

# Digital Fortress

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[Zen and The Art of Murder](#) - Elizabeth M. Cosin  
1999-10-15

Tough Los Angeles private detective Zen Moses finds an unwelcome surprise over a glass of beer in her favorite bar, Father's Office, when she stumbles over the body of her murdered long-lost cousin

*The Matarese Countdown* - Robert Ludlum  
2012-08-14

NEW YORK TIMES BESTSELLER "First-rate suspense."—People Twenty years ago, top agents from the CIA and KGB banded together to bring down the Matarese Circle, an international cabal of power brokers and assassins whose sole objective was to achieve worldwide economic domination. Now the bloody Matarese dynasty is back—and the only man with the power to stop it may have already

run out of time. CIA case officer Cameron Pryce is hot on the trail of the new Matarese alliance. His only chance to terminate its ruthless activities is to follow the trail of blood money and stone-cold killers right to the heart of its deadly conspiracy. From the Hamptons to London's Belgrave Square, Matarese assassins have already struck with brutal efficiency, eliminating all who stand in their way. Their chain of violence is impossible to stop—until Pryce gets a rare break. One of the Matarese's victims survives long enough to whisper dying words that will blow the case wide open: the top secret code name for legendary retired CIA agent Brandon Scofield—the only man who has ever infiltrated the Matarese inner circle and lived to tell about it. "Welcome to Robert Ludlum's world . . . fast pacing, tight plotting, international intrigue."—*The Plain Dealer*  
BONUS: This edition includes an excerpt from Robert Ludlum's *The Bourne Identity*.  
*Deception Point* - Dan Brown 2019-07-30

From the #1 New York Times bestselling author of *The Da Vinci Code*, *Angels & Demons*, and *Inferno* and the "master of smart thrills" (People) comes a "rocket-fast thriller" (Vince Flynn) about an astonishing NASA discovery that unravels a deadly conspiracy that leads all the way to the White House. When a NASA satellite spots evidence of an astoundingly rare object buried deep in the Arctic ice, the floundering space agency proclaims a much-needed victory—one that could have profound implications for US space policy and the impending presidential election. With his re-election hanging in the balance, the President sends White House Intelligence analyst Rachel Sexton to the Milne Ice Shelf to verify the authenticity of the find. Accompanied by a team of experts, including the charismatic academic Michael Tolland, Rachel uncovers the unthinkable: evidence of scientific trickery. Before she can contact the President, she and Michael are attacked by a deadly team of

assassins controlled by a mysterious power broker who will stop at nothing to hide the truth. Fleeing for their lives in an environment as desolate as it is lethal, their only hope for survival is to find out who is behind this masterful ploy. The truth, they will learn, is the most shocking deception of all in this "taut, fast-paced, barn-burner of a book" (St. Petersburg Times).

*Digital Fortress* - Dan Brown 2004-01-05

A former National Security Agency programmer threatens to release a mathematical formula that will allow organized crime and terrorism to skyrocket, unless the code-breaking computer that is used to keep them in check but that violates civil rights is not exposed to the public. Reissue.

**187 Men to Avoid** - Dan Brown 2006-07

Men who live with their mothers... men who pretend they know what they're doing when they smell the cork... men who have past lives... men who write self-help books for women... Men who

'do' lunch...men with fake Rolex watches... Men with real Rolex watch

**The Enforcement of Morals** - Patrick Devlin  
2010-01-31

Are morals always relative? Are private actions--among consenting adults--always beyond the law? Or are there some behaviors which so weaken a society that common beliefs about right and wrong must be enforced to protect the common good? In opposing the decriminalization of private acts of homosexuality in Britain, Patrick Devlin maintained that not only is it reasonable to allow popular morality to influence lawmaking, it is imperative: ". . . For a society is not something that is kept together physically; it is held by the invisible bonds of common thought." Some sidestep this controversial issue by asserting that the law should not be used to enforce any morality. Others invoke John Stuart Mill's doctrine that the only purpose for laws governing any member of society is to prevent harm to others, chiefly physical harm. But,

Devlin argued, while breaches of shared morality do not cause harm to other individuals in the way that murder and assault do, they do harm society by undermining its moral structure. Patrick Devlin (1905-1992) studied history and law at Cambridge University and became a successful lawyer.

