

## Mogworlɔ

From the imagination of one man comes an invitation to a world like no other: the door opens, the dark descends, and it is to Atharon we are bound ...

A strange girl speaks of being charged by an angel to battle monsters and claims she cannot do it alone. She needs Chance’s help. Chance Matthews has suffered enough tragedies. The latest—her grandfather’s death—has left her shaken, convinced that she will always be alone. What she needs now is time—time to recover, time to determine what her future will be. What she doesn’t need is a strange girl with alabaster skin who knows things about Chance she can’t possibly know. Chance doesn’t believe in angels. Or monsters. But among the artifacts left by her geologist grandparents, there lies a fossil of a creature that couldn’t possibly have ever existed. But it did. And still does...

Senior co-administrator of the Norcoast Salmon Research Facility, Dr. Mackenzie Connor was a biologist who studied the spawning habits of salmon. Then, last season, just as she and Dr. Emily Mamani were starting their research, they were interrupted by the arrival of Brymm, the first Dhryn to set foot on Earth. And suddenly everything changed for Mac, Emily, Brymn, the human race, and all the member races of the Interspecies Union.

Base was attacked, Em was kidnapped by the mysterious Ro, and Mac and brymn had to flee for their lives to the Dhryn home world. What should have been Earth’s best hope--an attempt to forge an alliance with the Dhryn against the Ro--went horribly wrong. Mac nearly lost her life, and the peaceful, isolationist Dhryn abandoned their world, hurtling out on an unfathomable path of destruction through civilized space. Now the members of the IU feel the only hope of stopping the Dhryn is to contact the Ro and ask for help. But no one knows how to accomplish that. As the enemy destroys life on planet after planet, the IU organizes a secret Gathering of every being with information on the Dhryn. With the data available there, Mac begins to suspect that the Dhryn may not be ruthless destroyers. Their actions may be a response to something simpler and more deadly--the imperative to migrate. But even if Mac is right, can she and her team discover why this is happening and how to halt the Dhryn?

Presents fantasy stories written by Internet authors that explore how people, cultures, and societies are affected by the predictions of the Machine, an object that provides short yet vague phrases about how a person will die.

Spell Or High Water

Will Save the Galaxy for Food

My First MOG ABC

Time Is Irreverent

A Novel

Differently Morphous is the latest and greatest tale to emerge from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Will Save the Galaxy for Food). A magical serial killer is on the loose, and gelatinous, otherworldly creatures are infesting the English countryside. Which is making life for the Ministry of Occultism difficult, because magic is supposed to be their best kept secret. After centuries in the shadows, the Ministry is forced to unmask, exposing the country’s magical history--and magical citizens--to a brave new world of social media, government scrutiny, and public relations. On the trail of the killer are the Ministry’s top agents: a junior operative with a photographic memory (and not much else), a couple of overgrown schoolboys with godlike powers, and a demonstrably insane magician. But as they struggle for results, their superiors at HQ must face the greatest threat the Ministry has ever known: the forces of political correctness . . .

The tide of battle turns against the Confederates, Northern forces overrun the Southern capital, and their mad president, desperate for victory, threatens to unleash the ultimate weapon, the atomic bomb, in a re-imagining of World War II.

Will Destroy the Galaxy for Cash is the follow up tale to Will Save the Galaxy for Food from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death. What could go wrong? If you need to ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the villains hadn't had the right idea all along...

A delightful set of miniature Mog books, to introduce younger readers to everyone's favorite forgetful family pet!

My First Mog Books

The Illness Lesson

Grimspace

The Highest Science

Love in a Nutshell

A not-quite epic science fiction adventure about a down-on-his luck galactic pilot caught in a cross-galaxy struggle for survival! Space travel just isn't what it used to be. With the invention of Quantum Teleportation, space heroes aren't needed anymore. When one particularly unlucky ex-adventurer masquerades as famous pilot and hate figure Jacques McKeown, he's sucked into an ever-deepening corporate and political intrigue. Between space pirates, adorable deadly creatures, and a missing fortune in royalties, saving the universe was never this difficult! From the creator of Mogworld and Jam! Benjamin Richard "Yahtzee" Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is perhaps best known for his acerbic video game review series, Zero Punctuation, for The Escapist.

Navigational grimspace "jumper" Sirantha Jax forms an army to defend colonists stationed on the outskirts of space from a legion of flesh- eating aliens.

