

## The Variant Saga A Dystopian Sci Fi Epic

“The novel that foreshadowed Donald Trump’s authoritarian appeal.”—Salon It Can’t Happen Here is the only one of Sinclair Lewis’s later novels to match the power of *Main Street*, *Babbitt*, and *Arrowsmith*. A cautionary tale about the fragility of democracy, it is an alarming, eerily timeless look at how fascism could take hold in America. Written during the Great Depression, when the country was largely oblivious to Hitler’s aggression, it juxtaposes sharp political satire with the chillingly realistic rise of a president who becomes a dictator to save the nation from welfare cheats, sex, crime, and a liberal press. Called “a message to thinking Americans” by the *Springfield Republican* when it was published in 1935, *It Can’t Happen Here* is a shockingly prescient novel that remains as fresh and contemporary as today’s news. Includes an Introduction by Michael Meyer and an Afterword by Gary Scharnhorst

2012 Reprint of 1958 Edition. Exact facsimile of the original edition, not reproduced with Optical Recognition Software. The blurb on the thirty-five cent Ace paperback likens Charles Eric Maine's 1958 novel "World Without Men" to George Orwell's "1984" and Aldous Huxley's "Brave New World." Ordinarily one would regard such a comparison skeptically. Nevertheless, while not rising to the artistic level of the Orwell and Huxley masterpieces, "World Without Men" merits being rescued from the large catalogue of 1950s paperback throwaways. Maine's bases his vision of an ideological dystopia not on criticism of socialism or communism per se, nor of technocracy per se, but rather of feminism. Maine saw in the nascent feminism of his day (the immediate postwar period) a dehumanizing and destructive force, tending towards totalitarianism, which had the potential to deform society in radical, unnatural ways. Maine believed that feminism, as he understood it, derived its fundamental premises from hatred of, not respect for, the natural order. He also believed that feminism entailed a rebellion against sexual dimorphism.

The year was 1997 and *Fallout: A Post Nuclear Role Playing Game* had just been released by Interplay. This book looks back at the entire *Fallout* saga, tells the story of the series' birth, retraces its history and deciphers its mechanics. The perfect book to discover and understand the origins of *Fallout*, with the saga's genesis and the decryption of each of his episodes ! EXTRACT The intro music and the end credits were the final main components of this hybrid post-apocalyptic/50s ambiance. Initially, Brian Fargo wanted to signal *Fallout*'s inspiration with *Warriors of the Wasteland*, by Frankie Goes to Hollywood, but when he heard *The Ink Spots*, he changed his mind and loved the result. The first choice was *I Don't Want To Set The World On Fire* by this group of crooners from the 1930s/40s, but unfortunately the high cost made it impossible to acquire the rights. But while browsing an extensive list of tracks from the era, the team found that *Maybe*, by the same group, had almost the same sound-with the added bonus of being cheap! The lyrics are about a break-up, from the point of view of the person being left behind: "Maybe you'll think of me when you are all alone/ Then maybe you'll ask me to come back again". Leonard Boyarsky notes that, "It worked with the intro [and the ending]", referring to the ending with the betrayal and lonely exile of *Fallout*'s hero. "It felt like it was this genius plan we had [...] but it was only later that we decided to kick [the player] out of the Vault. I feel like this is a metaphor for the whole game: it looks like we had a better picture in mind than we did, it just came out of the things we were doing".

What if the perfect world wasn't built for you? Welcome to QualityLand, the best country on Earth. Here, a universal ranking system determines the social advantages and career opportunities of every member of society. An automated matchmaking service knows the best partners for everyone and helps with the break up when your ideal match (frequently) changes. And the foolproof algorithms of the biggest, most successful company in the world, TheShop, know what you want before you do and conveniently deliver to your doorstep before you even order it. In QualityCity, Peter Jobless is a machine scrapper who can't quite bring himself to destroy the imperfect machines sent his way, and has become the unwitting leader of a band of robotic misfits hidden in his home and workplace. One day, Peter receives a product from TheShop that he absolutely, positively knows he does not want, and which he decides, at great personal cost, to return. The only problem: doing so means proving the perfect algorithm of TheShop wrong, calling into question the very foundations of QualityLand itself. Qualityland, Marc-Uwe Kling's first book to be translated into English, is a brilliantly clever, illuminating satire in the tradition of Kurt Vonnegut, Douglas Adams, and George Orwell that offers a visionary, frightening, and all-too funny glimpse at a near future we may be hurtling toward faster than it's at all comfortable to admit. So why delay any longer? TheShop already knows you're going to love this book. You may as well head to the cash register, crack the covers, and see why that is for yourself.

