

Aces High Wild Cards 2 George Rr Martin

A third volume in the Wild Cards series features more stories about superhuman heroes and villains in a post-apocalyptic, alternative-history America, including tales by George R. R. Martin, Melinda M. Snodgrass, Edward Bryant, Leanne C. Harper, John J. Miller, Lewis Shiner and Walter Simons. Original.

Soon to be a TV show! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. After too many disastrous raids and military embarrassments, the Nats order a full-out, no-holds-barred blitzkrieg against Bloat and his genetic outcasts. The mission is clear: destroy Ellis Island, no survivors. As the final battle rages, the Turtle throws in the towel, Modular Man switches sides, Reflector faces defeat, Legion “dies”—and assassins reach Bloat’s chamber. This is it, folks. The final days of the Rox. The Wild Cards series explodes into apocalyptic battle action, edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass, featuring the writing talents of Edward W. Bryant, Stephen Leigh, John Jos. Miller, George R. R. Martin and Walter Jon Williams. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown

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Shuffle #10: Double Solitaire #11: Dealer's Choice #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings American Hero (ebook original) The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em #27: Knives Over Queens At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Nine science fiction writers--including Roger Zelazny, Victor Milan, and George R.R. Martin--continue the story of an alternate Earth, devastated by a plague, as the Aces and Jokers join forces to battle a new enemy, the abominable, deadly Swarm Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. In 1946, an alien virus that rewrites human DNA was accidentally unleashed in the skies over New York City. It killed ninety percent of those it infected. Nine percent survived to mutate into tragically deformed creatures. And one percent gained superpowers. The Wild Cards shared-universe series, created and edited since 1987 by New York Times #1 bestseller George R. R. Martin ("The American Tolkien" --Time magazine) along with Melinda Snodgrass, is the tale of the history of the world since then—and of the

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heroes among the one percent. Now a new generation of heroes has taken its place on the world stage, its members crucial players in international events. At the United Nations, veteran ace John Fortune has assembled a team of young aces known as the Committee, to assist at trouble spots around the world—including a genocidal war in the Niger Delta, an invasion of zombies in hurricane-ravaged New Orleans, and a freak nuclear explosion in a small Texas town. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Edited by bestselling author George R. R. Martin, in the next Wild Cards adventure we follow John Fortune, son of two of the most powerful and popular Aces the world has ever seen. In *Death Draws Five*, John Fortune's card has finally turned. He's an Ace! And proud of it . . . except that his new powers put him on a collision course with enemies he never knew he had. Is he the new messiah? Or the Anti-Christ? Or is he

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just a kid who's in over his head and about to drown? It's really quite simple. Mr. Nobody wants to do his job. The Midnight Angel wants to serve her Lord. Billy Ray, dying from boredom, wants some action. John Nighthawk wants to uncover the awful secret behind his mysterious power. Fortunato wants to rescue his son from the clutches of a cryptic Vatican office. John Fortune just wants to catch Siegfried and Ralph's famous Vegas review. The problem is that all roads, whether they start in Turin, Italy, Las Vegas, Hokkaido, Japan, Jokertown, Snake Hill, the Short Cut, or Yazoo City, Mississippi, lead to Leo Barnett's Peaceable Kingdom, where the difference between the Apocalypse and Peace on Earth is as thin as a razor's edge and where Death himself awaits the final, terrible turn of the card. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. Let the secret history of the world be told—of the alien virus that struck Earth after World War II, and of the handful of survivors who found they now possessed superhuman powers. Some were called Aces, endowed with powerful mental and physical prowess. The others were Jokers, tormented by bizarre mind or body disfigurements. Some served humanity. Others wreaked terror. Now, forty years later, under the streets of Manhattan an evil genius unleashes the powers of darkness—and Aces and Jokers alike

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must fight for their lives. Here, in the third volume of the Wild Cards series, seven of science fiction's most gifted writers take you on a journey of wonder and excitement. Includes stories by: Edward Bryant Leanne C. Harper George R. R. Martin John J. Miller Lewis Shiner Walter Simons Melinda M. Snodgrass The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A new generation of aces comes of age as twenty-one of them compete against each other in a series of tasks and stunts on the blockbuster TV reality show "American Hero," and John Fortune, son of the show's creator, discovers his destiny.

