

## Mortal Engines Predator Cities Book 1

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

"When ten-year-old Astra and her family move to a new planet, she must save the spaceship and its crew from man-eating cakes, aliens, and more"--Provided by publisher.

Welcome to the dark side of Camelot. Gwynna is just a girl who is forced to run when her village is attacked and burns to the ground. To her horror, she is discovered in the wood. But it is Myrddin the bard who has found her, a traveler and spinner of tales. He agrees to protect Gwynna if she will agree to be bound in service to him. Gwynna is frightened but intrigued-and says yes-for this Myrddin serves the young, rough, and powerful Arthur. In the course of their travels, Myrddin transforms Gwynna into the mysterious Lady of the Lake, a boy warrior, and a spy. It is part of a plot to transform Arthur from the leader of (con't)

In a future land once known as Britain, nomad tribes are preparing to fight a terrifying enemy - the first-ever mobile city. Before London can launch itself, young engineer Fever Crumb must journey to the wastelands of the North. She seeks the ancient birthplace of the Scriven mutants. In the chaotic weeks before battle begins, Fever finds a mysterious black pyramid. The extraordinary secrets it contains will change her world forever. The seventh awe-inspiring adventure in the World of Mortal Engines series by a superb writer at the height of his powers.

The thrilling third instalment of the epic series which kicked off with Mortal Engines. It's sixteen years since Tom and Hester settled down in Anchorage, now a static settlement on the shores of the Dead Continent. But their teenage daughter Wren is restless, and her lust for adventure is about to launch them all into perilous waters - in the form of a limpet submarine with the Lost Boys on board!

New in paperback--an unforgettable dragon story from Philip Reeve! Ansel's new master slays dragons for a living. He says he's hunted the monstrous worms all over Christendom-and he has the scars to prove it! But is Brock just a clever trickster in shining armor? Ansel is sure there are no such things as dragons. So what is the man-eating creature that lives in the crags of Dragon Mountain? As he and Brock climb the perilous ice-face to its lair, Ansel is about to discover the horrifying truth. A heart-pounding new fantasy with a brilliant twist from Philip Reeve, one of the world's greatest writers. "His imagination is electrifying."--Frank Cottrell Boyce, author of Millions and Cosmic

While dealing with people from their past and treachery from unexpected sources, Tom, Hester, and Wren return to the radioactive cesspool known as London to save the world, in the thrilling conclusion to *The Hungry City Chronicles*.

The shattering final instalment of Philip Reeve's *Predator Cities* quartet flings you back into his blasted world of predator cities, ruinous wars and terrifying Stalkers. Abandoned by Hester, Tom and Wren stumble across the wreckage of a vast traction city: London. As the Green Storm take arms and the truce with the Traction Cities splinters, the world is on a collision course - beginning and ending in London's ruined shell. As everything Tom and Hester know and love hurtles towards apocalypse, who will be left to tell the tale? Winner of the Guardian Children's Fiction Prize 2007, this epic finale is fast-moving, thrilling, heartbreaking - and as exciting as hell!

Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth through time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It's up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable and may resemble a hat.

After receiving a mysterious coded message, Zen Starling abandons his life of luxury and, with the help of sentient trains, goes in search of android Nova, who plans to reawaken the Railmaker.

In Mayda, a post-apocalyptic city off the coast of Portugal, a brilliant young engineer and a mysterious recluse race to build a flying machine, unaware that powerful enemies will kill to possess--or destroy--their new technology.

Long before the days of *Mortal Engines*, London is poised on the brink of apocalypse. Huge armoured fortresses are advancing across the wastelands - a new and terrifying kind of enemy. The city is days away from ruin. Buried in London's past is a secret that may save it. But only one key can unlock it - an odd-looking orphan named Fever Crumb. Set centuries before the events of *Mortal Engines*, Fever Crumb's paralysing mission will make your heart stop.

### *Mortal Engines*

Emily loves living on Funfair Moon - especially when she gets to help Jinks & O'Hare, the extraordinary repair team. But when chaos strikes during a crucial funfair inspection, Emily has to act fast. Can she deal with a violent fudgespllosion, a gravity inversion, and a marauding candyfloss creature? Or does this spell doom for Funfair Moon?

The third in the fantastically exciting trilogy set in a land of magic from the award-winning Philip Reeve. The heroes of *GOBLINS* and *GOBLINS VS DWARVES* (9781407134802) continue their adventures outside the walls of Clovenstone castle. Awaiting Skarper and Henwyn are powerful dark forces that must be vanquished, monstrous creatures to be

fought, and astonishing mysteries to be solved.

