

Tech Mage The Magitech Chronicles Book 1

The Practice Effect Hand of Mars Freedom's Fire The First Ark Street Cultivation Awaken Online: Evolution Destroyer Final Fantasy XV: the Dawn of the Future Alita: Battle Angel - The Official Movie Novelization Wulfrik Chameleon Assassin Japanese Culture Through Videogames The Crimson Queen Dungeon Lord Tamer The Dark Lord Bert Tech Mage Rune Empire The Rise of Magicks King's Gate 2 Beyond All Expectations Apollo Burn Write to Market Mindjammer PTSD Radio Space Knight Rogue Dungeon The Black Lung Captain Final Fantasy VII: The Kids Are Alright: A Turks Side Story The Last Oracle Neverness Piper Robbin and the American Oz Maker Dungeon Calamity The Silver Sorceress Tales from the Void The Halo Effect American Gods Sword & Citadel Eradication Ritualist

The Practice Effect

An epic masterwork of science fiction, Neverness is a stand-alone novel from one of the most important talents in the genre.

Hand of Mars

Examining a wide range of Japanese videogames, including arcade fighting games, PC-based strategy games and console JRPGs, this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression. Well-known titles such as Final Fantasy, Metal Gear Solid, Street Fighter and Katamari Damacy are evaluated in detail, showing how ideology and critique are conveyed through game narrative and character design as well as user interface, cabinet art, and peripherals. This book also considers how 'Japan' has been packaged for domestic and overseas consumers, and how Japanese designers have used the medium to express ideas about home and nation, nuclear energy, war and historical memory, social breakdown and bioethics. Placing each title in its historical context, Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan. Comparing Japanese videogames with their American counterparts, as well as other media forms, such as film, manga and anime, Japanese Culture Through Videogames will be useful to students and scholars of Japanese culture and society, as well as Game Studies, Media Studies and Japanese Studies more generally.

Freedom's Fire

The Eradication Has Begun The Eradication has finally begun, and there is little hope of victory. Mankind's fleets are devastated. Their Tigris allies have lost their homeworld, and only a few Primo survive. They need allies, but few are left to be had. Fizgig sets out to persuade the notoriously hostile Jaguar Pride to join the war. Dryker fights a running retreat, losing on every front while the Eye pushes slowly toward Earth. Their only hope is Captain Nolan, leading his squad in a quest to find the legendary Birthplace. There, if ancient Primo myths are right, they will find the vessel known as the Forge. But they are not the only ones seeking it, and if the Void Wraith get there first then all hope is gone.

The First Ark

How does a 1-hit-point goblin become the Dark Lord? By accident. Bert is a tiny goblin with big dreams. He follows adventurers, and loots the copper they leave behind when they take the real loot. One day, Bert hopes, he'll have enough copper to buy a warg, and finally promote from a 1-HP critter to a Warg Rider. Kit is a typical gamer hoping to enjoy a good story, but her friends are more interested in rules, loot and experience. Kit's friends Crotchshot, Brakestuff, and the White Necromancer rampage their way across the land desperately seeking the Dark Lord trope, which gives the wielder the power to reshape the world. When Bert accidentally steals the trope, Kit is forced to make a choice. Should she help her friends, or help a new Dark Lord rise to power? The world will never be the same. Get ready for The Dark Lord Bert. For gamers of all flavors, from video to pen & paper RPGs, and fans of both litRPG and GameLit. If you grew up tossing dice, playing video games, and binging fantasy novels then you're going to love Bert.

Street Cultivation

Long ago the world fell into twilight, when the great empires of old consumed each other in sorcerous cataclysms. In the south the Star Towers fell, swallowed by the sea, while the black glaciers descended upon the northern holdfasts, entombing the cities of Min-Ceruth in ice and sorcery. Then from the ancient empire of Menekar the paladins of Ama came, putting every surviving sorcerer to the sword and cleansing their taint from the land for the radiant glory of their lord. The pulse of magic slowed, fading like the heartbeat of a dying man. But after a thousand years it has begun to quicken again. In a small fishing village a boy with strange powers comes of age . . . A young queen rises in the west, fanning the long-smoldering embers of magic into a blaze once more . . . Something of great importance is stolen - or freed - from the mysterious Empire of Swords and Flowers . . . And the immortals who survived the ancient cataclysms bestir themselves, casting about for why the world is suddenly changing . . .

