

Worldshaker 1 Richard Harland

Book 2 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children The Nightmare Queen is hunting Ike and Mellie. A spell from forbidden Gobbeloon might stop her, but it won't be easy to get. On the way Ike will be struck blind, forced to eat maggot soup and carried by an enraged demon, upside down with his bum hanging out, right across Grimmerly. Then he picks up a bolt of frozen lightning. Bad move. Oh, yes, Ike dies in this story. And he still can't avoid the Nightmare Queen's cruel vengeance. In this excellent book you will encounter lunatics, night-gaunts, a punning rat and a compulsive liar. Not to mention the most cunning enemy Ike has ever faced – the wicked goblin, Aigo. Reviews "The Grasping Goblin takes the two reluctant heroes on a very wild ride. Very funny too, as well as dangerous, gory and grotty. A grand adventure." Aussiereviews.com

"Entertainingly written in an energetic, descriptive style. An extraordinary fantasy world. Fast and furious and very funny." Reading Time "Irvine has great fun creating his world. Funny and fast-paced, Ike's story reads briskly, leavened with a little horror and a dash of scatological humour. A fun adventure for upper-primary readers. Recommended."

Bookseller and Publisher

This new steampunk series opens in 1880, when women aren't allowed to vote, much less dress up in a costume and fight crime. But twenty year-old socialite Sarah Stanton still dreams of becoming a hero. Her opportunity arrives in tragedy when the leader of the Society of Paragons, New York's greatest team of gentlemen adventurers, is murdered right before her eyes. To uncover the truth behind the assassination, Sarah joins forces with the amazing mechanical man known as The Automaton. Together they

unmask a conspiracy at the heart of the Paragons that reveals the world of heroes and high-society is built on a crumbling foundation of greed and lies. When Sarah comes face to face with the megalomaniacal villain behind the murder, she must discover if she has the courage to sacrifice her life of privilege and save her clockwork friend. From the Trade Paperback edition.

Equality remains elusive in this stunning steampunk sequel to *Worldshaker*. In the aftermath of the events of *Worldshaker*, the Filthies control the massive juggernaut, now called *Liberator*. Many members of the former upper class, called Swanks, have remained behind to help teach them how to operate the juggernaut and to build a new society together. But all is not idyllic aboard *Liberator*. A saboteur seems determined to drive up anti-Swank sentiment among the more volatile Filthy factions. And the Swanks are finding that their best efforts to work with the Filthies are being tossed aside. Even Col, who thought his relationship with Riff was rock solid, is starting to see their friendship crumbling before him. As tensions run high and coal supplies run low, *Liberator* is on the verge of a crisis. Can Col and Riff unify their divided people before disaster strikes?

Lucian "Lucky" Spark has been recruited for training by the Establishment, a totalitarian government. If a recruit fails any level of the violent training competitions, a family member is brutally killed ... and the recruit must choose which one. An undeniable attraction develops between Lucky and another recruit, but only one of them can survive.

Col is a wealthy child of privilege. Raised to succeed his grandfather as the Supreme Commander of the juggernaut *Worldshaker*, he has lived a pampered life on the Upper Decks. He has never questioned his place in the world or his bright and illustrious future. But when a Filthy girl stows away in his cabin, suddenly nothing is clear anymore. Quick and

clever, Riff is nothing like the Filthies that Col always learned about—the dumb, slow, less-than-human folk who toil away Below, keeping Worldshaker moving. Filthies are supposed to be animal-like, without the power of speech or the ability to think for themselves—but Riff is clever and quick and outspoken, and Col is drawn to her despite himself. As Col begins to secretly spend more time with Riff, he begins to question everything he was raised to believe was true, and realizes that if Riff is right, then everything he was raised to believe is a lie. And Col himself may be the only person in a position to do something about it—even if it means risking his future.

There was an air of suspended violence around him, like an open fox trap or a black cloud. With Nile, danger and ecstasy were the same beautiful thing... Danny Clarke's best friend, Nile, is back in town. Having him around was a wild ride - the one thing worth living for in their vindictive, small-minded town. But after what Nile did, nothing can be the same... Now that everyone in town wants Nile to disappear, Danny will need to choose sides. But which side is worse? And when he's pushed to the edge, what is Danny capable of? What are any of us capable of? A stunning, frighteningly real debut novel from a talented new voice. Visit betweenthelines.com.au - the destination for Young Adult books.

