

# Ready Player One Fischer Taschenbibliothek

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**Paper Machines** - Markus Krajewski 2011-08-19  
Why the card catalog—a “paper machine” with rearrangeable elements—can be regarded as a precursor of the computer. Today on almost every desk in every office sits a computer. Eighty years ago, desktops were

equipped with a nonelectronic data processing machine: a card file. In *Paper Machines*, Markus Krajewski traces the evolution of this proto-computer of rearrangeable parts (file cards) that became ubiquitous in offices between the world wars. The story begins with Konrad

Gessner, a sixteenth-century Swiss polymath who described a new method of processing data: to cut up a sheet of handwritten notes into slips of paper, with one fact or topic per slip, and arrange as desired. In the late eighteenth century, the card catalog became the librarian's answer to the threat of information overload. Then, at the turn of the twentieth century, business adopted the technology of the card catalog as a bookkeeping tool. Krajewski explores this conceptual development and casts the card file as a “universal paper machine” that accomplishes the basic operations of Turing's universal discrete machine: storing, processing, and transferring data. In telling his story, Krajewski takes the reader on a number of illuminating detours, telling us, for example, that the card catalog and the numbered street address emerged at the same time in the same city (Vienna), and that

Harvard University's home-grown cataloging system grew out of a librarian's laziness; and that Melvil Dewey (originator of the Dewey Decimal System) helped bring about the technology transfer of card files to business.

Afterparty - Daryl Gregory  
2014-08-15

In the years after the smart drug revolution, any high school student with a chemjet can print drugs... or invent them. A teenaged girl finds God through a new brain-altering drug called Numinous, used as a sacrament by a Church that preys on the underclass. But she is arrested and put into detention, and without the drug, commits suicide. Lyda Rose, another patient in the detention facility, has a dark secret: she was one of the original scientists who developed the drug, and is all too aware of what it can do; she has her own personal hallucinated angel to remind her. With the

help of an ex-government agent and the imaginary, drug-induced Dr. Gloria, Lyda sets out to find the other three survivors of the five who made the Numinous to try and set things right...

### **The Book of Merlyn** - T.H.

White 2018-09-19

The long-lost conclusion to *The Once and Future King*, in which King Arthur faces his final battle against his son. This magical account of King Arthur's last night on earth, rediscovered in a collection of T. H. White's papers at the Harry Ransom Center at the University of Texas at Austin, spent twenty-six weeks on the *New York Times* bestseller list following its publication in 1977. While preparing for his final, fatal battle with his bastard son, Mordred, Arthur returns to the Animal Council with Merlyn, where the deliberations center on ways to abolish war. More self-revealing than any other of White's books, *Merlyn* shows his mind at work

as he agonized over whether to join the fight against Nazi Germany while penning the epic that would become *The Once and Future King*. *The Book of Merlyn* has been cited as a major influence by such illustrious writers as Kazuo Ishiguro, J. K. Rowling, Helen Macdonald, Neil Gaiman, and Lev Grossman. "Arriving from beyond the curve of time and apparently from the grave, *The Book of Merlyn* stirs its own pages, saying, wait: you didn't get the whole story. . . . It gives us a final glimpse of those two immortal characters, Wart and Merlyn, up close, slo-mo, with a considered and affectionate scrutiny. The book is an elegiac posting from a master storyteller of the twentieth century. Its reissue in our next century is just as welcome as when it first arrived forty years ago. . . . Certainly the moral questions about the military use of force perplex the world still. . . . The efficacy of

treaties, the trading of insults among the potentates of the day, the testing of weapons, the weaponizing of trade—these strategies are still front and center. Rather terrifyingly so. We do well to revisit what that old schoolteacher of children, Merlyn, has been trying to point out to us about power and responsibility.” —Gregory Maguire, bestselling author of *Wicked*, from the foreword “Such a small thing, The Book of Merlyn, to hold so much. Joyful and despairing, heartbreaking, yet full of hope. As wonderful and fearful to read today as it was when I first found it in 1978. And the world has as much need of it today as it did then—more, perhaps. But will the world be ready to listen?” —Mercedes Lackey, New York Times–bestselling author of the *Valdemar and Elves on the Road* series  
*Ready Player Two* - Ernest Cline  
2021-03-24

*Ready Player One* -

*Ready Player One* - Ernest Cline;  
2015

**Aurora Rising** - Amie Kaufman  
2019-05-07

NEW YORK TIMES

BESTSELLING SERIES • From the internationally bestselling authors of the *Illuminae Files* comes a new science fiction epic .

