

The Clockwork Three

Journeying from London to America to rescue her kidnapped friend Jasper, Finley turns for help to English duke Griffin King to balance her dark and light magic while a devious bounty hunter threatens the life of the girl Jasper loves.

Loosely based on the Odyssey, this landmark of modern literature follows ordinary Dubliners through an entire day in 1904. Captivating experimental techniques range from interior monologues to exuberant wordplay and earthy humor.

Evoking the classic fantasy adventures of Joan Aiken and Eva Ibbotson, this darkly delightful new novel from New York Times best-selling author Catherine Fisher glimmers with winter magic. Orphan Seren Rhys is on her way to a new life at the remote country mansion of Plas-y-Fran when she is given a package by a stranger late at night in an empty train station. The package contains a crotchety, mechanical talking crow, which Seren reluctantly brings to her new home. But when she gets there, the happy Christmas she had hoped for turns out to be an illusion--the young son of the house, Tomos, has been missing for almost a year, rumored to have been taken by the fairies. With the Crow's reluctant help and a little winter magic, Seren sets off on a perilous journey to bring Tomos home. An enthralling story of family and belonging set in frost-bound Victorian Wales.

New York Times bestselling author Edward Dolnick brings to light the true story of one of the most pivotal moments in modern intellectual history—when a group of strange, tormented geniuses invented science as we know it, and remade our understanding of the world. Dolnick's earth-changing story of Isaac Newton, the Royal Society, and the birth of modern science is at once an entertaining romp through the annals of academic history, in the vein of Bill Bryson's *A Short History of Nearly Everything*, and a captivating exploration of a defining time for scientific progress, in the tradition of Richard Holmes' *The Age of Wonder*.

A magical crime saga filled with marvelous thrills, high action, and extraordinary adventure, from critically acclaimed author Matthew J. Kirby. After Ben Warner is recruited to join a "science camp" led by the eccentric quantum physicist Dr. Madeleine Hughes, he quickly realizes it's no regular science camp. Along with his new friend, Peter, Ben discovers the secret, powerful art of Actuation -- the ability to change reality by simply imagining it differently. When a mysterious group of men invade Dr. Hughes's laboratory, abducting her and stealing her precious equipment, Ben and Peter are suddenly caught up in a turf war between dangerous actuators desperate for Dr. Hughes's innovative technology. And as Ben and Peter are pulled into a perilous, hidden world full of impossibilities now made possible, will their combined powers be enough to save Dr. Hughes and vanquish their enemies before it's too late? From Edgar Award-winning author Matthew J. Kirby comes a fast-paced, boldly imagined tale of friendship, deadly adventure, and the infinite power of imagination.

Mark Hodder's second Burton & Swinburne steampunk adventure, following the acclaimed *The Strange Affair of Spring Heeled Jack*, is filled with eccentric steam-driven technology, grotesque characters, and a deepening mystery. When a clockwork-powered man of brass is found abandoned in Trafalgar Square, Burton and his assistant, the wayward poet Algernon Swinburne, find themselves on the trail of the stolen Garnier Collection--black diamonds rumored to be fragments of the Lemurian Eye of Naga, a meteorite that fell to Earth in prehistoric times. From a haunted mansion to the Bedlam madhouse, from South America to Australia, from séances to a secret labyrinth, Burton struggles with shadowy opponents and his own inner demons. Can the king's agent expose a plot that threatens to rip the British Empire apart, leading to an international conflict the like of which the world has never seen? And what part does the clockwork man have to play? From the Trade

Paperback edition.

The honeymoon is over... A plague of clockwork zombies is afflicting London, and as more people mysteriously disappear, so grows the panic. For Eleanor Chance, she is still figuring out her abilities as the oracle, and how to keep the dark designs of the Shadow realm at bay. But then Marsh, her newly-wed husband, is abducted. Can she save him from the fate of a clockwork heart before it's too late? Book two in The Chronicles of Light and Shadow series, from the award-winning author of A Conspiracy of Alchemists.