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over New York City. It killed ninety percent of those it infected. Nine percent survived, mutated into tragically deformed creatures. And one percent gained superpowers. The Wild Cards shared-universe series, created and edited by New York Times #1 bestseller George R. R. Martin (called "the American Tolkien" by Time), is the tale of the history of the world since then—and of the heroes among the one percent. Now, in the latest Wild Cards mosaic novel, we get to know the hardbitten world of Manhattan's Fifth Precinct—or "Fort Freak," as cops and malefactors alike call the cop-shop where every other desk sergeant, detective, and patrol officer is more than human. Featuring original work by writers such as Cherie Priest, author of the bestselling *Boneshaker*; Paul Cornell, Hugo-nominated comic book and Doctor Who writer; David Anthony Durham, winner of 2009's John W. Campbell Award for Best New Writer; and many others, *Fort Freak* is one of the strongest offerings yet in the ongoing Wild Cards project. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold

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In Joker Moon, the next Wild Cards adventure from series editor George R. R. Martin, we follow Aarti, the Moon Maid, who can astrally project herself onto the surface of the moon and paint projections across the lunarscape. Theodorus was a dreamer. As a child, he dreamt of airplanes, rockets, and outer space. When the wild card virus touched him and transformed him into a monstrous snail centaur weighing several tons, his boyhood dreams seemed out of reach, but a Witherspoon is not so easily defeated. Years and decades passed, and Theodorus grew to maturity and came into his fortune . . . but still his dream endured. But now when he looked upward into the night sky, he saw more than just the moon . . . he saw a joker homeland, a refuge where the outcast children of the wild card could make a place of their own, safe from hate and harm. An impossible dream, some said. Others, alarmed by the prospect, brought all their power to bear to oppose him. Theodorus persisted never dreaming that the Moon was already inhabited. And the Moon Maid did not want company. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! Texas Hold'em: A Wild Cards Novel is an adventure in the bestselling shared-universe science fiction superhero series, edited by #1 New York Times bestselling author George R. R. Martin. San Antonio, home of the Alamo, is also host to the nation's top high school jazz competition, and the musicians at Xavier Desmond High are excited to outplay their rivals. They are also jokers, kids with strange abilities and even stranger looks. On top of that, well, they are teenagers, apt for mischief, mishaps, and romantic

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misunderstandings. Michelle Pond, aka The Amazing Bubbles, thinks that her superhero (and supermom) know-how has prepared her to chaperone the event. But when her students start going wayward, she'll soon discover the true meaning of "Don't mess with Texas." Texas Hold'em features the writing talents of David Anthony Durham (Acacia Trilogy), Max Gladstone (the Craft Sequence), Victor Milan (Dinosaur Lords series), Diana Rowland (Kara Gillian and White Trash Zombie series), Walton Simons, Caroline Spector and William F. Wu. Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Perfect for current fans and new readers alike, Knaves Over Queens is an all-new adventure set in London, featuring a fresh cast of characters from the Wild Cards universe. Developed by aliens and field-tested on Earth, the virus known as Xenovirus Takis-A was released in New York in 1946, changing the course of human history forever. Most of those infected die — and a tiny percentage become deformed beings known as jokers. A lucky few survivors become

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aces: superhumans gifted with amazing powers. Now the virus has reached Britain. There, Prime Minister Sir Winston Churchill, gifted with extraordinary longevity, together with the Enigma ace Alan Turing, set up a special organization named the Order of the Silver Helix. They will need all of the wild cards they can find if they are to deal with the terrifying mutations spawned by the virus. Edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass, *Knives Over Queens* features the writing talents of Paul Cornell, Marko Kloos, Mark Lawrence, Kevin Andrew Murphy, Emma Newman, Peter Newman, Peadar O Guilin, Melinda M. Snodgrass, Caroline Spector, and Charles Stross. Now in development for TV: Rights to develop *Wild Cards* have been acquired by Universal Cable Productions, the team behind *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass, as executive producer. The *Wild Cards* Universe