The fate of two worlds hangs in the balance. Everlasting is on the brink of total war. As the terrorist organization known as Garden attempts to assassinate key members of the Leadership, another unseen hand has plans of its own... Back at the human outpost, Mei Curie and her team are working to create the ultimate cure for the Variant gas. But with the war raging deep within the city, the shield could collapse at any moment, killing millions. Time is of the essence. Meanwhile, Terry waits beneath Everlasting, having been rescued by Garden's forces. In an effort to repay this debt, he agrees to assist them in a dangerous task. With Lena Sol at his side, Terry sets out across the sea to a foreign land, seeking a prize that may very well end this conflict once and for all. It's graduation day for sixteen-year-old Malencia Vale, and the entire Five Lakes Colony (the former Great Lakes) is celebrating. All Cia can think about—hope for—is whether she'll be chosen for The Testing, a United Commonwealth program that selects the best and brightest new graduates to become possible leaders of the slowly revitalizing post-war civilization. When Cia is chosen, her father finally tells her about his own nightmarish half-memories of The Testing. Armed with his dire warnings (“Cia, trust no one”), she bravely heads off to Tosu City, far away from friends and family, perhaps forever. Danger, romance—and sheer terror—await.

“Combines the spare poetry of *The Road* with the dizzying pace of *28 Days Later*.” —Jennie Melamed, author *Gather the Daughters* “A riveting novel.” —Eowyn Ivey, bestselling author of *The Snow Child* Remember your just-in-cases. Beware tall buildings. Always have your knives. Raised in isolation by her mother and Maeve on a small island off the coast of a post-apocalyptic Ireland, Orpen’s life has revolved around training to fight a threat she’s never seen. More and more she feels the call of the mainland, and the prospect of finding other survivors. But that is where danger lies, too, in the form of the flesh-eating menace known as the skrake. Then disaster strikes. Alone, pushing an unconscious Maeve in a wheelbarrow, Orpen decides her last hope is abandoning the safety of the island and journeying across the country to reach the legendary banshees, the rumored all-female fighting force that battles the skrake. But the skrake are not the only threat... Sarah Davis-Goff's *Last Ones Left Alive* is a brilliantly original imagining of a young woman's journey to discover her true identity.

A Dystopian world where everyone's future is planned out for them at age 18...whether it is what a person desires or not. Kama is about to turn 18 and she thinks her Life s Plan will turn out like her boyfriend's and friend's as they desired. But when she glimpse

a young man who can communicate with her with his thoughts and knows her name...a young man with burning blue eyes and raven hair, who is dressed like no other in her world, she is left to question her Life's Plan and her destiny. Knowing the truth can destroy everyone.

After her brush with death at Ian Crane's compound, Talia Lyons feels like a prisoner, confined in her childhood home. Plagued with seizures- the result of an unidentified drug injected in her neck by Crane's men- Talia must put her dream of becoming a Hunter on hold. So when Agency Director McDonough asks Talia to go undercover at the School for the Talented, to find the spy who set the trap for her in Nevada, Talia jumps at the opportunity. Soon she learns that her new-found freedom comes with a price- working with Donavon on a daily basis. As if that isn't awkward enough, her former teammate, Erik, also shows up at the School. But at least Talia has the unexpected company of her best friend Penny; to not only assist her in uncovering the spy, but also to deal with the complications that the guys create. As Talia becomes more entrenched in her assignment, she quickly learns the lengths that the Agency and Mac will go in the name of war. With Crane's influence spreading, Talia learns that there are few Operatives without ties to the Coalition. HUNT/On a \_\_\_\_ (4 letters) Forced to face hard truths and dangerous conclusions, Talia realizes that it is those closest to her who are hiding the biggest secrets. As the task of finding the traitor becomes more problematic, desperation and frustration rule Talia's world. It becomes clear that Talia can't do this alone. But who can she trust, when everyone around her is lying?

The Amber Project A Dystopian Science Fiction Novel Jeff Chaney

It has been three years since the day of the Second Jolt. Thanks to the efforts of a select few, the world is finally moving on. As the Variant air begins to thin, humanity finds itself on the cusp of a new age of exploration...but at what cost? After closing the rift—the source of all Variant—the hybrid child known as Terry has been transported to a distant world, far away from the only home he's ever known. Completely isolated, and haunted by voices from his past, he wanders through the ruins of an ancient civilization long forgotten. Back on Earth, a young woman named Mei works tirelessly to uncover the secrets of the rift. Against orders, she searches for the truth, making an unprecedented gamble. Will her obsession bring the answers she so desperately seeks...or will it cause even more destruction?

