
Halo Contact Harvest Joseph Staten

Tamer

Halo: Shadow of Intent

Essential Tales of the Halo Universe

Essential Tales of the Halo Universe

A Novel

HALO: The Thursday War

A Novel

Halo

Halo: Oblivion

Halo: Battle Born (Battle Born: A Halo Young Adult
Novel Series #1)

StarCraft II: Heaven's Devils

King of Dinosaurs

Extraordinary Tales from the Halo Canon

Halo: Evolutions Volume I

Book Two of the Kilo-Five Trilogy

Halo: Fractures

Gears of War: Ephyra Rising

Halo: Broken Circle

Halo: Contacto Harvest

A Master Chief Story

Halo: The Fall of Reach

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The Forever Hero

Creating a Virtual World
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**GRIFFITH
SALAZAR**

Tamer

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Welcome to
humanity's
new war:
silent, high
stakes, and

unseen. This
is a life-or-
death mission
for ONI's
black-ops
team, Kilo-
Five, which is
tasked with
preventing the
ruthless Elites,
once the
military
leaders of the
Covenant,

from
regrouping
and
threatening
humankind
again. What
began as a
routine dirty-
tricks
operation?kee
ping the Elites
busy with
their own
insurrection?t

urns into a desperate bid to extract one member of Kilo-Five from the seething heart of an alien civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan-010. Meanwhile, the treasure trove of Forerunner technology recovered

from the shield world of Onyx is being put to work while a kidnapped Elite plots vengeance on the humans he fears will bring his people to the brink of destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Halo: Shadow of Intent** Ballantine Books The New York Times bestseller—part of the expanded

universe based on the award-winning video game series Halo! 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But humanity has unknowingly trespassed on holy ground—straying into the path of the aggressive, theocratic empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human

freighter soon catapults all of mankind into a struggle for its very existence. But humanity is also currently locked in a bitter civil war of its own: the Insurrection. With resources strained to the breaking point, the ultimate survival of Harvest's citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one will stand

above the rest—a young Marine staff sergeant named Avery Johnson....

**Essential
Tales of the
Halo**

Universe Tor Books
A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more than a year since humanity first encountered the hostile military alliance of alien races known as the

Covenant, and several weeks after the United Nations Space Command's devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief, John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons. But

the Covenant—enraged and fearful of their enemy’s unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must

drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity’s only hope of survival... Essential Tales

of the Halo Universe
Simon and Schuster
BE A HERO OF THERA
Do you want to play a game? Think you're good? Really good? Then you might be ready to play The Game ... where clans are sponsored by actual Demon Lords, Gods and Goddesses, Lovecraftian nightmares, and every other demi-entities of power. Still with me? Not running back to your massively multiplayer on-line games,

shooters, or table-top role-playing where you can re-roll or respawn after you've been blasted and buried? Cool. Then roll up your sleeves and enter Thera, a kingdom at the crossroads of many worlds. Don't worry, there are all the usual augmented-reality interfaces, level progression, and game mechanics that you love, but Thera is also real, so are its inhabitants ...

as is your new custom-designed avatar. Oh, your previous body? We've disposed of that old thing so you won't be distracted trying to get back to your so called "real" life. Did we mention the stakes of The Game? Nothing less than all Creation-- every world in every universe and reality. Thus, Death Row inmate, Hector Savage enters Thera, eager to use the gaming skills he's cultivated his

entire life. Nothing has prepared him, though, for the schemes of Abyssal Lords, barbarian ghosts, evil wizards, and other bad guys who have plans for him--all before he advances to fifth level! Can he win? Can he survive the Free Trial? Find out in this latest entry of the LitRPG genre, [Hero of Thera](#). [A Novel](#) Simon and Schuster Control dinosaurs. Tame women. Rule the world. Victor

and his tribe of beautiful women prepare to leave their fort and journey to their new base, but as usual with Dinosaurland, things never go according to plan. Now Victor must protect all of his tribe without the aid of walls, and an old enemy gathers an army to give chase. Victor will have to use every power at his disposal to protect his women, and the journey will uncover new secrets of

this strange world. HALO: The Thursday War Titan Books The clone assassin has been played long enough—now it's more than a game. Bred to kill, Agent 47 is The Agency's most valuable assassin. So when a competing murder-for-hire organization decides to destroy The Agency, the first person they target for elimination is Agent 47. Tasking someone to off the best

hitman in the business is one thing; getting the job done is another. When the attempt falls short, Agent 47 is ordered to track down and kill the culprit who is feeding vital information about The Agency to its enemies. Agent 47 must follow a bloody trail halfway around the world, fight his way through the streets of Fez, Morocco, and battle slavers deep inside Chad. Then he will discover a

shattering truth: If he fails at his mission, the price he'll pay will be far greater than his own life. . .