*The Warlord's Son* - Dan Fesperman 2007-12-18

In a riveting tale of intrigue and betrayal, a journalist and his aide infiltrate Afghanistan on the eve of the American invasion. Skelly, a jaded war correspondent, is looking for one last scoop. Najeeb, his translator and guide, is an educated young man from the Pakistani-Afghani border with a secret past, a history with the Pakistani secret police, and his own motives for this risky adventure. Together they join a Warlord's caravan as he seeks to start an uprising that will liberate the country from the Taliban. Along the way, they stumble onto what they think might just be the story of a lifetime. What they find is a shady world of hidden agendas, shifting

allegiances, and sudden betrayals--a world where one wrong move would get them both killed and the only hope for survival lies in their loyalty to each other.

**Fortress America** - Elaine Tyler May  
2017-12-12

An award-winning historian argues that America's obsession with security imperils our democracy in this "compelling" portrait of cultural anxiety (Mary L. Dudziak, author of *War Time*). For the last sixty years, fear has seeped into every area of American life: Americans own more guns than citizens of any other country, sequester themselves in gated communities, and retreat from public spaces. And yet, crime rates have plummeted, making life in America safer than ever. Why, then, are Americans so afraid--and where does this fear lead to? In this remarkable work of social history, Elaine Tyler May demonstrates how our obsession with security has made citizens fear each other and distrust the government, making America less

safe and less democratic. Fortress America charts the rise of a muscular national culture, undercutting the common good. Instead of a thriving democracy of engaged citizens, we have become a paranoid, bunkered, militarized, and divided vigilante nation.

**The Fortress of Solitude** - Jonathan Lethem  
2004-08-24

A New York Times Book Review EDITORS' CHOICE. From the National Book Critics Circle Award-winning author of *Motherless Brooklyn*, comes the vividly told story of Dylan Ebdus growing up white and motherless in downtown Brooklyn in the 1970s. In a neighborhood where the entertainments include muggings along with games of stoopball, Dylan has one friend, a black teenager, also motherless, named Mingus Rude. Through the knitting and unraveling of the boys' friendship, Lethem creates an overwhelmingly rich and emotionally gripping canvas of race and class, superheros, gentrification, funk, hip-hop, graffiti tagging, loyalty, and memory. "A tour de

force.... Belongs to a venerable New York literary tradition that stretches back through *Go Tell It on the Mountain*, *A Walker in the City*, and *Call it Sleep*." --The New York Times Magazine "One of the richest, messiest, most ambitious, most interesting novels of the year.... Lethem grabs and captures 1970s New York City, and he brings it to a story worth telling." --Time

**The Florentine Deception** - Carey Nachenberg  
2015-09-01

In this action-packed techno-thriller, a routine computer cleanup sets off an electrifying quest for an enigmatic—and deadly—treasure. After selling his dorm-room startup for millions and effectively retiring at the age of twenty-five, Alex Fife is eager for a new challenge. When he agrees to clean up an old PC as a favor, he never expects to find the adventure of a lifetime waiting for him inside the machine. But as he rummages through old emails, Alex stumbles upon a startling discovery: The previous owner,

a shady antiques smuggler, had been trying to unload a mysterious object known as the Florentine on the black market. And with the dealer's untimely passing, the Florentine is now unaccounted for and ripe for the taking. Alex dives headfirst into a hunt for the priceless object. What starts out as a seemingly innocuous pursuit quickly devolves into a nightmare when Alex discovers the true technological nature of the Florentine. Not just a lost treasure, it's something far more insidious: a weapon that could bring the developed world to its knees. Alex races through subterranean grottos, freezing morgues, and hidden cellars in the dark underbelly of Los Angeles, desperate to find the Florentine before it falls into the wrong hands. Because if nefarious forces find it first, there'll be nothing Alex—or anyone else—can do to prevent a catastrophic attack. Leading security specialist Carey Nachenberg delivers expert technical details in this gripping, highly entertaining cyber thrill ride—perfect for fans of

Neal Stephenson and William Gibson.  
*Noodleheads Fortress of Doom* - Tedd Arnold  
2019-09-03