Plain Kate lives in a world of superstitions and curses, where a song can heal a wound and a shadow can work deep magic. As the wood-carver's daughter, Kate held a carving knife before a spoon, and her wooden charms are so fine that some even call her "witch-blade" -- a dangerous nickname in a town where witches are hunted and burned in the square. Publisher's warning: reading the Black Crusade may cause feelings of nausea, blindness, loss of status and social embarrassment. Do not read this book on public transport, in crowded places or in the company of senior citizens. Do not

read this book aloud. Do not read Chapter 6, Chapter 18 or Chapter 22 under any circumstances.

First Published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Cats know about ghosts. But what if there's a whole army of them? Sassycat has moved into a new neighbourhood and the local animals are acting very weirdly - they're so grim and defensive. No welcome here for a fun-loving cat! And why is the cemetery off limits? Sassycat's humans aren't much help either. Even her best friend Rebecca is distracted and troubled by nightmares. It's lucky that Sassycat is such a sassy cat. But then, it's hard not be confident when you've got four white socks, a perfect tail and whiskers to die for. She'll solve the mystery, even if she has to do it all by herself.

A look at the philosophical underpinnings of the hit TV show, *Mad Men* With its swirling cigarette smoke, martini lunches, skinny ties, and tight pencil skirts, *Mad Men* is unquestionably one of the most stylish, sexy, and irresistible shows on television. But the series becomes even more absorbing once you dig deeper into its portrayal of the changing social and political mores of 1960s America and explore the philosophical complexities of its key characters and themes. From Socrates, Plato, and Aristotle to John Kenneth Galbraith, Milton Friedman, and Ayn Rand, *Mad Men and Philosophy* brings the thinking of some of history's most powerful minds to bear on the

world of Don Draper and the Sterling Cooper ad agency. You'll gain insights into a host of compelling Mad Men questions and issues, including happiness, freedom, authenticity, feminism, Don Draper's identity, and more. Takes an unprecedented look at the philosophical issues and themes behind AMC's Emmy Award-winning show, Mad Men Explores issues ranging from identity to authenticity to feminism, and more Offers new insights on your favorite Mad Men characters, themes, and storylines Mad Men and Philosophy will give Mad Men fans everywhere something new to talk about around the water cooler.

Every time the full moon shines, the Grimm family begin their transformation into werewolves--except for Walter, the youngest of the pack. But one moonlit night, his tale takes a surprising turn. Grades 3-6 In a world where the slightest edge can mean the difference between success and failure, Leisha Camden is beautiful, extraordinarily intelligent ... and one of an ever-growing number of human beings who have been genetically modified to never require sleep. Once considered interesting anomalies, now Leisha and the other "Sleepless" are outcasts -- victims of blind hatred, political repression, and shocking mob violence meant to drive them from human society ... and, ultimately, from Earth itself. But Leisha Camden has chosen to remain behind in a world that envies and fears her "gift" -- a world

marked for destruction in a devastating conspiracy of freedom ... and revenge.

In a compelling and magical novel set before Wendy Darling meets Peter Pan, intrepid Wendy sneaks out of the nursery to spy on one of her parents' glamorous parties, but what she sees changes her life forever and triggers a series of confusing adventures as she tries to solve the mysteries that lie at the heart of her family.

Book 1 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children *The Fey Queen*, Emajicka, is stealing the children of Grimmery for her Collection. She bathes in their nightmares to relieve her own. There is one nightmare she wants most of all. If Ike had stayed home that Tuesday, he would not have been expelled from school, betrayed a princess or robbed a murderous queen. He would not have been tied to an insane imp desperate to eat his liver. He certainly would not have floated across a strange land on an impossible rescue mission, powered by exploding manure. Nor would he have tried to escape via that disastrous troll-bum door. But can he ever escape the Nightmare Queen? Reviews "The Headless Highwayman is the first book in the Grim and Grimmer series from fantasy genius Ian Irvine, who manages to create a world which is believable, thrilling and funny all rolled into one." Aussiereviews.com "Entertainingly written in an energetic, descriptive style. An extraordinary fantasy

world. Fast and furious and very funny.” Reading Time “Irvine has great fun creating his world. Funny and fast-paced, Ike’s story reads briskly, leavened with a little horror and a dash of scatological humour. A fun adventure for upper-primary readers.

