

# Metro 2034

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*Journey* - Marta Randall 2018-12-05

Fleeing the disapproval of Earth's patrician families, Jason and Mish Kennerin have come to Aerie; distant, insular, inhabited by the enigmatic kasirene. Here they carve out a new life for themselves and their growing family, until the death of a nearby planetary system forces them to open their world, and their lives, to the chaos of change and the genesis of an empire they both crave and resist.

*Burning Tower* - Larry Niven 2006-12-01

Return to the "vivid and unusual" (Kirkus Reviews) world of Larry Niven and Jerry Pournelle's *The Burning City*, where the fire god has retreated into myth, leaving the residents of Tep's Town unprotected for the first time in their history. Unfortunately, a fiery fate isn't the only danger the town is facing. From out of the desert come monsters -- great birds with blades instead of wings, driven by some unknown force. Although they can be killed, the threat these terror birds pose is worse than death. Danger on the roads means no trade. No trade means that Tep's Town will be no more. Sent by the Lords of Lordshills to discover the source of the terror birds, Lord Sandry and his beloved, *Burning Tower*, must travel into a world where magic is still strong -- and where someone or something waits to destroy them! Filled with the sweeping adventure, memorable characters, and imaginative world-building that have defined the novels of Larry Niven and Jerry Pournelle, *Burning Tower* is another triumph.

*Necroscope* - Brian Lumley 2009-09-01

An instant classic, Brian Lumley's astonishing feat of imagination spawned a universe which Lumley has explored and expanded through more than a baker's dozen of novels and

novellas. Millions of copies of *Necroscope* and its successors are in print in a dozen languages throughout the world. Nominated for the British Fantasy Award, *Necroscope* has inspired everything from comic books and graphic novels to sculptures and soundtracks. This new edition of *Necroscope* uses the author's preferred text and includes a special introduction by Brian Lumley, telling how the *Necroscope* saga came to be. It also includes chapter ornaments by Hugo-Award-Winning artist Bob Eggleton, long identified with Lumley's blood-sucking monsters. As a classic, *Necroscope* rightfully claims a place in the Orb trade paperback list, for scholars of the field and the dedicated Lumley collector. And also for all the people who have read more than one mass market copy of the book to tatters. Harry Keogh is the man who can talk to the dead, the man for whom every grave willingly gives up its secrets, the one man who knows how to travel effortlessly through time and space to destroy the vampires that threaten all humanity. In *Necroscope*, Harry is startled to discover that he is not the only person with unusual mental powers--Britain and the Soviet Union both maintain super-secret, psychically-powered espionage organizations. But Harry is the only person who knows about Thibor Ferenczy, a vampire long buried in the mountains of Romania--still horribly alive, in undeath--and Thibor's insane "offspring," Boris Dragosani, who rips information from the souls of the dead in a terrible, ever-lasting form of torture. Somehow, Harry must convince Britain's E-Branch that only by working together can they locate and destroy Dragosani and his army of demonic warriors--before the half-vampire succeeds in taking over the world! At the

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Dystopian States of America: Apocalyptic Visions and Warnings in Literature and Film - Matthew B. Hill 2022-09-30

Dystopian States of America is a crucial resource that studies the impact of dystopian works on American society—including ways in which they reflect our deep and persistent fears about environmental calamities, authoritarian governments, invasive technologies, and human weakness.

Science Fiction Video Games - Neal Roger Tringham 2014-09-10

Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieux or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG). Metro Zweitausendvierunddreißig - Dmitry Glukhovsky 2014-12-08

Metro 2034 - Dmitrij Gluhovski 2020-11-23  
RAZBOJI ISTORIJE SU STALI. U SVETU BEZ BUDUĆNOSTI MALO JE KOME BILO DO NJIH ... TKANINA SE OSULA I OD NJE JE OSTALA ČITAVA SAMO JEDNA NIT... I ZAISTA ŠTA ČOVEKA ČINI ČOVEKOM ... Dve hiljade trideset četvrta. Prošla je još jedna godina u kojoj poslednji pripadnici ljudske rase pokušavaju da prežive u svetu uništenom nuklearnim ratom. Veći gradovi zbrisani su sa lica zemlje, o malima se ništa i ne zna. Preostali ljudi krckaju svoje