"A gripping political thriller readers may find hard to put down."—Dallas Morning News Keita Ali is an elite runner living in Zantoroland, a poor, fictional island that is erupting in political violence. When his father, a journalist, is murdered, Keita escapes to the wealthy nation of Freedom State—an imagined country much like our own. A stateless refugee without documentation, Keita must hide from the authorities even as he races marathons to support himself and ransom his sister who has been kidnapped. This tension-filled novel by the best-selling author of *Someone Knows My Name* is an astute exploration of dislocation, starting all over again, and the desperate need for home and community.

A BEST BOOK OF THE YEAR: The Washington Post, NPR, Entertainment Weekly, Real Simple, Marie Claire, New York Public Library, LibraryReads, The Skimm, Lit Hub, Lit Reactor AN INSTANT NEW YORK TIMES BESTSELLER "A captivating family saga."--The New York Times Book Review "This literary family saga is perfect for fans of Celeste Ng and Donna Tartt."--People Magazine (Book of the Week) If you knew the date of your death, how would you live your life? It's 1969 in New York City's Lower East Side, and word has spread of the arrival of a mystical woman, a traveling psychic who claims to be able to tell anyone the day they will die. The Gold children--four adolescents on the cusp of self-awareness--sneak out to hear their fortunes. The prophecies inform their next five decades. Golden boy Simon escapes to the West Coast, searching for love in '80s San Francisco; dreamy Klara becomes a Las Vegas magician obsessed with blurring reality and fantasy; eldest son Daniel struggles to maintain security as an army doctor post-9/11; and bookish Varya throws herself into longevity research, where she tests the boundary between science and immortality. Both a dazzling family love story and a sweeping novel of remarkable ambition and depth, *The Immortalists* probes the line between destiny and choice, reality and illusion, this world and the next. It is a deeply moving testament to the power of story, the nature of belief, and the unrelenting pull of familial bonds.

They say the Earth is just a myth. Something to tell your children when you put them to sleep, the lost homeworld of humanity. Everyone knows it isn't real, though. It can't be. But when Captain Jace Hughes encounters a nun with a mysterious piece of cargo and a bold secret, he soon discovers that everything he thought he knew about Earth is wrong. So very, very wrong. Climb aboard *The Renegade Star* and assemble a crew, follow the clues, uncover the truth, and most importantly, try to stay alive. Experience the beginning of a sprawling galactic tale in this first entry to *The Renegade Star* series. If you're a fan of *Firefly*, *Battlestar Galactica*, or *Indiana Jones*, you'll love this epic, space opera thrill ride. Warning: This book contains action, cussing, and general badassery. Read at your own risk.

A Time Best YA Book of All Time (2021) Two teens must learn the "art of killing" in this Printz Honor-winning book, the first in a chilling new series from Neal Shusterman, author of the New York Times bestselling *Unwind* dystology. A world with no hunger, no disease, no war, no misery: humanity has conquered all those things, and has even conquered death. Now Scythes are the only ones who can end life—and they are commanded to do so, in order to keep the size of the population under control. Citra and Rowan are chosen to apprentice to a scythe—a role that neither wants. These teens must master the "art" of taking life, knowing that the consequence of failure could mean losing their own. *Scythe* is the first novel of a thrilling new series by National Book Award-winning author Neal Shusterman in which Citra and Rowan learn that a perfect world comes only with a heavy price.

Sheriff Hayden Duke was born on the Starship *Pilgrim*, and expects to die there. Access points to the ship's controls are sealed, and systems that guide her are out of reach. It isn't perfect, but he has all he needs to be content- until his wife disappears. The only clue is a bloody hand print beneath a hatch that hasn't opened in hundreds of years.

Mind control: coming to a government near you. The Fifth Column's latest technology, Project Seraphim, is almost ready. Once active, they can force anyone in the United States to feel and do anything, on command. And then the world. Can Damien, Jay and Sophia stop it in time? Or will they fall under its spell? What readers are saying: ????? "I COULDN'T PUT IT DOWN. Nathan Farrugia is in a class by himself. You can't help but enjoy this adventure." ?????