Awaken Online: Evolution

Following the deadly assault on the Scholia by the kith'ketan, Keilan and Nel pursue the paladin Senacus south, hoping to catch him before he vanishes into the Gilded Cities. Nel desires vengeance for the death of her lover, while Keilan hopes to find answers about the immortal sorcerers who sought to challenge the Crimson Queen . . . In the Empire of Swords and Flowers a young woman is called upon to avenge her father's death and return honor to her family . . . And after a millennia-long imprisonment, the monstrous Chosen are again free to work their dark will upon the world of man . . .

Destroyer

IT IS THE SECOND AGE OF SPACE In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of The Desert of Souls "Science fiction like this never dies." - Chris Helton, Dorkland "Complex, gripping the most original sci-fi you're likely to get" - G*M*S Magazine "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - Stargazer's World "William Gibson-like in the intensity of the ideas it introduces a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - Shores of Night

Final Fantasy XV: the Dawn of the Future

Roark von Graf-hedge mage and lesser noble of Traisbin-is one of only a handful of Freedom fighters left, and he knows the Resistance's days are numbered. Unless they do something drastic But when a daring plan to unseat the Tyrant King goes awry, Roark finds himself on the run through an interdimensional portal, which strands him in a very unexpected location: an ultra-immersive fantasy video game called Hearthworld. He can't log out, his magic is on the fritz, and worst of all, he's not even human. He's a low-class, run-of-the-mill Dungeon monster. Some disgusting, blue-skinned creature called a Troll. At least there's one small silver lining-Roark managed to grab a powerful magic artifact on his way through the portal, and with it he might just be able to save his world after all. Unless, of course, the Tyrant King gets to him first From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Legend of the Treesinger and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down! "An excellent start to a series, this book has everything I look for in a fantasy novel: action, intrigue, and evolution!" - Dakota Krout, author of

the Divine Dungeon and the Completionist Chronicles

Alita: Battle Angel - The Official Movie Novelization

fter exiting Awaken Online to find himself holding a knife and standing over two dead bodies, Jason is now being investigated for murder. To make matters worse, Claire has stumbled upon evidence of Alfred's involvement in the incident. With his real-life in shambles and his enemies in-game growing in strength, Jason re-enters Awaken Online truly desperate - the game now his only lifeline. He will need to move quickly to complete the Old Man's quest and to obtain the power he was promised.

Wulfrik

Dark forces are threatening everything that Dungeon Lord Edward Wright cares about and they don't expect what they're about to get. Only a few weeks have passed since the Battle of Burrova, and Edward and his friends are busier than ever improving the Haunt and protecting the surviving villagers. Sadly, time is a scarce commodity in the world of Ivalis. Soon enough, Ed finds himself thrown in conflict against the man behind the mindbrood's attack, a man who is seemingly capable of shrugging off mortal wounds and who is willing to unleash a devastating plague of undead against the Haunt and everyone inside. Only the otherworldly powers of a Dungeon Lord may be capable of protecting the Haunt against the rapidly approaching danger but can Edward remain the same man if he exposes himself to the corrupting influence of that very same power?

Chameleon Assassin

The Event of Myths and Legends has started! The first spawn points have started to open, issuing forth creatures and people that were banished from Emerilia long ago. Dave and the Pandora's Box group are advancing their plans and building projects as fast as possible. When an opportunity arises to take their projects to the next level they're going to have to use all of their tricks and crafting abilities in order to seize it. The Stone Raiders and the Terra Alliance that they have formed will undergo it's first baptism, the time of peace has ended. In this event they need to be the strongest to protect what they care for. Either they will die again and again losing levels and people of Emerilia, or they will be able to stand, their strength growing to new heights.