Recommended.” Bookseller and Publisher “The fun explodes off every page.” Richard Harland, multi-award winning author of Worldshaker. “A wonderful tale. Delightfully dark and delicious.” Jacq Ellem, hittheroadjacq.com

On a hot July morning on Sweden's idyllic vacation island of Sandhamn, a man takes his dog for a walk and makes a gruesome discovery: a body, tangled in fishing net, has washed ashore. Police detective Thomas Andreasson is the first to arrive on the scene. Before long, he has identified the deceased as Krister Berggren, a bachelor from the mainland who has been missing for months. All signs point to an accident--until another brutalized corpse is found at the local bed-and-breakfast. But this time it is Berggren's cousin, whom Thomas interviewed in Stockholm just days before. As the island's residents reel from the news, Thomas turns to his childhood friend, local lawyer Nora Linde. Together, they attempt to unravel the riddles left behind by these two mysterious outsiders--while trying to make sense of the difficult twists their own lives have taken since the shared summer days of their youth.

In the slums of Brummingham, where a new type of

music is taking shape, classically-trained Astor must survive in a world where rock music reigns, and she learns to depend on her former servant Verrol, who has a mysterious past.

A delicious blend of mystery, history, and top-notch cuisine. Neil Flambé may be fourteen years old, but he's also a world-renowned chef. Patrons pay top dollar and wait months for reservations at his tiny boutique restaurant. But Neil is more than a fantastic cook—he solves crime too. Ever since he used his kitchen know-how and keen sense of smell to acquit a man of murder, he's been helping Police Inspector Sean Nakamura crack case after case. But when some of the best chefs in town turn up dead, the crime scenes turn culinary. Police are stumped, and the only clues are the scents of mysterious spices and a journal that may have belonged to...Marco Polo? Neil must find a way to connect the past with the present and solve the murders—or he could end up as the prime suspect!

Now members of an outlaw band, Tam and Nina are on a mission to find out about the wolves' new weapon. In the town square they meet a common thief, who goes along with them though they don't want him to. Saving him and the magical bag he has stolen from the wolves might just be more trouble than it's worth.

Hilarious and heartbreaking, Creepy & Maud charts the relationship between two social misfits, played out in the space between their windows. Creepy is a boy who watches from the shadows keenly observing and caustically

commentating on human folly. Maud is less certain. A confused girl with a condition that embarrasses her parents and assures her isolation. Together Creepy and Maud discover something outside their own vulnerability — each other's. But life is arbitrary; and loving someone doesn't mean you can save them. Creepy & Maud is a blackly funny and moving first novel that says; 'You're ok to be as screwed up as you think you are and you're not alone in that.'

Over a million copies of Ian Irvine's fantasy novels sold. It's not easy to be a hero when your bum is the size of an airship and you're bobbing around the ceiling, mocked by angry dwarves. Queen Emajicka is marching on Grimmery with an army of a million Fey. Can things possibly get worse? Yes, they can, for Ike is all alone. His best friend, Mellie, is away, attempting to pull off the perfect crime. Lord Monty is at war with his reattached head. The beautiful sprite Mothooliel wants to steal Ike's eyeballs, and Grogire the firewyrn plans to kill him in the most disgusting way. Can Pook and Ike free the Collected children? Will Ike discover the secret of the Gate Guardians and clear his parents' names in time to save Grimmery? Or will Spleen and Nuckl finally feast on Ike's innards? Brace yourselves for a wild ride. Reviews of Grim and Grimmer "The funniest horror story you'll read in a long while – Ian Irvine is a master of fantasy and this is the best yet." Good Reading "An extraordinary fantasy world. Fast and furious and very funny." Reading Time "A fun adventure for upper-primary readers. Recommended." Bookseller and Publisher "The Grasping Goblin takes the two reluctant heroes on a very wild ride. A grand adventure."

Aussiereviews.com "I gasped and laughed my way through these three books." Dee White, Kid's Book Capers. "A wonderful tale. Delightfully dark and delicious." Jacq Ellem, hittheroadjacq.com "The fun explodes off every page."

Richard Harland, multi-award winning author of Worldshaker.

“Fantasy genius Ian Irvine manages to create a world which is believable, thrilling and funny all rolled into one.”

Aussiereviews.com on *The Headless Highwayman*

Aoife Grayson continues to discover hidden secrets about herself as she journeys to find the Nightmare Clock, fix the gates she's broken, and save her missing mother.

