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Dark State is the second book in the thrilling Empire Games series - set in the same world as Charles Stross' The Merchant Princes series. In the near future, the collision of two nuclear superpowers - in two different timelines - is imminent.

Dark State (Empire Games): Amazon.co.uk: Stross, Charles ...

Dark State is the second book in a thrilling series - set in the same world as Charles Stross' Merchant Princes series. This book follows Empire Games. The time for peace is ending . . . In the near future, one America is experiencing its first technological revolution – whilst in a parallel world, the United States is a hi-tech police state.

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Dark State is the second book in an exciting series in the same world as Charles Stross' Merchant Princes series, following Empire Games. In the near-future, the collision of two nuclear superpowers across timelines, one in the midst of a technological revolution and the other a hyper-police state, is imminent.

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Dark State is the middle book in a trilogy, and leaves us on a multi-threaded set of cliffhangers waiting for the final instalment in January 2019. The story continues from where Empire Games left off, with nary a beat missed. Paranoia is set to eleventy one and everyone is watching everybody else. We have four major threads to follow.

Amazon.com: Dark State: A Novel of the Merchant Princes ...

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Dark State is the second entry and and both books have a setting with multiple parallel worlds that differ mildly or wildly from our own. The major powers of two fairly similar worlds are close to a nuclear confrontation across dimensions unless more sane voices on each side can get sufficient purchase to ease the tensions.

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Hugo Award-winning author Charlie Stross dives deep into the underbelly of paratime espionage, nuclear warfare, and state surveillance in this provocative techno-thriller set in The Merchant Princes multi-verse Dark State ups the ante on the already volatile situations laid out in the sleek techno-thriller Empire Games, the start to Stross' new story-line, and perfect entry point for new readers, in The Merchant Princes series. In the near-future, the collision of two nuclear superpowers across timelines, one in the midst of a technological revolution and the other a hyper-police state, is imminent. In Commissioner Miriam Burgeson's timeline, her top level agents run a high risk extraction of a major political player. Meanwhile, a sleeper cell activated in Rita's, the Commissioner's adopted daughter and newly-minted spy, timeline threatens to unravel everything. With a penchant for intricate world-building and an uncanny ability to realize alternate history and technological speculation, Stross' writing will captivate any reader who's a fan hi-tech thrillers, inter-dimensional political intrigue, and espionage. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dark State is the second book in the thrilling Empire Games series - set in the same world as Charles Stross' The Merchant Princes series.In the near future, the collision of two nuclear superpowers - in two different timelines - is imminent. One America is experiencing its first technological revolution, whilst a parallel United States is a hi-tech police state. But both are poised to wreak destruction.In Miriam Burgeson's America, internal politics are pulling the government apart. But if one of her agents secures a high-profile defection, civil war may be averted. Rita Douglas, nival US spy, arrives during this crisis. Her world is rocked when she realizes Miriam is her mother, who gave her up for adoption as a baby. But what impact will this have on the conflict?Then the US discovers another timeline, and the remains of an advanced society. Something annihilated that civilization - and Rita's people are about to rouse it.

The alternate timelines of Charles Stross' Empire Games trilogy have never been so entangled than in Invisible Sun—the techno-thriller follow up to Dark State—as stakes escalate in a conflict that could spell extermination for humanity across all known timelines. An inter-timeline coup d'état gone awry. A renegade British monarch on the run through the streets of Berlin. And robotic alien invaders from a distant timeline flood through a wormhole, wreaking havoc in the USA. Can disgraced worldwalker Rita and her intertemporal extraordinaire agent of a mother neutralize the livewire contention before it's too late? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Charles Stross builds a new series with Empire Games, expanding on the world he created in the Family Trade series, a new generation of paratime travellers walk between parallel universes. The year is 2020. It's seventeen years since the Revolution overthrew the last king of the New British Empire, and the newly-reconstituted North American Commonwealth is developing rapidly, on course to defeat the French and bring democracy to a troubled world. But Miriam Burgeson, commissioner in charge of the shadowy Ministry of Intertemporal Research and Intelligence—the paratime espionage agency tasked with catalyzing the Commonwealth's great leap forward—has a problem. For years, she's warned everyone: "The Americans are coming." Now their drones arrive in the middle of a succession crisis. In another timeline, the U.S. has recruited Miriam's own estranged daughter to spy across timelines in order to bring down any remaining world-walkers who might threaten national security. Two nuclear superpowers are set on a collision course. Two increasingly desperate paratime espionage agencies try to find a solution to the first contact problem that doesn't result in a nuclear holocaust. And two women—a mother and her long-lost daughter—are about to find themselves on opposite sides of the confrontation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Life is indeed a game that we all play to pass time, simply a series of days strung together, made up of how you planned or decided to spend the moments. Like any game how well it is played or whether life's circumstances are interpreted accurately, then used to the best advantage, makes losers and winners to varying degrees. Senseless insanity is alive and well within the world. The world is awash with unruly forces, that if not intent upon harming you do desire to become a destabilising force, either temporarily or over the long term. We are all participants in a charade, how life evolves and turns out all depend on how well the game is played. It is not wise or ideal to treat life like a game of chance, a random roll of the dice that can determine unpredictable outcomes. The cost of success is the careful application of well thought out concepts and ideas. Like any game preparation is critical, understanding the rules, knowing how to manipulate the dynamics at play efficiently to ones own advantage, understanding the intricacies of the rules and how to capitalise upon or create opportunities, pursuing whatever circumstances are present to maximise whatever potential exists to the best advantage. The potential opportunities in life are only limited by the inability to firstly comprehend them and secondly to fully utilise personal abilities to maximise the potential that is available. Don't wait for special times to evolve, rather create them in accordance with your true desires to experience what you wish to make real. Much like any game, the game of life has things that can be obtained, or things that can be lost. How the game is played, the value of the stakes, the opposing factions all come to dictate an outcome, be that favourable or lacking any resemblance of being lucky. A life lived based upon any reliance on luck or fate being favourable is tempting only to the over optimistic, or those extremely lucky ones or who were fortunate in the past and believe that good fortune will continue in the future. While it takes resources to control the world, the control of your own specific world environment is really within your potential to achieve. How you choose to control your world, as well as to what extent your desires are put into action, determine whether your life will meet your wishes or not. The amount of thought and energy you exhort, the persistence of that effort, all comes to determine whether and to what degree what you want is what you actually get. In life you may win or loose at times, it's basically just like playing a game: the right mentality is chancing the wheel of life by trusting and ensuring you will win just the same.

