

## Earth Fall Invasion Book One

'It was never meant to feed the needy; but to serve up grief to the mean and greedy' The unfortunately named Albert Grub (A. Grub) has parents who are obsessed by mini-beasts; there are insects in the fridge, woodlice living in the hall and spiders dwelling in the cupboard under the stairs. But everything changes one day when Albert discovers that his dad is heir to the factory of the legendary Piddler's Porridge. Why is the town's noodle King, and owner of the adjacent factory so keen to get his hands on the Piddler's place? Is he after the legendary Spoon of Doom, believed to be hidden somewhere in the factory? And what can our reluctant hero do to stop him? A mix of quirky characters and outlandish goings on topped with lashings of bugs and porridge, this is a laugh-out-loud comic adventure that will appeal especially to boys.

One fairytale setting, two very different families and a lot of strange and magical happenings. From Carnegie Medal winner Sharon Creech

The aliens have arrived. And they're hungry for electricity. In the Earth of the future, humans are on the run from an alien force—giant blobs who suck up electrical devices wherever they can find them. Strata and her family are part of a caravan of digital rescuers, hoping to keep the memory of civilization alive by saving electronics wherever they can. Many humans have reverted to a pre-electrical age, and others have taken advantage of the invasion to become dangerous bandits and outlaws. When Strata and her brother are separated from the caravan, they must rely on a particularly beautiful and rare robot pony to escape the outlaws and aliens—and defeat the invaders once and for all.

It's an average day in an average suburb. In an alternate universe. Claude thinks his biggest problem is trying to impress his new boyfriend when a much bigger problem comes along: his father vanishes. Not only that, several clues suggest that his dad may have invented a time machine. In search of answers—and his father—Claude and his best friend Carolien must decipher a series of coded messages, stay a step ahead of the world's most powerful corporation, and confront one of the darkest episodes in human history. But they are quickly running out of time.

The next sci-fi epic blasts off here! In the grim aftermath of the Annihilation War, a devastated universe struggles to rebuild. Gripped by fear and paranoia, civilizations have collapsed and entire worlds are now smoking ruins. What is next for the battle weary heroes known as Nova, Peter Quill, and Quasar? What are Ronan's plans for the once-mighty Kree Empire? Which cosmic characters of the past are about to return? Who is the new hero approaching on the horizon? And what is the new threat that no one suspects? Collects Annihilation: Conquest Prologue, Annihilation: Conquest - Quasar #1-4, Annihilation: Conquest - Starlord #1-4, and Annihilation Saga.

Earth Fall: Invasion(Book One)

WHEN OUR WORLD ENDED, THEIR MISSION BEGAN The Sixty Minute War brought humanity to the brink of annihilation. Billions perished. The planet Earth was turned into a virtual graveyard, with the shattered, burned-out skeletons of great cities

...serving as tombstones marking Mankind's demise. But in the United States, one final outpost remains. Ten years have passed, and Harmony Base, a subterranean U.S. Army installation that survived the nuclear inferno, has yet to receive any response to its continual radio transmissions. Long-range surface reconnaissance missions fail to locate any other survivors. Harmony's personnel, a mix of military and civilian specialists, wonder if they are the only living beings left on the planet. Earthquake damage to the base's vital power plant necessitates a different type of mission: the retrieval of spare parts from a storage depot in San Jose, 1,600 miles distant. Captain Mike Andrews and his crew set out across a Giger-inspired landscape blighted by lightning storms and deadly hazards that could swallow their all-terrain vehicles whole. The last thing Andrews expects to encounter in the nuked ruins of San Jose are survivors led by a twisted freak with mental powers off the scale... Harmony is America's last chance to rise up from the ashes of the nuclear holocaust and help restore civilization. But only if Andrews and his crew can escape San Jose...and the madman who calls himself The Law.