Mac and Mac may be noodles with empty heads, but they have big ideas: building a fortress! This vibrantly colorful graphic novel for easy readers hits the nail on the head with comedy. The Noodlehead brothers are back from the library with a joke book, a fantasy novel, and a dream: to build their very own Fortress of Doom. If they can stop bickering for long enough. And if they can defend it from their wily friend Meatball. Jump right in with this fourth title in an easy-to-read graphic novel series about more than two hollow pastas trying to have fun. Award-winning storytellers Mitch Weiss and Martha Hamilton join Tedd Arnold, author of the Fly Guy series, to create a masterpiece of hilarity. This easy-to-read series, including the Geisel Honor book *Noodleheads See the Future*, is an accessible introduction to stories of fools, and a great next read for fans of the Fly Guy books. With short,

funny chapters full of wordplay, jokes, and slapstick humor, the Noodleheads series is sure to delight. Based on traditional world folktales and stories of fools, the Noodleheads also encourage critical thinking, inviting kids to use their noodles- spotting the holes in the brothers' grand plans, and anticipating how things will go awry.

*For the Strength of Youth* - The Church of Jesus Christ of Latter-day Saints 1966

OUR DEAR YOUNG MEN AND YOUNG

WOMEN, we have great confidence in you. You are beloved sons and daughters of God and He is mindful of you. You have come to earth at a time of great opportunities and also of great challenges. The standards in this booklet will help you with the important choices you are making now and will yet make in the future. We promise that as you keep the covenants you have made and these standards, you will be blessed with the companionship of the Holy Ghost, your faith and testimony will grow stronger, and you

will enjoy increasing happiness.

*Digital Fortress* - Dan Brown 2004-05-15

A former National Security Agency programmer threatens to release a mathematical formula that will allow organized crime and terrorism to skyrocket.

*Digital Fortress* - Dan Brown 2023-07-11

Before the multi-million, runaway bestseller *The Da Vinci Code*, Dan Brown set his razor-sharp research and storytelling skills on the most powerful intelligence organization on earth--the National Security Agency (NSA)--in this thrilling novel, *Digital Fortress*. When the NSA's invincible code-breaking machine encounters a mysterious code it cannot break, the agency calls its head cryptographer, Susan Fletcher, a brilliant, beautiful mathematician. What she uncovers sends shock waves through the corridors of power. The NSA is being held hostage--not by guns or bombs -- but by a code so complex that if released would cripple U.S. intelligence. Caught in an accelerating tempest

of secrecy and lies, Fletcher battles to save the agency she believes in. Betrayed on all sides, she finds herself fighting not only for her country but for her life, and in the end, for the life of the man she loves.

**The Daily Show (The Book)** - Chris Smith

2016-11-22

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-

including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations,

pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

**No More Vietnams** - Richard M. Nixon 1985  
"In writing *No More Vietnams*, Richard Nixon—with the unique perspective of the man who served us America's commander-in-chief during the war's most difficult stage—has set out to dispel the myths of Vietnam, to show why we failed in Vietnam, and to contribute to the development of policies that will help avoid such failures in the future. In doing so, President Nixon analyzes the role that four presidents, the military, the Congress, the media, and the antiwar movement played in the Vietnam debacle." -- Front jacket flap

*The Atlantis Code* - Charles Brokaw 2010-08-03  
A thrill-seeking Harvard linguistics professor and an ultrasecret branch of the Catholic Church go head-to-head in a race to uncover the secrets of the lost city of Atlantis. The ruins of the technologically-advanced, eerily-enigmatic

ancient civilization promise their discoverer fame, fortune, and power... but hold earth-shattering secrets about the origin of man. While world-famous linguist and archaeologist, Thomas Lourds, is shooting a film that dramatizes his flamboyant life and scientific achievements, satellites spot impossibly ancient ruins along the Spanish coast. Lourds knows exactly what it means: the Lost Continent of Atlantis has been found. The race is on, and Lourds' challengers will do anything to get there first. Whoever controls the Lost Continent will control the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Getting Started with Dwarf Fortress** - Peter Tyson 2012-05-25