It was a dark, blustery afternoon in spring, and the city of London was chasing a small mining town across the dried-out bed of the old North Sea. So begins Philip Reeve's *Mortal Engines*, the first book in his epic post-apocalyptic series of giant motorized cities on wheels. But how did the world end up like this? What led to the downfall of our civilization, and to the rise of the Traction Cities that roam the Great Hunting Ground to attack and devour each other? Now, for the first time, discover the untold future history of Traction. This lavishly illustrated book contains incredible tales of fearsome Zagwan warriors riding war-zebras into battle, daring air-traders flying the Bird-Roads in search of adventure, and the mysterious plague-ridden wasteland of the Dead Continent that was formerly known as 'North America'. This definitive companion guide includes detailed maps, fascinating character profiles, and stunning colour illustrations from incredible artists, including Ian McQue, David Wyatt, Aedel Fakhrie, Maxime Plasse, Rob Turpin, Philip Varbano and Amir Zand. *MORTAL ENGINES* is soon to be a major motion picture.

Go deeper into the world of *Mortal Engines* with these brand-new short stories set in the *Mortal Engine* world, just in time for the release of the epic film, produced by Peter Jackson!

London is hunting The great Traction City lumbers after a small town, eager to strip its prey of all assets and move on. Resources on the Great Hunting Ground that once was Europe are so limited that mobile cities must consume one another to survive, a practice known as Municipal Darwinism. Tom, an apprentice in the Guild of Historians, saves his hero, Head Historian Thaddeus Valentine, from a murder attempt by the mysterious Hester Shaw -- only to find himself thrown from the city and stranded with Hester in the Out Country. As they struggle to follow the tracks of the city, the sinister plans of London's leaders begin to unfold ...

With superb world building, gripping action, and ruthless political intrigue, *Black Light Express* delivers a breathtaking adventure into the darkest depths of space and is sure to please sci-fi fans and foes alike. At the edge of the Great Network, a small-time thief and an android girl ride aboard a sentient train. They hurtle toward the unknown, ready to see what lies beyond the end of the universe. But Zen Starling and Nova leave behind worlds on the brink of chaos. Old rulers are dead, and now young Threnody Noon sits precariously on the throne. Unrest spreads like a virus, a rival corporate family grows hungry for power, and the once tranquil Empire seems bound for railwar and ruin. Watching everything are the Guardians--the mysterious god-like AIs to whom people of the Network offer their prayers and praises. But even gods have secrets. Secrets the so-called benevolent deities would do anything to keep hidden deep within the farthest reaches of existence. Return to the exciting sci-fi world of Philip Reeve in this sequel to *Railhead*, which received three starred reviews and was praised by *Publishers Weekly* as a thrilling and imaginative escapade.

In the distant future, when fifteen-year-old Wren Natsworthy, bored with life in Anchorage, steals an Old-Tech book for a Lost Boy, she sets off a sequence of events that leads her parents, Tom and Hester, back into battle with enemies old and new. Reprint.

When Tom and Hester's scrapyard aircraft is pursued by rocket-firing gunships, they seek sanctuary in the speeding ice city of Anchorage. But it is no safe refuge. Devastated by plague and haunted by ghosts, Anchorage is heading for the Dead Continent...

Return to the world of Mortal Engines in this new book of three short stories about the rebellious young aviatrix, Anna Fang, illustrated by Ian McQue. A key character in the Mortal Engines book and film, this is your chance to learn more of her past. Night Flights includes Traction City, the 2011 World Book Day Book by Philip Reeve. In a dangerous future world where gigantic, motorised cities attack and devour each other, London hunts where no other predator dares. But Anna Fang - pilot, adventurer, spy - isn't afraid. The three stories show gripping, moving, exciting moments in Anna Fang's life: her childhood as a slave aboard the moving city Arkangel, a showdown against a robotic Stalker that is terrifyingly out of control and her free life as an intelligence agent for the Anti-Traction league that might not be quite as free as she hoped.

Will the truth harm them -- or save them? When Nigeria's corrupt military government kills their mother, twelve-year-old Sade and her brother Femi think their lives are over. Out of fear for their safety, their father, an outspoken journalist, decides to smuggle the children out of Nigeria and into London, where their uncle lives. But when they get to the cold and massive city, they find themselves lost and alone, with no one to trust and no idea when -- or if -- they will ever see their father again. The Other Side of Truth is a gripping adventure story about courage, family, and the power of truth.

With a little luck and a pack of pugs, anything is paws-ible! When True Winter comes, it's time for the Great Northern Race! The best sled teams in the world must reach a mysterious man called the Snowfather. He will grant one wish to the winners. Young racers Sika and Shen want to win more than anything. But they don't have big sled dogs—all they have is sixty-six yappy, yippy puppy pugs. Can this unlikely team make their dreams come true? For early chapter book readers who are ready for something longer, the Not-So-Impossible Tales are packed with humor, action, and color illustrations on almost every page. A New York Public Library Best Book for Kids, 2016 "A madcap, magical blend of fluff and other good stuff."—Kirkus Reviews, starred review

Return to the world of Mortal Engines in this new book of three short stories about the rebellious young aviatrix, Anna Fang, illustrated by Ian McQue. A key character in the Mortal Engines book and film, this is your chance to learn more of her past. Night Flights includes Traction City, the 2011 World Book Day Book by Philip Reeve.