poslednje dane u bunkerima i skloništima, od kojih je najveće – Moskovski metropoliten. Svi koji su se našli u njemu dok su po prestonici padale bojeve glave raketa, bili su spaseni. Površni na planeti zagađena je radijacijom i nastanjena čudovištima. Život je od sada moguć jedino pod zemljom. Čovek više nije gospodar na planeti. Bića koja je iznedrila radijacija neuporedivo su prilagođenija izmenjenom svetu. Epoha čoveka je završena. To je svet za koji ne postoji sutra. U njemu nema prostora za maštanja, planove, nadu. Osećanja ustupaju mesto instinktima, od kojih je najvažniji – preživeti. Preživeti po svaku cenu. Stanice su pretvorene u gradove – države, a u tunelima vladaju tama i strah. Stanovnici Sevastopoljske – male podzemne Sparte, uz nadljudske napore preživljavaju na svojoj stanici i brane je. Ali dešava se da Sevastopoljska bude odsečena od velikog metroa, i svim njenim stanovnicima preti strašna smrt. Da bi ljudi bili spaseni, potreban je pravi heroj. Predistoriju događaja opisanih u ovoj knjizi pročitajte u romanu Metro 2033.

The Ultimate Discworld Companion - Terry Pratchett 2021-11-11

The absolute, comprehensive, from Tiffany Aching to Jack Zweiblum guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also the global publishing phenomenon with sales of over 70 million books worldwide (but who's counting?). There's an awful lot of Discworld to keep track of. But fear not! Help is at hand. For the very first time, everything (and we mean everything) you could possibly want to know has been crammed into one place. If you need a handy guide to locales from Ankh-Morpork to Zemphis . . . If you can't tell your Achmed the Mads from your Jack Zweiblumens . . . If your life depends on distinguishing between the Agatean Empire and the Zoons . . . Look no further. Compiled and perfected by Stephen Briggs, the man behind The Ultimate Discworld Companion's predecessor Turtle Recall, this is your ultimate guide to Sir Terry Pratchett's beloved fantasy world.

**A Novel of the Next World War 2034** - Elliot

ACKERMAN 2021-03-27

From two former military officers and award-winning authors, a chillingly authentic geopolitical thriller that imagines a naval clash between the US and China in the South China Sea in 2034--and the path from there to a nightmarish global conflagration. On March 12, 2034, US Navy Commodore Sarah Hunt is on the bridge of her flagship, the guided missile destroyer USS John Paul Jones, conducting a routine freedom of navigation patrol in the South China Sea when her ship detects an unflagged trawler in clear distress, smoke billowing from its bridge. On that same day, US Marine aviator Major Chris "Wedge" Mitchell is flying an F35E Lightning over the Strait of Hormuz, testing a new stealth technology as he flirts with Iranian airspace. By the end of that day, Wedge will be an Iranian prisoner, and Sarah Hunt's destroyer will lie at the bottom of the sea, sunk by the Chinese Navy. Iran and China have clearly coordinated their moves, which involve the use of powerful new forms of cyber weaponry that render US ships and planes defenseless. In a single day, America's faith in its military's strategic pre-eminence is in tatters. A new, terrifying era is at hand. So begins a disturbingly plausible work of speculative fiction, co-authored by an award-winning novelist and decorated Marine veteran and the former commander of NATO, a legendary admiral who has spent much of his career strategically outmaneuvering America's most tenacious adversaries. Written with a powerful blend of geopolitical sophistication and human empathy, 2034 takes us inside the minds of a global cast of characters--Americans, Chinese, Iranians, Russians, Indians--as a series of arrogant miscalculations on all sides leads the world into an intensifying international storm. In the end, China and the United States will have paid a staggering cost, one that forever alters the global balance of power. Everything in 2034 is an imaginative extrapolation from present-day facts on the ground combined with the authors' years working at the highest and most classified levels of national security. Sometimes it takes a brilliant work of fiction to illuminate the most dire of warnings: 2034 is all too close at hand, and this cautionary tale presents the reader a dark yet possible future that we must do all we

can to avoid.

*Metro 2034* - Dmitry Glukhovsky 2015-01-27

The basis of two bestselling computer games *Metro 2033* and *Metro Last Light*, the *Metro* books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of *Night Watch*, Sergei Lukyanenko. A year after the events of *METRO 2033* the last few survivors of the apocalypse, surrounded by mutants and monsters, face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the *Metro* books have become bestsellers across Europe.

