

## Game Of Thrones 3 A Song Of Ice And Fire Graphic Novels 3

Relive the epic drama of HBO's award-winning saga with this stunning poster collection, featuring 40 iconic images from the show. Bringing together incredible stills from Game of Thrones depicting unforgettable characters, including Ned Stark, Tyrion Lannister, and Daenerys Targaryen, this collection also showcases HBO's promotional posters for the series. Each poster is easy to remove and perfect for displaying. As it approaches its third season, Game of Thrones has become the network's most popular international series. Broadcast in prime time on major channels in more than thirty markets worldwide, the series has a global audience that grows each week. Based on the bestselling book series from George R.R. Martin, Game of Thrones features universal themes of power, love, honor, and betrayal, creating an epic story with widespread appeal.

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 Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The light gravity and limited supply of metal fabric wings in the space colony lets only a few humans fly, and Maris, a fisherman's daughter, challenges the closed order of Flyers, later discovering that a revolution is threatening to destroy the world of the Flyers.

NEW YORK TIMES BESTSELLER \* Taking place nearly a century before the events of A Game of Thrones, A Knight of the Seven Kingdoms compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, A Song of Ice and Fire. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals--in stature if not experience. Tagging along is his diminutive squire, a boy called Egg--whose true name is hidden from all he and Dunk encounter. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new illustrations by Gary Gianni, A Knight of the Seven Kingdoms is a must-have collection that proves chivalry isn't dead--yet. Praise for A Knight of the Seven Kingdoms "Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life."--Booklist "The real reason to check out this collection is that it's simply great storytelling. Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion."--Tech Times "Stirring . . . As Tolkien has his Silmarillion, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more."--Kirkus Reviews (starred review) "Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned."--Bustle "A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling Song of Ice and Fire saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series."--Publishers Weekly

#1 NEW YORK TIMES BESTSELLER When dealing with a masterpiece, only the best will do. That's why writer Daniel Abraham and illustrator Tommy Patterson were chosen to adapt George R. R. Martin's beloved fantasy classic A Game of Thrones as a graphic novel. And as anyone who has read the previous two collected volumes of the ongoing series can attest, the result has been a stunning tour de force faithful in every respect to its brilliant original. In King's Landing, Lord Eddard Stark of Winterfell—the Hand of King Robert Baratheon—is surrounded by enemies. Some are openly declared, such as Ser Jaime Lannister and his sister, Queen Cersei. Others are hidden in the shadows. Still others wear the smiling mask of friends. But all are deadly, as Eddard is about to discover. Nor is the enmity between Eddard and the Lannister siblings the sole source of friction between these powerful noble families. For Tyrion Lannister, the Imp—whose stunted, twisted body houses the mind of a genius—has but lately won his freedom from Lady Catelyn Stark, Eddard's wife, who had accused him of attempting to murder her youngest son, Brandon. Now he seeks out his father, his restless thoughts bent on revenge. Far to the north, the bastard Jon Snow, newly sworn to the Night's Watch, takes the first faltering steps toward a destiny stranger than he could ever dream—a destiny that will bring him face-to-face with unspeakable horrors from beyond the edge of the world. While across the Narrow Sea, Daenerys Targaryen, wed to the great Dothraki warlord Khal Drogo, and pregnant with his child—a son prophesied to conquer the world—will see her own destiny take an unforeseen turn.

The third volume in George R.R. Martin's superb and highly acclaimed epic fantasy A Song of Ice and Fire continues the richest, most exotic and mesmerising saga since The Lord of the Rings. From the practical layered fabrics of Winterfell to the finery of King's Landing, the costumes of Game of Thrones play an integral part in transporting viewers to the land of Westeros and beyond. This deluxe book celebrates the incredible artistry involved in creating each outfit, with beautifully detailed photographs of the costumes and behind-the-scenes details

NOW THE ACCLAIMED HBO SERIES GAME OF THRONES—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros,

schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

Set 300 years before the events in *A Song of Ice and Fire*, *FIRE AND BLOOD* is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever.

