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KEY=ANCIENTS - FERGUSON AGUIRRE

WarCraft War of the Ancients Archive Simon and Schuster Based on the record-shattering computer game, the complete War of the Ancients trilogy is collected in one volume, and includes *The Well of Eternity*, *The Demon Soul*, and *The Sundering*. Original. **The Sundering Warcraft: Blizzard Legends** In the final, apocalyptic chapter of this epic trilogy, the dragon-mage Krasus and the young druid Malfurion must risk everything to save Azeroth from utter destruction. Banding together the dwarves, tauren and furbolg races, the heroes hope to spark an alliance to stand against the might of the Burning Legion. For if the Demon Soul should fall into the Legion's hands, all hope for the world will be lost. This then, is the hour...where past and future collide! **War of the Ancients The Well of Eternity Book One Blizzard Legends** In the first chapter of this epic trilogy, the outcome of the historic War of the Ancients is forever altered by the arrival of three time-lost heroes: Krasus, the dragon mage whose great power and memories of the ancient conflict have inexplicably diminished; the human wizard Rhonin, whose thoughts are divided between his family and the seductive source of his now-growing power; and Broxigar, a weathered orc veteran who seeks a glorious death in combat. But unless these unlikely allies can convince the demigod, Cenarius, and the untrusting night elves of their queen's treachery, the burning Legion's gateway into Azeroth will open anew. And this time -- the struggles of the past may well spill over into the future... **Warcraft: War of the Ancients #2: The Demon Soul The Demon Soul Simon and Schuster** THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion...Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment. **World of Warcraft: Dawn of the Aspects Simon and Schuster** "Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover. **Diablo: The Sin War #2: Scales of the Serpent Diablo Sin War Simon and Schuster** Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of man. Bent on destroying the evil cult of the Triune, Uldyssian does not yet suspect that Inarius -- secret Prophet of the Cathedral of Light -- has been subtly aiding his quest. Obsessed with restoring Sanctuary to its former glory, Inarius has been playing Uldyssian against the two great religions in a reckless attempt to topple them both. But another player has slipped back into the equation. The demon Lilith, once Inarius's lover, seeks to use Uldyssian as her own pawn in a scheme to turn humans into an army of naphalem -- godlike beings, more powerful than any angel or demon, who could overturn all Creation and elevate Lilith to supreme being. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers. **World of Warcraft: Night of the Dragon Simon and Schuster** Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... **WORLD OF WARCRAFT** But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction. **WarCraft Archive Simon and Schuster** A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, *Day of the Dragon*, *Lord of the Clans*, *The Last Guardian*, and *Blood and Honor*. Original. 25,000 first printing. **Warcraft Legends** "Based on the bestselling video game"--Page 4 of cover. **World of Warcraft: Wolfheart Simon and Schuster** Night elf high priestess Tyrande Whisperwind receives a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream. **The World of Warcraft Pop-Up Book** Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by best-selling paper

engineer Matthew Reinhardt, the *World of Warcraft Pop-Up Book* brings the most well-loved locations of Warcraft to life, from the classic faction hubs of Ogrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth!

World of Warcraft: Vol'jin: Shadows of the Horde Simon and Schuster Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

World of Warcraft: Beyond the Dark Portal Simon and Schuster The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

Warcraft: Legends TokyoPop Presents a collection of short stories set in the Warcraft universe.

Warcraft: War of the Ancients #1: The Well of Eternity Simon and Schuster Many months have passed since the cataclysmic Battle of Mount Hyjal, where the demonic Burning Legion was banished from Azeroth forever. But now, a mysterious energy rift within the mountains of Kalimdor propels three former warriors into the distant past -- a time long before orcs, humans or even high elves roamed the land. A time when the Dark Titan Sargeras, and his demon pawns persuaded Queen Azshara and her Highborne to cleanse Azeroth of its lesser races. A time when the Dragon Aspects were at the height of their power -- unaware that one of their own would soon usher in an age of darkness that would engulf the world of...War Craft®. In the first chapter of this epic trilogy, the outcome of the historic War of the Ancients is forever altered by the arrival of three time-lost heroes: Krasus, the dragon mage whose great power and memories of the ancient conflict have inexplicably diminished; the human wizard Rhonin, whose thoughts are divided between his family and the seductive source of his now-growing power; and Broxigar, a weathered orc veteran who seeks a glorious death in combat. But unless these unlikely allies can convince the demigod, Cenarius, and the untrusting night elves of their queen's treachery, the burning Legion's gateway into Azeroth will open anew. And this time -- the struggles of the past may well spill over into the future...