Tick, tock, tick, tock! Some stories are like that. Once you've wound them up, nothing will stop them . . . On a dark and snowy night, a tormented clockwork apprentice makes a deal with a mysterious travelling inventor - a man who some say is the devil. But unbeknownst to the apprentice, and the girl with a perhaps too-kind heart who tries to help him, this is a story within a story, and events are already far beyond their control . . .

National Book Award finalist Laura Ruby returns with the middle chapter in her epic alternate-history adventure—a journey that will test Tess, Theo, and Jaime and change their lives forever. It was only a few weeks ago that the Biedermann twins, Tess and Theo, along with their friend Jaime Cruz, followed the secrets of the Morningstarrs' cipher further than anyone had in its century-and-a-half history—and destroyed their beloved home in the process. But the Old York Cipher still isn't solved. The demolition of 354 W. 73rd Street only revealed the next clue in the greatest mystery of the modern world, and if Tess, Theo, and Jaime want to discover what lies at the end of the puzzle laid into the buildings of New York by its brilliant, enigmatic architects, they will need to press on. But doing so could prove even more dangerous than they know. It is clear that the Morningstarr twins marshaled all the strange technology they had spent their lives creating in the construction of the Cipher, and that technology has its own plans for those who pursue it. It's also clear that Tess, Theo, and Jaime are not the only ones on the trail of the treasure. As enemies both known and unknown close in on them from all sides and the very foundations of the city seem to crumble around them, they will have to ask themselves how far they will go to change the unchangeable—and whether the price of knowing the secrets of the Morningstarrs is one they are willing to pay.

Book description to come.

The Clockwork Three

In Yalda's universe, light has no universal speed and its creation generates energy. On Yalda's world, plants make food by emitting their own light into the dark night sky. As a child, Yalda witnesses one of a series of strange meteors, the Hurlers, that are entering the planetary system at an immense, unprecedented speed. It becomes apparent that her world is in imminent danger — and the task of dealing with the Hurlers will require knowledge and technology far beyond anything her civilization has yet achieved! Only one solution seems tenable: if a spacecraft can be sent on a journey at sufficiently high speed, its trip will last many generations for those on board, but it will return after just a few years have passed at home. The travelers will have a chance to discover the science their planet urgently needs, and bring it back in time to avert disaster.

Trapped in an icy fortress with her siblings and friend Raudi, princess Solveig anxiously awaits news of her father's victory in battle until a series of treacherous acts reveal that a traitor is in their midst, a situation that turns everyone against each other. By the author of The Clockwork Three.

A British poet teaching in New York suffers his share of the city's violence.

For anyone who has blanched at the uphill prospect of finishing a thesis, dissertation, or book, this piece holds out something more practical

than hope: a plan.

Perfect for fans of the Percy Jackson and Seven Wonders series, *The Arctic Code* is the first book in an epic, fast-paced middle grade adventure trilogy by acclaimed author Matthew J. Kirby. It is the near future, and the earth has entered a new ice age. Eleanor Perry lives in Tucson, one of the most popular destinations for refugees of the Freeze. She is the daughter of a climatologist who is trying to find new ways to preserve human life on the planet. Dr. Perry believes that a series of oil deposits she has found in the Arctic may hold the key to our survival. That's when she disappears—but not before sending Eleanor a series of cryptic messages that point to a significant and mysterious discovery. Now it's up to Eleanor to go find her. This search will launch Eleanor on a breathless race to unlock the mysteries of what has happened to our planet, solving the riddle of the cold that could be humanity's end—and uncovering a threat to the earth that may not be of this world.