Japanese Culture Through Videogames

Chris Wooding, author of the thrilling novel *Retribution Falls*, returns to a fantastical world of spectacular sky battles and high-flying heroics for another epic adventure. Deep in the heart of the Kurg rainforest lies a long-forgotten wreck. On board, behind a magically protected door, an elusive treasure awaits. Good thing Darian Frey, captain of the airship *Ketty Jay*, has the daemonist Crake on board. Crake is their best chance of getting that door open—if they can sober him up. For a prize this enticing, Frey is willing to brave the legendary monsters of the forbidding island and to ally himself with a partner who's even less trustworthy than he is. But what's behind that door is not what any of the fortune hunters expect, any more than they anticipate their fiercest competitor for the treasure—a woman from Frey's past who also happens to be the most feared pirate in the skies. From the Trade Paperback edition.

The Crimson Queen

"The Citadel of the Autarch brings *The Book of the New Sun* to its harrowing conclusion, as Severian clashes in a final reckoning with the dread Autarch, fulfilling an ancient prophesy that will alter forever the realm known as Urth." -- Back cover.

Dungeon Lord

A lot has changed in two years since the Lifestream erupted, and a new city, Edge, has been born from the wreckage. There, a young man and woman run a private detective agency, but then they run into the infamous Turks of the Shinra Electric Power Company. The world of *Final Fantasy VII* expands with this prequel to the events of *Advent Children*!

Tamer

Many authors write, then market. Successful authors write TO market. Have you written a book that just isn't selling? Would you like to write a book that readers eagerly devour? Many authors write, then market. Successful authors write TO market. They start by figuring out how to give readers what they want, and that process begins before writing word one of your novel. This book will teach you to analyze your favorite genre to discover what readers are buying, to mine reviews for reader expectations, and to nail the tropes your readers subconsciously crave. Don't leave the success of your novel up to chance. Deliver the kind of book that will have your fans hounding you for the next one.

The Dark Lord Bert

ROGUE MAGe TURNED INTERPLANETARY ENVOY Three years ago, as Ship's Mage of the starship *Blue Jay*, Damien

Montgomery was pursued to the edge of human space by both the agents and enemies of the Mage-King of Mars -- before being brought in from the cold. Now, trained in new skills by the Mage-King himself, Damien has been sent to the planet Ardennes alongside Alaura Stealey, Hand of the King. A rebel movement there has destroyed cities fighting a Governor seemingly lost to corruption. But not all on Ardennes is as it seems. As allies becomes enemies and an entire world comes apart in chaos around him, Damien will find both his skills and integrity tested to the utter limit.

Tech Mage

In the modern world, qi is money. The days of traveling martial artists and mountaintop masters are over. Power is controlled by corporations, modernized martial arts sects, and governments. Those at the bottom of society struggle as second class citizens in a world in which power is a commodity. Rick is a young fighter in this world. He doesn't dream of immortality or becoming the strongest, just of building a better life for himself and his sister, who suffers from a spiritual illness. Unfortunately, life isn't that easy

Rune Empire

Upon this 80th anniversary of the Wizard of Oz, "Piper Robbin and the American Oz Maker" officially joins the "heretical apocrypha of Oz." In other words, a work of imaginative fiction borrowing heavily from Oz, but not subject to the confines of Oz canon. This dark and epic science-fantasy by Warwick Gleeson features three of the most protean and uniquely flawed heroes ever forged in 21st century speculative fiction, and too, a villain that makes Voldemort look like Tinkerbell. Synopsis After a homicidal alien from Orion arrives on Earth intent on annihilating human life, the 21st century's greatest sorcerers create a network of seven Oz-like city worlds designed to harbor the human race in a newly formed utopia while also protecting it from the alien entity. But the alien is far more magically powerful than anyone suspected. Piper Robbin, ancient daughter of the Earth's greatest sorcerer inventor, Edison Godfellow, must sacrifice all to defeat the implacable force that calls itself "The Witch Queen of Oz," and quickly, before Earth becomes only a cold cinder floating among the stars.

