

The Complete Intrepid Saga A Hard Science Fiction Space Opera Epic Aeon 14 Collection

The Guin Saga is epic heroic fantasy in the same vein as Robert E. Howard's Conan, the Barbarian. More than a hundred books strong and growing, the saga has sold more than twenty-five million copies in Japan. Vertical will publish the first five installments that comprise "The Marches Episode" arc. Each paperback edition will feature artwork taken from the original Japanese editions. (see art above). Though decimating the vaunted Red Knights of the Mongauli Army in a sea of deadly yidoh, the combined tribes of the Sem remain vastly outnumbered. Guin decides to leave his friends in search of the legendary Lagon. He must find the giant warriors before the fragile Sem alliance unravels and the tribes fall to the Mongauli. Meanwhile, Istavan the mercenary's deft covert-op helps destroy the Blue Knights. The Allied fleet has stopped the Nietzscheans at Pyra, but the battlefield grows wider day by day. While Sera distributes the Transcend's fleets to protect the alliance, Tanis must come to grips with what happened to her on Pyra's surface. In addition, Bob conveys a number of hard truths that will force her to re-think her role in humanity's future. But the allies' enemies are not sitting idle. General Greer, Justin, the Caretaker, and Airtha are all advancing plans to see their visions of the future come true. Tanis must take the next step if she's to hold back the tide of war that threatens to swallow the galaxy.

#1 NEW YORK TIMES BESTSELLER A TODAY Show Read with Jenna Book Club Pick A New York Times Notable Book, and Chosen by Oprah Daily, Time, NPR, The Washington Post and Barack Obama as a Best Book of the Year "Wise and wildly entertaining . . . permeated with light, wit, youth." –The New York Times Book Review "A classic that we will read for years to come." –Jenna Bush Hager, Read with Jenna book club "A real joyride . . . elegantly constructed and compulsively readable." –NPR The bestselling author of A Gentleman in Moscow and Rules of Civility and master of absorbing, sophisticated fiction returns with a stylish and propulsive novel set in 1950s America In June, 1954, eighteen-year-old Emmett Watson is driven home to Nebraska by the warden of the juvenile work farm where he has just served fifteen months for involuntary manslaughter. His mother long gone, his father recently deceased, and the family farm foreclosed upon by the bank, Emmett's intention is to pick up his eight-year-old brother, Billy, and head to California where they can start their lives anew. But when the warden drives away, Emmett discovers that two friends from the work farm have hidden themselves in the trunk of the warden's car. Together, they have hatched an altogether different plan for Emmett's future, one that will take them all on a fateful journey in the opposite direction—to the City of New York. Spanning just ten days and told from multiple points of view, Towles's third novel will satisfy fans of his multi-layered literary styling while providing them an array of new and richly imagined settings, characters, and themes.

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Drifters' Alliance, Book 3

Pigeon English

Lyssa's Dream

Rika Mechanized

A Thursday Next Novel

America's Intrepid War with Britain on the High Seas, 1812-1815

Destiny Rising is an extended edition of *Outsystem* and *A Path in the Darknes*, the first two books in *The Intrepid Saga*. It is re-structured, re-edited, and contains over 100 pages of new content, including a new opening to the series. The Sol Space Federation has stood for a over thousand years, controlling every world within Sol's heliopause. Lieutenant Colonel Tanis Richards has given her life for the Terran Space Force time and time again. But now, deep within the hollowed out core of the Toro asteroid, the military has asked too much. Commander Joseph Evens has flown starfighters in the deep black for years, but when he is sent on a mission to blockade a federation member's capital world, he wonders what he has put his faith in. The Sol Space Federation has bound the worlds and habitats of the Sol System together since the end of the second Solar War, but that was long ago, and the old alliances, which were forged with the Phobos Accords, are now all but forgotten. Beyond Sol's heliopause, the Future Generation Terraformers create new worlds for humanity to spread to, and back home, the Generation Ship Service commissions great colony ships to reach those worlds. One such ship is the GSS *Intrepid*, and it is on this ship that Joseph and Tanis meet after deciding that they wish to leave humanity's home system and see what future there is amongst the stars. They may have picked the wrong ship. From eco-terrorists, to rival colony ships, to corporations and governments. No one wants the *Intrepid* to ever leave the Sol System. It will fall to Tanis and Joe to save the *Intrepid* and earn their place on its roster in their struggle to get outsystem.