The sister of Bram Stoker and the niece of Sherlock Holmes investigate missing girls and murder in this steampunk fantasy mystery series opener. Evaline Stoker and Mina Holmes never meant to get into the family business. But when you're the sister of Bram and the niece of Sherlock, vampire hunting and mystery solving are in your blood. And when two society girls go missing, there's no one more qualified to investigate. Now fierce Evaline and logical Mina must resolve their rivalry, navigate the advances of not just one but three mysterious gentlemen, and solve murder with only one clue: a strange Egyptian scarab. The stakes are high. If Stoker and Holmes don't unravel why the belles of London society are in such danger, they'll become the next victims. Praise for *The Clockwork Scarab* "With its fog-shrouded setting, its heart-racing and clever plot and, most of all, its two completely delightful, kick-butt heroines, *The Clockwork Scarab* is pure, delicious fun from beginning to end." —Rachel Hawkins, *New York Times*—bestselling author of the *Hex Hall* series "The author's writing exudes energy, romance, and humor, and she gives her heroines strong, vibrant personalities as they puzzle out the expansive mystery unfolding before them." —*Publishers Weekly* "The mishmash of popular tropes (steampunk! vampires! Sherlock Holmes!) will bring readers in, but it's the friendship between the two girls that will keep them." —*Kirkus Reviews* "This book has it all: plot, setting, character development . . . All in all, the vivid setting and the finely drawn, compelling heroines make this a fine choice for readers who like their stories with steampunk spice and smart, strong women." —*School Library Journal*

The Clockwork Sparrow, follows the adventures of recently orphaned fourteen-year-old Sophie, a shop girl at the newly opened Sinclair's Department Store in London. Just as she's settling into her new life, a priceless object is stolen, a young man is attacked and Sophie is implicated in the crime. Combining mystery, adventure and friendship with a sumptuous Edwardian setting, *The Clockwork Sparrow* is an absolute joy of a book, transporting the reader to a world of heady glamour offset by a murky criminal underground. It's Nancy Drew with a PBS twist, and readers of all ages will adore the cast of exceptionally likeable characters.

Life in deep space could be a drag sometimes, but Daisy supposed things could have been worse. They were still alive, after all, which was always a plus in her book. Now if only she could figure out who, or what, was endangering her return home, things would be just peachy. It had been one hell of a way to start the day--being rudely snapped from a deep cryo-sleep, and in the middle of a ship-wide crisis to boot--but Daisy was pleased to note that the ship had not decompressed, the crew hadn't been blasted into space, and, most importantly, they hadn't simply blown up. At least not yet. So, they had that going for them, but being stuck on a damaged ship in the inky depths of space as it limped toward Earth was not exactly the relaxing trip home she'd imagined. With the powerful AI supercomputer guiding the craft beginning to show some disconcerting quirks of its own, and its unsettling cyborg assistant nosing into her affairs, Daisy's unease was rapidly growing. Add to the mix a crew of mechanically-enhanced humans, any one of whom she suspected might not be what they seemed, and Daisy found herself with a sense of pending dread tickling the periphery of her mind. Something was very much not right--she could feel it in her bones. The tricky part now was going to be figuring out what the threat was, before it could manifest from a mere sinking feeling in her gut into a potentially deadly reality.

Nothing in Owen's life has been right since his father died in prison, accused of a crime Owen is certain he didn't commit. Monroe, the IT guy at school, might finally bring Owen the means to clear his father's name by letting him use an Animus--a device that lets users explore genetic memories buried within their own DNA. During a simulation, Owen uncovers the existence of a powerful relic long considered a legend--the Trident of Eden. Now two secret organizations will stop at nothing to take possession of this artifact--the Brotherhood of Assassins and the Templar Order. It becomes clear the only way to save himself is to find the Trident first. Under the guidance of Monroe, Owen and a group of other teenagers go into a memory they all share within their DNA: the 1863 Draft Riots in New York City. Owen and his companions will find themselves tested on the violent streets of New York, and their experiences in the past will have far-reaching consequences in the present.

To fight a menacing evil, a group of children team up with amazing mechanical machines built by a genius clockmaker in this illustrated children's fantasy. Best friends Karlheinz Indergarten and Leopold Croak clash in an epic, imaginary battle waged in the branches of an enormous, ancient oak tree. But when lightning strikes young Leopold, he loses his imagination, and with it, his sense of right and wrong. The damaged boy grows to adulthood, treading a sinister path of industrial conquest. And Leopold's thirst for power soon threatens the tree, the village, and worst of all, the children within. But humble Karl discovers a gift for clockwork--the magic of gears and cogs--and assembles a mechanical army to fight back. Joined by the children themselves, Karl endeavors to save the village, the ancient oak, and maybe--just maybe--something more besides. Perfect for reading aloud!