World of Warcraft Warcraft: Blizzard Legends When two men claim a single throne, can a Kingdom be saved? The warrior Lo'Gosh shares both the face and memories of Varian Wrynn--but clearly only one man can wear the crown. With the help of old friends Broll and Valeera, and new allies like Thargas Anvilmar, Lo'Gosh is determined to wrest control from the hands of this impostor. But is Varian really his enemy? Walter Simonson, Jon Buran and Mike Bowden discover the truth in *WORLD OF WARCRAFT Book Two*.

The Warcraft: The Last Guardian Simon and Schuster Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

World of Warcraft: Stormrage Simon and Schuster When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... *WORLD OF WARCRAFT* Many are the mysteries surrounding the Emerald Dream and its reclusive guardians, the green dragonflight. In times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies. Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name *STORMRAGE*

World of Warcraft Ultimate Visual Guide Enter and explore the World of Warcraft with this ultimate visual guide *World of Warcraft: The Ultimate Visual Guide* reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

The Historian Hachette UK The record-breaking phenomenon from Elizabeth Kostova is a celebrated masterpiece that "refashioned the vampire myth into a compelling contemporary novel, a late-night page-turner" (*San Francisco Chronicle*). Breathtakingly suspenseful and beautifully written, *The Historian* is the story of a young woman plunged into a labyrinth where the secrets of her family's past connect to an inconceivable evil: the dark fifteenth-century reign of Vlad the Impaler and a time-defying pact that may have kept his awful work alive through the ages. The search for the truth becomes an adventure of monumental proportions, taking us from monasteries and dusty libraries to the capitals of Eastern Europe—in a feat of storytelling so rich, so hypnotic, so exciting that it has enthralled readers around the world. "Part thriller, part history, part romance...Kostova has a keen sense of storytelling and she has a marvelous tale to tell." —*Baltimore Sun*

World of Warcraft Chronicle Volume 2 **Dark Horse Comics** Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular *World of Warcraft Chronicle* series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this striking tome is sure to please all fans--casual and collector alike.

Illidan Del Rey Illidan prepares for the final confrontation in the alien realm of Outland.

Hellblazer by Garth Ennis Omnibus Written by Preacher co-creator Garth Ennis, *Hellblazer by Garth Ennis Omnibus Vol. 1* collects the game changing stories that breathed new life into the fan favorite character, John Constantine. John Constantine is dying. As a sorcerer literally haunted by the demons of his past, John is no stranger to mystic bedevilment or supernatural horror. But it's his chain smoking that ultimately brings death to Constantine's front door. Between this, and investigations of a grisly serial murderer and strategies against the Lord of Hell, there is no rest for the wicked. Especially when your name is John Constantine. Written by Garth Ennis (Preacher, Punisher MAX) with art by fan favorites Steve Dillon (Preacher, Punisher MAX) *Hellblazer by Garth Ennis Omnibus Vol. 1* brings together Ennis' entire run for the first time! Collects *Hellblazer* #41-50, #52-83,