In this unforgettable space opera, #1 New York Times bestselling author George R. R. Martin presents a chilling vision of eternal night—a volatile world where cultures clash, codes of honor do not exist, and the hunter and the hunted are often interchangeable. A whisperjewel has summoned Dirk t'Larien to Worlorn, and a love he thinks he lost. But Worlorn isn't the world Dirk imagined, and Gwen Delvano is no longer the woman he once knew. She is bound to another man, and to a dying planet that is trapped in twilight. Gwen needs Dirk's protection, and he will do anything to keep her safe, even if it means challenging the barbaric man who has claimed her. But an impenetrable veil of secrecy surrounds them all, and it's becoming impossible for Dirk to distinguish between his allies and his enemies. In this dangerous triangle, one is hurtling toward escape, another toward revenge, and the last toward a brutal, untimely demise. Praise for *Dying of the Light* "Dying of the Light blew the doors off of my idea of what fiction could be and could do, what a work of unbridled imagination could make a reader feel and believe."—Michael Chabon "Slick science fiction . . . the Wild West in outer space."—Los Angeles Times "Something special which will keep Worlorn and its people in the reader's mind long after the final page is read."—Galileo magazine "The galactic background is excellent. . . . Martin knows how to hold the reader."—Asimov's "George R. R. Martin has the voice of a poet and a mind like a steel trap."—Algis Budrys

Abbie MacIntyre is living the dream in the picturesque Nova Scotia town she calls home. She is a successful surgeon, is married to a handsome cardiologist, and has a model teenage son who is only months away from going off to college. But then one fateful night, everything changes. When a drunk driver hits her car, Abbie is rushed to the hospital. She survives, but the accident forces unimaginable secrets out into the open and plagues Abbie with nightmares so vivid that she starts to question her grip on reality. Her perfect life begins to crack, and those cracks threaten to shatter her world completely. The search for answers will test her strength in every way—as a wife, a career woman, and a mother—but it may also open the door for Abbie to move forward, beyond anger and heartbreak, to find out what she is truly made of. In learning to heal and trust again, she may just find new hope in the spaces left behind.

Immerse yourself in the world of *Game of Thrones* through this beautifully and intricately illustrated coloring book for adults. Complete portraits of your favorite characters, and experience the dramatic landscapes and cities of the Seven Kingdoms and beyond. This is a coloring book of truly epic proportions. Official HBO Licensed Product © 2016 Home Box Office, Inc. All Rights Reserved. HBO and related trademarks are the property of Home Box Office, Inc.

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

*Game of Thrones: Three-Eyed Raven* includes a collectible 3" figurine of the raven from the show. Also included is a 48-page book featuring full-color series photography throughout.

The perfect gift for fans of HBO's *Game of Thrones*—a boxed set featuring the first four novels! George R. R. Martin's *A Song of Ice and Fire* series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by *Time* magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: *A GAME OF THRONES* *A CLASH OF KINGS* *A STORM OF SWORDS* *A FEAST FOR CROWS*

"A coloring book based on the *Game of Thrones*." --

*A THRILLING REINVENTION OF THE VAMPIRE NOVEL BY THE MASTER OF MODERN FANTASY*, GEORGE R. R. MARTIN Abner Marsh, a struggling riverboat captain, suspects that something's amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn't care that the icy winter of 1857 has wiped out all but one of Marsh's dilapidated fleet; nor does he care that he won't earn back his investment in a decade. York's reasons for traversing the powerful Mississippi are to be none of Marsh's concern—no matter how bizarre, arbitrary, or capricious York's actions may prove. Not until the maiden voyage of *Fevre Dream* does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind's most impossible dream.

The kingdom of the Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, and the arrival of barbarian hordes.

The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in power.

A wall in the distant north cuts the world in two. Ruthless sea-born warriors raid the coasts from their war galleys, yearning to regain lost glories. A young nobleman and his kin are slaughtered under a banner of truce within a mighty castle. A warrior king becomes a legend when he smites his foe with one swing of his axe during a nation-forging battle. Yet this isn't Westeros – it's Scotland. *Game of Thrones* is history re-imagined as fantasy; *The History Behind Game of Thrones: The North Remembers* turns the tables, using George R. R. Martin's extraordinary fictional universe as a way to understand the driving forces and defining moments from Scotland's story. Why were castles so important? Was there a limit to the powers a medieval king could use – or abuse? What was the reality of being under siege? Was there really anything that can compare to the destructive force of dragons? By joining forces, Westeros and Scotland hold the answers. Writer and presenter David C. Weinczok draws on a vast array of characters, events, places, and themes from Scottish history that echo *Game of Thrones* at every dramatic turn. Visit the castle where the real Red Wedding transpired, encounter the fearsome historical tribes beyond Rome's great wall, learn how a blood-red heart became the most feared sigil in Scotland, and much more. By journey's end, the cogs in the wheels of Martin's world and Scottish history will be laid bare, as well as the stories of those who tried to shape – and sometimes even break – them.