"A work that is as disturbing as it is empathetic, as beautiful as it is riveting." —Eimear McBride, *New Statesman* In the aftermath of the Norman Invasion of 1066, William the Conqueror was uncompromising and brutal. English society was broken apart, its systems turned on their head. What is little known is that a fractured network of guerrilla fighters took up arms against the French occupiers. In *The Wake*, a postapocalyptic novel set a thousand years in the past, Paul Kingsnorth brings this dire scenario back to us through the eyes of the unforgettable Buccmaster, a proud landowner bearing witness to the end of his world. Accompanied by a band of like-minded men, Buccmaster is determined to seek revenge on the invaders. But as the men travel across the scorched English landscape, Buccmaster becomes increasingly unhinged by the immensity of his loss, and their path forward becomes increasingly unclear. Written in what the author describes as "a shadow tongue"—a version of Old English updated so as to be understandable to the modern reader—*The Wake* renders the inner life of an Anglo-Saxon man with an accuracy and immediacy rare in historical fiction. To enter Buccmaster's world is to feel powerfully the sheer strangeness of the past. A tale of lost gods and haunted visions, *The Wake* is both a sensational, gripping story and a major literary achievement.

As mysterious circumstances bring Giuseppe, Frederick, and Hannah together, their lives soon interlock and they realize that each one holds a key to solving the others' mysteries.

Tommy Learner's world in 1900 New York collides with that of modern-day Jezebel Lemon in the basement of her apartment building, where they must use the portals between worlds to thwart the Dead Gentleman, a villain trying to conquer Earth.

London 1888, and Jack the Ripper is terrorizing the people of the city. Evelyn, a young woman disfigured by her dangerous work in a matchstick factory with nowhere to go, does not know what to make of her new position as a maid to the Elephant Man in London Hospital. Evelyn wanted to be locked away from the world, like he is, shut away from the filth and dangers of the streets. But in Joseph Merrick, the Elephant Man, she finds a gentle kindred, who does not recoil from her, and who understands her pain. When the murders begin, however, Joseph and Evelyn are haunted nightly by the ghosts of the Ripper's dead, setting Evelyn on a path to facing her fears and uncovering humanity's worst nightmares, in which the real monsters are men. A terrifying and haunting tale from the Edgar and PEN Award-winning author of *Icefall*, Matthew J. Kirby.

A remarkable adventure by award-winning author Matthew J. Kirby brings a fantastical American West filled with secrets and spies and terrifying creatures to vivid life. In this extraordinary adventure story, Billy Bartram, his father, and a secret society of philosophers and scientists venture into the American wilderness in search of the lost people of the Welsh Prince Madoc, seeking aid in the coming war against the French. Traveling in a flying airship, the members of the

expedition find their lives frequently endangered in the untamed American West by terrifying creatures, a party of French soldiers hot on their trail, and the constant threat of traitors and spies. Billy will face hazards greater than he can ever imagine as, together with his father, he gets caught up in the fight for the biggest prize of all: America. **THE LOST KINGDOM** is an epic journey filled with marvelous exploits, courage and intrigue, and a bold reimagining of a mythical America. Matthew J. Kirby brings his signature storytelling prowess and superb craft to this astonishing story of fathers and sons, the beginnings of a nation, and wonder-filled adventure.

Jack discovers new abilities, travels to exciting lands, and thwarts a conspiracy brewing deep within the ministries in this epic addition to the action-packed Section 13 series. Jack Buckles is on trial for his life. The Ministries of Secrets and Guilds, led by Ignatius Gall, are conspiring to put the Ministry of Trackers down for good—starting with Jack’s very existence as a Section 13. His only hope is to prove that Gall is the real danger, not him, and it leads Jack and Gwen from the back streets of London, through the Austrian Alps, to the great reaches of central China. Joined by their new friend Liu Fai, Jack and Gwen set out to stop Gall before he can uncover ancient Chinese artifacts, said to grant immortality. But a clockwork monster threatens them at every turn, and its ticking gears only serve as a reminder that Jack’s judgment day is fast approaching—and that he’s running out of time.