Paula Volsky, author of *The White Tribunal*, returns with a spectacular saga of adventure and intrigue, romance and rebellion — beginning with a wondrous discovery that could forever alter the fate of the free world.... In the modern, civilized republic of Vonahr, the need for magic seems a thing of the past. But soon the Vonahrish will find that magic is their only hope — for an imperialistic race of fanatics, intent on conquering the world, now masses on Vonahr's borders.

Vonahr's slim chance for salvation lies in a nearby neutral kingdom, where a brilliant savant has conjured up the ultimate weapon: Sentient Fire, a miraculous flame that responds to the command of its maker. Low Hetz's mad, flamboyant king refuses to relinquish the secret — so the desperate government of Vonahr sends the exquisitely beautiful adventurer Luzelle Devaire to turn his head and change his mind. But to gain an audience, Luzelle must win the Grand Ellipse, a test of endurance, ingenuity, and valor....

The alien spaceship is in his sights. His finger is on the Fire button. Johnny Maxwell is about to set the new high score on the computer game *Only You Can Save Mankind*. Suddenly: We wish to talk. Huh? We surrender. The aliens aren't supposed to surrender -- they're supposed to die! Now what is Johnny going to do with a fleet of alien prisoners who know their rights under the international rules of war and are demanding safe-conduct? It's hard enough trying to save Mankind from the Galactic Hordes. It's even harder trying to save the Galactic Hordes from Mankind. But it's just a game, isn't it? Isn't it? Master storyteller Terry Pratchett leaves

readers breathless -- with laughter, and with suspense -- in a reality-bending tale of virtual heroism.

Hunt for shapes of all kinds on this journey through a bustling city, illustrated by four-time Caldecott Honoree Bryan Collier! From shimmering skyscrapers to fluttering kites to twinkling stars high in the sky, everyday scenes become extraordinary as a young girl walks through her neighborhood noticing exciting new shapes at every turn. Far more than a simple concept book, *City Shapes* is an explosion of life. Diana Murray's richly crafted yet playful verse encourages readers to discover shapes in the most surprising places, and Bryan Collier's dynamic collages add even more layers to each scene in this ode to city living.

Book 3 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children It's not easy to be a hero when your bum is the size of an airship and you're bobbing around the ceiling, mocked by angry dwarves. Mellie has stolen the unluckiest charm in Wychwold and can't get rid of it. Pook has an insane plan to rescue the Collected children. The demons Nuckl, Spleen and Tonsil are after Ike's innards. And the Fey Queen, Emajicka, is coming to tear out his worst nightmare. Only Ike can save Grimmer. But first he has to win a contest with a lying, cheating scoundrel – the desperate dwarf, Con Glomryt. Reviews "The funniest horror story you'll read in a long while – Ian Irvine is a master of fantasy and this is the best yet." Good Reading "I gasped and laughed my way through these three books. Action packed." Dee White, Kid's Book Capers. "A wonderful tale. Delightfully dark and delicious." Jacq Ellem, hittheroadjacq.com

A fabulous collection spanning the galaxies and career of SF superstar Alastair Reynolds Reynolds' pursuit of truth is not limited to wide-angle star smashing - not that stars don't get pulverised when one character is gifted (or cursed) with an awful weapon by the legendary Merlin. Reynolds'

protagonists find themselves in situations of betrayal, whether by a loved one's accidental death, as in 'Signal to Noise', or by a trusted wartime authority, in 'Spirey and the Queen'. His fertile imagination can resurrect Elton John on Mars in 'Understanding Space and Time' or make prophets of the human condition out of pool-cleaning robots in the title story. But overall, the stories in ZIMA BLUE represent a more optimistic take on humanity's future, a view that says there may be wars, there may be catastrophes and cosmic errors, but something human will still survive.

When Kiki's father goes missing during his volunteer work as a doctor in a war zone, she does what she thinks she must to improve the odds of his coming home. Col Porpentine understands how society works: The elite families enjoy a comfortable life on the Upper Decks of the great juggernaut Worldshaker, and the Filthies toil Below Decks. Col's grandfather, the Supreme Commander of Worldshaker, is grooming Col as his successor. Used to keep Worldshaker moving, Filthies are like animals, unable to understand language or think for themselves. Or so Col believes before he meets Riff, a Filthy girl on the run who is clever and quick. If Riff is telling the truth, then everything Col has been told is a lie. And Col has the power to do something about it—even if it means risking his whole future.