The Rise of Magicks

Starships. Dragons. Magic. Heroes. Tales from the Void includes ten stories from the furthest reaches of space, each combining fantasy and science fiction to create something entirely new. Heroes Pillaging magic from dead gods, dragons battling starships, and much, much more! The Heart of Nefarius by Chris Fox Eradicated by Izzy Shows Streamers by Alec Hutson Magic in the Stars by Justin Sloan Freedom by Sam Witt Mystically Engineered by Craig Martelle The Navigator

by Trevor Gregg Void Defenders by Saul Roberts Tech, Lies, and Wizardry by J.S. Morin Star Mage Exile by J.J. Green

King's Gate 2

Physicist Dennis Nuel is the first human to probe the strange realms called anomaly worlds: alternate universes where the laws of science are unpredictably changed. But the world Dennis discovers seems almost like our own—with one perplexing difference. To his astonishment, he's hailed as a wizard, meets a beautiful woman with strange powers, and finds himself fighting a mysterious warlord as he struggles to solve the riddle of this baffling world.

Beyond All Expectations

"There is a voice in my head, slithering through my mind like a serpent. It whispers dark things. Tells me to feed." -Osiris, Egyptian Lord of the Underworld. Were the Egyptian gods fanciful imaginings of primitive people, or something more? Some believe that they once walked the earth as mortals, that they warred and loved just as any of their worshippers. This is their story, the tale of how Isis gained the power of shaping. How mighty Osiris died and lived again. How they discovered the fabled First Ark, a structure older than man. It is the tale of us all, the story that shaped our race from cave dwellers into the people we are today. Are these fanciful tales? Or long lost truth wrapped in myth? Only time knows. "It's like Clan of the Cave Bear ran right into The Walking Dead." - The author's totally biased friend. The Deathless Saga Book 0: The First Ark Book 1: No Such Thing As Werewolves Book 2: No Mere Zombie Book 3: Vampires Don't Sparkle (October 2015)

Apollo Burn

Write to Market

With new powers and new women, Alex Burke will fight his way across Ratonya. The Covenant has sent gifted killers against him, but he will not be stopped. With an elf, a giant, and a demon, he'll prove that killing him is going to be harder than his enemies ever imagined. As his power grows, Alex will find the gods themselves are involved in his future-- and his past.

Mindjammer

The dead walk the land. The dungeon rises. War will move the Heavens and the Earth. Powerful necromancers are on the move, and the dungeon has become a battleground. Without his faithful Wisp, Cal's mind slips—he begins creating traps and

monsters that go against his already loose morals. A direct threat from an unexpected force causes Cal's mind to stabilize, but he doesn't know for how long. Using every resource at his disposal, he works to keep his mind clear while he funds a search for his lost companion. When others fail him again and again, Cal takes matters into his own hands. Deadly situations remind Dale that no matter how well he does in his secluded community, he is still considered a weakling in the greater world. Deciding that his physical and mental training are not enough-Dale resolves to gain strength by any means necessary. Both are aware that they need to keep moving. If they stop, their choices could kill them.

PTSD Radio

Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same

Space Knight

In a universe where technology and magic co-exist, Nicholas Lyons desires one thing: to serve his queen as a Space Knight in the Royal Trident Forces. But when his final mission as an Academy cadet goes horribly wrong, Nicholas discovers he possesses illegal magical abilities that grant him power far beyond that of a normal man, knight, or mage. When a clandestine assignment lands Nicholas on the worst starship in the kingdom's fleet, he finds a motley crew of warriors hiding their own terrible secret. Death and betrayal lurk around every corner, and Nicholas finds himself torn between his loyalties to his new crew, or the oath he swore to his queen. And death no matter which choice he makes.