.. The year is 2380, and the graduating cadets of Aurora Academy are being assigned their first missions. Star pupil Tyler Jones is ready to recruit the squad of his dreams, but his own boneheaded heroism sees him stuck with the dregs nobody else in the academy would touch . . . A cocky diplomat with a black belt in sarcasm A sociopath scientist with a fondness for shooting her bunkmates A smart-ass tech whiz with the galaxy's biggest chip on his shoulder An alien warrior with anger-management issues A tomboy

pilot who's totally not into him, in case you were wondering And Ty's squad isn't even his biggest problem--that'd be Aurora Jie-Lin O'Malley, the girl he's just rescued from interdimensional space. Trapped in cryo-sleep for two centuries, Auri is a girl out of time and out of her depth. But she could be the catalyst that starts a war millions of years in the making, and Tyler's squad of losers, discipline cases, and misfits might just be the last hope for the entire galaxy. **NOBODY PANIC.**

Ready Player One - Maxime Sassier 2021-02-09

**Just Dreaming** - Kerstin Gier 2017-05-02

The course of dream travel never did run smooth—at least, not in Liv Silver's experience. Able to visit other people's dreams (whether they want her to or not), Liv has solved mysteries, unearthed difficult truths, fought madmen, and

escaped life-threatening peril, all from the comfort of her own bed. But Liv's troubles are just beginning... A rocky romance, a malicious blogger with a hidden identity, a wedding, and a classmate (or two) dead-set on revenge all await Liv in this action-packed conclusion to the Silver trilogy.

**Wicked Heart** - Leisa Rayven 2016-05-17

“Hilarious, heartwarming and unique, the Starcrossed series is highly recommended.” –USA TODAY The one guy she can't have is the one she can't forget. Liam Quinn is one of the biggest movie stars in the world...and the only man Elissa Holt has ever truly loved. After being out of her life for six years, he and his gorgeous fiancé are set to star in the new Broadway show Elissa is stage managing. The only trouble is, when late night rehearsals bring Elissa and Liam together, the line between what is and what could have been gets

blurred. Now one moment of weakness is about to create a scandal that will echo around the world. Elissa knows that falling for Liam again would be a tragedy in the making, but as any good romantic knows, love doesn't always follow the script. "With the perfect balance of humor, steam, angst and impossible to put down, Leisa Rayven is a gifted storyteller, and *Wicked Heart* is truly exceptional." –NATASHA IS A BOOK JUNKIE

*Dry* - Neal Shusterman

2019-09-03

"The authors do not hold back." –Booklist (starred review) "The palpable desperation that pervades the plot...feels true, giving it a chilling air of inevitability." –Publishers Weekly (starred review) "The Shustermans challenge readers." –School Library Journal (starred review) "No one does doom like Neal Shusterman." –Kirkus Reviews (starred review) When

the California drought escalates to catastrophic proportions, one teen is forced to make life and death decisions for her family in this harrowing story of survival from New York Times bestselling author Neal Shusterman and Jarrod Shusterman. The drought—or the Tap-Out, as everyone calls it—has been going on for a while now. Everyone's lives have become an endless list of don'ts: don't water the lawn, don't fill up your pool, don't take long showers. Until the taps run dry. Suddenly, Alyssa's quiet suburban street spirals into a warzone of desperation; neighbors and families turned against each other on the hunt for water. And when her parents don't return and her life—and the life of her brother—is threatened, Alyssa has to make impossible choices if she's going to survive.

*Thunderhead* - Neal Shusterman

2019-06-04

"Intelligent and entertaining."