The Original Triad #1 *Wild Cards* #2 *Aces High* #3 *Jokers Wild* The Puppetsman Quartet #4: *Aces Abroad* #5: *Down and Dirty* #6: *Ace in the Hole* #7: *Dead Man's Hand* The Rox Triad #8: *One-Eyed Jacks* #9: *Jokertown* Shuffle #10: *Dealer's Choice* #11: *Double Solitaire* #12: *Turn of the Cards* The Card Sharks Triad #13: *Card Sharks* #14: *Marked Cards* #15: *Black Trump* #16: *Deuces Down* #17: *Death Draws Five* The Committee Triad #18: *Inside Straight* #19: *Busted Flush* #20: *Suicide Kings* The Fort Freak Triad #21: *Fort Freak* #22: *Lowball* #23: *High Stakes* The American Triad #24: *Mississippi Roll* #25: *Low Chicago* #26: *Texas Hold 'Em* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When her aunt is accused in a scandal involving a fake Mayan artifact, archaeology professor Catherine Moore enlists the aid of roguish adventurer Jack Gibraltar to find out the truth. Original.

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Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. George R. R. Martin's Wild Cards classic adventure, in trade paperback for the first time: a dangerous superpowered gang rises to power and threatens the citizens of New York City Bloat, the boy-governor of the Rox, wanted to make Ellis Island a safe haven for Jokers, and made a choice to recruit the Jumpers, superpowered teen outcasts who could steal a man's body in the blink of an eye. But under the leadership of Dr. Tachyon's psychotic grandson, the Jumpers grow more vicious and uncontrollable every day, becoming the greatest threat the Wild Cards have ever faced.... Edited by #1 New York Times bestselling author George R. R. Martin, Jokertown Shuffle features the writing talents of Walton Simons, Chris Claremont, Lewis Shiner, William F. Wu, Victor Milan, Stephen Leigh, Melinda M. Snodgrass, and John Jos. Miller, along with previously unpublished stories from Carrie Vaughn and Cherie Priest. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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Soon to be a show on Hulu! Mississippi Roll: A Wild Cards Novel is an adventurous journey along Ol' Man River, featuring beloved characters from the bestselling shared-universe science fiction superhero series, edited by #1 New York Times bestselling author George R. R. Martin. Now on its final voyage, the historical steamboat Natchez is known for her super-powered guest entertainers. But after the suspicious death of a crewmember, retired NY police detective Leo Storgman decides to make this incident his personal case. His findings only lead to a growing number of questions. Is there some truth behind the ghostly sightings of the steamboat's first captain Wilbur Leathers? What secret does the current captain seem to be hiding? And could the Natchez be ferrying mysterious – and possibly dangerous – cargo onboard? Mississippi Roll features the writing talents of Stephen Leigh, John Jos. Miller, Kevin Andrew Murphy, Carrie Vaughn (Martians Abroad), Hugo-Award winning author David D. Levine (Arabella of Mars), and Hugo and Nebula Award finalist Cherie Priest (Boneshaker). Now in development for TV: Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the

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Soon to be a TV show on Hulu! After the alien virus struck humanity in the wake of World War II, a handful of the survivors found they possessed superhuman powers. The Wild Cards shared-world volumes tell their story. Here in book two, Wild Cards II: Aces High, we trace these heroes and villains through the tumultuous 1980s, both like and unlike our own. Now, after centuries of travel through space, an extraterrestrial being called the Swarm is headed for Earth. Meanwhile, some of the aces given superpowers by the virus are hatching conspiracies to control the human world. These factions are about to collide...and the fallout could be catastrophic. Featuring stories from SF and fantasy giants such as George R. R. Martin, Roger Zelazny, Pat Cadigan, Lewis Shiner, Walter Jon Williams, and others. Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. Decades after an alien virus changed the course of history, the surviving population of Manhattan still struggles to understand the new world left in its wake. Natural humans share the rough city with those given extraordinary—and sometimes terrifying—traits. While most manage to coexist in an uneasy peace, not everyone is willing to adapt. Down in the seedy underbelly of Jokertown, residents are going missing. The authorities are unwilling to investigate, except for a fresh lieutenant looking to prove himself and a collection of unlikely jokers forced to take matters into their own hands—or tentacles. The deeper into the kidnapping case these misfits and miscreants get, the higher the stakes are raised. Edited by #1 New York Times bestselling author George R. R. Martin and acclaimed author Melinda M. Snodgrass, *Lowball* is the latest mosaic novel in the acclaimed Wild Cards universe, featuring original fiction by Carrie Vaughn, Ian Tregillis, David Anthony Durham, Melinda M. Snodgrass, Mary Anne Mohanraj, David D. Levine, Michael Cassutt, and Walter John Williams. Perfect for old fans and new readers alike, *Lowball* delves deeper into the world of aces, jokers, and the hard-boiled men and women of the Fort Freak police precinct in a pulpy, page-turning novel of superheroics and mystery. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18:

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Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Book five of the original Wild Cards series, now in trade paperback

"Contains material originally published in George R.R. Martin's wild cards #1-6."