A NEW YORK TIMES BESTSELLER! Max takes on knight school in the hilarious sequel to the bestselling illustrated novel Max and the Midknights, from the author of the Big Nate series! "Fantastic! I loved it!" -Dav Pikley, New York Times bestselling author of the Dog Man series "Max is epic fun!" -Jeff Kinney, New York Times bestselling author of the Diary of a Wimpy Kid series

Max didn't expect knight school to be so tough. Luckily, she has her best friends--the Midknights--at her side. But when Byjovia is under attack, the Midknights will have to face beastly creatures, powerful spells, and their greatest foe yet--themselves? Lincoln Peirce, author of the New York Times bestselling *Max & the Midknights*, brings more laughs, more adventures, and more silliness to *Battle of the Bodkins*, book two in the *Max & the Midknights* series.

Arnold Dexter breaks the law when he creates Maggie, a robot companion who seems perfect in every way, but when Maggie is separated from her creator, she begins to become a sentient being. Original.

Five shapeshifter novels—one fascinating read!

Hawksong Danica Shardae, an avian shapeshifter, will do anything in her power to stop the war that has raged between her people and the serpiente—even pretend to be in love with Zane Cobriana, the terrifying leader of her kind's greatest enemy, and accept him as her pair bond.

But will Zane strike as swiftly and lethally as the cobra that is his second form? Snakecharm A surprising union has brought peace to the avians and serpiente. Soon a child will be born to carry on their royal lines. But Syfka, an ancient falcon, is claiming that one of her people is hidden in the avian and serpiente land. Is Syfka's lost falcon just a ruse to stir up controversy among them?

Falcondance Nicias is a falcon, the son of two exiles from Ahnmik, and images of this distant island have always haunted his dreams. When his visions become more like reality, his parents send him back to the homeland—and a royal falcon—they've tried their best to

forget. Wolfcry Oliza Shardae Cobriana is heir to Wyvern's Court, home of the avians and serpiente, whose war with each other ended just before Oliza was born. But hatred is slow to die, and Oliza's serpiente suitor is found beaten in avian land. How can she be expected to lead a unified society if her people still cannot live peacefully together? Wyvernhaul Hai, daughter of a falcon mother and a deceased cobra father, is considered a mongrel by most, an ally by some, and a friend by few. When Hai's cousin abdicates the throne of Wyvern's Court, Hai has visions of destruction. Now she will do anything to protect her new home—even if it means betraying the very people who need her most.

Worldshaker Simon and Schuster

2015 Schneider Family Book Award Winner Alan loves animals, but the great cat house at the Bronx Zoo makes him sad. Why are they all alone in empty cages? Are they being punished? More than anything, he wants to be their champion—their voice—but he stutters uncontrollably. Except when he talks to animals... Then he is fluent. Follow the life of the man Time Magazine calls, "the Indiana Jones of wildlife conservation" as he searches for his voice and fulfills a promise to speak for animals, and people, who cannot speak for themselves. This real-life story with tender illustrations by Catia Chien explores truths not defined by the spoken word.

In the year 2010 after the Invasion of Heaven, human psychonauts trample the sacred fields of Heaven, & the angels retreat to higher altitudes to avoid the contamination of the physical. In the year 2520 the Millennial Wars have reduced the Earth to a devastated

battleground. In the year 3000 the evil Humen are determined to destroy the power of Heaven, while the Residuals, a primitive race of people, live fearfully in the ruins of civilization. In the midst of this hatred & fear is born a unique friendship that could change the course of history.

Kidnapped on the way to her wedding only to discover that her estranged aunt is her abductor, maidenlady Jianna Belandor learns that she is to be forcibly wed to her thuggish cousin so that her aunt can regain control of the family estate, a dilemma for which she finds unlikely aid from an revolutionary-minded doctor. Original. A first novel.