An ingenious new thriller that weaves a path through history, following a race of human-like machines that have been hiding among us for untold centuries, written by the New York Times bestselling author of *Robocalypse*. Present day: When a young anthropologist specializing in ancient technology uncovers a terrible secret concealed in the workings of a three-hundred-year-old mechanical doll, she is thrown into a hidden world that lurks just under the surface of our own. With her career and her life at stake, June Stefanov will ally with a remarkable traveler who exposes her to a reality she never imagined, as they embark on an around-the-world adventure and discover breathtaking secrets of the past...

Russia, 1725: In the depths of the Kremlin, the tsar’s loyal mechanic brings to life two astonishingly humanlike mechanical beings. Peter and Elena are a brother and sister fallen out of time, possessed with uncanny power, and destined to serve great empires. Struggling to blend into pre-Victorian society, they are pulled into a legendary war that has raged for centuries. *The Clockwork Dynasty* seamlessly interweaves past and present, exploring a race of beings designed to live by ironclad principles, yet constantly searching for meaning. As June plunges deeper into their world, her choices will ultimately determine their survival or extermination. Richly-imagined and heart-pounding, Daniel H. Wilson’s novel expertly draws on his robotics and science background, combining exquisitely drawn characters with visionary technology—and riveting action.

Ava Cortez has always felt adrift in the world, as the only daughter of a flower child she'd spent her entire childhood

drifting from town to town, dreaming of a normal life... dreaming of a home to call her own...a place to belong. When her mother passes away, Ava is shocked to discover not only that her mother had a significant amount of money which she concealed from her but also an old rambling Victorian house situated on the small island of Midnight, off the coast of Maine. The place where her mother was born. Unable to contain her curiosity Ava sets out to discover her family history and the past her mother was obviously running from, but what started out as a curiosity soon begins to consume her, the more secrets she uncovers, the more she realizes how closely entwined her family is with the dark history of the island itself. With the help of a local man named Kelley Ryan she delves deeper into the past leading her back to one fateful night in 1919, to the worst storm on record and the sudden disappearance of dozens of children. The more they dig into the history of the house, the more they come to realize that sometimes the deepest foundations hide the darkest secrets. The final volume in the New York Times bestselling, award-winning steampunk trilogy by Kevin J. Anderson and legendary Rush drummer Neil Peart. Owen Hardy is pulled into one last adventure that will take him to the frozen lands of Ultima Thule and the ends of the earth.

As mysterious circumstances bring Giuseppe, Frederick, and Hannah together, their lives soon interlock like the turning gears in a clock and they realize that each one holds a key to solving the others' mysteries.

Perfect for fans of the Percy Jackson and Seven Wonders series, Island of the Sun is the second book in an epic, fast-paced middle grade adventure trilogy by acclaimed author Matthew J. Kirby. Eleanor and her friends have shut down the mysterious Concentrator in the Arctic, but their mission is far from over. The earth is still spinning out of its orbit and growing colder by the day. Their only chance is to find the other Concentrators embedded around the world and deactivate them before it's too late. But doing so won't be easy. The Global Energy Trust has branded Eleanor, her mother, and their friends international terrorists and is tracking their every move. The G.E.T. will stop at nothing to harness the power of the Concentrators in order to preserve the select few people its leaders deem worthy, and Eleanor is soon forced to ask herself whether it's worth risking the lives of the entire human race for a slim chance to save it. Flight is freedom, but death hangs in the skies....Taya soars over Ondinium on metal wings. She is an icarus, a courier privileged to travel freely across the city's sectors and mingle indiscriminately amongst its castes. But even she cannot outfly the web of terrorism, loyalty, murder, and intrigue that snares her after a daring mid-air rescue. Taya finds herself entangled with the Forlore brothers, scions of an upperclass family: handsome, brilliant Alister, who sits on Ondinium's governing council and writes programs for the Great Engine; and awkward, sharptongued Cristof, who has exiled himself from his caste and repairs clocks in the lowest sector of the city. Both hide dangerous secrets, in the city that beats to the ticking of a clockwork heart. Books in the Trilogy: - Clockwork Heart - Clockwork Lies: Iron Wind - Clockwork Secrets: Heavy Fire