Soon to be a show on Hulu! In Low Chicago, a gang of criminals scattered throughout the past threaten the stability of the world in George R. R. Martin's latest Wild Cards adventure. The stakes were already high enough at Giovanni Galante's poker table that night in Chicago. Poker. Dealer's choice. Seven players. A million-dollar cash buy-in. But after a superpowered mishap, the most high-profile criminals in the city are scattered throughout the past and their schemes across time threaten the stability of the world. Perfect for current fans and new readers alike, Low Chicago is an all-new time travel adventure that highlights the criminal underworld of 1920s Chicago, featuring a fresh cast of characters from the Wild Cards universe. Co-edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass (screenwriter, Star Trek), Low Chicago features the writing talents of Saladin Ahmed (author of the bestselling comic Black Bolt), Paul Cornell (screenwriter, Doctor Who), Marko Kloos (author of the bestselling Frontlines series), John Jos. Miller, Mary Anne Mohanraj (Bodies in Motion, The Stars Change), Hugo, Nebula, World Fantasy and

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Theodore Sturgeon Award finalist Christopher Rowe, Kevin Andrew Murphy, and Melinda M. Snodgrass. “Martin has assembled an impressive array of writers. . . . Progressing through the decades, Wild Cards keeps its momentum.”—Locus Now in development for TV: Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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players in a presidential convention torn by hatred and dissent. Assassins stalk the halls of the convention and one of the candidates plans to use his secret Wild Card power for evil. Travel on a journey of intrigue and adventure in this collaborative novel edited by #1 New York Times bestselling author George R. R. Martin and written by five of science fiction's most imaginative talents: Stephen Leigh, Victor Milan, Walton Simons, Melinda M. Snodgrass, and Walter Jon Williams. "Delicious. Everything I hoped for. The character interactions and plot twists have exactly the complexity, surprise, and unsentimental realism I'd expect out of a George R. R. Martin project." —Austin Grossman, author of *Soon I Will be Invincible* on *Inside Straight*

The return of the famous shared-world superhero books created and edited by George R. R. Martin, author of *A GAME OF THRONES* In the six decades since the alien plague known as the Wild Card virus spread a wave of mutations around the globe, humanity has begun to come to terms with its consequences. Grotesque half-human creatures known as 'jokers' inhabit an underworld of their own, while the legendary prodigies known as 'aces' have become real-world superheroes, complete with colourful names and costumes. Now a new generation of aces has taken its place on the world stage, becoming crucial players in international events. At the United Nations, veteran ace John Fortune has assembled a team of young heroes, known as The Committee, to assist at trouble spots around the world - including an invasion of zombies in hurricane-ravaged New Orleans, a freak nuclear explosion in a small Texas

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town, and a fateful showdown with the forces of the oil-rich Islamic caliphate in the Middle East. But The Committee's opponents have their own aces and jokers ready to do battle, including a Marxist revolutionary, a brutal mercenary, a young boy with apocalyptic powers and - most terrifyingly of all - a sinister arm of the FBI known as SCARE.

After the alien virus struck humanity in the wake of World War II, a handful of the survivors found they possessed superhuman powers. The Wild Cards shared-world volumes tell their story. Here in book two, Wild Cards II: Aces High, we trace these heroes and villains through the tumultuous 1980s, in stories from SF and fantasy giants such as George R. R. Martin, Roger Zelazny, Pat Cadigan, Lewis Shiner, Walter Jon Williams, and others.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. Perfect for current fans and new readers alike, One Eyed Jacks is a classic Wild Cards adventure, edited by #1 New York Times bestselling author George R. R. Martin, and the first book in the Rox Triad. Something is stirring on Ellis Island, something strange and dangerous enough to subdue even the white-hot tensions between Wild Cards and normal humans. They call themselves the Jumpers: a vicious gang with the power to transport their minds into others' bodies, using them to commit acts of terror and