Can Earth be reclaimed? The battle for Earth continues. In order to defeat the Voidborn, the alien race that invaded Earth, Sam must come to terms with the Illuminate powers he has inherited and return to London. The only hope he has for defeating the aliens is to enlist the help of not only his friends, but also what he fears most. Sam and his friends must find a way to awaken the sleeping Illuminate far beneath the surface of the Earth, but what they don't realise is a dark and terrible secret is also about to be uncovered. A secret that may spell doom for all of humanity. One thing is certain, whatever happens, life will never be the same for Sam ever again. And he will be forced to confront the reality that he may have to pay the ultimate price or finally watch the Earth fall.

USA Today Bestseller Rhett C. Bruno's debut sci-fi series is a gritty, space-opera epic perfect for fans of *The Expanse*! Earth is a dying planet. To survive, humanity founds the Circuit, a string of colonies across the solar system, dedicated to mining resources vital to preserving what remains of mankind. Here there are no heroes or villains, only those willing to do what's necessary to survive. The New Earth Tribunal, a powerful religious faction, has risen to rule the Circuit. They believe a Spirit within the Earth will one day appear and welcome humanity back home. Following a string of seemingly random attacks, the Tribunal suspects its mortal enemy, the Ceresians, have again rallied to challenge their absolute rule. But a new, sinister threat has arisen--and it plans to bring down the Tribunal once and for all. Join an unlikely band of would-be saviors--the Tribunal's best spy, a roguish Ceresian mercenary, a subservient android and a disgraced general--as they are drawn into a conspiracy destined to change the Circuit forever. "Bruno has crafted a complex, multi-dimensional story that combines the best of his genre with age-old truths--and quandaries--about humanity, politics, religion, family, and, yes, love." --Portland Book Review

In this "spectacularly smart space opera" (Publishers Weekly, starred review) set in the same universe as the critically acclaimed *White Space* series and perfect for fans of Karen Traviss and Ada Hoffman, a space station begins to unravel when a routine search and rescue mission returns after going dangerously awry. Meet Doctor Jens. She hasn't had a decent cup of coffee in fifteen years. Her workday begins when she jumps out of perfectly good space ships and continues with developing treatments for sick alien species she's never seen before. She loves her life. Even without the coffee. But Dr. Jens is about to discover an astonishing mystery: two ships, once ancient and one new, locked in a deadly embrace. The crew is suffering from an unknown ailment and the shipmind is trapped in an inadequate body, much of her

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memory pared away. Unfortunately, Dr. Jens can't resist a mystery and she begins doing some digging. She has no idea that she's about to discover horrifying and life-changing truths. Written in Elizabeth Bear's signature "rollicking, suspenseful, and sentimental" (Publishers Weekly) style, *Machine* is a fresh and electrifying space opera that you won't be able to put down.

From Boston Globe–Horn Book Award winner Katherine Rundell comes an exciting new novel about a group of kids who must survive in the Amazon after their plane crashes. Fred, Con, Lila, and Max are on their way back to England from Manaus when the plane they're on crashes and the pilot dies upon landing. For days they survive alone, until Fred finds a map that leads them to a ruined city, and to a secret. Freedom is on the march as the rebellion against the Kurian Occupation of Earth takes the offensive. David Valentine's company of former Quislings is ready to join forces with a guerrilla army, but nothing could prepare them for the end of their journey...

In this delightfully creepy novel from Coretta Scott King/John Steptoe New Talent Award winner Ronald L. Smith, twelve-year-old Simon thinks he was abducted by aliens. But is it real, or just his over-active imagination? Perfect for fans of Mary Downing Hahn and Louis Sachar. Twelve-year-old Simon is obsessed with aliens. The ones who take people and do experiments. When he's too worried about them to sleep, he listens to the owls hoot outside. Owls that have the same eyes as aliens—dark and foreboding. Then something strange happens on a camping trip, and Simon begins to suspect he's been abducted. But is it real, or just the overactive imagination of a kid who loves fantasy and role-playing games and is the target of bullies and his father's scorn? Even readers who don't believe in UFOs will relate to the universal kid feeling of not being taken seriously by adults that deepens this deliciously scary tale.