A Novel

Scholastic Inc. L. E. Modesitt, Jr.'s first major work was *The Forever Hero* trilogy of SF adventure novels published as paperback originals in the 1980s, of which *Dawn for a Distant Earth* was the first title in the series.

Thousands of years in the future, Earth is a desolate ruin. The first

human ship to return in millennia discovers an abandoned wasteland inhabited only by a few degenerate or mutated human outcasts. But among them is a boy of immense native intelligence and determination who is captured, taken in, and educated, and disappears--to grow up to become the force behind a plan to make Earth flourish again. He is, if not immortal, at least very

long-lived, and he plans to build an independent power base out in the galaxy and force the galactic empire to devote centuries and immense resources to the restoration of the ecology of Earth. A shocking novel of what could happen if the fanatical defense of the environment crossed the line into deadly terror. When environmental consultant Jack McDarvid's

boss is killed in a shootout near the Capitol, McDarvid becomes enmeshed in a diabolical plot behind the scenes of the environmental movement. Other Series by L.E. Modesitt, Jr. The Saga of Recluce The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter The Forever Hero Timegod's World Other Books The Green Progression

Hammer of Darkness The Parafaith War Adiamante Gravity Dreams The Octagonal Raven Archform: Beauty The Ethos Effect Flash The Eternity Artifact The Elysium Commission Viewpoints Critical Haze Empress of Eternity The One-Eyed Man Solar Express At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Halo** Dark

Horse Comics (Single Issues) Halo: Contact Harvest Simon and Schuster **Halo: Oblivion** Halo: Contact Harvest An original Gears of War novel, exclusively detailing the aftermath of the Locust War written by New York Times bestselling author Michael A. Stackpole. The Locust War has ended with an energy weapon that pulsed across the land, destroying Locust and Lambent alike.

The world is in shambles and the few survivors are isolated from one another. Humanity must begin anew. This novel reveals the canonical, never-before-seen events set in the time immediately following the game Gears of War 3. With most of Sera's civilization destroyed, Sergeant Marcus Fenix and Lieutenant Anya Stroud must somehow rebuild on the ruins. For Marcus, his purpose is

impossible to grasp. With no clear enemy to fight, there may be no place left for him in this postwar world. Some call him hero, others view him with resentment. As Anya struggles to create alliances to reform the Coalition of Ordered Governments, she quickly discovers how impossible it is to tell friend from foe. Then whispers of Locust still stalking the land begin to spread. Fearing the worst, Marcus

forms a team to assess the potential threat. As he and the other Gears search for Locust survivors, however, they quickly discover that the new enemy may be all-too-human, and utterly ruthless. *Halo: Battle Born (Battle Born: A Halo Young Adult Novel Series #1)* St. Martin's Press The second novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen

Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for the Office of Naval Intelligence's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Sangheili, once the military leaders of the alien alliance known as the

Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation—keeping the Sangheili occupied with their own insurrection—turns into a desperate bid to extract one member of Kilo-Five from the seething heart of a brutal civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on

one of the human worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan Naomi-010. Meanwhile, the treasure trove of Forerunner technology recovered from the Forerunner shield world of Onyx is being put to work, even as a kidnapped Sangheili plots vengeance on the humans he fears will bring his people to the

brink of
destruction...