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violence, before abandoning them and leaving their victims to face the consequences. The Jumpers cutthroat ambition to control the Wild Card community will pit aces, jokers, and humans at odds like never before. One-Eyed Jacks features the writing talents of Walton Simons, Chris Claremont, Lewis Shiner, William F. Wu, Victor Milan, Stephen Leigh, Melinda M. Snodgrass, and John Jos. Miller, along with previously unpublished stories from Carrie Vaughn and Kevin Andrew Murphy. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fleeing the battle between the Jokers, Aces, and Nats, Blaise heads for the planet Takis in the body of Dr. Tachyon, leaving Tach trapped in the pregnant body of a teenage runaway. Original.

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co-editor of Wild Cards, Melinda Snodgrass as executive producer. In 1946, an alien virus that rewrites human DNA was accidentally unleashed in the skies over New York City. It killed ninety percent of those it infected. Nine percent survived to mutate into tragically deformed creatures. And one percent gained superpowers. The Wild Cards shared-universe series, created and edited since 1987 by New York Times #1 bestseller George R. R. Martin ("The American Tolkien"—Time magazine) along with Melinda Snodgrass, is the tale of the history of the world since then—and of the heroes among the one percent. Ranging from New York and New England to ravaged Africa and New Orleans, encompassing war, devastation, and stubborn hope, Suicide Kings advances the story of the Wild Cards, and their struggle to be fully human in a world that fears and mistrusts them. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Deuces Down is the next Wild Cards anthology collection about George R. R. Martin's alternate superhero history An anthology about the Wild Cards who are underestimated, overlooked: the Deuces. But it's the quiet ones you have to watch out for. In this revised

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collection of classic Wild Cards stories, the spotlight is on the most unusual Wild Cards of them all—the Deuces, people with minor superpowers. But their impact on the world should not be underestimated, as we see how they've affected the course of Wild Cards' alternate history. This collection also features exclusive art to accompany these stories. In Deuces Down, iconic celebrities and landmark events are seen in a whole new light, such as John Jos. Miller's exciting 1969 World Series between the Baltimore Orioles and the Brooklyn Dodgers; Michael Cassutt's first moon landing, when the world wasn't watching; Walter Simons' Great New York City Blackout of 1977; and Melinda M. Snodgrass's account of Grace Kelly's mysterious disappearance during the filming of *The French Lieutenant's Woman*. Edited by George R. R. Martin and Melinda M. Snodgrass, Deuces Down also features brand-new stories from Carrie Vaughn, Mary Anne Mohanraj, and Caroline Spector. Being developed for TV! Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind *The Magicians* and *Mr. Robot*, with the co-editor of Wild Cards, Melinda M. Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings American Hero (ebook original) The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em #27: Knaves Over Queens At the Publisher's request, this title is being sold without Digital Rights

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Nous sommes en 1986. Depuis qu'il a frappé la Terre quarante ans plus tôt, le virus Wild Card n'a cessé de se répandre, tuant une grande partie de la population, produisant quelques aces, des êtres aux pouvoirs surnaturels, et beaucoup de jokers, des humains amoindris et difformes. Aujourd'hui confrontés à un ennemi venu des profondeurs de l'espace et à son alliée sur Terre, une secte maçonnique, les héros créés par George R.R. Martin et ses complices (Roger Zelazny, Walter Jon Williams, Pat Cadigan...) ne sont pas au bout de leurs surprises.

Nous sommes en 1986. Depuis qu'il a frappé la Terre quarante ans plus tôt, le virus Wild Card n'a cessé de se répandre, tuant une grande partie de la population, produisant quelques aces, des êtres aux pouvoirs surnaturels, et beaucoup de jokers, des humains amoindris et difformes. Aujourd'hui confrontés à un ennemi venu des profondeurs de l'espace et à son alliée sur Terre, une secte maçonnique, les héros créés par George R.R. Martin et ses complices (Roger Zelazny, Walter Jon Williams, Pat Cadigan...) ne sont pas au bout de leurs surprises.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. The action-packed alternate fantasy returns for a new generation, featuring fiction from #1 New York Times bestselling author George R. R. Martin, Michael Cassutt, Melinda M. Snodgrass, Lewis Shiner, and more—plus two completely new stories from Kevin Andrew Murphy and bestselling author Carrie Vaughn. Forty years after the Wild Card Virus's release, the World Health Organization