**The Immortality Game** - Ted Cross 2014-11-24

Moscow, 2138. With the world only beginning to recover from the complete societal collapse of the late 21st Century, Zoya scrapes by prepping corpses for funerals and dreams of saving enough money to have a child. When her brother forces her to bring him a mysterious package, she witnesses his murder and finds herself on the run from ruthless mobsters. Frantically trying to stay alive and save her loved ones, Zoya opens the package and discovers two unusual data cards, one that allows her to fight back against the mafia and another which may hold the key to everlasting life. **KEYWORDS:** Cyberpunk, Thriller, Technothriller, Mafia, Russia, Moscow, Nanobots, Nanotech, Clones, Immortality, AI, Artificial Intelligence [Metro 2035. English Language Edition.](#) - Dmitry Glukhovsky 2016-12-01

World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny

underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. \* \* \* METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. \* \* \* Dmitry Glukhovsky's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. \* \* \* Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.

**Metro 2034** - Dmitry Glukhovsky 2014-02-20  
The basis of two bestselling computer games Metro 2033 and Metro Last Light, the Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of Night Watch, Sergei Lukyanenko. A year after the events of METRO 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters, face a terrifying new danger as they hang on for

survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become bestsellers across Europe.

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Metro 2033 - Dmitry Glukhovsky 2011

This translation originally copyrighted in 2009.

**Futu. Re** - Dmitriï Glukhovskii 2015-10-05

'A worthy successor to '1984' and 'Brave New World' - PLAYBOY  
What would I do for eternal life? Discoveries made within our lifetime will allow people to remain young forever. There is no more death. Our children will never die. Welcome to a world inhabited by people who are perfectly healthy, beautiful and eternally young. Every utopia has its shadowy backstreets. Someone has to make sure that overpopulation doesn't bring the wonderful world of the future crashing down. Someone has to make people forget their animal instincts and live in a fitting way for immortals. Maybe that someone is me? The utopia "FUTURE" is the first novel after five years' silence from Dmitry Glukhovsky, author of the cult novel "METRO 2033". The author's books have been translated into dozens of foreign languages, selling in millions of copies, and have been adapted for the big screen in Hollywood - but none of them will grip you like "FUTURE".

**The New Urban Gothic** - Holly-Gale Millette  
2020-10-17

This collection explores global dystopic, grotesque and retold narratives of degeneration, ecological and economic ruin, dystopia, and inequality in contemporary fictions set in the urban space. Divided into three sections—Identities and Histories, Ruin and Residue, and Global Gothic—The New Urban Gothic explores our anxieties and preoccupation with social inequalities, precarity and the peripheral that are found in so many new fictions across various media. Focusing on non-canonical Gothic global cities, this distinctive collection discusses urban centres in England's Black Country, Moscow, Detroit, Seoul, Hong Kong, Bangkok, Singapore, Delhi, Srinagar, Shanghai and Barcelona as well as cities of the imaginary, the digital and the animated. This book will appeal to anyone interested in the

intersections of time, place, space and media in contemporary Gothic Studies. The New Urban Gothic casts reflections and shadows on the age of the Anthropocene.

**New Media in New Europe-Asia** - Jeremy Morris 2016-04-14

This volume offers an in-depth investigation of the role of new media in the political, social and cultural life in the region of Europe-Asia. By focusing on new media, which is understood primarily as internet-enabled networked social practice, the book puts forward a political and cultural redefinition of the region which is determined by the recognition of the diversity of new media uses in the countries included in the study. This book focuses on the period prior to the advent of 'world internet revolutions', and it registers the region at its pivotal moment—at the time of its entry into the post-broadcast era. Does the Internet aid democratisation or is it conditioned by socio-political norms? Has the Internet changed politics or has it had to fit existing political structures? Has the use of digital technologies revolutionized election campaigns? How is hyperlinked society different from society prior to the advent of the web? How do ordinary people actually use the Internet. These and other pressing questions - crucial to understanding the post-socialist world - are investigated in the current volume. This book was published as a special issue of Europe-Asia Studies.

*The Shattered Skies* - John Birmingham 2022-01-11

Humanity's last surviving heroes must protect a shattered civilization from an all-conquering enemy in this thrilling sequel to *The Cruel Stars*. "[The Shattered Skies] is a delightful military space adventure that runs at full tilt."—Booklist  
The Sturm, an empire of "species purists," have returned from the farthest reaches of Dark Space to wage a war against what they call mutants and borgs: any human being with genetic or neural engineering. In a sneak attack, they overwhelmed almost all of humanity's defenses, blasting vicious malware across galaxy-spanning networks, dark code that transformed anyone connected to the system into a mindless psychotic killer. The Sturm's victory seemed complete, their final triumph inevitable, until one small band of intrepid,