"What an amazing series. Plenty of action, thrills, gut-wrenching pace, cool weapons/gadgets and well written story." ????? "Can I give this book 10 stars? It kept me on the edge of my seat from the first page to the last!" ????? "The Fifth Column series is a tour de force. This amazing series deserves a 5 star review." ????? "Really humorous, lots of action and the characters are so much fun. Loved it. Fast-paced, entertaining read." ????? "I picked up a copy of The Chimera Vector thinking it would be a standard adventure novel. I was wrong. From the sands of the Middle East to the streets of New York, Nathan Farrugia has taken the techno-action/spy novel pioneered by David Morrell and given it steroids." ????? "Farrugia weaves an amazing tale of power, deceit and double crosses. Espionage at its finest, intrigue that will tighten your gut and light every nerve on fire, The Chimera Vector goes far beyond science fiction and becomes a fast-paced mystery-thriller that defies early detection of where we are headed." ????? "This is going down as one of the best series I've read. And that's saying something. Filled with intense action with enough sci-fi and thriller to make me grin like I found the girl of my dreams." ????? "Loved it. High paced action thriller it definitely is. You think you know where it is going then the plot twists again. It really kept me turning the pages to see what was going to happen next." ????? "An excellent fast paced series that merges science, science fiction and adventure in one well written read that will make it impossible to put down." ????? "Oh. Wow. What a book. I found The Chimera Vector to be well written, thoroughly entertaining, and at times unbearably suspenseful. I was literally holding my breath." ????? "All the action that I really enjoyed in the first one and hoped would continue... the sequel blew that out of the ballpark. Amazing book, even better than the first, if that's possible! Love all the characters." ????? "Be warned! This series is totally addictive. Don't start this unless you're ready for a wild action-packed ride." About the author Nathan M. Farrugia is an Australian technothriller writer, and author of the USA Today bestselling Helix and Fifth Column series. Nathan is known for placing himself in dangerous situations, including climbing rooftops in Russia and being hunted by special forces trackers in the United States. He studies Systema, a little-known martial art and former secret of Russian special forces. Beyond his army training, Nathan has trained under USMC, SEAL team, Spetsnaz and Defence Intelligence instructors, and the wilderness and tracking skills of the Chiricahua Apache scouts and Australian Aboriginals. Nathan is currently in Malta, co-writing the sequel to the critically acclaimed video game Metro Exodus by 4A Games. Also by Nathan M. Farrugia: Helix #1: Helix Helix #2: Exile Helix #3: Interceptor Helix #4: Anomaly Helix #5: Inversion Helix #6: Exclave Helix #7: Purity Helix #8: Kill Switch Helix #9: Countervail ZERO The Chimera Vector The Seraphim Sequence The Phoenix Variant The Phoenix Ascent Keywords: technothriller, techno thriller, conspiracy, conspiracies, espionage, pulp, military, thriller, hard boiled, hero, intrigue, complete series, vigilante, noir, crime, series starter, action, fast paced, adventure, assassin, bargain, cheap, novella, genetic, genes, super soldiers, enhanced, special forces, operatives, operator, black ops, black operation, covert, secret agent, helix, fifth column, farrugia, jason bourne, bourne, altered carbon, matt reilly, matthew reilly, a g riddle, winter world, mark dawson, greig beck, splinter cell, net force, cyber storm, matthew mather, konkoly, cyberpunk, russian hackers, systema, jeremy robinson, michael grumley, russell blake, ramez naam, daniel suarez, ludlum, biopunk, superhero, hacking

A spellbinding story about love, faith, the search for utopia—and the often devastating cost of idealism. It's the late 1960s, and two lovers converge on an arid patch of earth in South India. John Walker is the handsome scion of a powerful East Coast American family. Diane Maes is a beautiful hippie from Belgium. They have come to build a new world—Auroville, an international utopian community for thousands of people. Their faith is strong, the future bright. So how do John and Diane end up dying two decades later, on the same day, on a cracked concrete floor in a thatch hut by a remote canyon? This is the mystery Akash Kapur sets out to solve in *Better to Have Gone*, and it carries deep personal resonance: Diane and John were the parents of Akash's wife, Auralice. Akash and Auralice grew up in Auroville; like the rest of their community, they never really understood those deaths. In 2004, Akash and Auralice return to Auroville from New York, where they have been living with John's family. As they reestablish themselves, along with their two sons, in the community, they must confront the ghosts of those distant deaths. Slowly, they come to understand how the tragic individual fates of John and Diane intersected with the collective history of their town. *Better to Have Gone* is a book about the human cost of our age-old quest for a more perfect world. It probes the underexplored yet universal idea of utopia, and it portrays in vivid detail the daily life of one utopian community. Richly atmospheric and filled with remarkable characters, spread across time and continents, this is narrative writing of the highest order—a heartbreaking, unforgettable story.

Following a stray football to the other side of a wall where there is a secret, Standish Treadwell discovers astonishing truths about a moon landing that the overseeing Motherland, a ruthless regime, is determined to hide.

A mutating plague is spreading. It's killing two of every three people on Earth. And Mike Crenshaw is totally unprepared. From the world of *The Traveler Series* comes a new cast of characters, new obstacles, and the same devastating, world-altering virus which plunges society into the depth of a dystopian hell. *UNPREPARED* begins in the hours before *The Scourge* takes hold. As if ripped from today's headlines, governments react too slowly and the disease spreads too fast. Quarantines don't work. Infrastructure fails. People die. Follow Mike and his friends as they try to survive this new landscape and find out how the world in which *The Traveler Series* was set came into being. It's a thrill ride that will keep you up at night with the lights on and the doors locked.

