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In the dark, they are watching... They are waiting for you. No one has ever lived to tell the horrifying truth about them. Yet even now the Wolfen are gathered in the night-dark alleys ... unseen, poised ... ready to destroy their helpless human prey. Only one man and one woman, trained cops, willing to risk their lives, stand in the way. A group of silly superheroes—a bean, a chip, a tomato, and a wedge of cheddar cheese—come to the rescue of a hungry kid stuck at school in this first book in the silly and adventurous graphic novel chapter book series The Hunger Heroes! Meet the Hunger Heroes: Toots the Bean, Chip Ninja, Tammy the Tomato, and Leonard, a wedge of cheddar cheese, ready to save kids—even cranky, annoying ones—all over the world while flying around in their taco hovercraft! It's a typical Monday when the Hunger Heroes get the call: a kid in Ms. Sternbladder's class missed breakfast and isn't allowed to have snacks! How will he pass his math test, study for spelling, or play soccer at recess if his stomach is growling out of control? Hunger Heroes to the rescue! The hilarious instant New York Times bestseller, The Hunger Pains is a loving parody of the dystopian YA novel and film, The Hunger Games. Winning means wealth, fame, and a life of therapy losing means death, but also fame! This is The Hunger Pains. When Kantkiss Neverclean replaces her sister as a contestant on the Hunger Games—the second-highest-rated reality TV show in Peaceland, behind Extreme Home Makeover—she has no idea what to expect. Having lived her entire life in the telemarketing district's worst neighborhood, the Crack, Kantkiss feels unprepared to fight to the death while simultaneously winking and looking adorable for the cameras. But when her survival rests on choosing between the dreamy hunk from home, Carol Handsomestein, or the doughy klutz, Pita Malarkey, Kantkiss discovers that the toughest conflicts may not be found on the battlefield but in her own heart . . . which is unfortunately on a battlefield. "Deeply, deeply disturbing, hard to put down, not recommended reading after dark." --Stephen King A tense and gripping reimagining of one of America's most haunting human disasters: the Donner Party with a supernatural twist. Evil is invisible, and it is everywhere. That is the only way to explain the series of misfortunes that have plagued the wagon train known as the Donner Party. Depleted rations, bitter quarrels, and the mysterious death of a little boy have driven the isolated travelers to the brink of madness. Though they dream of what awaits them in the West, long-buried secrets begin to emerge, and dissent among them escalates to the point of murder and chaos, unknowingly propelling them into one of the deadliest and most disastrous Western adventures in American history. As members of the group begin to disappear, the survivors start to wonder if there really is something disturbing, and hungry, waiting for them in the mountains...and whether the evil that has unfolded around them may have in fact been growing within them all along. Effortlessly combining the supernatural and the historical, The Hunger is an eerie, thrilling look at the volatility of human nature, pushed to its breaking point. The 2012 film The Hunger Games and its three sequels, appearing quickly over the following three years, represent one of the most successful examples of the contemporary popularity of youth-oriented speculative

film and television series. This book considers "The Hunger Games" as an intertextual field centred on this blockbuster film franchise but also encompassing the successful novels that preceded them and the merchandised imagery and the critical and fan discourse that surrounds them. It explores the place of The Hunger Games in the history of youth-oriented cinema; in the history of speculative fiction centred on adolescents; in a network of continually evolving and tightly connected popular genres; and in the popular history of changing ideas about girlhood from which a successful action hero like Katniss Everdeen could emerge. The definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in the Hunger Games, and the life and home of Katniss Everdeen. Welcome to Panem, the world of the Hunger Games. This is the definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in The Hunger Games, and the life and home of Katniss Everdeen. A must-have for fans of both The Hunger Games novels and the new Hunger Games film. Eternal youth is a wonderful thing for the few who have it, but for Miriam Blaylock, it is a curse -- an existence marred by death and sorrow. Because for the everlasting