A thrilling Star Trek: The Original Series adventure featuring Captain James T. Kirk and the USS Enterprise in a strange battle for dilithium crystals against the Klingons. Dilithium. In crystalline form, the most valuable mineral in the galaxy. It powers the Federation’s starships...and the Klingon Empire’s battlecruisers. Now on a small, out-of-the-way planet named Direidi, the greatest fortune in dilithium crystals ever seen has been found. Under the terms of the Organian Peace Treaty, the planet will go to the side best able to develop the planet and its resources. Each side will contest the prize with the prime of its fleet. For the Federation!Captain James T. Kirk and the Starship Enterprise. For the Klingons!Captain Kaden vestai-Oparai and the Fire Blossom. Only the Direidians are writing their own script for this contest!script that propels the crew of the Starship Enterprise into their strangest adventure yet!

Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold. The colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth a person’s worst nightmare images or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate the fae for their own profit, little realizing that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of the dark fae multiply, four people!Priest, Adept, Apprentice, and Sorcerer!are about to be drawn inexorably together for a mission which will force them to confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy.

Mogworld

Something Missing

Differently Morphous

Threshold

Grunts

This humorous parody of the fantasy genre and the world of MMORPG comes a story about the death and resurrection of a minor video game character by Zero Punctuation writer Yahtzee Croshaw (Will Save the Galaxy for Food, Jam) In a world full of bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams--and a team of programmers racing a deadline to hammer out the last few bugs in their AI. For lovers of bizarre horror, absurdist British humor, and unforgettable characters, only some of them human! "The first legitimate breakout hit from the gaming community in recent memory."-Boing Boing "With Mogworld, Croshaw has shown his razor sharp humor can stay intact for 400 pages and, more importantly, he's proven he has the chops to tell an interesting, unique and utterly entertaining narrative that moves along at a quick clip and never loses its charm." -Joystick Division "[Croshaw is] able to pull off slapstick comedy in print, and that's no easy feat." -Chris Sims, Comics Alliance

As the carrier of a rare gene, Sirantha Jax has the ability to jump ships through grimspace-a talent which makes her a highly prized navigator for the Corp. Then a crash landing kills everyone on board, leaving Jax in a jail cell with no memory of the crash. But her fun's not over. A group of rogue fighters frees her...for a price: her help in overthrowing the established order.

MogworldDark Horse Comics

The New York Times bestselling author of Bird Box returns with a supernatural thriller of love, redemption, and murder. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NEWSWEEK ¶This one haunts you for reasons you can't quite put your finger on. . . . [Josh Malerman] defies categories and comparisons with other writers.¶Kirkus Reviews Carol Evers is a woman with a dark secret. She has died many times. . . . but her many deaths are not final: They are comas, a waking slumber indistinguishable from death, each lasting days. Only two people know of Carol’s eerie condition. One is her husband, Dwight, who married Carol for her fortune, and!when she lapses into another coma!plots to seize it by proclaiming her dead and quickly burying her. . . . alive. The other is her lost love, the infamous outlaw James Moxie. When word of Carol’s dreadful fate reaches him, Moxie rides the Trail again to save his beloved from an early, unnatural grave. And all the while, awake and aware, Carol fights to free herself from the crippling darkness that binds her!summoning her own fierce will to survive. As the players in this drama of life and death fight to decide her fate, Carol must in the end battle to save herself. The haunting story of a woman literally bringing herself back from the dead, Unbury Carol is a twisted take on the Sleeping Beauty fairy tale that will stay with you long after you’ve turned the final page. Praise for Unbury Carol ¶Fantastically clever. A breakneck ride to save a life already lost, proving sometimes death is only the beginning.¶J. D. Barker, internationally bestselling author of The Fourth Monkey ¶Breathtaking and menacing. . . . an intricately plotted, lyrical page-turner about love, betrayal, revenge, and the primal fear of being buried alive.¶Booklist (starred review) ¶Unbury Carol is a Poe story set in the weird West we all carry inside us, and it not only hits the ground running, it digs into that ground, too. About six wonderful feet.¶Stephen Graham Jones, author of Mongrels ¶Bleakly lyrical à la Cormac McCarthy and Flannery O¶Connor.¶Library Journal (starred review) ¶With vivid prose and characters that leap off the page, guns a-blazing, Unbury Carol creates its own lingering legend, dragging you along like an obstinate horse toward a righteous storm of an ending.¶Delilah S. Dawson, New York Times bestselling author of Star Wars:

Phasma

Lightless

Off to Be the Wizard

How Much for Just the Planet?