unlikely heroes struck back. Commander Lucinda Hardy and Admiral Frazer McLennan used the Armadalen Navy's final surviving warship to fend off the Sturm, destroying the massed power of an entire Attack Fleet. With brilliant tactics—and support from drunken, grief-ravaged pirate Sephina L'trel and treasonous battle-rig operator Booker—this ragtag crew sent the Sturm running, managing to save Princess Alessia, the sole surviving heir to the gigantic Montanblanc ul Haq Corporation and perhaps Earth's only remaining senator. Now left with the remains of a fallen civilization, they must work together to rebuild what was lost and root out the numberless enemies of Earth. The Sturm invaders remain vastly more powerful—and they may not be the only threat lurking in the darkness of space.

**The Jennifer Morgue** - Charles Stross 2009-01-06

Bob Howard, geekish demonology hacker extraordinaire for "The Laundry," must stop ruthless billionaire Ellis Billington from unleashing an eldritch horror, codenamed "Jennifer Morgue," from the ocean's depths for the purpose of ruling the world...

*Death Rituals* - Josh Hancock 2017-09-04

When Cherie Alvarez was a child, a moment of shocking violence shattered her world into a thousand bloody pieces. Plagued by nightmares and taunted by schoolyard bullies, the young girl spent years recovering from what law enforcement described as a "sickening and gruesome act of evil." Now a college student, Cherie has found solace in film, theater, and all the beloved traditions of the Halloween season. But when she and her friends participate in an immersive, "extreme" haunted attraction, Cherie must once again break the chains of victimhood and face the open wounds of her past. After enduring one man's twisted vision of horror and perversion, Cherie finds herself challenged by a cult-like force determined to destroy her. What follows is a singular night of grueling terror, calculated revenge, and backwoods slaughter. An epistolary thriller, *DEATH RITUALS* gathers the ephemera of a young woman's life—short stories, articles, scripts, photographs, televised reports, and more—to tell a story of chilling depravity and undaunted courage.

*Metro 2034 (NE)* -

## **Metro 2034** - 2020

*Seven Mercies* - L. R. Lam 2022-01-25

The second book in a feminist space opera duology that follows the team of seven rebels who will free the galaxy from the ruthless Tholosian Empire--or die trying. After an ambush leaves the Novantae resistance in tatters, the survivors scatter across the galaxy. Wanted by two great empires, the bounty on any rebel's head is enough to make a captor filthy rich. And the seven devils? Biggest score of them all. To avoid attacks, the crew of Zelus scavenge for supplies on long-abandoned Tholosian outposts. Not long after the remnants of the rebellion settle briefly on Fortuna, Ariadne gets a message with unimaginable consequences: the Oracle has gone rogue. In a planned coup against the Empire's new ruler, the AI has developed a way of mass programming citizens into mindless drones. The Oracle's demand is simple: the AI wants One's daughter back at any cost. Time for an Impossible to Infiltrate mission: high chance of death, low chance of success. The devils will have to use their unique skills, no matter the sacrifice, and pair up with old enemies. Their plan? Get to the heart of the Empire. Destroy the Oracle. Burn it all to the ground.

*Metro 2034* - Dmitrij Aleksejevič Gluchovskij 2019

Katastrofický sci-fi román z nedaleké budoucnosti volně navazuje na úspěšný titul *Metro 2033*. Po celosvětové jaderné katastrofě se lidé z Moskvy, kteří náhodou zůstali naživu, skrývají na stanicích podzemky. Na povrch nemůžou, protože je radiace dosud příliš silná, a navíc nahoře bydlí podivné zmutované obludy. Nemají ani spojení s jinými lidmi jinde na světě a dokonce ani nevědí, jestli ještě někdo někde přežil. Když se pokoušejí spojit rádiem s jinými městy, ozývá se jen nějaké podivné vytí a šumění. Snaží se tedy vyjít s tím co mají, zakládají v podzemí žampionové farmy a prasečince, jednotlivé stanice metra se postupně mění v malé státy. Ale jak se zmenšuje jejich svět, redukuje se i jejich morálka. City střídají pudy, ze všeho nejdůležitější je přežít.

**BioShock: Rapture** - John Shirley 2012-06-26

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.