Miriam, everyone she loves withers and dies. Now, haunted by signs of her adoring husband's imminent demise, Miriam sets out in search of a new partner, one who can quench her thirst for love and withstand the test of time. She finds it in the beautiful Sarah Roberts, a brilliant young scientist who may hold the secret to immortality. But one thing stands between the intoxicating Miriam Blaylock and the object of her desire: Dr. Tom Haver...and he's about to realize that love and death go hand in hand. The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins. In exclusive collaboration with Lionsgate, Assouline presents Tim Palen: Photographs from The Hunger Games. Compiled in one deluxe volume, Palen's evocative and powerful portraits capture each character from the series with striking intimacy and transform the high-octane adventure of the films into exquisite visual art. Through Palen's unique lens, Katniss, Peeta, and the citizens of Panem become icons, immortalized as the beloved characters the world has embraced. Photographs by Tim Palen Fight food addiction and overeating with fitness guides, recipes, and meal plans from renowned physician Pam Peeke. In The Hunger Fix, Dr. Pam Peeke uses the latest neuroscience to explain how unhealthy food and behavioral "fixes" have gotten us ensnared in a vicious cycle of overeating and addiction. She even shows that dopamine rushes in the body work exactly the same way with food as with cocaine. Luckily, we are all capable of rewiring, and the very same dopamine-driven system can be used to reward us for healthful, exciting, and fulfilling activities. The Hunger Fix lays out a science-based, three-stage plan to break the addiction to false fixes and replace them with healthier actions. Fitness guides, meal plans, and recipes are constructed to bolster the growth of new neurons and stimulate the body's reward system. Gradually, healthy fixes like meditating, going for a run, laughing, and learning a new language will replace the junk food, couch time, and other bad habits that leave us unhappy and overweight. Packed with practical tips, useful advice, and plenty of wit, wisdom, and inspiring stories of those who have successfully transformed their bodies, The Hunger Fix is a life-changing program for anyone (of any size) trapped by food obsession and the urge to overeat. "This publication is unofficial and unauthorized. It has not been prepared, licensed, approved, authorized or endorsed by Suzanne Collins, her publishers, or Lionsgate Entertainment Corporation"--Cover. Desperate to solve a global food shortage, ExoGen scientist Dr. Ella Masse oversees the creation and release of RC-714, a gene that unlocks millions of years of adaptation and evolution, allowing crops to use long dormant junk DNA to rapidly adapt to any environment. The world's food supply grows aggressively, occupying every inch of earth, no matter how inhospitable. World hunger is averted. Humanity flourishes. RC-714 is digested, absorbed and passed on. The Change affects small, fast breeding mammals first. They multiply with the same aggressive speed as the ExoGen plants, but a new, insatiable

hunger drives them to violence. War between species breaks out. And then RC-714 reaches humanity, along with every other large creature on the planet. Civilization implodes, as every living thing that consumed the ExoGen crops begins to adapt to a world full of predators, accessing genes dating back to the beginning of life itself. Peter Crane and his son Jakob survive the Change, living in their family farmhouse and eating non-ExoGen food from a biodome, one of many provided by Ella Masse, who discovered the ramifications of her breakthrough too late. The pair ekes out a living in a world full of monsters, surviving until Ella shows up on their doorstep with her daughter, pursued by desperate predators and men alike. As the farmhouse falls under attack, Crane learns that the end of humanity, of life on Earth, can still be averted: if Ella Masse and her daughter survive, and if they make it to the other side of the country without being captured...or consumed. Jeremiah Knight merges the science of Michael Crichton with the horror of Stephen King in this fresh take on the post-apocalypse, creating a true worst-case scenario for GMO crops that will have people reading labels before eating their next pepper, tomato or kernel of corn. How to focus anti-hunger efforts not on charity but on the root causes of food insecurity, improving public health, and reducing income inequality. Food banks and food pantries have proliferated in response to an economic emergency. The loss of manufacturing jobs combined with the recession of the early 