Homeward Bound

The Divine Dungeon Book Two

The twentieth century was awash in war. World powers were pouring men and machines onto the killing fields of Europe. Then, in one dramatic stroke, a divided planet was changed forever. An alien race attacked Earth, and for every nation, every human being, new battle lines were drawn. . . . HOMEWARD BOUND With his epic novels of alternate history, Harry Turtledove shares a stunning vision of what might have been-and what might still be-if one moment in history were changed. In the WorldWar and Colonization series, an ancient, highly advanced alien species found itself locked in a bitter struggle with a distant, rebellious planet-Earth. For those defending the Earth, this all-out war for survival supercharged human technology, made friends of foes, and turned allies into bitter enemies. For the aliens known as the Race, the conflict has yielded dire consequences. Mankind has developed nuclear technology years ahead of schedule, forcing the invaders to accept an uneasy truce with nations that possess the technology to defend themselves. But it is the Americans, with their primitive inventiveness, who discover a way to launch themselves through distant space-and reach the Race’s home planet itself. Now-in the twenty-first century-a few daring men and women embark upon a journey no human has made before. Warriors, diplomats, traitors, and exiles-the humans who arrive in the place called Home find themselves genuine strangers on a strange world, and at the center of a flash point with terrifying potential. For their arrival on the alien home world may drive the enemy to make the ultimate decision-to annihilate an entire planet, rather than allow the human contagion to spread. It may be that nothing can deter them from this course. With its extraordinary cast of characters-human, nonhuman, and some in between-Homeward Bound is a fascinating contemplation of cultures, armies, and individuals in collision. From the novelist USA Today calls “the leading author of alternate history,” this is a novel of vision, adventure, and constant, astounding surprise.

AN IRREVERENT, LIBERAL, TWISTY, TIME TRAVEL COMEDY! What if you could make a change to history that would eliminate the Spanish Inquisition, American slavery, World War II, global warming, and an egomaniacal US president who thought he was smart enough to drop nuclear bombs here and there without negative consequences? What if that change also made the United States and 5 billion people poof from existence? Would you do it? When alien time travel specialists, the Krichards, learn of President Handley’s game of dodge the mushroom cloud, they race to Earth to investigate. For them, the question of whether it’s worth it to change history is easy to answer, but they will only proceed if the human they deem best qualified to represent Earth agrees to make the change. Erasing Handley’s nuclear annihilation will require a quick jump to AD 31 to correct an error in history. If the Krichards select a brilliant scientist or an elite athlete for the task, Earth may be in good hands. Instead they select Marty Mann, a mildly successful travel writer whose only superpower is not taking life too seriously. What could possibly go wrong? Spanning from the Cretaceous period to 2056, Time Is Irreverent is a hilarious, thought-provoking satire, with unpredictable twists, colorful aliens, huge dinosaurs, a smokin’ hot lesbian from the future, and a cameo from Jesus Christ himself! Publisher’s Warning: This book is intended for a liberal audience and features satirical content that may not be appropriate for Donald Trump supporters or those who are offended by views that challenge traditional religious beliefs. Common side effects include wide smiles, sudden laughter, and occasional snorts. Reader discretion is advised.

The actor recalls memories from his life, including meeting William Shatner at a Star Trek convention and his relationship with his Aunt Val.

An io9 Can’t Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds his little "tweaks" have not escaped notice. Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur’s court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard

Merlin. . . and not, y’know, die or anything.