When everyone is quarantined on a once-peaceful island off the coast of Maine, Tucker questions a secret branch of the military claiming that residents have been infected by a deadly virus.

"Anyone willing to get filthy can also get rich." In this dystopian swamp city, two brothers find that opportunity and exploitation lurk around every corner. But who's smarter: the hordes of people rushing to move in, or the equal horde desperate to leave? Penn and Lipton Wise have set out to Falter City to make their fortune. It's the future, obviously, and things are pretty grim. The Australian landscape is traumatized. Plague is rampant. Machines only work as well as the

poor sod pedaling them. Things are hotter and wetter than they used to be, giving the whole place the vibe of a sweaty armpit. Lippy and Penn are hoping to set up shop in this grimy boom-town, but they've got to stay frosty, because it's teeming with hustlers, swindlers, and scoundrels. It's the sort of place where a lucky moron could make an outrageous fortune in an afternoon and lose it all before bedtime. The sort of place where two enterprising teenagers could really make something of themselves. Or so they say. In his follow-up to the critically acclaimed *Blue*, Pat Grant confirms his reputation as "the Australian Mark Twain" (Craig Thompson, author of *Blankets* and *Habibi*) with a page-turning graphic novel about economic inequality, desperation, and the gambler's addiction to hope even in the worst of times. Incarceron is a prison so vast that it contains not only cells and corridors, but metal forests, dilapidated cities, and wilderness. It has been sealed for centuries, and only one man has ever escaped. Finn has always been a prisoner here. Although he has no memory of his childhood, he is sure he came from Outside. His link to the Outside, his chance to break free, is Claudia, the warden's daughter, herself determined to escape an arranged marriage. They are up against impossible odds, but one thing looms above all: Incarceron itself is alive . . .

Two thousand years in the future. The world is a wasteland, but the women are still gorgeous. Jack Bowman is out of luck and out of money. That is, until he gets an offer to be a part of an experiment for a major scientific research company. All he has to do is get cryogenically frozen for a few years and he'll be rich. What could go wrong? Quite a bit, as it turns out. When Jack's pod splits open and he's met by two beautiful women, he's introduced to a very different world from the one he left behind. There are warring tribes, mutated animals, actual monsters, and even ogres. With so many threats, how can anyone hope to survive? Lucky for Jack, being frozen was only half the experience. The other part is swimming around his bloodstream, and it's turning him into something more than human. Warning: This story contains adult situations, coarse language, and other fun things. Read at your own risk.

INSTANT NEW YORK TIMES BESTSELLER A REESE'S BOOK CLUB PICK A BELLETRIST BOOK CLUB PICK AMAZON BEST OF THE YEAR "A masterpiece." - R.O. Kwon The Crucible meets True Grit in this riveting adventure story of a fugitive girl, a mysterious gang of robbers, and their dangerous mission to transform the Wild West. In the year of our Lord 1894, I became an outlaw. The day of her wedding, 17 year old Ada's life looks good; she loves her husband, and she loves working as an apprentice to her mother, a respected midwife. But after a year of marriage and no pregnancy, in a town where barren women are routinely hanged as witches, her survival depends on leaving behind everything she knows. She joins up with the notorious Hole in the Wall Gang, a band of outlaws led by a preacher-turned-robber known to all as the Kid. Charismatic, grandiose, and mercurial, the Kid is determined to create a safe haven for outcast women. But to make this dream a reality, the Gang hatches a treacherous plan that may get them all killed. And Ada must decide whether she's willing to risk her life for the possibility of a new kind of future for them all. Featuring an irresistibly no-nonsense, courageous, and determined heroine, *Outlawed* dusts off the myth of the old West and reignites the glimmering promise of the frontier with an entirely new set of feminist stakes. Anna North has crafted a pulse-racing, page-turning saga about the search for hope in the wake of death, and for truth in a climate of small-mindedness and fear.

"Chris Weitz has made a beautiful transition from writing and directing films to novels. The *Young World* is populated with characters you won't forget and a story as fresh and urgent as *Divergent*."--James Patterson, #1 NY Times bestselling author of *Maximum Ride*. Welcome to New York, a city ruled by teens. After a mysterious Sickness wipes out the rest of the population, the young survivors assemble into tightly run tribes. Jefferson, the reluctant leader of the Washington Square tribe, and Donna, the girl he's secretly in love with, have carved out a precarious existence among the chaos. But when a fellow tribe member discovers a clue that may hold the cure for the Sickness, five teens set out on a life-altering road trip, exchanging gunfire with enemy gangs, escaping cults and militias, braving the wilds of the subway--all in order to save humankind. This first novel from acclaimed film writer/director Chris Weitz is the heart-stopping debut of an action-packed trilogy.