For the first time, all five novels in the epic fantasy series that inspired HBO's *Game of Thrones* are together in one eBook bundle. An immersive entertainment experience unlike any other, *A Song of Ice and Fire* has earned George R. R. Martin—dubbed "the American Tolkien" by *Time* magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: *A GAME OF THRONES* *A CLASH OF KINGS* *A STORM OF SWORDS* *A FEAST FOR CROWS* *A DANCE WITH DRAGONS* "One of the best series in the history of fantasy."—Los Angeles Times Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning



of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—The New York Times

The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb Stark defends his kingdom from the Greyjoys, Jon Snow confronts an escalating threat, and Daenerys Stormborn and her dragon allies continue to g

An official companion to the highly rated cable series offers new insights into its characters and storylines, providing hundreds of set photos, designs and insider accounts as well as actor and crew interviews that describe memorable scripted and unscripted moments from the first two seasons. (This book was previously listed in Forecast.) TV tie-in.

NEW YORK TIMES BESTSELLER • Perfect for fans of A Song of Ice and Fire and HBO's Game of Thrones—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin's masterwork—the most inventive and entertaining fantasy saga of our time—warrants one hell of an introduction. At long last, it has arrived with *The World of Ice & Fire*. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries, and daring rebellions that lead to the events of A Song of Ice and Fire and HBO's Game of Thrones. In a collaboration that's been years in the making, Martin has teamed with Elio M. García, Jr., and Linda Antonsson, the founders of the renowned fan site Westeros.org—perhaps the only people who know this world almost as well as its visionary creator. Collected here is all the accumulated knowledge, scholarly speculation, and inherited folk tales of maesters and septons, maegi and singers, including • artwork and maps, with more than 170 original pieces • full family trees for Houses Stark, Lannister, and Targaryen • in-depth explorations of the history and culture of Westeros • 100% all-new material, more than half of which Martin wrote specifically for this book The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, *The World of Ice & Fire* is indeed proof that the pen is mightier than a storm of swords.

A series of maps to illustrating the lands and cities of George R. R. Martin's A Song of Ice and Fire series.

New threats emerge to endanger the future of the Seven Kingdoms, as Daenerys Targaryen, ruling in the East, fights off a multitude of enemies, while Jon Snow, Lord Commander of the Night's Watch, faces his foes both in the Watch and beyond the great Wall of ice and stone.

Six separate factions vie for control of the realm of the late Lord Eddard Stark, while an ancient form of magic, an everlasting winter, and an unearthly army threaten to return.

Long before A Game of Thrones became an international phenomenon, #1 New York Times bestselling author George R. R. Martin had taken his loyal readers across the cosmos. Now back in print after almost ten years, *Tuf Voyaging* is the story of quirky and endearing Haviland Tuf, an unlikely hero just trying to do right by the galaxy, one planet at a time. Haviland Tuf is an honest space-trader who likes cats. So how is it that, in competition with the worst villains the universe has to offer, he's become the proud owner of a seedship, the last remnant of Earth's legendary Ecological Engineering Corps? Never mind; just be thankful that the most powerful weapon in human space is in good hands—hands which now have the godlike ability to control the genetic material of thousands of outlandish creatures. Armed with this unique equipment, Tuf is set to tackle the problems that human settlers have created in colonizing far-flung worlds: hosts of hostile monsters, a population hooked on procreation, a dictator who unleashes plagues to get his own way . . . and in every case, the only thing that stands between the colonists and disaster is Tuf's ingenuity—and his reputation as a man of integrity in a universe of rogues. “A rich blend of adventure, humor, compassion and all the other things that make being human worthwhile.”—Analog “A new facet of Martin's many-sided talent.”—Asimov's

The complete box set of George R. R. Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. George R. R. Martin's A Song of Ice and Fire series has set the benchmark for contemporary epic fantasy. Labeled by Time magazine as one of the top 100 most influential people in the world, Martin has conjured a world as complex and vibrant as that of J.R.R. Tolkien's, populated by a huge cast of fascinating, complex characters, and boasting a history that stretches back twelve thousand years. The box set includes: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS, 1: STEEL AND SNOW A STORM OF SWORDS, 2: BLOOD AND GOLD A FEAST FOR CROWS A DANCE WITH DRAGONS The dimension of the box set is 178mm x111mm.

The ultimate, definitive companion to the biggest TV series in the world - Game of Thrones \_\_\_\_\_ Delve deeper into Westeros than ever before. Covering all eight seasons, this remarkable volume offers a unique and exciting visual exploration of the world of Game of Thrones. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Filled with bold infographics, illuminating timelines, stunning photography, and insightful essays, this essential guide celebrates the many complexities of this extraordinary world.