*Duelling, the Russian Cultural Imagination, and Masculinity in Crisis* - Amanda DiGioia 2020-10-13

This book, written from a feminist perspective, uses the focus of duelling to discuss the nature of masculinity in Russia. It traces the development of duelling and masculinity historically from the time of Peter the Great onwards, considers how duelling and masculinity have been represented in both literature and film and assesses the high emphasis given in Soviet times to gender equality, arguing that this was a failed experiment that ran counter to Russian tradition. It examines how duelling continues to be a feature of life in contemporary Russia and relates the situation in Russia to wider scholarship on the nature of masculinity more generally. Overall, the book contends that Russia's valuing of a strong, militaristic form of masculinity is a major problem.

**Misery** - Stephen King 2020-05-05

*Metro 2034* - Дмитрий Глуховский 2017

**The Night Boat** - Robert McCammon 2012-01-03

A scuba diver unearths a sunken U-boat that holds a terrible secret Robert Moore had a cushy life in Baltimore. The son of a bank president, he could have had the old man's job if he'd just waited in line. But Moore isn't the patient type, and rather than spend his life trapped behind a desk, he decamped for the Caribbean, to pass his days diving beneath the perfect blue sea. One day, diving deeper than usual, he spies a sunken ship. His investigations disrupt an unexploded depth charge, which hurls Robert to the surface with the sunken ship not far behind. The U-boat, still seaworthy after all these decades, drifts towards the island and gets caught on the reef. A strange knocking echoes from inside the hull, as though something within is still alive. When Robert opens the long-closed hatch, he'll learn that some sunken treasure is better left undisturbed.

**Endgame, Volume 2** - Derrick Jensen 2006-06-06

Incensed and hopeful, impassioned and lucid, this volume focuses on mankind's ability to adapt

to the impending ecological revolution.

**Hell Divers** - Nicholas Sansbury Smith

2016-07-19

The New York Times and USA Today bestselling series They dive so humanity survives ... More than two centuries after World War III poisoned the planet, the final bastion of humanity lives on massive airships circling the globe in search of a habitable area to call home. Aging and outdated, most of the ships plummeted back to earth long ago. The only thing keeping the two surviving lifeboats in the sky are Hell Divers—men and women who risk their lives by skydiving to the surface to scavenge for parts the ships desperately need. When one of the remaining airships is damaged in an electrical storm, a Hell Diver team is deployed to a hostile zone called Hades. But there's something down there far worse than the mutated creatures discovered on dives in the past—something that threatens the fragile future of humanity.

*Metro 2034* - Dmitry Glukhovskiy 2016-03-10

The superb and long-awaited sequel to the cult bestseller *Metro 2033*, the second volume in the *Metro* trilogy, *Metro 2034* continues the story of survival and struggle that unfolds in the mazes of the Moscow subway after the World War Three. As the entire civilization was wiped out by atomic bombs and the surface of the planet is polluted with nuclear fallout, the only place suitable for man to live are shelters and bunkers, of which the largest is the subway system of Moscow, aka the Metro. The year is 2034.

There's no hope for humans to once return to the surface of Earth, to repopulate the forsaken cities, and to become once again the masters of the world they used to be. So they rebuild a strange and grotesque civilization in the tunnels and at the stations of the subway. Stations become city-states that wage trade and war on each other. A fragile equilibrium is established. And then all can be ruined in matter of days. A new horrible threat looms that can eradicate the remains of humanity and end our era. It would take three unlikely heroes to face this menace... This is the first US edition of *Metro 2034*, containing black and white hip illustrations by Anton Grechko for each chapter. Translated from Russian by Andrew J. Bromfield, one of the top 5 world specialists.

[Russian Literature since 1991](#) - Evgeny

Dobrenko 2015-11-12

Russian Literature since 1991 is the first comprehensive, single-volume compendium of modern scholarship on post-Soviet Russian literature. The volume encompasses broad, complex and diverse sources of literary material - from ideological and historical novels to experimental prose and poetry, from nonfiction to drama. Written by an international team of leading experts on contemporary Russian literature and culture, it presents a broad panorama of genres in post-Soviet literature such as postmodernism, magical historicism, hyper-naturalism (in drama), and the new lyricism. At the same time, it offers close readings of the most prominent works published in Russia since the end of the Soviet regime and elimination of censorship. The collection highlights the interdisciplinary context of twenty-first-century Russian literature and can be widely used both for research and teaching by specialists in and beyond Russian studies, including those in post-Cold War and post-communist world history, literary theory, comparative literature and cultural studies.