*Dwarf Fortress* may be the most complex video game ever made, but all that detail makes for fascinating game play, as various elements collide in interesting and challenging ways. The trick is getting started. In this guide, *Fortress*

geek Peter Tyson takes you through the basics of this menacing realm, and helps you overcome the formidable learning curve. The book's focus is the game's simulation mode, in which you're tasked with building a dwarf city. Once you learn how to establish and maintain your very first fortress, you can consult the more advanced chapters on resource management and training a dwarf military. You'll soon have stories to share from your interactions with the Dwarf Fortress universe. Create your own world, then locate a site for an underground fortress Equip your party of dwarves and have them build workshops and rooms Produce a healthy food supply so your dwarves won't starve (or go insane) Retain control over a fortress and dozens of dwarves, their children, and their pets Expand your fortress with fortifications, stairs, bridges, and subterranean halls Construct fantastic traps, machines, and weapons of mass destruction

*Angels and Demons* - Dan Brown 2013-03-25  
Robert Langdon is called upon to identify a

mysterious symbol seared onto a dead man's chest. It belongs to the Illuminati, a secret brotherhood with a vendetta against the Catholic Church.

**Digital Communion** - Nick Ripatrazone  
2022-03-29

Marshall McLuhan was the greatest prophet of the digital age. In the 1960s, McLuhan, a Canadian literary theorist reared on Elizabethan satire and the labyrinthine novels of James Joyce, turned his attention toward the budding and befuddling electronic age. Like most prophets, McLuhan became one through a fascination with God. Prophets divine their wisdom from a source, and Digital Communion shows that McLuhan's was his own Catholic faith. In other words, the greatest prophet of the digital age was an ardent Christian. A reconsideration of his vision can change the way we view the online world. A Catholic convert, McLuhan foretold a digital age full of blessings and sins: a world where information was a phone

call or keystroke away, but where our new global village could also bring out the worst in us. For him, mass media was a form of Mass. McLuhan thought that while the print world was visual, the electric world--especially television--was a medium of touch. It enveloped us. For McLuhan, God was everywhere, including in the electric light. Digital Communion considers the religious history of mass communication, from the Gutenberg Bible to James Joyce's literary forerunners of hypertextual language to McLuhan's vision of the electronic world as a place of potential spiritual exchange, in order to reveal how we can cultivate a more spiritual vision of the internet--a vision we need now more than ever.

*The Solomon Key and Beyond* - W. Frederick Zimmerman 2005-01-31

The Unauthorized Dan Brown Update includes information about Digital Fortress, Angels & Demons, Deception Point, The Da Vinci Code (book and movie), The Solomon Key, and

subsequent novels. It's a "mini" book in the sense that it is fairly thin - 96 pages to start with, although it will grow over time. (For example, detailed chapter-by-chapter analysis of The Solomon Key will be added soon after that novel is published.) This is a "meta" book in the sense that it complements, without trying to replace, the many worthy books that are already available about The Da Vinci Code. This book is unique in that it provides a "nimble," timely report on \*all\* of Dan Brown's activities, including everything that is known about The Solomon Key, "The Da Vinci Code" movie, and beyond.

**IRL** - Chris Stedman 2020-10-20

What Does "IRL (In Real Life)" Really Mean in Today's Digital Age? It's easy and reflexive to view our online presence as fake, to see the internet as a space we enter when we aren't living our real, offline lives. Yet so much of who we are and what we do now happens online, making it hard to know which parts of our lives

are real IRL, Chris Stedman's personal and searing exploration of authenticity in the digital age, shines a light on how age-old notions of realness--who we are and where we fit in the world--can be freshly understood in our increasingly online lives. Stedman offers a different way of seeing the supposed split between our online and offline selves: the internet and social media are new tools for understanding and expressing ourselves, and the not-always-graceful ways we use these tools can reveal new insights into far older human behaviors and desires. IRL invites readers to consider how we use the internet to fulfill the essential human need to feel real--a need many of us once met in institutions, but now seek to do on our own, online--as well as the ways we edit or curate ourselves for digital audiences. The digital search for meaning and belonging presents challenges, Stedman suggests, but also myriad opportunities to become more fully human. In the end, he makes a bold case for

embracing realness in all of its uncertainty, online and off, even when it feels risky.