A Game of Thrones 4-Book Bundle A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows Bantam

“The best novel concerning the American pop music culture of the sixties I've ever read.”—Stephen King From #1 New York Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it. Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows the beat. “The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense.”—Publishers Weekly “What a story, full of nostalgia and endless excitement. . . . It's taut, tense, and moves like lightning.”—Tony Hillerman “Daring . . . a knowing, wistful appraisal of . . . a crucial American generation.”—Chicago Sun-Times “Moving . . . comic . . . eerie . . . really and truly a walk down memory lane.”—The Washington Post

Game of Thrones: A Guide to Westeros and Beyond, The Complete Series is a visual exploration of the world of HBO's Game of Thrones®. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Covering all eight seasons of the show, this definitive guide is a must-have companion for every Game of Thrones fan. • Filled with bold infographics and illuminating timelines • Features original essays that unpack 8-season-long plot lines and

character arcs • Stunning photography featuring the show's characters Packed with original art, photography, essays, illustrations, and infographics, this volume grants devout fans access into the world of Game of Thrones. • The perfect gift for fans of Game of Thrones and George RR Martin • Great for those who enjoyed Inside HBO's Game of Thrones: Seasons 1 & 2 by Bryan Cogman and Inside HBO's Game of Thrones: Seasons 3 & 4 by C.A. Taylor. ©2019 Home Box Office, Inc. All rights reserved. Game of Thrones and related trademarks are the property of Home Box Office, Inc.

A guide to the great families and major houses of the "Game of Thrones" universe details the family trees, history, character profiles, allegiances, and house sigil of each.

Filled with gorgeous illustrations and artwork from HBO's hit series, The Art of Game of Thrones is the definitive Game of Thrones art collection. The official collection of behind the scenes concept art and production design from HBO's landmark TV show Game of Thrones. Learn how BAFTA and Emmy award-winning production designer Deborah Riley and her team brought to life the iconic locations of Westeros and beyond. One of 4 comprehensive and officially licensed Game of Thrones retrospective books from HarperVoyager. \* UNMATCHED DEPTH - 432 pages of concept art, sketches, and production design images covering Game of Thrones seasons 1-8. \* DETAILED REVELATIONS - Comprehensive behind the scenes details covering the design of iconic locations such as King's Landing, Winterfell, Dragonstone, and Castle Black. \* CONTRIBUTIONS FROM THE CREATORS - Authored by production designer Deborah Riley and including an exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss and preface from Emmy Award-winning production designer Gemma Jackson. \* A PRESTIGE COFFEE TABLE BOOK - Deluxe 9.75 x 13 inch format. \* A SOUGHT-AFTER GIFT FOR FANS - Released in time for the holiday season, this is the perfect Game of Thrones gift for fans and collectors. CONTRIBUTIONS FROM THE CREATORS - Authored by production designer Deborah Riley and including an exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss and preface from Emmy Award-winning production designer Gemma Jackson. \* A PRESTIGE COFFEE TABLE BOOK - Deluxe 9.75 x 13 inch format. \* A SOUGHT-AFTER GIFT FOR FANS - Released in time for the holiday season, this is the perfect Game of Thrones gift for fans and collectors.

"The official, definitive oral history of the blockbuster show from Entertainment Weekly's James Hibberd, published with HBO's official support"--

HBO's GAME OF THRONES is one of the most remarkable success stories of recent television. Critically acclaimed, a ratings smash and going from strength to strength, the series will define fantasy for years to come. This second official companion book, following the hugely successful INSIDE HBO'S GAME OF THRONES, gives fans new ways to enter the world of Westeros and discover more about the beloved (and reviled) characters and the electrifying plotlines. Hundreds of set photos, production and costume designs, storyboards and insider stories reveal how the show's creators translate George R.R. Martin's bestselling fantasy series for the screen. Featuring interviews with key actors and crew members that capture the best scripted and unscripted moments from seasons three and four, this special volume offers behind-the-scenes access to this ground-breaking and hugely successful series.

Game of thrones: A Family History Volumes I & II recounts the epic tales of six of the largest and most prestigious houses in the series. Learn how the Targaryens originally took control of the Seven Kingdoms, and how the Lannisters came to be masters of Casterly Rock. Chart the development of the Starks, first as Kings in the North then as king makers under their popular Lord, Eddard Star. See how the Baratheons, the Martells and the Tyrells each conquered and held the rich, fertile kingdoms of the Stormlands, Dorne, and the Reach, and just why it is that the families of Game of Thrones are eager to avenge themselves on one another.

The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. 75,000 first printing.

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