A brand new adventure starring The Grey Griffins! Max---the leader Natalia---the brains Ernie---the changeling Harley---the muscle A year

ago, the Grey Griffins were just regular kids from Avalon, Minnesota. That was before they learned about the existence of evil fairies, werewolves, and other things that go bump in the night. Now they are monster-hunters, celebrated heroes, and allies to the legendary Templar knights---but even heroes have to go to school. When the Griffins enroll at Iron Bridge Academy, a school to train young recruits in the fight against the forces of evil, they find themselves at the center of a whole new adventure. The Clockwork King, a Templar foe from days past, has returned to finish the plan he set in motion decades ago. A plot to steal the souls of changelings---humans infused with fairy blood and supernatural abilities---in order to power his army of clockwork war machines. In *The Brimstone Key*, authors Derek Benz and J.S. Lewis deftly blend the mystical wonder of steampunk with magic and adventure to create an action-packed thrill ride.

Hoping to find his lost brother, Rownie escapes the home of the witch Graba and joins a troupe of goblins who perform in Zombay, a city where humans are forbidden to wear masks and act in plays. A National Book Award finalist.

Thirteen-year-old Theo, who has lived in seclusion his entire life, discovers he is the descendant of the Candle Man, a Victorian vigilante with the ability to melt criminals with a single touch.

Three ordinary children are brought together by extraordinary events. . . Giuseppe is an orphaned street musician from Italy, who was sold by his uncle to work as a slave for an evil padrone in the U.S. But when a mysterious green violin enters his life he begins to imagine a life of freedom. Hannah is a soft-hearted, strong-willed girl from the tenements, who supports her family as a hotel maid when tragedy strikes and her father can no longer work. She learns about a hidden treasure, which she knows will save her family -- if she can find it.

Do you worry that your business will collapse without your constant presence? Are you sacrificing your family, friendships, and freedom to keep your business alive? What if instead your business could run itself, freeing you to do what you love when you want, while it continues to grow and turn a profit? It's possible. And it's easier than you think. If you're like most entrepreneurs, you started your business so you could be your own boss, make the money you deserve, and live life on your own terms. In reality, you're bogged down in the daily grind, constantly putting out fires, answering an endless stream of questions, and continually hunting for cash. Now, Mike Michalowicz, the author of *Profit First* and other small-business bestsellers, offers a straightforward step-by-step path out of this dilemma. In *Clockwork*, he draws on more than six years of research and real life examples to explain his simple approach to making your business ultra-efficient. Among other powerful strategies, you will discover how to:

- Make your employees act like owners: Free yourself from micromanaging by using a simple technique to empower your people to make smart decisions without you.
- Pinpoint your business's most important function: Unleash incredible efficiency by identifying and focusing everyone on the one function that is most crucial to your business.
- Know what to fix next: Most entrepreneurs try to fix every inefficiency at once and end up fixing nothing. Use the "weakest link in the chain" method to find the one fix that will add the most value now. Whether you have a staff of one, one hundred, or somewhere in between, whether you're a new entrepreneur or have been overworked and overstressed for years, *Clockwork* is your path to finally making your business work for you.

In the first-ever novel about a cyborg, a machine-enhanced man from a multiverse of the far future visits 1920s England. In 1920s England, a strange being crashes a village cricket game. After some glitchy, jerky attempts to communicate, this creature reveals that he is a machine-enhanced human from a multiverse thousands of years in the future. The mechanism implanted in his skull has malfunctioned, sending him tumbling through time onto the green grass of the cricket field. Apparently in the future, at the behest of fed-up women, all men will be controlled by an embedded "clockwork," camouflaged with hats and wigs. Published in 1923, *The Clockwork Man*—the first cyborg novel—tells the story of this odd time traveler's visit. Spending time with two village couples about to embark upon married life, the Clockwork Man warns

that because men of the twentieth century are so violent, sexist, and selfish, in the not-too-distant future they will be banned from physical reality. They will inhabit instead a virtual world—what we'd now call the Singularity—in which their every need is met, but love is absent. Will the Clockwork Man's tale lead his new friends to reconsider technology, gender roles, sex, and free will? Overshadowed in its own time by Karel Čapek's sensational 1923 play R.U.R., about a robot uprising, *The Clockwork Man* is overdue for rediscovery.

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