**American Stonehenge** - Mike Goldstein  
2019-12-15

**Pandora's Clock** - John J. Nance 2016-01-19  
A plane carrying a supervirus searches for a place to land in this “combination of The Hot Zone and Speed” by a New York Times–bestselling author (USA Today). On a snowy road in a German forest, Ernest Helms sees a man trying to break into his car. After a scuffle, Helms escapes with only a cut on his hand. Hours later, he collapses aboard a flight from Frankfurt to New York. The pilot, Capt. James Holland, radios London to plan an emergency landing to save Helms—and then the nightmare begins. Heathrow denies Holland permission to land: Helms has been stricken with an ultracontagious pathogen that threatens the entire planet. When Germany also refuses to let him land, Holland and his passengers are

prisoners of the sky, caught between a deadly disease and a world that would rather shoot them down than risk contamination. Written by a former aviator known as the master of mile-high suspense, this is a pulse-pounding thriller about infectious disease in the tradition of *Outbreak* and *The Andromeda Strain*. Threatened by hostile governments on the ground and disease in the sky, Captain Holland is in for the flight of his life.

**Escape from Fortress City** - Cara J. Stevens  
2019-08-20

Minecraft crafts take notice. Here is a graphic novel that, with over 700 full-color images, will take you right into the game you love.

Experience Minecraft in a whole new way! In this new dark, edgy series, *Battle Station Prime*, we encounter spies, rebels, conspiracy theories, hacks, and danger unlike anything we've covered before. In a world where everyone is judged on their wealth and how many orbs they have, Pell, Logan, and Maddy can't keep up, no

matter how hard they try. When Pell's Uncle Colin suggests they take themselves off the grid and leave Fortress City to join him in the Wild West, they leap at the chance. At Colin's direction, they erase all traces of their existence in Fortress City's databases and leave under cover of darkness. Almost immediately, they rethink their decision, as they battle hostile monsters and the elements just to stay alive and reach their destination. When they finally get to Uncle Colin's homestead, they are devastated to find it is run-down and barely livable. Shortly after they arrive, Uncle Colin unceremoniously bids them farewell and takes off on a secret mission. The kids, disillusioned, go back to Fortress City, only to be turned away because they are no longer in the system. The kids are forced to return to the homestead and use only their knowledge and resources to fortify it against the elements and hostile invaders. As they struggle to stay alive, they begin to wonder: what is Uncle Colin really up to, and will he ever

come back?

*Inferno* - Dan Brown 2013-05-14

#1 WORLDWIDE BESTSELLER Harvard professor of symbology Robert Langdon awakens in an Italian hospital, disoriented and with no recollection of the past thirty-six hours, including the origin of the macabre object hidden in his belongings. With a relentless female assassin trailing them through Florence, he and his resourceful doctor, Sienna Brooks, are forced to flee. Embarking on a harrowing journey, they must unravel a series of codes, which are the work of a brilliant scientist whose obsession with the end of the world is matched only by his passion for one of the most influential masterpieces ever written, Dante Alighieri's *The Inferno*. Dan Brown has raised the bar yet again, combining classical Italian art, history, and literature with cutting-edge science in this captivating thriller.

**Dan Brown's Robert Langdon Series** - Dan Brown 2017-01-12

For the first time, all four Robert Langdon thrillers are now available as one ebook bundle. If you haven't read a Dan Brown yet, now's the time. ANGELS AND DEMONS The countdown to oblivion has started - who will stop the clock? A famous scientist is found dead, a mysterious symbol burned into his skin. Many miles away in Rome, the world's cardinals gather to elect a new pope. Little do they know that beneath their feet, a vast bomb has started to tick. Professor Robert Langdon must work out the link between these two seemingly unconnected events if he is stop the Vatican being blown sky high. THE DA VINCI CODE The race to uncover the oldest secret has begun . . . An eminent man is brutally murdered in the world's most famous museum. Around his body are a ring of codes, hastily drawn in blood. He died to protect a long-kept secret which Professor Robert Langdon must now uncover. It will be a race against time to decipher this final message. Can he get there before the killers do? THE LOST SYMBOL To

save a life, you must first crack the code . . . A mysterious invitation brings Professor Robert Langdon to Washington DC. But all is not as it seems in this powerful city. An ancient organization plans to reassert itself. And he is the only man standing in its way. If he is to prevent a terrible plan being executed, Langdon must decipher a series of increasingly bloody clues. But first he has to make sure he stays alive . . .

**INFERNO** The world is in danger - who will save it? Robert Langdon wakes up in a Florence hospital with no clue how he got there. But another attack on his life makes it very clear - someone wants him dead. And fast. To survive, Langdon must work out who it is. And then he must answer the next question - why?