*Metro 2033* - Dmitry Glukhovskiy 2009-05

Estamos en el año 2033. Tras una guerra devastadora, amplias zonas del mundo han quedado sepultadas bajo escombros y cenizas. También Moscú se ha transformado en una ciudad fantasma. Los supervivientes se han refugiado bajo tierra, en la red de metro, y han creado allí una nueva civilización. Una civilización diferente de todas las que habían existido con anterioridad. Este libro narra las aventuras del joven Artjom, un muchacho que abandona la estación de metro donde ha pasado buena parte de su vida para tratar de proteger a la red entera contra una siniestra amenaza. Porque estos últimos hombres no están solos en el subsuelo...

**Metro 2034** - Dmitrii Glukhovskii 2012

Moskova metrosu'ndaki sırrı keşfetmeye hazır mısınız? Moskova metrosu'nun renkli haritalarıyla... Yıl 2034...Nükleer kıyamet sonrası enkaz haline gelen dünyada insan soyu neredeyse tükenmiş, radyasyon yüzünden kentler yaşanamaz halde. O gün Moskova Metrosu'nda yolculuk edenler hayatta kaldı. Dünyanın en büyük nükleer sığınağı olan Metro, insanoğlunun son kalesi. WDNKh istasyonunda

yaşananların üzerinden bir yıl geçti.

Flashback - Dan Simmons 2011-07-01

A provocative dystopian thriller set in a future that seems scarily possible, Flashback proves why Dan Simmons is one of our most exciting and versatile writers. The United States is near total collapse. But 87% of the population doesn't care: they're addicted to flashback, a drug that allows its users to re-experience the best moments of their lives. After ex-detective Nick Bottom's wife died in a car accident, he went under the flash to be with her; he's lost his job, his teenage son, and his livelihood as a result. Nick may be a lost soul but he's still a good cop, so he is hired to investigate the murder of a top governmental advisor's son. This flashback-addict becomes the one man who may be able to change the course of an entire nation turning away from the future to live in the past.

**The Witcher: Fox Children #1** - Paul Tobin 2014-06-18

**\*\*Adventure beyond the game!\*\*** Geralt's journey leads him aboard a ship of fools, renegades, and criminals but some passengers are more dangerous than others, and one hides a hideous secret! \* Based on the hit games by CD Projekt Red! \* The Witcher 3: Wild Hunt voted Best Role-Playing Game at the Best of E3 Awards 2013 & 2014. Tobin nails this story. ♦ Weekly Crisis

Malleus - Dan Abnett 2015-08-11

Part two of the epic Eisenhorn trilogy returns A century after his recovery of the alien Necroteuch, Gregor Eisenhorn is one of the Imperial Inquisition's most celebrated agents. But when a face from his past returns to haunt

him, and he is implicated in a great tragedy that devastates the world of Thracian Primaris, Eisenhorn's universe crumbles around him. The daemon Cherubael is back, and seeks to bring the inquisitor to ruin - either by his death, or by turning him to the service of the Dark Gods.

**Metro 2034** - Dmitry Glukhovskiy 2009-11-20  
Stalker Hunter muss sich seiner bisher größten Herausforderung stellen Wir schreiben das Jahr 2034. Nach einem verheerenden Krieg liegen weite Teile der Welt in Schutt und Asche. Auch Moskau ist eine Geisterstadt. Die Überlebenden haben sich in die Tiefen des U-Bahn-Netzes zurückgezogen und dort eine neue Zivilisation errichtet. Eine Zivilisation, wie es sie noch nie zuvor gegeben hat ... An der Station Sewastopolskaja, die seit Tagen von der Verbindung zur Großen Metro abgeschnitten ist, taucht der geheimnisvolle Brigadier Hunter auf. Er nimmt den einsamen Kampf gegen die dunkle Bedrohung auf, der sich die Bewohner der Metro gegenübersehen, und bricht zu einer gefährlichen Expedition in die Tiefen des Tunnelsystems auf. An seiner Seite steht Homer, ein alter, erfahrener Stationsbewohner, der die Metro und ihre Legenden kennt wie kein anderer - und der seine Lebensaufgabe darin sieht, ihre Geschichte aufzuschreiben. Als die beiden auf die 17-jährige Sascha treffen, glaubt Homer, er habe in dem gebrochenen Helden und dem Mädchen das perfekte Paar für sein Epos gefunden - aber er darf sie in der Gefahr keine Sekunde aus den Augen lassen. Dies sind die Abenteuer von Hunter, ehemaliger Soldat und nun einsamer Kämpfer gegen die dunkle Bedrohung, der sich die Bewohner der Metro gegenübersehen.