In a world where two nations rule all, Rob must find a way to live among them both in this futuristic story from the author of the *Tripods* series. In the future, the world has been divided into two societies. One is the Conurb—a sprawling, modern city where technology rules and people live with only the bare minimum they need to survive. The other is the County—a land of green fields and beautiful mansions, where the people have turned back the clock to a pristine past. Rob has always lived in the Conurb, but after he is sent to a terrible boarding school, he decides his only option is to take a chance and cross the Barrier into the unknown world of the County. There he meets another boy who introduces Rob to the very different society, and all the wondrous things that come with it. But even though Rob wants to believe that the County is a utopia, he begins to learn about the darkness that lurks beneath the smiles of his new family and friends. And when sinister secrets are revealed, Rob is forced to make a choice: stay in the County, where everything is a perfect lie, or return to the Conurb, where life is hard, horrible, and real.

Ro murmurs into my ear. "Don't be afraid, Dol. They're not coming for us." Still, he slips his arm around me and we wait until the sky is clear. Because he doesn't know. Not really. Everything changed on The Day. The day the Icon appeared in Los Angeles. The day the power stopped. The day Dol's family dropped dead. The day Earth lost a war it didn't know it was fighting. Since then, Dol has lived a simple life in the countryside with fellow survivor Ro—safe from the shadow of the Icon and its terrifying power. Hiding from the one truth she can't avoid. They're different. They survived. Why? When the government discovers their secret, they are forced to join faint-hearted Tima and charismatic Lucas in captivity. Called the Icon Children, the four are the only humans on Earth immune to the power of the Icons. Torn between brooding Ro and her evolving feelings for Lucas, between a past and a future, Dol's heart has never been more vulnerable. And as tensions escalate, the Icon Children discover that their explosive emotions—which they've always thought to be their greatest weaknesses—may actually be their greatest strengths. Bestselling author Margaret Stohl delivers a thrilling novel set in a haunting new world where four teens must piece together the mysteries of their pasts—in order to save their future.

Terry is on the run, having escaped from prison and killed its overseer. He and his friend Ludo need to find a way to get to the northern

border. That's where Ludo's wife is being held, but time is of the essence. If they don't hurry, she'll be sacrificed to the gods as part of some barbaric ceremony. With an army at their heels and a continent to cross, Terry and Ludo will need all the help they can get. Meanwhile, Mei Curie has opened a portal to another world...and it isn't what she expected. There are worms the size of cars, animals with bulletproof hides, and an advanced alien race unlike anything mankind has ever witnessed. Not to worry, though. Johnathan Finn has just the ticket: a rifle stocked with bullets, ready to deal with whatever threats come knocking. Along with his team of soldiers, John is here for a single purpose—to find his missing friend and bring him home—but in a world as strange as this one, a simple search and rescue mission could prove deadly. The Great Escape for the Great War: the astonishing true story of two World War I prisoners who pulled off one of the most ingenious escapes of all time. “Fox unspools Jones and Hill’s delightfully elaborate scheme in nail-biting episodes that advance like a narrative Rube Goldberg machine.”—The New York Times Book Review Imprisoned in a remote Turkish POW camp during World War I, having survived a two-month forced march and a terrifying shootout in the desert, two British officers, Harry Jones and Cedric Hill, join forces to bamboozle their iron-fisted captors. To stave off despair and boredom, Jones takes a handmade Ouija board and fakes elaborate séances for his fellow prisoners. Word gets around, and one day an Ottoman official approaches Jones with a query: Could Jones contact the spirit world to find a vast treasure rumored to be buried nearby? Jones, a trained lawyer, and Hill, a brilliant magician, use the Ouija board—and their keen understanding of the psychology of deception—to build a trap for their captors that will ultimately lead them to freedom. A gripping nonfiction thriller, *The Confidence Men* is the story of one of the only known con games played for a good cause—and of a profound but unlikely friendship. Had it not been for “the Great War,” Jones, the Oxford-educated son of a British lord, and Hill, a mechanic on an Australian sheep ranch, would never have met. But in pain, loneliness, hunger, and isolation, they formed a powerful emotional and intellectual alliance that saved both of their lives. Margalit Fox brings her “nose for interesting facts, the ability to construct a taut narrative arc, and a Dickens-level gift for concisely conveying personality” (Kathryn Schulz, *New York*) to this tale of psychological strategy that is rife with cunning, danger, and moments of high farce that rival anything in *Catch-22*.