[How to Draw Fantasy Art and RPG Maps](#) - Jared Blando 2015-09-01

Learn to create authentic fantasy maps step-by-step! Orcs prepare for battle against high Elves, Dwarves retreat to the mountains and men march to the sea to reclaim crumbling

fortresses. Fortunes are decided. Kingdoms are lost. Entire worlds are created. This book will teach you to bring your fictional realm to life with simple step-by-step instructions on how to draw authentic fantasy maps. Set the stage for adventure by illustrating domains, castles and battle lines, mountains, forests and sea monsters! Learn to create completely unique and fully functional RPG maps time and time again on which your world can unfold. All the skills necessary to create awe-inspiring maps are covered!

- Landscapes. Add depth, balance and plausibility with rocky coastlines, towering mountains, dark forests and rolling plains.
- Iconography. Mark important places--towns and cities, fortresses and bridges--with symbolic iconography for easy-to-understand maps.
- Typography. Learn how to place readable text and the basics of decorative script. Bonus instruction teaches you to create fonts for Orcs, Elves, Vikings and dragons.
- Heraldry and shield design. Depict cultural and political

boundaries with shields and colors. • Advanced cartography. Includes how to draw landmarks, country boundaries and political lines. Build roads to connect merchants and troops, troll cairns and dragon lairs. And complete your maps with creative backgrounds, elaborate compasses and thematic legends. 30+ step-by-step demonstrations illustrate how to construct an entire fantasy world map from start to finish-- both digitally and by hand!

**The Last Conquistador** - Michael Elias

2013-06-25

A series of child abductions near the Andes Mountains lands a Peruvian archaeologist and an American FBI agent deep in an ancient Incan mystery. At the foot of a crumbling sacrificial altar on an Andes mountaintop, Nina Ramirez, an archaeology professor at Cuzco University in Peru, makes two stunning discoveries. One is the mummified body of an Inca girl buried five centuries ago. The other is the corpse of a young boy, recently reported missing, now unearthed

in a freshly dug grave—and dressed in the same distinctive ritual shawl as the ancient victim. It's a clue Nina's ex-lover, FBI agent Adam Palma, never wanted to find. A hostage retrieval specialist, Adam has been enlisted to find the son of a State Department official kidnapped in Lima—just one in a series of child abductions reported throughout the South American country. But as his path converges with Nina's, he must contend with a new fear: Someone is reviving the ancient Inca tradition of human sacrifice. With the help of a mysterious young boy, Nina and Adam's investigation will lead them into the endless unknown of the Amazon jungle to follow the shadow of a legendary conquistador. But to solve a twenty-first-century mystery, they will first have to face one in Adam's own savage and distant past: his link to the Spanish conquistador Francisco Pizarro.

**Digital Fortress** - Dan Brown 2007-04-01

Before the multi-million, runaway bestseller *The Da Vinci Code*, Dan Brown set his razor-sharp

research and storytelling skills on the most powerful intelligence organization on earth--the National Security Agency (NSA)--in this thrilling novel, *Digital Fortress*. When the NSA's invincible code-breaking machine encounters a mysterious code it cannot break, the agency calls its head cryptographer, Susan Fletcher, a brilliant and beautiful mathematician. What she uncovers sends shock waves through the corridors of power. The NSA is being held hostage...not by guns or bombs, but by a code so ingeniously complex that if released it would cripple U.S. intelligence. Caught in an accelerating tempest of secrecy and lies, Susan Fletcher battles to save the agency she believes in. Betrayed on all sides, she finds herself fighting not only for her country but for her life, and in the end, for the life of the man she loves. From the underground hallways of power to the skyscrapers of Tokyo to the towering cathedrals of Spain, a desperate race unfolds. It is a battle for survival--a crucial bid to destroy a creation of

inconceivable genius...an impregnable code-writing formula that threatens to obliterate the post-cold war balance of power. Forever.  
Origin - Dan Brown 2017-10-03  
The #1 New York Times Bestseller (October 2017) from the author of *The Da Vinci Code*. Robert Langdon, Harvard professor of symbology, arrives at the ultramodern Guggenheim Museum Bilbao to attend the unveiling of a discovery that "will change the face of science forever." The evening's host is Edmond Kirsch, a forty-year-old billionaire and futurist, and one of Langdon's first students. But the meticulously orchestrated evening suddenly erupts into chaos, and Kirsch's precious discovery teeters on the brink of being lost forever. Facing an imminent threat, Langdon is forced to flee. With him is Ambra Vidal, the elegant museum director who worked with Kirsch. They travel to Barcelona on a perilous quest to locate a cryptic password that will unlock Kirsch's secret. Navigating the dark

corridors of hidden history and extreme religion, Langdon and Vidal must evade an enemy whose all-knowing power seems to emanate from Spain's Royal Palace. They uncover clues that ultimately bring them face-to-face with Kirsch's shocking discovery...and the breathtaking truth that has long eluded us.