Sam and his friends embark on one last mission, one final epic final battle against their alien enemies to determine the fate of the Earth in this fast-paced, action-packed conclusion to Mark Walden's *Earthfall* Trilogy. After the death of his father, Sam is still struggling to come to terms with the Illuminate powers that he inherited, the changes that the alien nanites have wrought on his body, and the mysterious summons calling to him, urging him to come and retrieve "his birthright." After separating himself from his friends, Sam realizes the call is coming from the Primarch, an ancient spaceship and the first of the Voidborn, a digitized Illuminate consciousness, that was driven insane after it was left drifting lost and alone in space for thousands of years. It's calling to him to join the fight and destroy the Vore. But just as Sam thinks he finally has an ally against the Vore, he realizes the Primarch has an agenda all its own... As the final conflict takes place in the skies above the Grand Canyon, Sam is forced to confront the fact that even with some surprising new allies, the price for defeating the Earth's invaders may be vastly more than he is prepared to pay. One thing is certain, whatever happens, life will never be the same for Sam—or for the rest of humanity—ever again.

From USA Today Bestselling author of *The Slaver Wars* comes a new military science fiction series. The Trellixian Empire was constantly expanding, seeking new worlds for their ever-increasing population. If worlds were discovered with existing sentient populations, they were cleansed to make room for colonization. Hundreds of budding civilizations had been eliminated by Trellixian battle fleets. On Earth years in the past, a scout ship fleeing from the Trellixians crashed. Scientists investigating the wreckage discovered what the Trellixians had done to the world the scout ship escaped from. They also discovered it was only a matter of time before the Trellixians reached Earth. A daring plan was implemented involving the major world powers. They would prepare in secret for the coming of the alien invaders. The only question was, how could one world resist a galactic empire?

After a spaceship crashes into the planet Tonath, the lone occupant survives and fights his way to the sunlit part of the planet. When a passing freighter finds him and takes him to the Western Starshift Institute of the Way, he finds the Teacher. Tonath is a planet torn apart by

the forces of nature, and only the Teacher can predict the movement of the stars and interpret the prophecies. But will the Teacher be able to recognize True Man and True Foe in time to save Tonath from a thousand years of burning?

This alternate sequel to 'Aliens' resurrects Newt and Hicks, and sees Ripley taking on her biggest challenge yet: The Queen of Queens'...

'There's nothing so rare as a fantasy that elicits genuine wonder and that uses marvellous things to enrich a child's appreciation of ordinary ones. Lev Grossman's novel *The Silver Arrow* is something special.' WALL STREET JOURNAL  
\_\_\_\_\_ Discover the magical, timeless children's adventure from Lev Grossman, author of *The Magicians*. Now a New York Times bestseller! When Kate is given a colossal steam train, the Silver Arrow, for her birthday, she can't believe her luck. After eleven years of waiting, adventure has finally found her! Soon the Silver Arrow is whisking Kate and her brother Tom to a magical station where their passengers stand ready to board. From the porcupine to the pangolin, each one is rare and wonderful. But these animals have been waiting a very long time too. Can Kate deliver them home ... before it's too late? \_\_\_\_\_ Lev Grossman's first children's book is a journey you'll never forget: a rip-roaring adventure from desert plains to snow-covered mountains and everything in between. Packed with exciting creatures from the indignant porcupine to the lost polar bear and the adorable baby pangolin, *The Silver Arrow* is a classic story about saving our endangered animals and the places they live.