**StarCraft II:
Heaven's
Devils**

Simon
and Schuster
An original
novel set in
the Halo
universe—bas
ed on the New
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bestselling
video game
series! An all-
new
adventure
expanding on
the dramatic
events seen in
the
blockbuster
game Halo
Infinite!
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King of
Dinosaurs Tor
Books
A Master Chief
story and
original full-
length novel
set in the Halo
universe—bas
ed on the New
York Times
bestselling
video game
series! 2526.
It has been a
year since
humanity
engaged in its
destructive
first contact
with a
theocratic
military
alliance of

alien races
known as the
Covenant.
Now the
hostilities
have led to
open war, and
the United
Nations Space
Command
understands
virtually
nothing about
its new
enemy. There
are only two
certainties—the
Covenant is
determined to
eradicate
humanity, and
they have the
superior
technology to
do just that.
The UNSC's
only hope lies
with the
Spartans:
enhanced
supersoldiers
raised and

trained from childhood via a clandestine black ops project to be living weapons. Their designated commander, Petty Officer John-117, has been assigned to lead the Spartans on a desperate counterattack designed to rock the Covenant back on its heels, and to buy humanity the time it needs to gather intelligence and prepare its defenses. But not everyone wants the

Spartans to succeed. A coalition of human insurrectionist leaders believes an alliance with the Covenant to be its best hope of finally winning independence from the Unified Earth Government. To further their plans, the insurrectionists have dispatched a sleeper agent to sabotage the UNSC counterattack—and ensure that John-117 and the Spartans never return from battle....

Extraordinary Tales from the Halo Canon

TimunMas
A prequel to the video-game franchise explains how the technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.
Halo: Evolutions Volume I Del Rey
Don't miss the first-ever young adult fiction novel based on the megahit Halo video game

series!
Book Two of the Kilo-Five Trilogy Dark Horse Comics Dark Horse Books is proud to present the legendary graphic novel that introduced Halo to the world of comics--back for the first time in over a decade! This book includes four classic Halo stories that expand the deep lore of the Halo universe told by some of the finest creators in comic-book history. Artist Simon Bisley and writer Lee

Hammock give us the central tale titled "The Last Voyage of the Infinite Succor." Award-winning mangaka Tsutomu Nihei writes and draws a tale of Sgt. Johnson's epic escape in "Breaking Quarantine". Ed Lee, Andrew Robinson, and Jay Faerber team up on a story of technology in the 26th century with "Armor Testing." Finally, Brett Lewis and the world-renowned artist Jean

"Moebius" Giraud round out this one-of-a-kind Halo experience with a story that showcases humanity's plight against the Covenant from a unique civilian perspective in "Second Sunrise Over New Mombasa."
Halo: Fractures Tor Books
 The final novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe

based on the award-winning video game series Halo! 2553. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was

abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with someone

long dead, and a conscience that still survives in the most unlikely, undiscovered place...

Gears of War: Ephyra Rising Pan Macmillan

A volume of short works inspired by the universe as depicted in the popular video game expands the stories of its characters while offering new insights into a variety of storyline elements and races.

Simultaneous. Video game tie-in.

Halo: Broken

<p>Circle Simon and Schuster Estamos en el año 2524. Harvest es una colonia agrícola pacífica y próspera, justo en el límite del espacio controlado por los humanos. Estos últimos, sin darse cuenta y sin autorización, han penetrado en territorio sagrado y se han cruzado en el camino de un violento imperio extraterrestre, el Covenant. Lo que comenzó como un encuentro fortuito entre</p>	<p>una nave corsaria extraterrestre y un carguero humano llevará a la humanidad a una lucha por su supervivencia. Pero la humanidad se encuentra atrapada en una enconada guerra civil (la Insurrección) y la resistencia de los ciudadanos de Harvest depende de unos marines del UNSC ya agotados por la lucha, y de los miembros sin experiencia de la milicia. Entre este insólito grupo</p>	<p>de héroes, destaca un joven marine: Avery Johnson. <i>Halo: Contacto Harvest</i> Penguin An all-new digital single—part of the New York Times bestselling series based on the blockbuster Xbox® games! The military-grade artificial intelligence known as Iona has only one week to live. After that, the UNSC will legally terminate her seven-year existence in order to stave</p>
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off the threat of the data corruption phenomenon known as “rampancy,” a condition that will eventually take hold of her functionality and persona, endangering all those around her. In a last-ditch effort to save herself, Iona has successfully launched an unprecedented legal appeal against her own death sentence—a case being watched very closely at not only the highest levels

of human government, but by others with a very different agenda... [A Master Chief Story](#) Titan Books (US, CA) An original digital-first e-novella set in the Halo Universe and based on the New York Times bestselling video game series! After decades of grim combat against the humans and then the traitorous Covenant Prophets, the Sangheili

warrior Rtas ‘Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the entire Sangheili race...

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