—Kirkus Reviews (starred review) “Even better than the first book.” —School Library Journal (starred review) Rowan and Citra take opposite stances on the morality of the Scythedom, putting them at odds, in the chilling sequel to the Printz Honor Book *Scythe* from New York Times bestseller Neal Shusterman, author of the *Unwind* dystology. Humans learn from their mistakes. I cannot. I make no mistakes. The Thunderhead is the perfect ruler of a perfect world, but it has no control over the scythedom. A year has passed since Rowan had gone off grid. Since then, he has become an urban legend, a vigilante snuffing out corrupt scythes in a trial by fire. His story is told in whispers across the continent. As *Scythe* Anastasia, Citra gleans with compassion and openly challenges the ideals of the “new order.” But when her life is threatened and her methods questioned, it becomes

clear that not everyone is open to the change. Old foes and new enemies converge, and as corruption within the Scythedom spreads, Rowan and Citra begin to lose hope. Will the Thunderhead intervene? Or will it simply watch as this perfect world begins to unravel?  
*Ready Player One* - Ernest Cline  
2018-03-15  
2045. La réalité est devenue insoutenable. Les rares moments pendant lesquels Wade Watts se sent vraiment exister sont ceux où il est connecté à l'OASIS, un vaste monde virtuel dans lequel la majeure partie de l'humanité passe son temps. Quand l'excentrique créateur de l'OASIS meurt, il laisse derrière lui une suite d'énigmes complexes inspirées par son obsession pour la pop culture des décennies passées. Le premier à les résoudre deviendra l'héritier de son immense fortune et, surtout, contrôlera l'OASIS. Et Wade résout la première énigme. Il est

soudain assiégé de rivaux qui tueraient pour accéder au trésor. La course est lancée. Une seule façon d'y survivre : la gagner.  
*Ready player one* - Ernest Cline  
2018

**The Rosie Result** - Graeme Simsion 2019-04-04

'Incredibly funny, life-affirming and warm-hearted' Heat 'This funny novel tackles tough with a light touch and a big heart' Daily Mail 'Made me laugh out loud' Bill Gates 'Hilarity is the order of the day in this joyful read' Prima  
\_\_\_\_\_ A big-hearted, hilarious and life-affirming story of overcoming life's obstacles with a little love and a lot of overthinking. Don Tillman has always been scrupulously logical. But ten years on from meeting his wife Rosie through a scientific experiment, Don is facing a dilemma even an equation can't fix. Their son, Hudson, is not fitting in at school. His teachers want an autism

assessment. Now Don is stuck for answers. Is the man with a rational approach to everything ready to tackle big truths about his son, himself and his own childhood? Full of humour and warmth, this final instalment in the internationally bestselling Rosie series will make you laugh out loud and believe in love.  
\_\_\_\_\_ 'Uplifting' Mail on Sunday 'A fun and satisfying read' Sunday Express 'A fast-paced enjoyable journey. Genuinely heartwarming' Independent 'One of the most original and endearing characters in the literary world' Herald AS RECOMMENDED ON BILL GATES' SUMMER READING LIST Praise for The Rosie Project series: 'Sublime, pitch-perfect, extremely funny' Independent 'Compulsively readable. A poignant, universal story about how best to reconcile head and heart' Observer 'Exuberantly life-affirming' Sunday Times Brilliant, important, good-



hearted' Guardian

**The Science of Happiness** - Stefan Klein 2006-11-20

The international bestseller. An enthralling exploration of the science of happiness. We all know what it feels like to be happy, but what mechanisms inside our brains trigger such a positive emotion? What does it really mean to be happy, and why can't we feel that way all of the time? Psychologists and neuroscientists have been studying negative emotions for decades, but until recently few have focused on the subject of happiness. Now, in *The Science of Happiness*, leading science journalist Stefan Klein ranges widely across the latest frontiers of neuroscience and psychology to explain how happiness is generated in our brains, what biological purpose it serves, and the conditions required to foster the 'pursuit of happiness'. A remarkable synthesis of a growing body of research that

has not been brought together before, *The Science of Happiness* is, ultimately, a book that helps us understand our own quest for happiness — and is certain to help make you happier.