#129-131, Vertigo Jam #1, Hellblazer Special #1, Heartland #1, Vertigo: Winter's Edge #2 **World of Warcraft: The Shattering Book One of Cataclysm Simon and Schuster** In this follow-up to her NY Times bestseller, ARTHAS, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion! **The Book of Five Rings (Annotated)** The Book of Five Rings is a text on kenjutsu and the martial arts in general, written by the Japanese swordsman Miyamoto Musashi around 1643. Written over three centuries ago by a Samurai warrior, the book has been hailed as a limitless source of psychological insight for businessmen-or anyone who relies on strategy and tactics for outwitting the competition. **Warcraft: Of Blood and Honor Simon and Schuster** A Simon & Schuster eBook. Simon & Schuster has a great book for every reader. **World of Warcraft: Thrall: Twilight of the Aspects Simon and Schuster** The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief. **The Daily Show (The Book) An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests Hachette UK** The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, Steve Carell, Lewis Black, Jessica Williams, John Hodgman, and Larry Wilmore-plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program hosted by Craig Kilborn to Jon Stewart's long reign to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, Jon Stewart's emotional monologue in the wake of 9/11, his infamous confrontation on Crossfire, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, the Indecisions, Mess O'Potamia, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows. **World of Warcraft: Before the Storm Titan Books** An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft. In Before the Storm, Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their positions of power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth. **World of Warcraft: Exploring Azeroth Kalimdor** Join famed hunter Rexxar, his animal companions, and Horde Ambassador Zekhan as they make the perilous journey across the lush and vivid reaches of Kalimdor to learn the secrets of the realm. Leave no stone unturned and no tracks unfollowed as Rexxar and Zekhan reveal lore, insights, equipment, and breathtaking landscapes from the ramparts of Orgrimmar to the golden plains of Mulgore to the wilds of Un'Goro Crater-and share one final kindness with a friend along the way. Featuring stunning, immersive artwork and new insights crafted by Blizzard's own loremaster, Sean Copeland, Exploring Azeroth: Kalimdor is your next step in a remarkable journey across Azeroth. **Rules Warcraft: Day of the Dragon Simon and Schuster** In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and pre if the world of Azeroth is to see another dawn. **King of the Grey City of Shadows Book One Simon and Schuster** The Grey are the legends of our imagination—but now, through one man, they seek to live. From New York Times and USA Today bestselling author Richard Knaak comes a tale of the Grey. They are the shadows we see out of the corner of our eyes, the visions flickering past in the middle of the night. They are the elves, the fairies, and the other legends of our minds. They are the Grey. They are all around us, and they are a part of us, forever tied to our innermost thoughts. They seek to be truly real, to truly live, and for that they need a human anchor, a false king—one who can give them substance. In Chicago, unsuspecting Jeremiah Todtmann has been chosen for that role. But even as he tries to come to grips with the existence of the Grey themselves, he will soon discover that while some represent the harmless dreams of men—there are others that are men's most deadly nightmares. **The Jaguar Smile A Nicaraguan Journey Project: Happily Ever After Saving Your Marriage When the Fairytale Falters Running Press** What do you do when your marriage is so unhappy that you begin to fantasize about your husband's funeral? That's how bad it got for Alisa Bowman. . . So she launched a last-ditch effort to save her marriage. Project: Happily Ever After is her fearlessly honest and humorous account of how she went from being a "divorce daydreamer" to renewing her wedding vows—and all of the steps in between. From bikini waxes to erotica, romance instruction manuals to second honeymoons, the silent treatment to power struggles, she goes where many marriage-improvement gurus have feared to tread. Equal parts funny, poignant, and most importantly, useful, Bowman's story will give other miserably-married folks courage and hope. And in addition to telling her own story, she packs straightforward prescriptive guidance, including a "10-Step Marital Improvement Guide." Readers will laugh. They'll cry. And they can start on the road toward their own happy ending! **Legacy of Blood Simon and Schuster** Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now,

pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers. **Black City Demon Pyr** Since he became the guardian of the Gate between our world and Feirie sixteen hundred years ago, Nick Medea, once Saint George, has battled to keep the darkest Feirie--the Wyld--from invading the mortal plane. With the dragon an unwilling part of him, Nick maintains balance between realms, often at great cost to him and those nearest to him. Nick and his ragtag confederates--including the shape-shifter Fetch and Nick's reincarnated love, Claryce--have battled the Wyld, but mortals as sinister as the darkest Feirie. Now, with Prohibition in full swing and bootlegger wars embattling Chicago, a murderous evil born of the mortal world has turned its attention to the power of the Gate...and Nick himself. Nick must turn again to his most untrustworthy ally: the dragon within. Yet even together they may not be enough to face what was once a man...but is now a creature even dragons may fear. From the Trade Paperback edition. **World of Warcraft: Dawn of the Aspects: Simon and Schuster** Second in an all-new WORLD OF WARCRAFT series from New York Times bestselling author Richard A. Knaak! THE AGE OF DRAGONS IS OVER. Uncertainty plagues Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world? The answer lies in the distant past, when savage beasts called proto-dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos, Neltharion, and Nozdormu. In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for... or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS **Black City Dragon Pyr** A historical urban fantasy set in Prohibition-era Chicago, which combines action, mystery, and romance against a backdrop of gangland wars and the threat of supernatural horror. For sixteen hundred years, Nick Medea has guarded the gate between our world and Feirie, preventing the Wyld--the darkest Feirie of all--from coming into Chicago to find human prey. But since he defeated Oberon, more and more Wyld have been slipping through. Nick and his Feirie companion, the shapeshifter, Fetch, have been busy hunting them down. Nick keeps coming across the Dacian Draco, the sign of his ancient enemy Galerius, including a tattoo worn by a human thug. Unfortunately, every trail ends as if years old. Claryce, Nick's reincarnated love, has narrowly escaped two attempts on her life, and when Nick sees her wearing a broach with the Draco on it, he knows they must look more deeply into her former lives. With Wyld and gangsters wreaking havoc in Chicago, Nick and Claryce must confront the secrets of their pasts if they are to have any hope of finding out Galerius's plans before it's too late to stop them. Nick will need the help of all his friends, both human and Feirie, and the powers of the dragon within him, to keep Galerius from endangering the gate, Chicago, and all of humanity. **Armada From the author of READY PLAYER ONE Random House PRE-ORDER NOW - READY PLAYER TWO: THE HIGHLY ANTICIPATED SEQUEL TO READY PLAYER ONE** _____ '[A] masterful tale of Earth's desperate struggle against a powerful alien foe.' - Andy Weir, bestselling author of *The Martian* _____ It's just another day of high school for Zack Lightman. He's daydreaming through another boring math class, with just one more month to go until graduation and freedom-if he can make it that long without getting suspended again. Then he glances out his classroom window and spots the flying saucer. At first, Zack thinks he's going crazy. A minute later, he's sure of it. Because the UFO he's staring at is straight out of the videogame he plays every night, a hugely popular online flight simulator called Armada-in which gamers just happen to be protecting the earth from alien invaders. But what Zack's seeing is all too real. And his skills-as well as those of millions of gamers across the world-are going to be needed to save the earth from what's about to befall it. Yet even as he and his new comrades scramble to prepare for the alien onslaught, Zack can't help thinking of all the science-fiction books, TV shows, and movies he grew up reading and watching, and wonder: Doesn't something about this scenario seem a little too... familiar? Armada is at once a rollicking, surprising thriller, a classic coming of age adventure, and an alien-invasion tale like nothing you've ever read before-one whose every page is infused with author Ernest Cline's trademark pop-culture savvy. _____ Here's what everyone's saying about this epic masterpiece: 'a modern classic' - R.M. Rangeley on Amazon, 5 stars 'A modern masterpiece full of a new style of literary magic' - Spiros Kagadis on Amazon, 5 stars 'Excellent. Even better than Ready Player One.' - David Hay on Amazon, 5 stars 'One of my favourite books of all time. Incredibly well written' - Erin Coppin on Amazon, 5 stars 'Awesome! If you liked Ready Player One, would be very surprised if you don't like this' - T. Llewellyn-Sanders on Amazon, 5 stars 'Absolutely awesome!!! Read in less than 24 hours, hooked on every page' - R. Nicholson on Amazon, 5 stars 'Amazing and a great follow up read to Ready Player One!' - Chris on Amazon, 5 stars 'an incredible story which had me on the edge of my seat the whole time... a joy to read' - Helen Ratcliffe on Amazon, 5 stars 'Cline brings you back to all those amazing, unbelievable things you imagined could happen as a kid and makes them real' - Amazon reviewer, 5 stars 'Absolutely brilliant! Couldn't put it down, a must read' - Sam Bean on Amazon, 5 stars 'a love letter to old school alien invasion sci-fi... Highly, HIGHLY recommended for all fans of Cline's previous novel, Ready Player One, as well as any classic science fiction fan' - Izzy on Amazon, 5 stars 'Ernest Cline is celebrating this culture in a way that's not just adding another book to the genre, but actually truly celebrating it, the possibilities, wonders and madness of it all' - Heather on Amazon, 5 stars 'majorly, fantastically geeky... Armada just ticked all my boxes' - H. Ross on Amazon, 5 stars This book has been published with two different covers and may be delivered with either cover. Please rest assured that regardless of the cover, the content of the book is the same.