Storm Cursed

Unbury Carol

Beast Be Gone – A Fantasy Fiction Comedy Book

Dungeon Madness

Migration

Creatures in your basement? Undead spooking your castle? Infestation of goblins? Beast Be Gone will clear out those pesky pests and save your health and business - (no dragons) Adventurers rampage across the land, stealing everything from bread rolls to ancient heirlooms, slaughtering countless innocent monsters in their hunt for glory. Eric, the owner of Beast Be Gone pest control, knows removed with a bit of repellent, however the adventurers want to do things the flashy way: blowing up half of the dungeon with fireballs in the process. With no work left, Eric is broke and desperate. That is until a young woman equipped with mechanical gadgets becomes his apprentice. Together they uncover the mystery of a diabolical plot that answers the timeless questions about adventure. Ones? Are goblins inherently evil or are they just misunderstood? Why do all the shopkeepers say they have the best swords in the land? What are the socio-economic implications of all these sword merchants? Somebody wants a world full of adventurers, but why...? Terry Pratchett meets Ghostbusters in an RPG world. Beast Be Gone is a hilarious new fantasy comedy novel, which explores the fantasy tales, sometimes known as NPCs. They’re normal folk just wanting to go to the shops without getting stabbed by a sneaky guy in a cape who got bored of hunting goblins. A must-read for anyone who loves RPG’s and online games (although you’ll never be able to play them again without feeling bad for the men who have to clear up the mess you left behind in dungeons). Suitable for a kindle, ebook and paperback. First published August 2021.

Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing of him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land...

What is an orc? An orc is an 18 stone fighting machine, made of muscle, hide, talon and tusk, with a villainous disposition and a mean sense of humour. And, of course, an orc is a poor dumb grunt - the much abused foot soldier of the Evil Horde of Darkness. The usual last battle of Good against Evil is about to begin. Orc Captain Ashnak and his war-band know exactly what they can expect. The full of headstrong heroes devoid of tactics - but the Light's still going to win. Orcs - the sword fodder in the front line - will die by the thousands. Life's a bitch.

"The story of an obsessive-compulsive housebreaker whose every waking moment is jam-packed with finicky clockwork ritual--the kind of intense micro-planning that might have made even Napoleon back off...Matthew Dicks has created an unforgettable character that will have you torn between wanting to throttle him--or adopt him." --Alan Bradley, author of the New York Times bestselling Fla with OCD tendencies and a savant-like genius for bringing order to his crime scenes, Martin considers himself one of the best. After all, he's been able to steal from the same people for years on end--virtually undetected. Of course, this could also be because of his unique business model--taking only items that will go unnoticed by the homeowner. After all, who would notice a missing roll of toilet paper or maple syrup there, or even a rarely used piece of china buried deep within a dusty cabinet? Even though he's never met these homeowners, spending hours in their houses, looking through their photo albums and reading their journals, he feels like he knows them. So Martin decides to meddle more in their lives--playing the part of a rather odd guardian angel--even though it means breaking mar hilarious, suspenseful and often profound novel about a man used to planning every second of his life, Martin comes to realize that life is much better lived on the edge (at least some of the time).

Black Sun Rising

Exordium

Killbox

Muddle Earth

***"Mercy Thompson has opened her garage again and is trying to get back to normal. Of course, now that the Tri-Cities are viewed as neutral ground, all kinds of supernatural beings are heading her way. With her mate Adam Hauptman's firm involved in providing security to a top-secret meeting with the US government and the fae, Mercy is tapped to handle everything else -- including reports of a strange witch in town ..."**--Provided by publisher.*

***In this mesmerizing new novel, Anne Rice demonstrates once again her gift for spellbinding storytelling and the creation of myth and magic, as she weaves together two of her most compelling worlds? those of the Vampire Chronicles and the Mayfair witches.***

***LONGLISTED FOR THE 2020 MAN BOOKER INTERNATIONAL PRIZE A NEW YORK TIMES NOTABLE BOOK OF THE YEAR "Her most unsettling work yet — and her most realistic." --New York Times Named a Best Book of the Year by The New York Times, O, The Oprah Magazine, NPR, Vulture, Bustle, Refinery29, and Thrillist A visionary***

*novel about our interconnected present, about the collision of horror and humanity, from a master of the spine-tingling tale. They've infiltrated homes in Hong Kong, shops in Vancouver, the streets of in Sierra Leone, town squares in Oaxaca, schools in Tel Aviv, bedrooms in Indiana. They're everywhere. They're here. They're us. They're not pets, or ghosts, or robots. They're real people, but how can a person living in Berlin walk freely through the living room of someone in Sydney? How can someone in Bangkok have breakfast with your children in Buenos Aires, without your knowing? Especially when these people are completely anonymous, unknown, unfindable. The characters in Samanta Schweblin's brilliant new novel, Little Eyes, reveal the beauty of connection between far-flung souls—but yet they also expose the ugly side of our increasingly linked world. Trusting strangers can lead to unexpected love, playful encounters, and marvelous adventure, but what happens when it can also pave the way for unimaginable terror? This is a story that is already happening; it's familiar and unsettling because it's our present and we're living it, we just don't know it yet. In this prophecy of a story, Schweblin creates a dark and complex world that's somehow so sensible, so recognizable, that once it's entered, no one can ever leave. In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams — and a team of programmers racing a deadline to hammer out the last few bugs in their AI. \*Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, Jam—coming to bookstores in October 2012! \*Ben "Yahtzee" Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. \*Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing*