*The Jungle Temple Oracle* - Mark Cheverton 2015-04-07

An ancient jungle temple holds the secrets to stopping the evil Herobrine! Gameknight999's true enemy has finally surfaced: Herobrine, an artificially intelligent virus that wants to escape Minecraft and destroy mankind with their own creation—the Internet. If he is able to escape the game and get online, Herobrine will infect millions of computer systems and turn machines and weapons on their masters, threatening all of humanity. After facing Herobrine in battle and nearly dying, Gameknight realizes he's going to need much more help to defeat this seemingly invincible enemy. His NPC friends tell him of the ancient Oracle residing in

the oldest jungle temple in Minecraft who knows the secret to defeating this terrible threat. The path to the temple is fraught with danger, with zombies, spiders, and creepers lying in wait behind every tree and bush. Gameknight will enlist the help of his friends on his quest, but will they reach the Oracle in time to stop Herobrine? Gameknight999 will be tested to his limits, and perhaps beyond, in this spine-tingling new adventure. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love stories told with LEGO bricks, books that teach lessons about tolerance, patience, and the environment, and much more. We also publish books for fans of Minecraft and

Pokemon GO, including books full of useful hacks, tips, and tricks, as well as Minecraft adventure stories for readers who love the fight of good vs. evil, and magical academies similar to Hogwarts in the Harry Potter saga. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

**Ready player one** - E. Cline 2013

**Scythe** - Neal Shusterman  
2016-11-22

A Time Best YA Book of All Time (2021) Two teens must learn the “art of killing” in this Printz Honor–winning book, the first in a chilling new series from Neal Shusterman, author of the New York Times bestselling *Unwind* dystology. A world with no hunger, no disease, no war, no misery: humanity has

conquered all those things, and has even conquered death. Now Scythes are the only ones who can end life—and they are commanded to do so, in order to keep the size of the population under control. Citra and Rowan are chosen to apprentice to a scythe—a role that neither wants. These teens must master the “art” of taking life, knowing that the consequence of failure could mean losing their own. Scythe is the first novel of a thrilling new series by National Book Award–winning author Neal Shusterman in which Citra and Rowan learn that a perfect world comes only with a heavy price.

Ready Player One - the PlayStation VR Best Games Guide - Boyd Brent 2018-03-18

Ready Player One the movie depicts a future where VR worlds are as believable as the real world. We aren't there quite yet but many of the games, adventures and locations you can visit in VR today are no less

mind-blowing simply because you can experience them right now. Ready Player One - The PlayStation VR Best Games Guide reviews the cream of these games and experiences. If you already own a PlayStation VR headset, it will ensure that you get the most out of it. However, if you're on the fence about VR, and curious about what it has to offer, then this guide will shine a light on the extraordinary worlds you can visit, and things you can do in virtual reality today. Note: this book is updated regularly to include the best PlayStation VR games and experiences.

**Summary and Analysis of Ready Player One by Ernest Cline** - Nosco Nosco Publishing 2018-06-09

SPECIAL OFFER Get the Kindle version for just \$0.99 (Regularly priced: \$3.99) Ernest Cline's #1 New York Times-bestseller "Ready Player One" summarized in one book. WHY BUY THIS

BOOK: Save time by reading this summary Save money by buying this summary Gain more in-depth knowledge ABOUT THE ORIGINAL BOOK: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.Take action and purchase this book today for only \$6.98! SECTIONS INCLUDED: BOOK SUMMARY SETTING FOR THE STORY STORY PLOT ANALYSIS MAIN AND SECONDARY CHARACTER LIST ANALYSIS OF KEY CHARACTERS BOOK OVERVIEW AND STORY ANALYSIS MAJOR SYMBOLS

MOTIFS THEME ACRONYM GUIDE DISCUSSION QUESTIONS THOUGHT-PROVOKING QUESTIONS CONCLUSION Take action and purchase this book today for only \$6.98!PLEASE NOTE: This is an unofficial companion book to Ernest Cline's popular novel "Ready Player One" - it is meant to enhance your reading experience and it is not the original book.Tags: Ready Player One, Ernest Cline, Summary, Analysis, Summary and Analysis, Novel, Novel report, Novel Summary, Novel Analysis, Ready Player One review, ernest cline ready player one, ready player one by ernest cline, ready player one book review, summary of ready player one, ready player one summary **Ready Player One (Movie Tie-In)** - Ernest Cline 2019 "Now a major motion picture directed by Steven Spielberg"--Cover. **Not Forgetting the Whale** - John

Ironmonger 2015

When a young man washes up, naked, on the sands of St Piran in Cornwall, he is quickly rescued by the villagers. From the retired village doctor and the schoolteacher, to the beachcomber and the owner of the local bar, the priest's wife and the romantic novelist, they take this lost soul into their midst. But what the villagers don't know is that Joe Haak has fled the City of London fearing a worldwide collapse of civilisation, a collapse forecast by Cassie, a computer program he designed. But is the end of the world really nigh? Can Joe convince the village to seal itself off from the outside world? And what of the whale that lurks in the bay? Intimate, funny and deeply moving, Not Forgetting the Whale is the story of a man on a journey to find a place he can call home.