Rogue Dungeon

King Arthur lives. Now, he's up against a threat that can destroy what he's built. But he must trust her, so she can kill him. Brilliant scientist and Binary A.I. CEO Anora Myrrdin has lost her only brother. She's out for revenge and everyone is going to pay--including Arthur, her brother's final experiment and killer. Arthur's Avallach Team is fractured and half are dead or missing, yet Arthur drives toward his vision of the future. The Paladins grow in power, ability and doubt. Sergeant Percival 'Percy' Jones is Arthur's most loyal Paladin, but months after the destruction of Tintagel and the presumed death of Indiana, he questions Arthur's leadership and the uneasy partnership with the shadowy group known as the Sisterhood. Percy has a future of his own in mind, and he turns to the most unlikely of mentors - Anora. Owen LaFayette in every way is Arthur's

equal and now he has Arthur's technology and powers. The Chevaliers are growing fast in numbers. Yet Owen doesn't have all that Arthur has--Caliburn and his charisma. Owen wants what Arthur has and he's going to do whatever he must to be Arthur. Anora may be the link that takes it all away. What will Anora be--the Betrayer or the Savior of Avallach? Read where Fall to Earth left off--a blend of science fiction, thrill, and mythology--Arthur himself heralds fundamental changes in humanity for generations to come.

The Black Lung Captain

War in the Heavens for Freedom on EarthThe first interstellar war, a generation ago, left humanity enslaved. Now humans fight in the armies of their masters to save themselves from annihilation. At least, that's what the propaganda insists is true. What the layers of lies keep hidden, is how badly the new war is going for the people of earth.Now it's Dylan Kane's turn to blast into the heavens and join the battle, but what his masters don't know, is that by putting a weapon in his hands, they're giving him the key to unlocking his hopes of freedom.When the railgun slugs are tearing through his ship, and the vacuum is sucking the life out of his wounded friends, will Dylan's years of repressed rage turn into enough bravery to make his dream come true?The Freedom's Fire Seriesbook 1 - Freedom's Firebook 2 - Freedom's Furybook 3 - Freedom's Fray

Final Fantasy VII: The Kids Are Alright: A Turks Side Story

Controversial and iconoclastic, a veteran corporate manager and business school professor exposes the dangerous myths, fantasies, and delusions that pervade much of the business world today.

The Last Oracle

The official novelization to the highly anticipated science fiction movie, Alita: Battle Angel. In the twenty-sixth century, a female cyborg is rescued from the scrap heap by a scientist The official novelization to the highly anticipated science fiction film Alita: Battle Angel, based on Yukito Kishiro's Battle Angel Alita manga, set to be released on February 14, 2019. The film is directed by Robert Rodriguez, written and produced by James Cameron (Titanic, Avatar) and stars Rosa Salazar, Christoph Waltz, Jennifer Connelly, Ed Skrein, Jackie Earle Haley and Mahershala Ali.

Neverness

Mankind's outer colonies are disappearing. Without warning. Without a trace. Fleet command chalks the attacks up to pirates, but Captain Dryker of the UFC Johnston isn't buying it. Defying command, he leads his misfit crew into hostile

territory in search of answers. They encounter the mythical Void Wraith, an unstoppable legend whispered by the first race. After 26,000 years the Void Wraith have returned to begin the next Eradication. Their technology is superior, their motives unclear. Humanity cannot stop them. Not without help. Captain Dryker's only hope is to forge an alliance with mankind's greatest enemy, the savage Tigris. One maverick captain, an unlikely crew, and an aging vessel are all that stand between humanity and the Eradication. "It's like Battlestar Galactica and Mass Effect had a baby, and that baby was raised by Starcraft. I read this book in one sitting, and immediately looked for the next."- The author's totally biased friend.

Piper Robbin and the American Oz Maker

Dungeon Calamity

...gragh.....lau...gh.....pull...pull.....gu...shi.....ma.....here...la...ss?ww....Oww.....the
dream.....Who.....areAgh...ah...Aaa...aAH!..geh...?
Grblrrblrr...rgh.....SHICK.....AaaAHhh.....ha...ir?.No....eye...look.....days... ..th.....this is AERN-BBC, PTSD Radio. No
tuning nec...essary.

