-before-seen adventures, set during the events of BioWare's ultra hit science fiction trilogy! Follow Miranda Lawson and Jacob Taylor as they chase Commander Shepard to the lawless and dangerous *Terminus Systems*, where no training can prepare them for what they'll find! Then, join the beautiful and cunning Agent *Rasa* as she hunts the lethal biotic powerhouses, *Jack*, and crosses paths with the deadly master assassin, *Thane Krios*!

A Masked Deception

A Masked Deception is the digital reissue of a previously published and long out-of-print novel by New York Times Bestselling author Mary Balogh. Margaret Wells has been deeply, hopelessly in love with the handsome, dashing Richard Adair, Earl of Brampton, since she met him at a masquerade ball six years ago. Passion had flared between them then, but she had fled before the time for unmasking. Now Richard merely needs a wife to give him an heir, and the quiet, demure Miss Wells seems as suitable as anyone else. Margaret, longing to ignite some sort of passion in her dull marriage, wonders what would happen if she were to become that masked enchantress once more and met her husband by chance in some secluded, romantic setting. Little does Margaret suspect that Richard has never forgotten the nameless charmer for whom he had searched in vain for weeks and months after the masquerade ball. And little does she suspect that he is falling in love with his wife.

The Art of the Mass Effect Trilogy: Expanded Edition

Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games--including the award-winning "Lair of the Shadow Broker" from Mass Effect 2 and the fan-favorite "Citadel" from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming!

Prime Deceptions

Space adventure at its finest - Prime Deceptions is the outrageously fun sequel to Valerie Valdes' debut Chilling Effect, featuring the further adventures of Captain Eva Innocente and her misfit crew. For fans of Becky Chambers, Mass Effect and Firefly. Captain Eva Innocente and the crew of La Sirena Negra find themselves once again on the edge - not just of populated space, but also of a covert war between The Fridge, the intergalactic crime ring, and The Forge, a secret alien research organisation. When Eva's sister contacts her with a request to find a missing scientist, the trail ends at the last place Eva ever wanted to see, the site of her greatest failure. Joining a group of freedom fighters seeking to overthrow a dictator, Eva learns that The Forge is in the final phase of creating a new Gate - dangerous technology that was thought to be lost forever...

Havana Syndrome

It is one of the most extraordinary cases in the history of science: the mating calls of insects were mistaken for a "sonic weapon" that led to a major diplomatic row. Since August 2017, the world media has been absorbed in the "attack" on diplomats from the American and Canadian Embassies in Cuba. While physicians treating victims have described it as a novel and perplexing condition that involves an array of complaints including brain damage, the authors present compelling evidence that mass psychogenic illness was the cause of "Havana Syndrome." This mysterious condition that has baffled experts is explored across 11-chapters which offer insights by a prominent neurologist and an expert on psychogenic illness. A lively and enthralling read, the authors explore the history of similar scares from the 18th century belief that sounds from certain musical instruments were harmful to human health, to 19th century cases of "telephone shock," and more contemporary panics involving people living near wind turbines that have been tied to a variety of health complaints. The authors provide dozens of examples of kindred episodes of mass hysteria throughout history, in addition to psychosomatic conditions and even the role of insects in triggering outbreaks. Havana Syndrome: Mass Psychogenic Illness and the Real Story Behind the Embassy Mystery and Hysteria is a scientific detective story and a case study in the social construction of mass psychogenic illness.

The Trident Deception

In this modern-day Hunt for Red October, an armed nuclear submarine is taken over and must be hunted down before its weapons are launched. The USS Kentucky – a Trident ballistic missile submarine – is on a routine cruise of the Pacific when it receives a launch order. It is cut off from all counter orders and begins the eight-day transit to the launch site. What the crew doesn't know is that those launch orders didn't come from the U.S. government... Rogue elements within the Mossad

have learned that Iran has developed its first nuclear weapon and, in ten days, will detonate it – and the target is Israel. With limited time, this rogue group initiates Operation Trident Deception. They'll transmit false orders and use a U.S. nuclear submarine to launch the attack. With only eight days before the Kentucky is in launch range, one senior officer must assemble and lead a team of attack submarines to find, intercept, and neutralize the Kentucky before it can unleash a devastating nuclear attack. A full-throttle military thriller with truly devastating stakes of global proportion, perfect for fans of Tom Clancy, Clive Cussler and Brad Thor.

Weapons of Mass Deception

Weapons of Mass Deception reveals: How the Iraq war was sold to the American public through professional P.R. strategies. "The First Casualty": Lies that were told related to the Iraq war. Euphemisms and jargon related to the Iraq war, e.g. "shock and awe," "Operation Iraqi Freedom," "axis of evil," "coalition of the willing," etc. "War as Opportunity": How the war on terrorism and the war on Iraq have been used as marketing hooks to sell products and policies that have nothing to do with fighting terrorism. "Brand America": The efforts of Charlotte Beers and other U.S. propaganda campaigns designed to win hearts overseas. "The Mass Media as Propaganda Vehicle": How news coverage followed Washington's lead and language. The book includes a glossary — "Propaganda: A User's Guide" — and resources to help Americans sort through the deceptions to see the strings behind Washington's campaign to sell the Iraq war to the public.