**The Art of Ready Player One** -

Gina McIntyre 2018

Embargoed to 29th March 2018

Discover the captivating art of Steven Spielberg's Ready Player One. Our dystopian world lies on the brink of chaos and collapse, but the people have found their salvation in the OASIS, an expansive virtual reality universe created by the brilliant and eccentric James Halliday. When Halliday dies, he leaves his immense fortune in the form of a digital Easter egg hidden somewhere in the OASIS, sparking a contest that grips the entire world. Wade Watts, an unlikely young hero, decides to join the contest and embarks on a reality-bending treasure hunt through a fantastical world of action, danger, and mystery. Directed by Steven Spielberg and based on author Ernest Cline's internationally bestselling book, Ready Player One is a hugely imaginative sci-fi adventure. The Art of Ready Player One explores the creation of the incredible design work, showcasing concept art, sketches,

storyboards, and more. The book also features exclusive interviews and commentary from the creative team, forming the perfect companion to one of the most anticipated films of 2018.

**Ready Player Two** - Ernest Cline  
2021-11-09

Ready Player One (Urania Jumbo) - Ernest Cline 2022-07-06

READY PLAYER ONE 2045: crisi ambientale e disuguaglianze sociali hanno reso la realtà un brutto posto in cui vivere. L'unico luogo in cui il giovane Wade Watts si sente davvero vivo è OASIS, l'universo virtuale in cui la maggior parte dell'umanità trascorre le giornate. Quando però il suo eccentrico creatore muore, lascia una serie di diabolici enigmi, distillato della sua ossessione per la cultura Pop anni Ottanta. Il primo che riuscirà a risolverli tutti erediterà la sua immensa fortuna e il controllo di OASIS. Wade scopre il primo indizio e subito ha addosso i rivali

disposti a tutto per rubarglielo. La corsa è iniziata e l'unico modo per sopravvivere è vincere.

*The Toll* - Neal Shusterman  
2019-11-05

In the highly anticipated finale to the New York Times bestselling trilogy, dictators, prophets, and tensions rise. In a world that's conquered death, will humanity finally be torn asunder by the immortal beings it created? Citra and Rowan have disappeared. Endura is gone. It seems like nothing stands between Scythe Goddard and absolute dominion over the world scythedom. With the silence of the Thunderhead and the reverberations of the Great Resonance still shaking the earth to its core, the question remains: Is there anyone left who can stop him? The answer lies in the Tone, the Toll, and the Thunder.

**Ready player two** - Ernest Cline  
2022

Une nouvelle quête. Deux mondes en jeu. Etes-vous prêts ?

Le concours de James Halliday enfin terminé, Wade Watts pense pouvoir retrouver une vie plus paisible. Mais c'est compter sans la découverte inattendue de l'ONI, un casque permettant de se connecter à l'OASIS directement relié au cortex cérébral de l'utilisateur. Une technologie révolutionnaire capable de changer le monde et de rendre l'OASIS encore plus merveilleux et addictif. Avec cette invention viennent une nouvelle énigme, l'ultime quête créée par Halliday, et un adversaire aussi puissant que dangereux, prêt à tout pour atteindre son objectif. Cette fois, ce n'est plus le destin de l'OASIS qui repose entre les mains de Wade, mais celui de toute l'humanité.

*Ready Player One : Utopian*

*Ideology in Video Games* - [?] [?] [?] 2020

**The Rosie Effect** - Graeme Simsion 2015

In a highly anticipated sequel to *The Rosie Project*, Don Tillman, after his wife Rosie announces that she is pregnant, sets about learning the protocols of becoming a father while helping his best friend Gene, who is living with them, reconcile with his wife Claudia.