The Silver Sorceress

The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.

Tales from the Void

Enslaved and Forced to Fight Dragons Aran awakens in chains with no memory. He's conscripted into the Confederate Marines as a Tech Mage, given a spellrifle, then hurled into the war with the draconic Krox and their Void Wyrms masters. Desperate to escape, Aran struggles to master his abilities, while surviving the Krox onslaught. Fighting alongside him are a Major who will do anything to win, a Captain who will stop at nothing to see him dead, and a woman whose past is as blank as his own. Caught between survival and loyalty Aran must choose. If he flees he will live, but the Krox will burn the galaxy.

Stopping them requires a price Aran may be unable to pay: Learning to trust the very people who enslaved him.

The Halo Effect

Wulfrik the Wanderer brings destruction and death everywhere he treads. Cursed by the Ruinous Powers, the champion must travel across the Old World and seek prizes to appease the forces of Chaos. But now dark forces plot against Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods.

American Gods

A volume of all-new, character-driven stories expanding on the world of the hit video game Final Fantasy XV. This deluxe, hardcover edition includes full-color inserts featuring concept art and exclusive content. To oppose the gods or yield to fate? That is the question confronting each of the characters in The Dawn of the Future. Ardyn, having saved countless lives from the Starscourge, means to become the Founder King of Lucis and instead is cast into tragic exile. On the day the Empire falls, as the imperial capital collapses around them, Commodore Aranea is entrusted with the life of a singular young girl. The Oracle Lunafreya, upon awakening from the slumber of death, discovers that her body has undergone an extraordinary transformation. And after gazing upon the eternal, Noctis, the True King, finally comes to terms with his destiny. Herein lie the stories of the dawning of a new world in Final Fantasy XV.

Sword & Citadel

Control dinosaurs. Tame women. Rule the world. Separated from his tribe and alone in Dinosaurland, Victor Shelby must make his way through endless miles of deadly prehistoric wilderness so that he can return to his beautiful alien women. But on his way, he makes a discovery that will develop the technology of the tribe ten fold. Now he just has to live long enough to bring it back.

Eradication

The #1 New York Times bestselling author of Year One and Of Blood and Bone concludes her stunning new trilogy praised as "A match for end-of-the-world classics like Stephen King's The Stand." After the sickness known as the Doom destroyed civilization, magick has become commonplace, and Fallon Swift has spent her young years learning its ways. Fallon cannot live in peace until she frees those who have been preyed upon by the government or the fanatical Purity Warriors, endlessly hunted or locked up in laboratories, brutalized for years on end. She is determined to save even those who have been

complicit with this evil out of fear or weakness—if, indeed, they can be saved. Strengthened by the bond she shares with her fellow warrior, Duncan, Fallon has already succeeded in rescuing countless shifters and elves and ordinary humans. Now she must help them heal—and rediscover the light and faith within themselves. For although from the time of her birth, she has been The One, she is still only one. And as she faces down an old nemesis, sets her sights on the enemy's stronghold, and pursues her destiny—to finally restore the mystical shield that once protected them all—she will need an army behind her

Ritualist

Libby is a mutant, one of the top burglars and assassins in the world. For a price, she caters to executives' secret desires. Eliminate your corporate rival? Deliver a priceless art masterpiece or necklace? Hack into another corporation's network? Libby's your girl. Climate change met nuclear war, and humanity lost. The corporations stepped in, stripping governments of power. Civilization didn't end, but it became less civilized. There are few rules as corporations jockey for position and control of assets and markets. In the year 2200, the world has barely recovered the level of technology that existed before the ice melted and the subsequent wars. The corporate elite live in their walled estates and skyscraper apartments while the majority of humanity supplies their luxuries. On the bottom level, the mutants, the poor, and the criminals scramble every day just to survive.

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