

New Contract Perimeter Defense Series Book 3

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New Contract Perimeter Defense Series Book 3

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New Contract; Perimeter Defense Series, Book 3 By: Michael Atamanov Narrated by: Neil Hellegers Length: 13 hrs and 29 mins Unabridged Overall 4.5 out of 5 stars 34 Performance ...

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New Contract; Perimeter Defense Series, Book 3 By: Michael Atamanov Narrated by: Neil Hellegers Length: 13 hrs and 29 mins Unabridged Overall 4.5 out of 5 stars 550 Performance ...

Perimeter Defense is a four-book series by Michael Atamanov marrying LitRPG with space sci-fi. In it, humanity has been roaming deep space for millennia, aggressively expanding their sphere of influence - until it runs into a strong and merciless enemy. Now the Terrans keep losing frontier battles and are forced to retreat, losing planet after planet. All attempts to stop the alien invasion or to at least try to communicate with them fail. Still, the far echo of space combat hasn't affected the lifestyle of the rich and conservative Throne World back on Earth. There, the Emperor habitually indulges in political intrigues with the Great Houses of his realm, none of whom are prepared to sacrifice their personal interests for the sake of uniting humanity in the face of an external enemy. Our world is facing extinction but continuing to stubbornly ignore the alien threat. Enter Ruslan, a young and talented gamer who's just signed a contract with a local aristocrat to play his character in a popular online game. His starting scenario is less than exciting: a small fleet of starships, an unhappy crew on the brink of mutiny, some meager resources and a very poor reputation in a strange and quite complex world in which Ruslan is now stuck until his contract expires. Ruslan finds himself at the very heart of fierce space battles led by non-humanoid races, each with a number of its own unique abilities. He has to tread carefully, navigating his way amid mortal foes and untrustworthy back-stabbing allies. In this world where authority is just as important as the number of starships in your fleet, political decisions can hit you just as hard as laser guns and thermonuclear bombs. But most importantly, is the world of Perimeter Defense real? Or is it virtual? This question will continue to haunt Ruslan as he tries to piece together a coherent picture of his new environment, coming up with several theories attempting to explain his new reality. All we can say is that the world of Perimeter Defense is way more complex than one might think at first glance. Here, some of your friends might prove your worst enemies - while the invasion of planet Earth might not be as clear-cut as it originally seemed.

A strange body that refuses to obey you; a weird game you can't quit until your contract expires; a world teeming with powerful and very real enemies. The game in which your reputation and faction relationship are the only things that matter. These are the conditions of the agreement Ruslan signs without reading. The only thing he remembers is that he's been contracted to command a space fleet in a brand new game he knows nothing about. Objective: to survive for six months. After having made some inevitable newb mistakes, Ruslan has to rethink his strategy, dropping traditional gaming conventions. But what will it cost him? What new trials and tribulations await him that even the game designers have failed to anticipate?

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A Full Immersion Reading Experience a boutique literary agency specializing in the genres of fantasy and science fiction with the focus on space opera, cyberpunk and LitRPG (video game-based fantasy and science fiction). The concept of fantasy embraces a vast variety of genres with settings varying from ancient to medieval, modern to futuristic. The main difference of fantasy from science fiction lies in the fact that fantasy worlds don't necessarily need to comply with the laws of the physical world as we know them. The universe of fantasy is ruled by magic and the author's imagination which readily waives the boundaries of the known for the sake of a good story.