By Blood Alone

LEGIO PATRIA NOSTRA Far in the future, condemned criminals and the fatally ill have two choices: to die, or to join the Legion of the Damned, an elite fighting force made up of human legionnaires and cyborg soldiers. If they enlist, their bodies will be destroyed and their minds implanted in gigantic armored killing machines, programmed to fight for the Human Empire. A generation after the second war against the Hudathans, discontent is growing in the Human Empire, and military cutbacks see many former legionnaires out on the streets. When Bill Booly III, son and grandson of the great war heroes of the same name, refuses to give false testimony in the military court, his punishment is being sent to the most unpopular place in the galaxy: Earth. But when a group of rogue legionnaires try to overthrow the government, Booly finds Earth the pivotal point of the battle - a battle which can be resolved by blood alone.

By Force of Arms

Having stopped a mutiny against Earth's government, General Bill Booly and his troops face an even greater challenge: a battle for the future of every living being in the universe.

Mass Effect Volume 2: Evolution

The Illusive Man sits at the center of many of the galaxy's greatest mysteries and is a key figure of Mass Effect 2 and beyond. Now, for the first time anywhere, the origin of the Illusive Man is revealed, in a story exclusive to this graphic novel! * Featuring Evolution #1-#4 and short stories from MySpace Dark Horse Presents and USA Today! * Story by Mass Effect 2 and 3 lead writer Mac Walters! * For fans of Star Wars and Serenity. * The ultimate sci-fi epic for today's gamer!

Mass Effect: Blast: Eternity is Forever

He has "a lover in every port and a gun in every tentacle"! Blast the Hanar Spectre, the most beloved action hero in the galaxy, makes his comics debut with a nonstop thrill-ride of white-knuckle excitement! Blast serves justice on an explosive platter in this top secret mission to the planet Virmire accompanied by the beautiful and deadly asari Cerulean Star! Be sure to check out our blog for other N7 Day awesomeness, like a chance to win a Google Nexus 7 tablet!

The Doctor Who Fooled the World

A reporter uncovers the secrets behind the scientific scam of the century. The news breaks first as a tale of fear and pity. Doctors at a London hospital claim a link between autism and a vaccine given to millions of children: MMR. Young parents are terrified. Immunisation rates slump. And as a worldwide 'anti-vax' movement kicks off, old diseases return to sicken and kill. But a veteran reporter isn't so sure, and sets out on an epic investigation. Battling establishment cover-ups, smear campaigns, and

gagging lawsuits, he exposes rigged research and secret schemes, the heartbreaking plight of families struggling with disability, and the scientific deception of our time. Here's the story of Andrew Wakefield: a man in search of greatness, who stakes his soul on big ideas that, if right, might transform lives. But when the facts don't fit, he can't face failure. He'll do whatever it takes to succeed.

The Deception (Animorphs #46)

The Animorphs have managed to contact the Andalite home world, but the battle is far from over. Visser Two has arrived on Earth, and he's not happy about the state of things. He decides the best way to take over Earth is to have the humans destroy each other, exhausting their weapons in the process. He's going to start World War III. Ax and his friends know that Visser Two means business. There are only two ways to keep him from destroying everything they know: Find a way to stop the war, or find a way to stop him forever...

Dragon Age: Deception

"This volume collects issues #1 through #3 of the Dark Horse comic-book series Dragon Age: Deception."--Copyright page.

Churchill's Deception

They invited the Deputy Fuhrer of Germany, Rudolf Hess, to attend a peace conference at which Hitler would negotiate the coming invasion of the Soviet Union with the British "Peace Party."

The Folly of Fools

Explores the author's theorized evolutionary basis for self-deception, which he says is tied to group conflict, courtship, neurophysiology, and immunology, but can be negated by awareness of it and its results.

JFK and Vietnam

In what may well be the most shocking and Vietnam War, JFK and Vietnam--written by an Asian history and Intelligence Kennedy Administration over the Vietnam War. Newman reveals the men who thwarted Kennedy and unravels the lies that led to catastrophe. 8-page insert.