The Jenny was drifting across the shoulder of a big volcano. Beyond it there were no more mountains, just an endless blue-white plain stretching to the horizon. They were at the mercy of the wind, and it was carrying them helplessly into the Ice Wastes. Tom and Hester, now in possession of the airship Jenny Haniver, find themselves being pursued by League forces. Scrambling to escape, they head north and land on the city of Anchorage. But the savage Huntsmen of Arkangel are closing in, and the young margravine must make a last desperate bid for survival.

When the festive season arrives at Larklight, so does some unsettling news. A sinister-looking cloud is fast approaching the outskirts of the Known Universe. The closest planet, Georgium Sidus, has but two human inhabitants: the missionary Rev Cruet and his daughter Charity: most recent communication: 'Great danger - imperative that-'. And so, aboard a Naval Gunship, Art, Myrtle and family, bravely go where only one man and his daughter have gone before, to determine the nature of the menacing cloud and rescue the Cruets.

Max is a young boy living in an ordinary tower block. He longs for adventure in his life - then one day - DOOF! - a flying pony called Kevin crashes into his flat, blown in by a magical storm! The storm causes a huge flood and soon Max's town submerged by water. Luckily for the town, Max has a flying pony to come to the rescue, and luckily for Kevin, he has a new best friend and a constant supply of his favourite thing - biscuits. Together Max and Kevin will embark on many wild adventures together . . . This is the start of a hilarious new series brought to you by the creative and inspiring duo Philip Reeve and Sarah McIntyre and is packed with amazing two-colour illustrations.

In the distant future, when cities move about and consume smaller towns, Tom and Hester hope that the ice city of Anchorage will reach the rumored haven of the Dead Continent--America--before the savage Hunstmen of Arkangel find them.

Adventure story set in an inspired fantasy world, where moving cities travel the globe.

Mortal Engines is now a major motion picture produced by Peter Jackson!

Due to popular demand, THE TRACTION CODEX: AN HISTORIAN'S GUIDE TO THE ERA OF PREDATOR CITIES is now available as an ebook of its own. Initially published as exclusive bonus material for the PREDATOR CITIES ebundle, this comprehensive and illuminating companion to Philip Reeve's critically acclaimed quartet will delight new and old fans alike.

The reawakening of ancient sorcery is bringing new creatures to the world of Clovenstone. A network of tunnels is sneaking into the heart of goblin territory. Skarper and his friends try to halt this underground invasion, but the dwarves - ruthless, cunning and covered in mole-droppings - are a dangerous enemy. The hapless heroes of GOBLINS must defend their magical castle in a fabulously action-packed sequel from one of the master storytellers of children's fantasy fiction.

Get ready for moving islands! Mischievous monkeys! And a splashy adventure with illustrations on almost every page. When Oliver's explorer parents go missing, he sets sail to find them with some new friends. There's a grumpy albatross, a nearsighted mermaid . . . even a living island! But the high seas are more exciting and strange than Oliver could have imagined. Can he and his crew spar with sarcastic seaweed, outrun an army of sea monkeys, win a fabulous maritime fashion contest, and defeat a wicked sea captain in time to save Mom and Dad? For early chapter book readers who are ready for something longer, the Not-So-Impossible Tales are packed with silly humor, action, and larger-than-life fun. "[A] sly and dashing tale. . . Readers' ribs aren't the only ones that get a vigorous tickle." —Kirkus Reviews "A delightfully told, beautiful tale of nautical hairdressing, saltwater primates and sarcastic seaweed—this is my kind of book!" —Chris Riddell, award-winning co-creator of the Edge Chronicles From the

Hardcover edition.

Chris Priestley has readers on the edge of their seats in this trio of terrifying stories as a teacher and his pupils share three spine-chilling tales. But, of course, with a very surprising ending that resounds like a slamming door on a quiet night!

MORTAL ENGINES launched Philip Reeve's brilliantly-imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground. "No 11-to-16-year-old should miss the superbly imagined debut novel from Philip Reeve" - The Times "This big, brave, brilliant book combines a thrilling adventure story with endless moral conundrums" - Guardian

The epic city-eat-city adventure is now a major motion picture produced by Peter Jackson!

MORTAL ENGINES launched Philip Reeve's brilliantly-imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. Now, in time for the film debut, the critically acclaimed MORTAL ENGINES quartet is repackaged in a boxset with fantastic and eye-catching covers featuring new artwork.

The classic Steampunk novel from the creator of the term itself – thirty years ago this month. When George Dower's father died, he left George his watchmaker's shop – and more. But George has little talent for watches and other infernal devices. When someone tries to steal an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue. File Under: Steampunk

London is a city on wheels - a future city like you've never known before. In the terrible aftermath of the Sixty Minute War, cities which survived the apocalypse became predators, chasing and feeding on smaller towns. Now London is hunting down its prey, getting ready to feed. But as the chase begins, Tom uncovers a secret - a secret full of deadly consequences. Soon he is plunged into a world of unkillable enemies, threatened by a weapon that will tear his life apart... Winner of the Nestle Gold Award and the Blue Peter Book of the Year Award, this is a book to devour again and again.

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