The “beautiful” novel that inspired the film starring David Bowie, from a Nebula Award finalist (The New York Times). *The Man Who Fell to Earth* tells the story of Thomas Jerome Newton, an alien disguised as a human who comes to Earth on a mission to save his people. Devastated by nuclear war, his home planet, Anthea, is no longer habitable. Newton lands in Kentucky and starts patenting Anthean technology—amassing the fortune he needs to build a spaceship that will bring the last three hundred Anthean survivors to Earth. But instead of the help he seeks, he finds only self-destruction, sinking into alcoholism and abandoning his spaceship, in this poignant story about the human condition by the acclaimed author of *Mockingbird*. “Beautiful science fiction . . . The story of an extraterrestrial visitor from another planet is designed mainly to say something about life on this one.” —The New York Times “An utterly realistic novel about an alien human on Earth . . . Realistic enough to become a metaphor for something inside us all, some existential loneliness.” —Norman Spinrad, author of *The Iron Dream* “Those who know *The Man Who Fell to Earth* only from the film version are missing something. This is one of the finest science fiction novels of its period.” —J. R. Dunn, author of *This Side of Judgment*

'The characterizations are first class, and the fast-paced action features one hair-raising episode after another....*Shadow of the Hegemon* is so nicely integrated into the rest of the Ender canon that readers will be completely enthralled.' - Booklist

'*Shadow of the Hegemon* is an ideal book with which to start your science fiction year.' - Rocky Mountain News

Orson Scott Card's award-winning Ender series is a genuine classic of science fiction. With ENDER'S SHADOW, the first book in the Shadow Saga, he took the series into fascinating new territory. For Ender Wiggin was not the only young recruit to be trained at Battle School. Ender Wiggin and his fellow pupils at Battle School have defeated the alien forces in an extraordinary military operation. Ender's destiny among the stars awaits him, but for his young army it is time to return to earth. One by one, however, they are disappearing. Earth faces a new danger, only this time the enemy is much closer to home. The second book in the new Ender series by bestselling author Orson Scott Card. Books by Orson Scott Card: Alvin Maker novels Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City Ender Wiggin Saga Ender's Game Speaker for the Dead Xenocide Children of the Mind Ender in Exile Homecoming The Memory of the Earth The Call of the Earth The Ships of the Earth Earthfall Earthborn First Formic War (with Aaron Johnston) Earth Unaware Earth Afire Earth Awakens

Fans of The 5th Wave will devour this heart-pounding sci-fi novel about a girl with a secret: on a near-future Earth taken over by aliens, she is the only human left alive. "A celebration of what it means to be human." —Katharine McGee, New York Times bestselling author of The Thousandth Floor RAISED AMONG THEM. Li has a father and a sister who love her. A best friend, Mirabae, to share things with. She goes to school and hangs out at the beach and carefully follows the rules. She has to. Everyone she knows--her family, her teachers, her friends--is an alien. And she is the only human left on Earth. A SECRET THAT COULD END HER LIFE. The Abdoloreans hijacked the planet sixteen years ago, destroying all human life. Li's human-sympathizer father took her in as a baby and has trained her to pass as one of them. The Abdoloreans appear human. But they don't think with human minds or feel with human hearts. And they have special abilities no human could ever have. FIT IN OR DIE. When Li meets Ryn, she's swept up in a relationship that could have disastrous consequences. How far will Li go to stay alive? Will she save herself--and in turn, the human race--or will she be the final witness to humanity's destruction?

When a coalition of alien empires decide to invade planet Earth, the World's Greatest Heroes unite! But against the power of the stars aligned against them, not even the World's Greatest Heroes may be enough to save the planet this time.

Louisiana, 2065. A lot has changed in the 43rd year of the Kurian Order. Possessed of an unnatural and legendary hunger, the bloodthirsty Reapers have come to Earth to establish a New Order built on the harvesting of enslaved human souls. They rule the planet. They thrive on the scent of fear. And if it is night, as sure as darkness, they will come. On this pitiless world, the indomitable spirit of mankind still breathes in Lieutenant David Valentine. Brought into the special forces of The Wolves—an elite guerilla force sworn to win back Earth—this is Valentine's first command in the Kurian