"Fast-paced, clever, and allegorical, this novel considers what makes people human after all. Sedition is powerful because of its social commentary, compelling setting, and unexpected heroine." -Camille-Yvette Welsch, FORWARD REVIEWS She was created for more than slavery; she was built for rebellion. In an alternate Victorian England, clockwork cyborgs provide the primary source of labor for the upper class. Known as biomatons, they are property by law and have been manipulated and mind-controlled into subservience. Taryn Roft, a 17-year-old girl, attending classes at Grafton's School of Mechanics in London has a secret. What's even worse—she cannot remember anything before her twelfth birthday. When a mysterious privateer discovers her secret, he offers her an ultimatum: accompany him to his airship, or her secret will be revealed to everyone. For Taryn, it's not much of a choice. Facing prejudice and cruelty may be nothing new to the only girl at an all-boys' school, but the further from home she gets, the darker her situation becomes. Winner of the 2018 ALA Schneider Family Middle School

Books Award. Sixth grade is coming to an end, and so is life as Macy McMillan knows it. Already a "For Sale" sign mars the front lawn of her beloved house. Soon her mother will upend their perfect little family, adding a stepfather and six-year-old twin stepsisters. To add insult to injury, what is Macy's final sixth grade assignment? A genealogy project. Well, she'll put it off - just like those wedding centerpieces she's supposed to be making. Just when Macy's mother ought to be understanding, she sends Macy next door to help eighty six-year-old Iris Gillan, who is also getting ready to move - in her case into an assisted living facility. Iris can't pack a single box on her own and, worse, she doesn't know sign language. How is Macy supposed to understand her? But Iris has stories to tell, and she isn't going to let Macy's deafness stop her. Soon, through notes and books and cookies, a friendship grows. And this friendship, odd and unexpected, may be just what Macy needs to face the changes in her life. Shari Green, author of *Root Beer Candy* and *Other Miracles*, writes this summer story with the lightest touch, spinning Macy out of her old story and into a new one full of warmth and promise for the future.

All over the tri-state area, something strange is happening. Teenagers who die aren't staying dead. They are coming back to life, but they come back different - they stutter and their reactions to everything are slower. Termed 'living impaired' or 'differently biotic', there are lots of conspiracy theories to explain this new phenomenon. But as their numbers keep on growing, so does the discomfort of the living people in the community. When Phoebe falls for Tommy Williams, her best friend and star of the football team, Adam, has conflicting emotions. And when Tommy decides to try out for the football team, it sets off a chain of events that escalates into deadly violence.

What is the mystery of Morbing Vyle and who is the vicar?.

In 1942, with a black-market chicken tucked under his arm by his mother, Leo Marks left his father's famous bookshop, 84 Charing Cross Road, and went off to fight the war. He was twenty-two. Soon recognized as a cryptographer of genius, he became head of communications at the Special Operations Executive (SOE), where he revolutionized the codemaking techniques of the Allies and trained some of the most famous agents dropped into occupied Europe. As a top codemaker, Marks had a unique perspective on one of the most fascinating and, until now, little-known aspects of the Second World War. This stunning memoir, often funny, always gripping and acutely sensitive to the human cost of each operation, provides a unique inside picture of the extraordinary SOE organization at work and reveals for the first time many unknown truths about the conduct of the war. SOE was created in July 1940 with a mandate from Winston Churchill to "set Europe ablaze." Its main function was to infiltrate agents into enemy-occupied territory to perform acts of sabotage and form secret armies in preparation for D-Day. Marks's ingenious codemaking innovation was to devise and implement a system of random numeric codes printed on silk. Camouflaged as handkerchiefs, underwear, or coat linings, these codes could be destroyed message by message, and therefore could not possibly be remembered by the agents, even under torture. Between *Silk* and *Cyanide* chronicles Marks's obsessive quest to improve the security of agents' codes and how this crusade led to his involvement in some of the war's most dramatic and secret operations. Among the astonishing revelations is his account of the code war between SOE and the Germans in Holland. He also reveals for the first time how SOE fooled the Germans into thinking that a secret army was operating in the Fatherland itself, and how and why he broke the code that General de Gaulle insisted be available only to the Free French. By the end of

this incredible tale, truly one of the last great World War II memoirs, it is clear why General Eisenhower credited the SOE, particularly its communications department, with shortening the war by three months. From the difficulties of safeguarding the messages that led to the destruction of the atomic weapons plant at Rjukan in Norway to the surveillance of Hitler's long-range missile base at Peenemünde to the true extent of Nazi infiltration of Allied agents, *Between Silk and Cyanide* sheds light on one of the least-known but most dramatic aspects of the war. Writing with the narrative flair and vivid characterization of his famous screenplays, Marks gives free rein to his keen sense of the absurd and wry wit without ever losing touch with the very human side of the story. His close relationship with "the White Rabbit" and Violette Szabo -- two of the greatest British agents of the war -- and his accounts of the many others he dealt with result in a thrilling and poignant memoir that celebrates individual courage and endeavor, without losing sight of the human cost and horror of war.

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