1980s and Reagan administration cutbacks in federal programs led to an explosion in the growth of food charity. This was meant to be a stopgap measure, but the jobs never came back, and the "emergency food system" became an industry. In *Big Hunger*, Andrew Fisher takes a critical look at the business of hunger and offers a new vision for the anti-hunger movement. From one perspective, anti-hunger leaders have been extraordinarily effective. Food charity is embedded in American civil society, and federal food programs have remained intact while other anti-poverty programs have been eliminated or slashed. But anti-hunger advocates are missing an essential element of the problem: economic inequality driven by low wages. Reliant on corporate donations of food and money, anti-hunger organizations have failed to hold business accountable for offshoring jobs, cutting benefits, exploiting workers and rural communities, and resisting wage increases. They have become part of a "hunger industrial complex" that seems as self-perpetuating as the more famous military-industrial complex. Fisher lays out a vision that encompasses a broader definition of hunger characterized by a focus on public health, economic justice, and economic democracy. He points to the work of numerous grassroots organizations that are leading the way in these fields as models for the rest of the anti-hunger sector. It is only through approaches like these that we can hope to end hunger, not just manage it. Archie's Madhouse brings the first collection of the terrifying horror series that tears through Riverdale's cast of characters. Jughead Jones has always had an insatiable appetite... but what if his hunger came from a sinister place? When a murderous menace is on the prowl, taking the lives of some of the most well-known and esteemed inhabitants of Riverdale, Jughead and his family's dark legacy comes to light. Join writer Frank Tieri (Wolverine) and artists Michael Walsh (Secret Avengers) and Pat & Tim Kennedy (Death of Archie) for this horrifying collection for TEEN+ readers. A pioneering study on the causes and consequences of the Dutch famine of 1944-1945. This beautiful hardcover box set includes all three books in Suzanne Collins's internationally bestselling Hunger Games trilogy together with *The Ballad of Songbirds and Snakes*. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV... And the odds are against all who play. With all four of Suzanne Collins's Hunger Games novels in one box set, you can step into the world of Panem with the 10th annual Hunger Games, and continue all the way to the electrifying conclusion. Packed with myth, magic, and bloody

vengeance, John Gwynne's "masterfully crafted, brutally compelling, Norse-inspired epic" (Anthony Ryan) continues in *The Hunger of the Gods*. *THE DEAD GODS ARE RISING*. Lik-Rifa, the dragon god of legend, has been freed from her eternal prison. Now she plots a new age of blood and conquest. As Orka continues the hunt for her missing son, the Bloodsworn sweep south in a desperate race to save one of their own—and Varg takes the first steps on the path of vengeance. Elvar has sworn to fulfil her blood oath and rescue a prisoner from the clutches of Lik-Rifa and her dragonborn followers, but first she must persuade the Battle-Grim to follow her. Yet even the might of the Bloodsworn and Battle-Grim cannot stand alone against a dragon god. Their only hope lies within the mad writings of a chained god. A book of forbidden magic with the power to raise the wolf god Ulfrir from the dead...and bring about a battle that will shake the foundations of the earth. Praise for *The Shadow of the Gods* "There is not a dull chapter in this fantasy epic." –Vulture (Best of the Year) "A satisfying and riveting read. It's everything I've come to expect from a John Gwynne book." –Robin Hobb "A masterfully crafted, brutally compelling Norse-inspired epic." –Anthony Ryan "A masterclass in storytelling . . . epic, gritty fantasy with an uncompromising amount of heart." –FanFiAddict For more from John Gwynne, check out: *The Bloodsworn Trilogy* *The Shadow of the Gods* *The Hunger of the Gods* *Of Blood and Bone* *A Time of Dread* *A Time of Blood* *A Time of Courage* *The Faithful and the Fallen* *Malice* *Valor* *Ruin* *Wrath* This Special Edition of *The Hunger Games* includes the most extensive interview Suzanne Collins has given since the publication of *The Hunger Games*; an absorbing behind-the-scenes look at the creation of the series; an engaging archival conversation between Suzanne Collins and YA legend Walter Dean Myers on writing about war; and a timeline of highlights from the first ten years of *The Hunger Games*. The Special Edition answers many questions fans have had over the years, and gives great insight into the creation of this era-defining work. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol is harsh and cruel and keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV. Sixteen-year-old Katniss Everdeen regards it as a dea With Boba Fett in hot pursuit, Zak and Tash Arrand land on a planet filled with swamp creatures, where they find the half-crazed remnants of a shipwrecked survey team whose existence is guarded by Yoda. Original. Fifteen-year-old Paula's perfectionism drives every facet of her life, from her marks in Grade 10 to the pursuit of a "perfect body." A history project brings her face to face with her grandmother's early life and, as she delves deeper, she is disturbed to find eerie parallels between her own struggles and what she learns of the past. As Paula slowly destroys the very body she's trying to perfect, her spirit is torn between settling for her imperfect life or entering the shadowy mystery of her grandmother's Armenian past. The shimmering Euphrates River beckons her, but, as she soon discovers, there are many things worse than imperfection. An eye-opening exploration of "book hunger"—the unmet need for books in underserved communities—and efforts to universalize access to print Worldwide, billions of people suffer from book hunger. For them, books are too few, too expensive, or do not even exist in their languages. Lea Shaver argues that this is an educational crisis: the most reliable predictor of children's achievement is the size of their families' book collections. This book highlights innovative nonprofit solutions to expand access to print. First Book, for example, offers diverse books to teachers at bargain prices. Imagination Library mails picture books to support early literacy in book deserts. Worldreader promotes mobile reading in developing countries by turning phones into digital libraries. Pratham Books creates open access stories that anyone may freely copy, adapt, and translate. Can such efforts expand to bring books to the next billion would-be readers? Shaver reveals the powerful roles of copyright law and licensing, and sounds the clarion call for readers to contribute their own talents to the fight against book hunger.

First in the ground-breaking HUNGER GAMES trilogy. Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature. "In this story illustrating the reality of childhood hunger and food insecurity, Lulu invites kids into her world to help them understand what it's like to battle the Hunger Monster. Lulu and the Hunger Monster delivers the right message at the right time, helping readers recognize the problem of childhood hunger and moving them to find solutions." –Jeff Bridges, actor and anti-hunger advocate

When Lulu's mother's van breaks down, money for food becomes tight and the Hunger Monster comes into their lives. Only visible to Lulu, Hunger Monster is a troublemaker who makes it hard for her to concentrate in school. How will Lulu help her mom and defeat the Monster when Lulu has promised never to speak the monster's name to anyone? This realistic-and hopeful-story of food insecurity builds awareness of the issue of childhood hunger, increases empathy for people who are food insecure, and demonstrates how anyone can help end hunger. Lulu and the Hunger Monster™ empowers children to destigmatize the issue of hunger before the feeling turns into shame. The author combines years of experience fighting hunger as a food bank CEO with an MFA in writing for young children to craft an honest story of how poverty and food insecurity can affect adults and their children. Lulu's story addresses the effects of hunger on learning and can be used in group settings to address social justice issues in an accessible and encouraging way. After having travelled west for weeks, the party of pioneers comes to a crossroads. It is time for their leader, George Donner, to make a choice. They face two diverging paths which lead to the same destination. One is well-documented – the other untested, but rumoured to be shorter. Donner's decision will shape the lives of everyone travelling with him. The searing heat of the desert gives way to biting winds and a bitter cold that freezes the cattle where they stand. Driven to the brink of madness, the ill-fated group struggles to survive and minor disagreements turn into violent confrontations. Then the children begin to disappear. As the survivors turn against each other, a few begin to realise that the threat they face reaches beyond the fury of the natural elements, to something more primal and far more deadly. Based on the true story of The Donner