Zone. Driven by the losses of his past and the hope of a future, Valentine is in it to win. No matter how long it takes. No matter what doom of fate awaits him beyond his wildest nightmares. Fight. Kill. Survive. This is the way of The Wolves. "If The Red Badge of Courage had been written by H.P. Lovecraft."—Paul Witcover, author of *Waking Beauty*

Earthfall, the fourth volume in Orson Scott Card's space opera Homecoming series The Oversoul of the colony planet Harmony selected the family of Wetchik to carry it back to long-lost Earth. Now grown to a tribe in the years of their journey to Harmony's hidden starport, they are ready at last to take a ship to the stars. But from the beginning there has been bitter dispute between Nafai and Elemak, Wetchick's youngest son and his oldest. On board the starship Bailica, the children of the tribe will become pawns in the struggle. Two factions are each making secret plans to awaken the children, and themselves, early from the cold-sleep capsules in which they will pass the long decades of the journey. Each side hopes to gain years of influence on the minds of the children, winning their loyalty in the struggle for control of reclaimed Earth. But the Oversoul is truly in control of this journey. It has downloaded a complete copy of itself to the Ship's computers. And only Nafai, who wears the Cloak of the Starmaster by the Oversoul's command, really understand what this will mean to all their plans for the future.

Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From USA Today Bestselling author of *The Slaver Wars* comes a new military science fiction series. Fleet Commander Kamuss of the Voltrex Federation is fighting a desperate battle to keep the massive Trellixian Empire at bay. His fleet pushes deep into the Empire facing impossible odds with stiffer resistance in every fleet engagement. Battle Commander Balforr of the Trellixian Empire has one objective driving him. Destroy Earth and the Humans that inhabit it! He gathers a fleet to accomplish his goal and sets out to destroy the last of the Human race. Captain Mark Dolan is sent on an impossible mission. With four ships he takes on a journey to the heart of the Trellixian Empire seeking some weakness that Earth and the Voltrex Federation can exploit. He knows that there is a very good possibility that none of his crews will ever see home again. However, the survival of Earth and the Voltrex Federation depends on the success of his mission.

In Orson Scott Card's classic apocalyptic science fiction novel *The Folk of the Fringe*, only a few nuclear weapons fell in America--the weapons that destroyed the nation were biological and, ultimately, cultural. But in the chaos, the famine, the plague, there existed a few pockets of order. The strongest of them was the state of Deseret, formed from the vestiges of Utah, Colorado, and Idaho. The climate has changed. The Great Salt Lake has filled up to prehistoric levels. But there, on the fringes, brave, hardworking pioneers are making the desert bloom again. A civilization cannot be reclaimed by powerful organizations, or even by great men alone. It must be renewed by individual men and women, one by one, working together to make a community, a nation, a new America. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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The struggle for human survival continues following an alien invasion of Earth in this second book in the Earthfall trilogy, from the author of the H.I.V.E. series. After the harrowing events of Earthfall, twelve-year-old Sam and his fellow resistance members meet an enigmatic man named Mason who is slowly building an army to fight back against the invaders, the Voidborn. Sam and the others join Mason and his soldiers on a mission to disable Voidborn technology in Tokyo. But Sam soon discovers that Mason has an agenda beyond what he has already admitted: He isn't content just to destroy the Voidborn's machines; he plans to destroy the Voidborn once and for all with a plan that will cost the lives of millions of innocent people. But something is coming, something even worse than the Voidborn. Something very old and very evil. Something that might mean the end for them all.

The beloved bestseller from Newbery Medalist and National Book Award winner Louis Sachar (Holes), with a brand-new cover! "Give me a dollar or I'll spit on you." That's Bradley Chalkers for you. He's the oldest kid in the fifth grade. He tells enormous lies. He picks fights with girls, and the teachers say he has serious behavior problems. No one likes him—except Carla, the new school counselor. She thinks Bradley is sensitive and generous, and she even enjoys his far-fetched stories. Carla knows that Bradley could change, if only he weren't afraid to try. But when you feel like the most hated kid in the whole school, believing in yourself can be the hardest thing in the world. . . .