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decides it's time to take a delegation of Aces, Jokers, politicians, and journalists on a fact-finding mission to learn how other countries are dealing with the virus that reshaped humanity. Leading the team is Gregg Hartmann, a senator with presidential aspirations and a dangerous ace up his sleeve. Joining him is a menagerie of some of the series' best and most popular Wild Cards, including Dr. Tachyon, aces Peregrine and Golden Boy, and jokers Chrysalis, Troll, and Father Squid. From the jungles of Haiti and Peru to the tumultuous political climate of Egypt, from a monastery in Japan to the streets of the most glamorous cities of Europe, the Wild Cards are in for an eye-opening trip. While some are worshiped as actual gods, those possessing the most extreme mutations are treated with a contempt that's all too familiar to the delegates from Jokertown. New alliances will be formed, new enemies will be made, and some actions will fulfill centuries-old prophecies that make ripples throughout the future of the Wild Cards universe. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Soon to be a show on Hulu! This discounted ebundle includes: Wild Cards I, Wilds Cards II: Aces High, Wild Cards III: Jokers Wild, Wild Cards IV: Aces Abroad, Wild Cards V: Down and

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Dirty From the mind of George R. R. Martin, author of The Game of Thrones, comes the Wild Cards universe. “Perhaps the most original and provocative of the shared worlds books.” —Peter S. Beagle, author of The Last Unicorn In the aftermath of World War II, an alien virus struck the Earth, endowing a handful of survivors with extraordinary powers. Some were called aces—those with superhuman mental and physical abilities. Others were termed jokers—cursed with bizarre mental or physical disabilities. Some turned their talents to the service of humanity. Others used their powers for evil. Wild Cards is their story. Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Nine science fiction writers--including Roger Zelazny, Victor Milan and George R.R. Martin--continue the story of an alternate Earth, devastated by a plague, as the Aces and Jokers join forces to battle a new enemy, the abominable, deadly Swarm. Reissue. Wild Cards II: Aces High Macmillan

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Exposed by a reporter and her joker sidekick, the Cardshark Conspiracy plots to unleash the Black Trump, a biological weapon that destroys anyone with a wild card genetic structure, and time is running out for ace Mark Meadows. Original.

Aidan is the Wildcards' last chance. If he can pull off his assignment as Commander and yank his ragtag crew of dreamers and fighters together, maybe they can get back to fighting for a country worth living in. Life's a bitch. She deals off the bottom of the deck. But you play the hands you're given.

Soon to be a show on Hulu! Dead Man's Hand combines the writing talents of George R. R. Martin & John Jos. Miller Chrysalis, the glass-skinned queen of the Joker underworld, has been found brutally murdered in her popular restaurant, the Crystal Palace. New two men are out to find her killer: Jay Ackroyd, the Ace private investigator who discovered her ruined body, and the vigilante archer known as the Yeoman, who has been framed for the crime. Their quest leads them on a nightmare odyssey of madness, violence, passion, and political intrigue that will forever alter the fates of Aces and Jokers everywhere. Experience this gripping tale of mystery and suspense, brought to you from the incredible imaginations of George R. R. Martin and John Jos. Miller in their first collaborative novel. Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. EXPLORE THE WILD CARDS UNIVERSE An alien virus has changed the course of

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history, and the surviving population of Manhattan struggles to understand the new world left in its wake. Natural humans share the rough city with those given extraordinary—and sometimes terrifying—traits. While most manage to coexist in an uneasy peace, not everyone is willing to adapt. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An alien biological weapon was accidentally detonated over New York City, killing countless numbers of people. Those who survived, soon began to wish they had died once they discovered that they had been forever mutated by the virus unleashed in the blast. In this all-new collection of Wild Cards stories, the spotlight is on the most unusual Wild Cards of them all--the Deuces. Their role in the Wild Cards Universe is just as important as that of the Aces and the Jokers. In fact, their actions have affected the course of Wild Cards history.

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In 1946, an alien virus that rewrites human DNA was accidentally unleashed in the skies over New York City. It killed ninety percent of those it infected. Nine percent survived to mutate into tragically deformed creatures. And one percent gained superpowers.

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