Party, The Hunger is an eerie, shiver-inducing exploration of human nature, pushed to its breaking point. In exclusive collaboration with Lionsgate, Assouline presents Tim Palen: Photographs from The Hunger Games. Compiled in one deluxe volume, Palen's portraits capture each character with striking intimacy and transform the high-octane adventure of the films into exquisite visual art. Through Palen's unique lens, characters become icons, immortalized as the beloved characters the world has embraced." Emotional Ethics of The Hunger Games expands the 'ethical turn' in Film Studies by analysing emotions as a source of ethical knowledge in The Hunger Games films. It argues that emotions, incorporated in the thematic and aesthetic organization of these films, reflect a crisis in moral standards. As such they cultivate ethical attitudes towards such phenomena as totalitarianism, the culture of reality television, and the society of spectacle. The focus of the argument is on cinematic aesthetics, which expresses emotions in a way that highlights their ethical significance, running the gamut from fear through guilt and shame, to love, anger and contempt. The central claim of the book is that these emotions are symptomatic of some moral conflict, which renders The Hunger Games franchise a meaningful commentary on the affective practice of cinematic ethics. "The Hunger Games movies have become iconic symbols for resistance across the globe. Tarja Laine proposes that this is not caused by their status as exciting cinematic spectacles, but by their engaging our emotions. Laine uses The Hunger Games as key texts for understanding our world, demonstrating that ethics do not originate from rational

considerations, far removed from those mucky things called emotions. But rather that emotions are at the core of cinematic ethics." –William Brown, Author of *Supercinema: Film-Philosophy for the Digital Age* "In this elegantly written exploration of the relationship between aesthetics and emotion in *The Hunger Games* trilogy, Tarja Laine illuminates the power of film to embody ethical conflict. Deftly interweaving film-philosophy and close analysis, Laine traces how these films mobilise complex emotions, nuancing our thinking about cinema and the spectator. Laine's book takes *The Hunger Games* films seriously, demonstrating with verve why they matter." –Catherine Wheatley, Senior Lecturer in Film Studies, King's College London, UK "In this fresh, engaging, and insightful study of *The Hunger Games* film trilogy, Tarja Laine explores the crucial role that emotions play in appreciation of the ethical qualities of the movies. She forges productive dialogues between a range of film theory, scholarship on moral philosophy, and debates on ethics, as she performs a multi-layered investigation of the aesthetic qualities of the trilogy, the multiple emotions embodied in these qualities, and the philosophical-ethical insights that are in turn embedded in these emotions. The cinematic connection between emotions and ethics that emerges through Laine's detailed textual analyses confronts us with complex moral dilemmas while enriching our aesthetic experience." –Sarah Cooper, Professor, Film Studies Department, King's College London, UK

A "spellbinding" (Publishers Weekly) literary novel with fangs: a sweeping, genre-busting tale of money, morality, and the American Dream—and the men and monsters who profit in its pursuit—set in New York, London, and the Canadian wilderness. Hunters found his body naked in the snow. The body is that of Ben Wylie, the second-richest man in America, and it is found in a remote patch of northern Canada. Far away, in New York, the son of the Wylie family's housekeepers tries to figure out how and why Ben died. The answer lies in the tortured history of the Wylie family, who built up their massive fortune over three generations. All of the Wylie men struggle with a secret: they are werewolves. The threads of their destinies, both financial and supernatural, lead twistingly but inevitably to the naked body in the snow and a final, terrible revelation. *The Hunger of the Wolf* is a novel about what it means to be a man in a world of money. It's about the pursuit of wealth through the rising tide of America in the twentieth century, seen through the sober lens of more recent economic times. It's a novel about the innate nature of violence: The Wylie men struggle to control their inner rage, through physical restraint, psychotherapy, drugs, hedonistic abandon, and good old-fashioned denial. It's a story of fathers and sons, about secrets that are kept in families, and about the cost of the tension between the public face and the private