"A rich, sensual, bewitching adventure of good vs. evil with love as the prize." ~Publisher's Weekly on ETERNITY 300 years ago, Raven St. James was hanged for witchcraft. But she revives among the dead to find herself alive. She is an Immortal High Witch, one of the light. A note from her mother warns that there are others, those of the Dark, who preserve their own lives by taking the hearts of those like her. Duncan Wallace's forbidden love for the secretive lass costs him his life. 300 years later, he loves her again, tormented by hazy memories of a past that can't be real. She tells him of another lifetime, claims to be immortal. Though he knows she's deluded, he can't stay away. And the Dark Witch after her heart is far closer than either of them know. If you liked the TV Series HIGHLANDER, you will LOVE this series. Don't miss Book 2, INFINITY. "A hauntingly beautiful story of a love that endures through time itself." ~New York Times Bestselling Author, Kay Hooper "This captivating story of a love that reaches across the centuries, becomes as immortal as the lover's themselves, resonates with timeless passion, powerful magic, and haunting heartbreak." ~BN.com's official review

"The family elements in the story - the real struggles with marriage, raising a family, making a living, and just trying to enjoy life - have broadened the book's appeal to a wider audience, primarily women who are not into technology."DARK END OF SPECTRUM will make you think twice before turning on your cell phone or PDA!DARK END OF THE SPECTRUM is a frighteningly plausible and headline ripping tale of the real threats that loom in cyberspace and beyond with a Michael Crichton realism. Based on the author's years of research into the hacker culture DARK END OF THE SPECTRUM is a thriller that will connect with everyone with a cell phone, PDA or wireless device When a group of digital terrorists known as ICER take over the US power grid and the cell phone network, they give the government an ultimatum - bomb the borders of Afghanistan and Pakistan with nuclear weapons to put an end to Al-Quada or they will start downing commercial airliners. When the government refuses, ICER destroys most of the downed aircraft in airports all over the country. When ICER sends a pulse that will kill millions on the East Coast, only security expert Dan Riker can stop them, but ICER has kidnapped Dan's family.Will Dan save his family or will millions die?

Need an activity to go with your Sunday school lesson on Noah's Ark? This card game takes a lot of hints from simple card games like 'Go Fish' and 'Old Maid' but makes them fresh, new, and Bible Story Themed! Be the first player to get at least 4 pairs of animals on your ark. Then, you have to play the Olive Branch and Dove before anyone else. Play multiple rounds and keep score. With 20 cute and fun animals to match, this game will be fun whether or not you're at Sunday School.)

A heavenly shade of blue was always in her eyes and her innocent smile captured the hearts of many. But even a beautiful smile can cover the ugliest of things. Who would've ever known that the beautiful and loving Princess Marrisa would fall victim to a very dark and hostile scheme, conjured up by something that is as old as time? No one did—not even Tairren, who was one of Marrisa's dearest friends. Overtaken by Marrisa's beauty and charm, Tairren was very much in love with her and would do anything for her—even if that meant facing the overwhelming powers of darkness... It was on Marrisa's long awaited sixteenth birthday, her engagement to Prince Phillip and the day before her enthronement to the kingdom of Ishkar, when it happened. When Marrisa is abducted by someone she had always trusted, she is forced into the Forbidden Lands of Minslethrate and awakens upon a plot that would shake the world. With the company of his very different comrades, the unconventional Lady Natalia and the arrogant Prince Phillip of Ishkar, Tairren travels across the uncertain lands of Minslethrate to rescue Marrisa. They begin to realize that their precarious situation is dealing with more than just a kidnapped princess—that's just the beginning... They must trust in the unseen God of Light and have faith in a legend that they don't even understand. While their beloved princess awaits a terrifying fate, they must become awakened by light if they are to face their own dark quest... Prophecy stirs, blood spills, light burns and darkness screams—revealing The Last Legend...

Book Excerpt: ...I."But might not Three Bears make up a war party and go forth to seek her? "Alas! that may not be." Timid Hare told herself. "My dear father would himself meet death at the hands of these cruel warriors."The rent in the curtain was nearly sewed up when Black Bull stole into the lodge. He wanted to talk to the little stranger with eyes sad like his own, and he did not wish his mother to know it.Behind Black Bull came his dog, wolfish-looking like most of his breed, but as Black Bull squatted in his corner, the animal crouched close at his master's side as though he loved him."Poor fellow, he has a pet to follow him about just as I had at home," thought Timid Hare. "Perhaps by-and-by the dog may learn to love me too." There was a big lump in the little girl's throat, and she coughed as she tried to choke it back."Hard work," said Black Bull as he watched her pulling the coarse thread through the buffalo skin and trying not to tear it. "Hard work," he repeated. "Too bad "Timid Hare...

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