Three-time Hugo Award-winning and *New York Times* bestselling author N.K. Jemisin crafts her most incredible novel yet, a “glorious” story of culture, identity, magic, and myths in contemporary New York City. In Manhattan, a young grad student gets off the train and realizes he doesn't remember who he is, where he's from, or even his own name. But he can sense the beating heart of the city, see its history, and feel its power. In the Bronx, a Lenape gallery director discovers strange graffiti scattered throughout the city, so beautiful and powerful it's as if the paint is literally calling to her. In Brooklyn, a politician and mother finds she can hear the songs of her city, pulsing to the beat of her Louboutin heels. And they're not the only ones. Every great city has a soul. Some are ancient as myths, and others are as new and destructive as children. New York? She's got six. For more from N. K. Jemisin, check out: *The Inheritance Trilogy* *The Hundred Thousand Kingdoms* *The Broken Kingdoms* *The Kingdom of Gods* *The Inheritance Trilogy* (omnibus edition) *Shades in Shadow: An Inheritance Triptych* (e-only short fiction) *The Awakened Kingdom* (e-only novella) *Dreamblood Duology* *The Killing Moon* *The Shadowed Sun* *The Dreamblood Duology* (omnibus) *The Broken Earth* *The Fifth Season* *The Obelisk Gate* *The Stone Sky* *How Long 'til Black Future Month?* (short story collection) “A glorious fantasy.” —Neil Gaiman

\*\* *Allegiant* by Sara Mack is the second novel in *The Guardian Trilogy*. It is not affiliated with the *Divergent* series by Veronica Roth. \*\*Last summer, Emma discovered that true love never dies. It can return. It can give you hope. It can pull you from darkness. Until it's ripped from you. Again. As her 22nd birthday approaches, Emma Donohue finds herself back at school and utterly alone. Hours away from family and friends, her solitary days are spent contemplating what never should have been. James should never have died, but he did. He should never have been assigned as her Guardian, but he was. And she should never have allowed Dane to get too close to her heart. But she failed. Desperate to fill her time, Emma is intrigued by her mysterious new neighbor, Garrett. She's never met anyone quite like him before, and, curious, she attempts to discover his past. Little does she know his presence will pull her into a world she could never imagine. A world that follows an ancient doctrine. A world built on loyalty, yet plagued by secrets and lies. A world that will threaten everything - and everyone - she loves. *Allegiant* is a new adult/college paranormal romance containing moderate language/mild innuendo. *Allegiant* is the second story in *The Guardian Trilogy*. The third novel, *Reborn*, is complete and due to be published in February 2014.

ORIGIN. DESTINY. FATE. How far would you go to unravel the truth? *Trattora* is the adopted daughter of the Chieftain on a primitive frontier planet. *Velkan* is an indentured serf who has never known a day of freedom. Forced to flee a terrifying invasion by Galactic Pirates, they find themselves thrown together on a ramshackle mining vessel that harbors more than one dark secret. Fate and chemistry combine when the pair's matching birth bracelets lead them to a shocking discovery about their true lineage. Stakes rise when they uncover the classified *Expulsion Project*, and the devastating sacrifice their birth families made to spare their lives. Determined to save them from liquidation, *Trattora* and *Velkan* plunge headlong into a frantic race against time and space to take down the genocidal self-actualizing software that now controls large swathes of their home planet. But will they navigate the treacherous dealings of the seedy Galactic underworld in time to rescue the families who loved them enough to let them go? *Girl of Fire* is the first novel in *The Expulsion Project*, a sci-fi, dystopian thriller trilogy with a whisper of romance, a heavy dose of adventure, and action galore. If you are a *Firefly* or *Dark Matter* fan, or in *Divergent* withdrawal, this is the book mashup for you!

Doing the right thing could risk their lives... *Fayth*, *Ink* and *Megg* have a difficult choice to make when an enormous sea-creature gets stranded at the harbour! Dive into the third thrilling *Orgo Runners* adventure.

*Vincent Smith* lives in a world that wears smart contact lenses, and he'll die in one that can't take them out.

All's fair in love and war. Two thirds of the world's population has been wiped out, devastated by the worst war earth has ever seen. Still standing amongst the ruins is a mind reader who finds herself on the wrong side of the war. Everyone does what they must to survive. When the rebels bent on bringing down the New World leader start to rise up, it is her job to make sure they stay down where they belong. That is, until one rebel sneaks past her defences and into her heart. Love will blossom from the ashes, but will it be enough to save them, or will it mean the end of them both?