soul—the cruelty and loneliness and occasional joy of being a magical being in a quotidian world. A brilliant mystery from page one, "The Hunger of the Wolf is simply one of the most observant and entertaining examinations of modern will-to-wealth that fiction has produced in recent years" (Miami Herald). Based on her successful program for over-eaters at St. Luke's-Roosevelt Hospital in New York City, the author shows overweight people how to identify and overcome the psychological problems that prompt "binge" eating and drastic dieting. Original. NEW YORK TIMES bestselling author Suzanne Collins has created a deeply moving autobiographical picture book about a father who must go off to the war in Vietnam -- and the daughter who stays behind. When young Suzy's father leaves for Vietnam, she struggles to understand what this means for her and her family. What is the jungle like? Will her father be safe? When will he return? The months slip by, marked by the passing of the familiar holidays and the postcards that her father sends. With each one, he feels more and more distant, until Suzy isn't sure she'd even recognize her father anymore. This heartfelt and accessible picture book by Suzanne Collins, the NEW YORK TIMES bestselling author of the *Hunger Games* series, is accompanied by James Proimos's sweet and funny illustrations. This picture book will speak to any child who has had to spend time away from a parent. First in the ground-breaking HUNGER GAMES trilogy, this new foiled edition of THE

HUNGER GAMES is available for a limited period of time. Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature. The all-time classic picture book, from generation to generation, sold somewhere in the world every 30 seconds! Have you shared it with a child or grandchild in your life? For the first time, Eric Carle's *The Very Hungry Caterpillar* is now available in e-book format, perfect for storytime anywhere. As an added bonus, it includes read-aloud audio of Eric Carle reading his classic story. This fine audio production pairs perfectly with the classic story, and it makes for a fantastic new way to encounter this famous, famished caterpillar. Desperate to solve a global food shortage, ExoGen scientist Dr. Ella Masse oversees the creation and release of RC-714, a gene that unlocks millions of years of adaptation and evolution, allowing crops to use long dormant junk DNA to rapidly adapt to any environment. The world's food supply grows aggressively, occupying every inch of earth, no matter how inhospitable. World hunger is averted. Humanity flourishes. RC-714 is digested, absorbed and passed on. The Change affects small, fast breeding mammals first. They multiply with the same aggressive speed as the ExoGen plants, but a new, insatiable hunger drives them to violence. War between species breaks out. And then RC-714 reaches humanity, along with every other large creature on the planet. Civilization implodes, as every living thing that consumed the ExoGen crops begins to adapt to a world full of predators, accessing genes dating back to the beginning of life itself. Peter Crane and his son Jakob survive the Change, living in their family farmhouse and eating non-ExoGen food from a biodome, one of many provided by Ella Masse, who discovered the ramifications of her breakthrough too late. The pair ekes out a living in a world full of monsters, surviving until Ella shows up on their doorstep with her daughter, pursued by desperate predators and men alike. As the farmhouse falls under attack, Crane learns that the end of humanity, of life on Earth, can still be averted: if Ella Masse and her daughter survive, and if they make it to the other side of the country without being captured...or consumed. Jeremy Robinson merges the science of Michael Crichton with the horror of Stephen King in this fresh take on the post-apocalypse, creating a true worst-case scenario for GMO crops that will have people reading labels before eating their next pepper, tomato or kernel of corn. From flamboyant Capitol fashion to the wild, earthy textures of the unforgiving arena, *The World of the Hunger Games* is rich with stunning imagery. Between these pages you'll find intricate patterns, logos, and designs inspired by characters and scenes from all four *The Hunger Games* films, inviting you to fill them with color. Unleash your imagination and add your own flair to Effie Trinket's outrageous outfits, Katniss's trademark braids, Cinna's stunning creations, and, of course, the iconic Mockingjay. Both inspiring and relaxing, this gorgeous coloring book is a must-have for any *The Hunger Games* fan. From the New York Times bestselling author of *Bad Feminist*: a