**The Impossible Fortress** - Jason Rekulak  
2017-02-07

A love letter to the 1980s and to nerds everywhere—The Impossible Fortress will make you remember what it feels like to love someone—or something—for the first time. Billy Marvin's first love was his computer. Then he met Mary Zelinsky. Do you remember your first love? It's May 1987. Fourteen-year-old Billy Marvin of Wetbridge, New Jersey, is a nerd, but a decidedly happy nerd. Afternoons are spent with his buddies, watching copious amounts of television, gorging on Pop-Tarts, debating who would win in a brawl (Rocky Balboa or Freddy Krueger? Bruce Springsteen or Billy Joel?

Magnum P.I. or T.J. Hooker?), and programming video games on his Commodore 64 late into the night. Then Playboy magazine publishes photos of their idol, Wheel of Fortune hostess Vanna White, Billy meets expert computer programmer Mary Zelinsky, and everything changes. "A sweet and surprising story about young love" (A.V. Club), and a "quirky, endearing, full embrace of the late eighties" (USA TODAY), The Impossible Fortress will make you laugh, make you cry, and make you remember in exquisite detail what it feels like to love for the very first time. Heralded as one of the most anticipated novels of 2017 by Entertainment Weekly, Bustle, and InStyle.com, The Impossible Fortress is a surefire "unexpected retro delight" (Booklist, starred review).

The Last Hostage - John J. Nance 2016-01-19  
An FBI hostage negotiator confronts a commercial pilot who has hijacked his own plane in this spellbinding thriller from New York Times-bestselling author John J. Nance Airline

pilot Ken Wolfe does not rattle easily. But when he learns that Rudolph Bostich is on his flight, his face goes pale. Bostich, the presumptive nominee for US Attorney General, bungled the case against the man who kidnapped and killed Wolfe's daughter. The pilot is prepared to do whatever it takes to get revenge—even setting off a bomb on a plane full of passengers. FBI agent, psychologist, and rookie hostage negotiator Kat Bronsky now has one hundred and thirty lives riding on her every word. As Bronsky speaks with the volatile Wolfe, she realizes she must solve the mystery of an eleven-year-old girl's murder—in a matter of hours—to avert disaster.

*Scary Stories for Young Foxes* - Christian McKay Heidicker 2019-07-30

A 2020 Newbery Honor Recipient! Christian McKay Heidicker, author of the Thieves of Weirwood trilogy, draws inspiration from Bram Stoker, H. P. Lovecraft and Edgar Allan Poe for his debut middle-grade novel, a thrilling portrait

of survival and an unforgettable tale of friendship. "Clever and harrowing." —The Wall Street Journal "Into the finest tradition of storytelling steps Christian McKay Heidicker with these highly original, bone-chilling, and ultimately heart-warming stories. All that's needed is a blazing campfire and a delicious plate of peaches and centipedes." —Kathi Appelt, Newbery Award honoree and National Book Award finalist The haunted season has arrived in the Antler Wood. No fox kit is safe. When Mia and Uly are separated from their litters, they discover a dangerous world full of monsters. In order to find a den to call home, they must venture through field and forest, facing unspeakable things that dwell in the darkness: a zombie who hungers for their flesh, a witch who tries to steal their skins, a ghost who hunts them through the snow . . . and other things too scary to mention. Featuring eight interconnected stories and sixteen hauntingly beautiful illustrations, *Scary Stories for Young*

Foxes contains the kinds of adventures and thrills you love to listen to beside a campfire in the dark of night. Fans of Neil Gaiman, Jonathan Auxier, and R. L. Stine have found their next favorite book. A Booklist 2019 Editors' Choice Selection