Reality Benders is a new series by Michael Atamanov written in a rather rare genre blend of LitRPG, global MMORPG strategy and space adventure creating a seamless picture which unfolds simultaneously in four worlds. One is the Earth with all its political problems and confrontations; the second one a virtual projection of our planet divided into a series of " nodes "; the third one the vast expanse of deep space teeming with civilizations so unlike our own; and finally, a parallel Earth where magic is mundane. Unbeknown to the majority of the Earth ' s inhabitants, humanity has been taking part in a game brought to our planet by a highly developed and powerful Geckho civilization. Participating in it can reap considerable rewards as the technologies learned can positively affect both science and everyday life, advancing them decades. Which is why the participant countries aren ' t in a hurry to share their discoveries, preferring to act on their own. The game ' s events affect the real world - which is why humanity ' s potential defeat might have some disastrous consequences for our planet. Gnat is a twenty-year-old gamer and university dropout expelled for organizing online gambling tournaments. He is then offered the choice of either being prosecuted or joining a " research institute studying the effects of virtual reality " as part of a group of fellow gamer dropouts. That ' s how Gnat finds himself in the Dome: a classified facility for the faction of players taking part in the reality-bending game. The story is told through Gnat ' s eyes as he gradually explores the virtual world and its rules, learning more about players, NPCs and various space races. He ' s about to embark on perilous travels through new uncharted lands, meeting our virtual neighbors and learning to find common ground with them; he ' s soon to cross swords with space pirates and take part in epic battles which put humanity ' s very existence at stake.

A revolutionary, soups-to-nuts approach to network security from two of Microsoft's leading security experts.

The Army of Earth is being sent on its first tour of duty. Its fifty thousand proud and valiant troopers are the best of the best, full of hope for brilliant victories and spoils of war that can help Earth's humanity along in its development. There's just one little problem though. The operation's Geckho commanders view their human vassals as mere cannon fodder, good only for plugging up holes in their defensive line and shipping out to the space war 's most punishing hotspots where the chance of surviving is practically nil. How should the Kung of Earth behave in this situation? Disobey the suzerains' orders, draw their ire and put his home planet under threat of complete annihilation? Or make a play for the freedom of humanity in a game of his own? Read all about it in the seventh book of the Reality Benders series!

GUIDE TO NETWORK DEFENSE AND COUNTERMEASURES provides a thorough guide to perimeter defense fundamentals, including intrusion detection and firewalls. This trusted text also covers more advanced topics such as security policies, network address translation (NAT), packet filtering and analysis, proxy servers, virtual private networks (VPN), and network traffic signatures. Thoroughly updated, the new third edition reflects the latest technology, trends, and techniques including virtualization, VMware, IPv6, and ICMPv6 structure, making it easier for current and aspiring professionals to stay on the cutting edge and one step ahead of potential security threats. A clear writing style and numerous screenshots and illustrations make even complex technical material easier to understand, while tips, activities, and projects throughout the text allow you to hone your skills by applying what you learn. Perfect for students and professionals alike in this high-demand, fast-growing field, GUIDE TO NETWORK DEFENSE AND COUNTERMEASURES, Third Edition, is a must-have resource for success as a network security professional. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Dark Herbalist is a cyberpunk LitRPG series currently comprising three novels, all of them Amazon bestsellers. In a typical megalopolis of the near future, lush skyscrapers of the business center give way to drab apartment blocks housing the poorest of the poor: third-world refugees, street gangs and criminal overlords. That's where the story's protagonists live: Timothy and his handicapped sister Valeria who'd lost her legs in a car accident many years ago. Timothy finds a job as a video game plotline tester for Boundless Realm, a giant corporation producing the wildly popular MMORPG game of the same name. The character assigned to him is a goblin herbalist, of all things; his task - to find something that would make this combination interesting for potential future players. There're no guides or manuals to assist him in his work which plunges him into wild untrodden locations far from civilization. His sister Valeria offers her help, creating her own character in order to help her brother. As the two log into the game, they start acting on a hunch, often unwisely, absurdly even. But their abilities to think out of the box allows them to achieve considerable heights - so much so that they attract the attention of both the corporation's bosses and the criminal gangs of their neighborhood. They make new faithful friends (among players as well as some quirky NPCs) and acquire countless followers of their video feeds. They now have lots of fans - and some very powerful enemies. As Timothy realizes he can't stop halfway on this road to success, he plunges himself into more reckless adventures, each one more dangerous than the one before it, trying to attract the audience's attention to his Goblin Herbalist character and make him stand out from the hundreds of millions of other players. The corporation's bosses keep a close eye on his progress. The problem is, such an interest from the powers that be comes with strings attached. Their outward friendliness and respect might result in a totally different set of problems. Deadly problems.