From one of our most innovative and celebrated authors, the definitive take on the wildest story of the year—the *David-vs.-Goliath* *GameStop* short squeeze, a tale of fortunes won and lost overnight that may end up changing Wall Street forever. Bestselling author *Ben Mezrich* offers a gripping, beat-by-beat account of how a loosely affiliate group of private investors and internet trolls on a subreddit called *WallStreetBets* took down one of the biggest hedge funds on Wall Street, firing the first shot in a revolution that threatens to upend the establishment. It's the story of financial titans like *Gabe Plotkin* of hedge fund *Melvin Capital*, one of the most respected and staid funds on the Street, billionaires like *Elon Musk*, *Steve Cohen*, *Mark Cuban*, *Robinhood* co-CEOs *Vlad Tenev* and *Baiju Bhatt*, and *Ken Griffin* of *Citadel Securities*. Over the course of four incredible days, each in their own way must reckon with a formidable force they barely understand, let alone saw coming: everyday men and women on *WallStreetBets* like nurse *Kim Campbell*, college student *Jeremy Poe*, and the enigmatic *Keith “RoaringKitty” Gill*, whose unfiltered livestream videos captivated a new generation of stock market enthusiasts. The unlikely focus of the battle: *GameStop*, a flailing brick-and-mortar dinosaur catering to teenagers and outsiders that had somehow held on as the world rapidly moved online. At first, *WallStreetBets* was a joke—a meme-filled, freewheeling place to share shoot-the-moon investment tips, laugh about big losses, and post diamond hand emojis. Until some members noticed an opportunity in *GameStop*—and rode a rocket ship to tens of

millions of dollars in earnings overnight. In thrilling, pulse-pounding prose, THE ANTISOCIAL NETWORK offers a fascinating, never-before-seen glimpse at the outsize personalities, dizzying swings, corporate drama, and underestimated American heroes and heroines who captivated the nation during one of the most volatile weeks in financial history. It's the amazing story of what just happened—and where we go from here.

One hundred years from now, and against all the odds, Earth has found a new stability; the political order has reached some sort of balance, and the new colony on Mars is growing. But the fraught years of the 21st century have left an uneasy legacy ...

Genetically engineered alpha males, designed to fight the century's wars have no wars to fight and are surplus to requirements.

And a man bred and designed to fight is a dangerous man to have around in peacetime. Many of them have left for Mars but now one has come back and killed everyone else on the shuttle he returned in. Only one man, a genengineered ex-soldier himself, can hunt him down and so begins a frenetic man-hunt and a battle survival. And a search for the truth about what was really done with the world's last soldiers. BLACK MAN is an unstoppable SF thriller but it is also a novel about prejudice, about the ramifications of playing with our genetic blue-print. It is about our capacity for violence but more worrying, our capacity for deceit and corruption.

This is another landmark of modern SF from one of its most exciting and commercial authors.

"From the critically acclaimed author of Vox comes a suspenseful new novel that explores a disturbing alternate reality where the government has legalized eugenics. Elena Fairchild is a teacher at one of the state's new elite schools, where children undergo routine tests for their quotient (Q). Those who don't measure up are placed in the many state boarding schools that have cropped up under a new government mandate--Elena's daughter, Freddie, is one of them. In order to be with Freddie, Elena immediately requests to transfer to the state school. To her horror, she learns that the children are receiving the bare minimum of instruction.

Instead, they spend their days making handcrafted goods--valuable commodities in the age of machine-made products. What began as a shock quickly becomes a nightmare as Elena discovers the terrifying atrocities inflicted upon the students. Not only have their test scores been tampered with, but they're also unwitting subjects of experiments, one of which tests a new method of chemical sterilization. The plan? To render all adolescents with undesirable quotients infertile...and Freddie may be next in line"--

In 2157, a mysterious gas known as Variant spreads across the globe, killing or mutating most organic life. The surviving humans take refuge in an underground city, determined to return home. But after generations of failures and botched attempts, hope is beginning to dwindle. That is, until a young scientist makes a unique discovery—and everything changes. Suddenly, there's reason to hope again, and it rests within a group of genetically engineered children that are both human and Variant. Terry is one of these children, modified and trained to endure the harsh conditions of a planet he cannot begin to understand. After years of preparation, Terry thinks he knows what to expect. But the reality is far stranger than anything he can imagine—and what he will become is far more dangerous.

In the heart of Vandar, as dark forces close in, Elyon, a gifted Bladeborn, fights for his family's survival. In the war-torn northlands of Tukor, a servant girl with a mysterious past is forced on the run, propelling her on a journey that will change her world forever. From the Shadowfort, a secret power is unleashed, one that will set into motion a series of events that will bring the world to its knees. With the world on the verge of chaos and countless lives at stake, a new First Blade must be selected, but obstacles stand in the way. Alliances are broken. Enemies are born. Only the strong will survive. Follow this epic tale as the battle for power, land, and the divine gifts of the Fallen Gods determine who lives and dies and who possesses ultimate control.

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