**Perfect Harmony** - Barbara Wood 1999-01-01

Three people die mysteriously after taking a Chinese herbal remedy.

**Writing and Rewriting the Story of Solomon in Ancient Israel** -

Isaac Kalimi 2018-11-29

Analyses Solomon's birth, rise, and temple-building within scriptural, archaeological and historical contexts.

**Never Let You Go** - Chevy Stevens 2017-03-14

"Stevens's taut writing and chilling depiction of love twisted beyond recognition make this a compelling read." —Publishers Weekly, Starred Review

"Disturbing, suspenseful, and just

a little nerve-wracking."  
—Library Journal Eleven years ago, Lindsey Nash escaped into the night with her young daughter and left an abusive relationship. Her ex-husband, Andrew, was sent to jail and Lindsey started over with a new life. Now, Lindsey is older and wiser, with her own business and a teenage daughter who needs her more than ever. When Andrew is finally released from prison, Lindsey believes she has cut all ties and left the past behind her. But she gets the sense that someone is watching her, tracking her every move. Her new boyfriend is threatened. Her home is invaded, and her daughter is shadowed. Lindsey is convinced it's her ex-husband, even though he claims he's a different person. But has he really changed? Is the one who wants her dead closer to home than she thought? With *Never Let You Go*, Chevy Stevens delivers a chilling, twisting

thriller that crackles with suspense as it explores the darkest heart of love and obsession.

Player one - Ernest Cline 2018

**The Lords of Time** - Eva García Sáenz 2021-07-06

The third novel in the internationally bestselling *White City Trilogy* sees Kraken on the hunt for a murderer whose macabre crimes are lifted straight from history. Kraken is enjoying life as a family man, content to spend his days with Alba and their young daughter Deba. But there's no rest for the weary, especially when you're the most famous investigator in Vitoria. Kraken and Esti are charged with investigating the mysterious disappearance of two sisters and finding it hard to make any headway when a wealthy businessman's murder appears to shine a light on the case. The man was poisoned with a medieval aphrodisiac--a crime



that has eerie similarities to one detailed in the novel everyone in Vitoria is buzzing about. When the two sisters are discovered trapped behind a wall--bricked up alive--the parallels to the novel are undeniable. With the author's identity a closely held secret, will Kraken be able to track down the killer before they can strike again? Or will Vitoria's sordid underworld finally break Kraken, and his family, apart. A VINTAGE CRIME/BLACK LIZARD ORIGINAL

Ready player one - 2018

*Assassin's Creed Odyssey* - Gordon Doherty 2018-10-05  
Journey deeper in the world of Assassin's Creed in the official novel of the incredible game: *Odyssey*. Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth

about her mysterious lineage. The Assassin's Creed novels have sold more than 1 MILLION COPIES around the world - see what readers are saying: 'A brilliant read' \*\*\*\*\* 'I love this book' \*\*\*\*\* 'Original and unique' \*\*\*\*\* 'A brilliant accompaniment to the games' \*\*\*\*\*

*Ready Player One* - Ernest Cline  
2019-09-25

*Ready Player One* - Ernest Cline  
2018-02-22

Grace and Fury - Tracy Banghart  
2018-07-31

Bold, brutal, and beautiful, this must-read fantasy is full of fierce sisterhood, action, and political intrigue for fans of *The Selection* series, *Caraval*, and *The Handmaid's Tale*. Serina Tessaro has been groomed her whole life to become a Grace—someone to stand by the heir to the throne as a shining, subjugated example of the perfect woman. It's her chance to secure a better life for

her family, and to keep her headstrong and rebellious younger sister, Nomi, out of trouble. But when Nomi catches the Heir's eye instead, Serina is the one who takes the fall for the dangerous secret her sister has been hiding. Trapped in a life she never wanted, Nomi has only one option: surrender to her role as a Grace until she can use her position to save Serina. But this is easier said than done...a traitor walks the halls of the palazzo, and deception lurks in every corner.

Meanwhile, Serina is running out of time. Imprisoned on an island where she must fight to the death to survive, surrounded by women stronger than she is, one wrong move could cost her everything. There is no room for weakness on Mount Ruin, especially weaknesses of the heart. Thrilling and captivating, *Grace and Fury* is a story of fierce sisterhood, and survival in a world that's determined to break you.