searingly honest memoir of food, weight, self-image, and learning how to feed your hunger while taking care of yourself. "I ate and ate and ate in the hopes that if I made myself big, my body would be safe. I buried the girl I was because she ran into all kinds of trouble. I tried to erase every memory of her, but she is still there, somewhere. . . . I was trapped in my body, one that I barely recognized or understood, but at least I was safe." In her phenomenally popular essays and long-running Tumblr blog, Roxane Gay has written with intimacy and sensitivity about food and body, using her own emotional and psychological struggles as a means of exploring our shared anxieties over pleasure, consumption, appearance, and health. As a woman who describes her own body as "wildly undisciplined," Roxane understands the tension between desire and denial, between self-comfort and self-care. In *Hunger*, she



explores her past—including the devastating act of violence that acted as a turning point in her young life—and brings readers along on her journey to understand and ultimately save herself. With the bracing candor, vulnerability, and power that have made her one of the most admired writers of her generation, Roxane explores what it means to learn to take care of yourself: how to feed your hungers for delicious and satisfying food, a smaller and safer body, and a body that can love and be loved—in a time when the bigger you are, the smaller your world becomes. This digital collection includes all three books in Suzanne Collins's internationally bestselling Hunger Games trilogy together with *The Ballad of Songbirds and Snakes*. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV...And the odds are against all who play. With all four of Suzanne Collins's Hunger Games novels in one digital collection, you can step into the world of Panem with the 10th annual Hunger Games, and continue all the way to the electrifying conclusion. The stunning Hunger Games trilogy is complete! The extraordinary, ground breaking New York Times bestsellers *The Hunger Games* and *Catching Fire*, along with the third book in *The Hunger Games* trilogy by Suzanne Collins, *Mockingjay*, are available for the first time ever in e-book. Stunning, gripping, and powerful. An exciting dystopian fantasy thriller series, *The Hunger Games* began its life as a trilogy of books by Suzanne Collins, the first released in 2008. An immediate success, the first instalment had a first printing of 50,000 hardcover copies, which quickly ballooned to 200,000. Spending one hundred consecutive weeks on the New York Times bestseller list, the book was put into development for release on the big screen. The first film, starring Academy Award-winning actress Jennifer Lawrence, broke box office records, and all of its sequels are expected to follow suit. *Fan Phenomena: The Hunger Games* charts the series' success through the increasingly vocal online communities that drive the young adult book market. Essays here consider the fashion that the series has created and how the costumes, memorabilia, merchandising and branding have become an ever bigger part of the fandom experience. Issues explored include debates over the movie stars' race and size, which tap into greater issues within the fan community and popular culture in general and the current argument that has divided fans and critics: whether or not the third book, *Mockingjay*, should be split into two films. Ambition will fuel him. Competition will drive him. But power has its price. It is the morning of the reaping that will kick off the tenth annual Hunger Games. In the Capitol, eighteen-year-old Coriolanus Snow is preparing for his one shot at glory as a mentor in the Games. The once-mighty house of Snow has fallen on hard times, its fate hanging on the slender chance that Coriolanus will be able to outcharm, outwit, and outmaneuver his fellow students to mentor the winning tribute. The odds are against him. He's been given the humiliating assignment of mentoring the female tribute from District 12, the lowest of the low. Their fates are now completely intertwined - every choice Coriolanus makes could lead to favor or failure, triumph or ruin. Inside the arena, it will be a fight to the death. Outside the arena, Coriolanus starts to feel for his doomed tribute . . . and must weigh his need to follow the rules against his desire to survive no matter what it takes. The complete collection of Marie Lu's bestselling Legend trilogy: *Legend*, *Prodigy*, and *Champion*. Additional bonus material also included: Marie Lu's *Life Before Legend*, original short stories offering a sneak peek at the lives of Day and June before they met.