

It's not that Ryuu is a bad loser – he just wants things to be in order. And in the natural order of the universe, he should not be losing to dorks. Losing is a thing Japanese pop star Ryuu Shiwasuda does not do – certainly not gracefully. Image is everything to hot-headed Ryuu. Sure, his macho bluster is only a cover for shyness and social awkwardness, but he takes it (and himself) very seriously. So when gratingly cheerful punster Hiro Takahashi delivers the ultimate insult of letting Ryuu win at a video game, Ryuu is cut to the quick, and vows swift vengeance. Can't be too hard to beat a dork like Hiro, right? Wrong. As Ryuu chases after his elusive victory, he's forced to add more and more items to the list of "things to beat Hiro" and is shocked to find that Hiro's quirky charm is sparking never-before felt desires in him. Ryuu's life and career have no place for a male lover. But he's already in too deep. Can he risk going all in? And what does he stand to lose if he doesn't? Length of Volume I: 55,000 words Six easy steps. Three volumes. Don't miss the other books in the series! Volume I: Step One: Tetris Step Two: Fun and Games Volume II: Step Three: Innocence Step Four: Perspective Volume III: Step Five: Love Step Six: All the Rest

The Girls Guide To Crack The Code For Sustainable, Loving, and Nurturing Relationships, Briefly: Nietzsches Beyond Good and Evil (SCM Briefly), A Dictionary Of The Bible: Comprising Its Antiquities, Biography, Geography, And Natural History, A Midrash on Weeping and Gnashing of Teeth (Investigating the Bible Book 1), A 1868 Advertising Brochure for the Girard Wire Company Makers of Metallic White Wire Clothes Lines,

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Every correct move led me closer to a checkmate; every false step And every game was zero sum – there was only ever one point to The only way to master life – like Tetris – is to learn to play with the of chess, there's only two ways to lose – get checkmated, or resign. .. well, sounds interesting. 2.

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Relationships

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