The SAGE Encyclopedia of Communication Research Methods

Communication research is evolving and changing in a world of online journals, open-access, and new ways of obtaining data and conducting experiments via the Internet. Although there are generic encyclopedias describing basic social science research methodologies in general, until now there has been no comprehensive A-to-Z reference work exploring methods specific to communication and media studies. Our entries, authored by key figures in the field, focus on special considerations when applied specifically to communication research, accompanied by engaging examples from the literature of communication, journalism, and media studies. Entries cover every step of the research process, from the creative development of research topics and questions to literature reviews, selection of best methods (whether quantitative, qualitative, or mixed) for analyzing research results and publishing research findings, whether in traditional media or via new media outlets. In addition to expected entries covering the basics of theories and methods traditionally used in communication research, other entries discuss important trends influencing the future of that research, including contemporary practical issues students will face in communication professions, the influences of globalization on research, use of new recording technologies in fieldwork, and the challenges and opportunities related to studying online multi-media environments. Email, texting, cellphone video, and blogging are shown not only as topics of research but also as means of collecting and analyzing data. Still other entries delve into considerations of accountability, copyright, confidentiality, data ownership and security, privacy, and other aspects of conducting an ethical research program. Features: 652 signed entries are contained in an authoritative work spanning four volumes available in choice of electronic or print formats. Although organized A-to-Z, front matter includes a Reader's Guide grouping entries thematically to help students interested in a specific aspect of communication research to more easily locate directly related entries. Back matter includes a Chronology of the development of the field of communication research; a Resource Guide to classic books, journals, and associations; a Glossary introducing the terminology of the field; and a detailed Index. Entries conclude with References/Further Readings and Cross-References to related

entries to guide students further in their research journeys. The Index, Reader's Guide themes, and Cross-References combine to provide robust search-and-browse in the e-version.

Deceit and Self-Deception

In this foundational book, Robert Trivers seeks to answer one of the most provocative and consequential questions to face humanity: why do we lie to ourselves? Deception is everywhere in nature. And nowhere more so than in our own species. We humans are especially good at telling others less - or more - than the truth. Why, however, would organisms both seek out information and then act to destroy it? In short, why practice self-deception? After decades of research, Robert Trivers has at last provided the missing theory to answer these questions. What emerges is a picture of deceit and self-deception as, at root, different sides of the same coin. We deceive ourselves the better to deceive others, and thereby reap the advantages. From space and aviation disasters to warfare, politics and religion, and the anxieties of our everyday social lives, *Deceit and Self-Deception* explains what really underlies a whole host of human problems. But can we correct our own biases? Are we doomed to indulge in fantasies, inflate our egos, and show off? Is it even a good idea to battle self-deception? With his characteristically wry and self-effacing wit, Trivers reveals how he finds self-deception everywhere in his own life, and shows us that while we may not always avoid it, we can now at least hope to understand it.

Resistance The Gathering Storm

The thrilling novel based on the bestselling video game *Resistance: Fall of Man* Great Britain. July 1951. Three years ago, Russia went dark. Nothing got in. Nothing got out. The world assumed it was political strife. But it was the Chimera: voracious extraterrestrial invaders. And in December 1949, they burst across the Russian border and poured into Europe. The luckiest humans died. The less fortunate succumbed to an alien virus—and changed. Within a year, most of Europe had fallen. Only Great Britain, after struggling desperately, had kept the conquerors at bay. But as the Chimera were repelled, they were evolving. Building. Planning. America. November 1952. The Chimera have crossed the Atlantic. Their lightning strikes on American borders are devastating. Cities are lost. Small towns overrun. Citizens transformed into monstrosities. Enter Lieutenant Nathan Hale, U.S. Ranger. A veteran of the Chimeran conflict, he is uniquely immune to the alien virus. And when regular troops can't stem the Chimeran onslaught, Hale and his special-operations team meet the menace head-on. But while they battle the relentless Chimera, deadly power games rage in the White House. And when Hale discovers a far-reaching conspiracy, one with deadly consequences for the human race, his allegiance to country and mankind is stretched to the breaking point. Based on a game rated Mature by the ESRB

The Pandora Deception

With *The Pandora Deception*, Bruns and Olson return with a captivating portrayal of modern day combat that "compares with the best of the timeless classics by Tom Clancy, Dale Brown, and Stephen Coonts." (Mark Greaney) To effectively combat the rise of global terrorism, the U.S. military must now rely on more than traditional weapons and tactics. Don Riley of the U.S. Cyber Command is given charge of a brand new effort: a new team in the CIA Operations Directorate called Emerging Threats. To establish this team he recruits three talented recent commissioned naval officers—Janet Everett, Michael Goodwin, and Andrea Ramirez—and together they uncover a new terrorist group. The group is going under the name of the Mahdi, a messiah figure of Islamic mythology, and is operating in the geopolitical tinderbox that is the Nile River basin. But the Mahdi is no ordinary terrorist group. Their stock in trade is not the usual suicide bombings and surprise attacks. In fact, the Mahdi has created and is about to release the worst kind of weapon: a hugely destructive bioweapon, known as Pandora, with a devastating fatality rate. And it will take all the resources that the U.S. can bring to bear—intelligence assets, cyber warfare and military assaults—to not only find out who is really behind the Mahdi, but to stop them before they successfully destroy the balance of power in the Middle East.

Intrusion

Imagine a near future city, say London, where medical science has advanced beyond our own and a single dose pill has been developed that, taken when pregnant, eradicates many common genetic defects from an unborn child. Hope Morrison, mother of a hyperactive four year old, is expecting her second child. She refuses to take The Fix, as the pill is known. This divides her family and friends and puts her and her husband in danger of imprisonment or worse. Is her decision a private matter of individual choice, or is it tantamount to willful neglect of her unborn child?.