The aliens came. No weapons could affect them. They kidnapped almost everyone. Then the rather unlikely savior Dean the accountant takes off with Carey, his kidnapped-by-aliens neighbor's dog, on a mission to save the world and humanity. An unexpectedly great read, the book is a maze of conspiracies, counter conspiracies, and betrayal. Just when you think you've got most of it figured out, another level of complexity appears. Starts a little bit slowly, giving you a chance to get to know our hero. Stick with it and you'll be happy you did. Dean's wife is dead. Her last words: When the ships come...wear the necklace. Then the ships arrived. Cities all around the world reported strange alien vessels descending. Some saw them as the heralds of a new age; others fired everything they had at them. All were taken as the beams lashed down and drew them into the sky. Dean was left behind, seemingly the last man on Earth. A trail of clues left by his dead wife guide Dean on a perilous journey across America and beyond, to learn the truth behind the mysterious ships and save humanity from their doom. But not everything is as it seems. When Overlord resurrects with a chilling new ability to take over and then kill other bodies, Nero and his H.I.V.E. associates begin a desperate race against time to foil a G.L.O.V.E. plot to take over Otto and a secret military facility that is home to a vulnerable computer-controlled weapons system.

**#1 NEW YORK TIMES BESTSELLER** In the Tale of The Fall of Gondolin are two of the greatest powers in the world. There is Morgoth of the uttermost evil, unseen in this story but ruling over a vast military power from his fortress of Angband. Deeply opposed to Morgoth is Ulmo, second in might only to Manwë, chief of the Valar: he is called the Lord of Waters, of all seas, lakes, and rivers under the sky. But he works in secret in Middle-earth to support the Noldor, the kindred of the Elves among whom were numbered Húrin and Túrin Turambar. Central to this enmity of the gods is the city of Gondolin, beautiful but undiscoverable. It was built and peopled by Noldorin Elves who, when they dwelt in Valinor, the land of the gods, rebelled against their rule and fled to

Middle-earth. Turgon King of Gondolin is hated and feared above all his enemies by Morgoth, who seeks in vain to discover the marvellously hidden city, while the gods in Valinor in heated debate largely refuse to intervene in support of Ulmo's desires and designs. Into this world comes Tuor, cousin of Túrin, the instrument of Ulmo's designs. Guided unseen by him Tuor sets out from the land of his birth on the fearful journey to Gondolin, and in one of the most arresting moments in the history of Middle-earth the sea-god himself appears to him, rising out of the ocean in the midst of a storm. In Gondolin he becomes great; he is wedded to Idril, Turgon's daughter, and their son is Eärendel, whose birth and profound importance in days to come is foreseen by Ulmo. At last comes the terrible ending. Morgoth learns through an act of supreme treachery all that he needs to mount a devastating attack on the city, with Balrogs and dragons and numberless Orcs. After a minutely observed account of the fall of Gondolin, the tale ends with the escape of Túrin and Idril, with the child Eärendel, looking back from a cleft in the mountains as they flee southward, at the blazing wreckage of their city. They were journeying into a new story, the Tale of Eärendel, which Tolkien never wrote, but which is sketched out in this book from other sources. Following his presentation of Beren and Lúthien Christopher Tolkien has used the same 'history in sequence' mode in the writing of this edition of *The Fall of Gondolin*. In the words of J.R.R. Tolkien, it was 'the first real story of this imaginary world' and, together with Beren and Lúthien and *The Children of Húrin*, he regarded it as one of the three 'Great Tales' of the Elder Days.

It "s the mid-21st century when Sergeant First Class Grant Justice is killed during an ambush on an enemy tank column. Six hundred years later, his body is retrieved from the frozen, arctic lake where he perished. Re-animated by a team of scientists, Grant awakens to a civilization that has abolished war. A civilization that has outlawed violence and cherishes Peace above all else. A civilization that has been enslaved by an alien race called the Minith. Grant is humankind "s final hope against the alien menace. He must be the Peace Warrior.