**Species Imperative #2**

**Dancing Barefoot**

**The Grapple**

**Little Eyes**

**Alta: Joust #2**

We were prepared for an earthquake. We had a flood plan in place. We could even have dealt with zombies. Probably. But no one expected the end to be quite so... sticky... or strawberry scented. Yahtzee Croshaw (Mogworld, Zero Punctuation Reviews) returns to print with a follow-up to his smash-hit debut: Jam, a dark comedy about the one apocalypse no one predicted. \* The hilarious new novel by the author of Mogworld! \* Croshaw's Zero Punctuation Reviews is the most viewed video game review on the web! \* For lovers of bizarre horror and unforgettable characters! "[Croshaw is] able to pull off slapstick comedy in print, and that's no easy feat." -ComicsAlliance

A NEW YORK TIMES EDITORS' CHOICE LONGLISTED FOR THE CENTER FOR FICTION FIRST NOVEL PRIZE "Astoundingly original." -The New York Times Book Review From the author of the award-winning debut story collection We Show What We Have Learned, a vivid work of historical fiction with shocking and eerie connections to our own time. At their newly founded school, Samuel Hood and his daughter, Caroline, promise a groundbreaking education for young women. But Caroline has grave misgivings. After all, her own unconventional education has left her unmarriedable and isolated, unsuited to the narrow roles afforded women in nineteenth-century New England. When a mysterious flock of red birds descends on the town, Caroline alone seems to find them unsettling. But it's not long before the assembled students begin to manifest bizarre symptoms: rashes, seizures, headaches, verbal tics, night wanderings. One by one, they sicken. Fearing ruin for the school, Samuel overrules Caroline's pleas to inform the girls' parents and turns instead to a noted physician, a man whose sinister ministrations-based on a shocking historic treatment-horrify Caroline. As the men around her continue to dictate, disastrously, all terms of the girls' experience, Caroline's own body begins to betray her. To save herself and her young charges, she will have to defy every rule that has governed her life, her mind, her body, and her world.

Where would you find a perfumed bog filled with pink sticky hogs and exploding gas frogs? A place that's home to a wizard with only one spell, an ogre who cries a lot and a very sarcastic budgie? Welcome to Muddle Earth. A place where anything can happen - and usually does. Joe Jefferson, an ordinary schoolboy from ordinary earth, is about to find his life changed forever. Prepare for a great battle of good, evil and sort of OK... Paul Stewart and Chris Riddell's Muddle Earth is a wonderfully funny fantasy adventure with unforgettable characters and beautiful illustrations throughout.

A dark comedy about the one apocalypse no one predicted from Zero Punctuation hit writer Yahtzee Croshaw. We were prepared for an earthquake. We had a flood plan in place. We could even have dealt with zombies. Probably. But no one expected the end to be quite so... sticky. Or strawberry-scented. The second novel by Yahtzee Croshaw (Will Save the Galaxy for Food, Mogworld) now released at an affordable 6 x 9 paperback format. "[Croshaw is] able to pull off slapstick comedy in print, and that's no easy feat." -ComicsAlliance