**Grace and Gigabytes** - Ryan M. Panzer

2020-12-01

Grace and Gigabytes: Being Church in a Tech-Shaped Culture explores change and ministry at the intersection of technology, culture, and church. In today's tech-shaped culture, we learn and we know through questions, connection, collaboration, and creativity--the networked values of the digital age. Drawing on experiences from a career as an instructional designer in the technology industry and a lifetime of leadership in the Lutheran church, Ryan M. Panzer argues that digital technology is not a set of tools, but a force for cultural transformation that has profound implications for ministry. Grace and Gigabytes explores shifts

in culture that have heightened amid accelerated adoption and use of digital media. Just as previous revolutions in technology have disrupted culture, especially processes of cultural "meaning-making" related to faith and spirituality, so we are living through a powerful revolution of digital technology, culture, and spiritual thought. This revolution calls the church to change. This needed change requires not so much a shift in tactics: launching a website, building a podcast, or starting a social media page. The change is a philosophical pivot: prioritizing collaboration, making the flow of knowledge more dynamic, celebrating connection and creativity, and always affirming the question. Panzer discusses each of these philosophical pivots, describing their technological origins. He tells stories of ministries that have aligned to this cultural moment. And he provides concrete recommendations for the practice of ministry in a digital age.

### **Bolt Action: Campaign: Fortress Budapest -**

Warlord Games 2019-03-21

As the Soviet Red Army marches westward, the city of Budapest stands in their way. Encircled and severely outnumbered, the German and Hungarian forces attempt to resist the Soviet juggernaut and defend Festung Budapest to the last. This book brings the siege of Budapest to the table-top with in-depth information on the forces involved, linked scenarios, and new Theatre Selectors that make this an ideal resource for any Bolt Action player with an interest in the the Eastern Front and the fall of the Reich.

### **The Savage Fortress - Sarwat Chadda**

2012-10-01

For fans of Roshani Chokshi and Rick Riordan!  
"A fabulous, action-packed modern take on Indian mythology. I can't wait to read more!" -- Rick Riordan, author of the Percy Jackson series  
After three weeks of vacation, Ash Mistry is ready to leave the heat and dust of India behind

him. Then he discovers a hidden gold arrowhead---a weapon used to defeat evil King Ravana in legend. At least, Ash is pretty sure it's only a legend . . . But when Lord Savage comes after Ash, the legends are suddenly way too real. Savage commands an army of monstrous shapechangers called rakshasas, who want only to seize the arrowhead and restore Ravana to power. As they hunt Ash through magnificent fortresses and brutal deserts, he must learn to work with a powerful rakshasa girl named Parvati, and find the strength within himself to fight on and save the world as we know it.

### **Billionaire Boy - David Walliams 2011-06-09**

A hilarious, touching and extraordinary fable from David Walliams, number one bestseller and fastest growing children's author across the globe, with EXCLUSIVE audio and video from David Walliams

### **Power Hitter - Christine A. Forsyth 2014-03-11**

Connor might need a pinch runner, pinch catcher, and pinch thrower, but can he ever hit a

baseball out of the park! So when Connor ends up staying with his baseball-loving relatives in Winnipeg for the summer, he allows his cousin to talk him into trying out for the baseball team. Connor isn't surprised when he doesn't make it, but he is disappointed. It's going to take some powerful coaching and more than a little help from his friends to get Connor on the team. [Fry reading level - 3.6]

**Zero Day** - Jan Gangsei 2016-01-12

Eight years ago, Addie Webster was the victim of the most notorious kidnapping of the decade. Addie vanished—and her high-profile parents were forced to move on. Mark Webster is now president of the United States, fighting to keep the oval office after a tumultuous first term. Then the unthinkable happens: the president's

daughter resurfaces. Addie is brought back into her family's fold, but who is this sixteen-year-old girl with a quiet, burning intelligence now living in the White House? There are those in the president's political circle who find her timely return suspicious. When a national security advisor approaches Darrow Fergusson, Addie's childhood best friend and the son of the president's chief of staff, he doesn't know what to think. How could the girl he's missed for all these years be a threat to national security? Still, at the risk of having his own secrets exposed, Darrow agrees to spy on Addie. He soon realizes that his old friend is much more than the traumatized victim of a sick political fringe group. Addie has come with a mission...but will she choose to complete it?