We were fighting on the wrong side, of a war we couldn't win. And that was the good news. The Ruhar hit us on Columbus Day. There we were, innocently drifting along the cosmos on our little blue marble, like the native Americans in 1492. Over the horizon come ships of a technologically advanced, aggressive culture, and BAM! There go the good old days, when humans only got killed by each other. So, Columbus Day. It fits. When the morning sky twinkled again, this time with Kristang starships jumping in to hammer the Ruhar, we thought we were saved. The UN Expeditionary Force hitched a ride on Kristang ships to fight the Ruhar, wherever our new allies thought we could be useful. So, I went from fighting with the US Army in Nigeria, to fighting in space. It was lies, all of it. We shouldn't even be fighting the Ruhar, they aren't our enemy, our allies are. I'd better start at the beginning....

The Age of Ashes Adventure Path continues! The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. The PCs must travel through the first of these portals to ally with new friends and face off against the dragon-



worshiping Cult of Cinders before the villains can bring powerful forces of destruction to bear! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This second adventure is for 5th-level characters, and also includes an exploration of the society of the jungle-dwelling Ekujae elves, new magic items, rules for campaigning in jungles and rebuilding entire castles to serve as a base of operations, and more than half a dozen new monsters! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

"The classic of modern science fiction"--Front cover.

One hundred years before Ender's Game, the aliens arrived on Earth with fire and death. This is the story of the First Formic War. Victor Delgado beat the alien ship to Earth, but just barely. Not soon enough to convince skeptical governments that there was a threat. They didn't believe that until space stations and ships and colonies went up in sudden flame. And when that happened, only Mazer Rackham and the Mobile Operations Police could move fast enough to meet the threat. Fans of Ender's Game will thrill to Orson Scott Card and Aaron Johnston's Earth Afire. THE ENDER UNIVERSE Ender series Ender's Game / Speaker for the Dead / Xenocide / Children of the Mind / Ender in Exile / Children of the Fleet Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm / The Hive Ender novellas A War of Gifts / First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sam awakens to see strange vessels gathered in the skies around London. As he stares up, people stream past, walking silently toward the enormous ships, which emit a persistent noise. Only Sam seems immune to the signal. Six months later, he is absolutely alone.

At the height of the Vietnam conflict, a complex system of secret underground tunnels sprawled from Cu Chi Province to the edge of Saigon. In these burrows, the Viet Cong cached their weapons, tended their wounded, and prepared to strike. They had only one enemy: U.S. soldiers small and wiry enough to maneuver through the guerrillas' narrow domain. The brave souls who descended into these hellholes were known as "tunnel rats." Armed with only pistols and K-bar knives, these men inched their way through the steamy darkness where any number of horrors could be awaiting them—bullets, booby traps, a tossed grenade. Using firsthand accounts from men and women on both sides who fought and killed in these underground battles, authors Tom Mangold and John Penycate provide a gripping inside look at this

fearsome combat. The Tunnels of Cu Chi is a war classic of unbearable tension and unforgettable heroes. Praise for The Tunnels of Cu Chi “A claustrophobic but fascinating tale.”—The Wall Street Journal “Chilling . . . what war really was and how it was fought.”—The New York Times “Gripping . . . highly recommended.”—The Philadelphia Inquirer “Remarkable.”—The Washington Post

As Harmony's Oversoul grows weaker, a great warrior has arisen to challenge its bans. His name is Moozh, and he has won control of an army using forbidden technology. Now he is aiming his soldiers at the city of Basilica, that strong fortress above the Plain. Basilica remains in turmoil. Wetchik and his sons are not strong enough to stop a army. Can Rasa and her allies defeat him through intrigue, or will Moozh take the city and all who are in it? Orson Scott Card's Homecoming series The Memory of Earth The Call of Earth The Ships of Earth Earthfall Earthborn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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