Jam

Merrick

The Secret Sign of the Lizard People

Will Destroy the Galaxy for Cash

A Collection of Stories about People who Know how They Will Die

The adventures of an American hacker in Medieval England continue as Martin Banks takes his next step on the journey toward mastering his reality-altering powers and fulfilling his destiny. A month has passed since Martin helped to defeat the evil programmer Jimmy, and things couldn't be going better. Except for his love life, that is. Feeling distant and lost, Gwen has journeyed to Atlantis, a tolerant and benevolent kingdom governed by the Sorceresses, and a place known to be a safe haven to all female time-travelers. Thankfully, Martin and Philip are invited to a summit in Atlantis for all of the leaders of the time-traveler colonies, and now Martin thinks this will be a chance to try again with Gwen. Of course, this is Martin Banks we're talking about, so murder, mystery, and high intrigue all get in the way of a guy who just wants one more shot to get the girl. The follow-up to the hilarious *Off to Be the Wizard*, *Scott Meyer's Spell* or *High Water* proves that no matter what powers you have over time and space, you can't control rotten luck.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BUZZFEED AND KIRKUS REVIEWS • With deeply moving human drama, nail-biting suspense—and bold speculation informed by a degree in physics—C. A. Higgins spins a riveting science fiction debut guaranteed to catapult readers beyond their expectations. Serving aboard the *Ananke*, an experimental military spacecraft launched by the ruthless organization that rules Earth and its solar system, computer scientist Althea has established an intense emotional bond—not with any of her crewmates, but with the ship's electronic systems, which speak more deeply to her analytical mind than human feelings do. But when a pair of fugitive terrorists gain access to the *Ananke*, Althea must draw upon her heart and soul for the strength to defend her beloved ship. While one of the saboteurs remains at large somewhere on board, his captured partner—the enigmatic Ivan—may prove to be more dangerous. The perversely fascinating criminal whose silver tongue is his most effective weapon has long evaded the authorities' most relentless surveillance—and kept the truth about his methods and motives well hidden. As the ship's systems begin to malfunction and the claustrophobic atmosphere is increasingly poisoned by distrust and suspicion, it falls to Althea to penetrate the prisoner's layers of intrigue and deception before all is lost. But when the true nature of Ivan's mission is exposed, it will change Althea forever—if it doesn't kill her first. Praise for *Lightless* "Gripping . . . sci-fi flavored with a hint of thriller."—*New York Daily News* "[A] measured, lovely science-fiction debut [that is] more psychological thriller . . . contained, disciplined, tense . . . The plot is compulsive. . . . *Lightless* is the first of a planned series, and you can't help looking forward to learning what's next."—*The New York Times* "*Lightless* is full of suspense and fun as hell to read."—*BuzzFeed* "Absolutely brilliant . . . This is science fiction as it is meant to be done: scientific concepts wedded to and built upon human ideals."—*Seanan McGuire*, *New York Times* bestselling author of the *October Daye* series "The stakes in this story are high—life and death, rebellion and betrayal—and debut novelist Higgins continually ratchets up the tension. . . . A suspenseful, emotional story that asks plenty of big questions about identity and freedom, this is a debut not to be missed."—*Kirkus Reviews* (starred review) "A taut, suspenseful read."—*Tech Times* "*Lightless* is an exercise in lighting a very slow fuse and building the tension to an unbearable pitch while making us guess just how apocalyptic the ultimate explosion will be. . . . It is a high-wire act, a wonderment, and a fine accomplishment from a name we'll be seeing again."—*Sci Fi*

Lacking the money to open a bed and breakfast in her parents' summer house in Michigan, former magazine editor Kate takes a questionable undercover job from a brewery owner who wants to find out who has been sabotaging his company, a situation that is compromised by Kate's distaste for beer and her crush on her employer. Co-written the best-selling author of the *Stephanie Plum* series. 1 million first printing.

Raising a dragon from infancy to form a special bond, Tian dragon-boy Vetch and his crimson dragonet Avatre arrive in Alta, where he must gain the trust of his countrymen to fulfill his dreams of becoming the leader of the Altan Jousters. Reprint.

Atharon

Machine of Death

Share in fifty years of a really remarkable cat... Mog is everyone's favourite family cat! Learn your alphabet with Mog in this delightful ABC book perfect for her youngest fans, in this full-colour ebook edition.

When partners in crime-reduction Jerry "Leafy" Green and Bill "Beefy" Goodness - two of the LAPD's most skilled homicide detectives - investigate the bizarre killing of a fashion model at the Hollywood Sign it soon becomes clear that this murder is part of a much larger conspiracy that threatens not only the people of America, but the entire population of the planet. As the case progresses, they recruit the help of a Jesus-lookalike ufologist, a streetwise Goth graffiti artist, a world-renowned geneticist, a super-nerd cyber investigator, and a fire-and-brimstone inner city reverend. The detectives and their motley crew of improvised freedom fighters must work quickly to take down the tainted global elite and avert the merciless enslavement of humanity that looms large on the horizon....