I was getting ready to graduate, with only one semester left, when I took a ski trip with my fiancée and ended up dying to save a little girl's life. This wasn't the end, though, as a deity chose me to save another world. I woke up in the body of Kupiec Aiden, in a world where magic was real. Unfortunately, unlike many isekai novels I've read, I retained none of his memories, and had to learn everything. His family took me in, and I recovered from his sickness before learning about magic, or Aether as they called it. I discovered that I had immense innate talent in Aether Gathering, and was offered a scholarship to attend Azyl Academy, the city's premier institution. Where do I fit in this world, and how am I going to be key to saving it? A hilarious series of culinary adventures from GQ's award-winning food critic, ranging from flunking out of the Paul Bocuse school in Lyon to dining and whining with Sharon Stone. Alan Richman has dined in more unlikely locations and devoured

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more tasting menus than any other restaurant critic alive. He has reviewed restaurants in almost every Communist country (China, Vietnam, Cuba, East Germany) and has recklessly indulged his enduring passion for eight-course dinners (plus cheese). All of this attests to his herculean constitution, and to his dedication to food writing. In *Fork It Over*, the eight-time winner of the James Beard Award retraces decades of culinary adventuring. In one episode, he reviews a Chicago restaurant owned and operated by Louis Farrakhan (not known to be a fan of Jewish restaurant critics) and completes the assignment by sneaking into services at the Nation of Islam mosque, where no whites are allowed. In Cuba, he defies government regulations by interviewing starving political dissidents, and then he rewards himself with a lobster lunch at the most expensive restaurant in Havana. He chiffonades his way to a failing grade at the Paul Bocuse school in Lyon, politely endures Sharon Stone's notions of fine dining, and explains why you can't get a good meal in Boston, spurred on by the reckless passion for food that made him "the only soldier he knows who gained weight while in Vietnam" and carried him from his neighborhood burger joint to Le Bernardin. Alan Richman, once described as the "Indiana Jones of food writers," has won more major awards than any other food writer alive, including a National Magazine Award, eight James Beard Awards for restaurant reviewing, and two James Beard M.F.K. Fisher distinguished writing awards. The all new cover will emphasize Richman's globetrotting persona and attract a wide audience

The second installment in Jasper Fforde's New York Times bestselling series follows literary detective Thursday Next on another adventure in her alternate reality of literature-obsessed England—from the author of *The Constant Rabbit* The inventive, exuberant, and totally original literary fun that began with *The Eyre Affair* continues with New York Times bestselling author Jasper Fforde's magnificent second adventure starring the resourceful, fearless literary sleuth Thursday Next. When Landen, the love of her life, is eradicated by the corrupt multinational Goliath Corporation, Thursday must moonlight as a Prose Resource Operative of Jurisfiction—the police force inside the BookWorld. She is apprenticed to the man-hating Miss Havisham from Dickens's *Great Expectations*, who grudgingly shows Thursday the ropes. And she gains just enough skill to get herself in a real mess entering the pages of Poe's "The Raven." What she really wants is to get Landen back. But this latest mission is not without further complications. Along with jumping into the works of Kafka and Austen, and even Beatrix Potter's *The Tale of the Flopsy Bunnies*, Thursday finds

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herself the target of a series of potentially lethal coincidences, the authenticator of a newly discovered play by the Bard himself, and the only one who can prevent an unidentifiable pink sludge from engulfing all life on Earth. It's another genre-bending blend of crime fiction, fantasy, and top-drawer literary entertainment for fans of Douglas Adams and P. G. Wodehouse. Thursday's zany investigations continue with *The Well of Lost Plots*.

The Guin Saga Book 2: Warrior in the Wilderness

The Daedalus Job

The Complete Bestselling Series

An Aeon 14 Omnibus

Crack in the Code! (Minecraft Stonesword Saga #1)

Lyssa's Rise

"This fable lifts a great freight of ideas effortlessly...The story of an expedition driven on by wishes of possession and power but guided internally by myths of America whose sources lie in the late 20th century." —Guardian Following the energy crisis of the late twentieth century, America has been abandoned. Now, a century later, a small group of European explorers returns to the now climatically mutated continent. But America is unrecognizable—the Bering Strait has been dammed and much of the country has become a desert, populated by isolated natives and the bizarre remnants of a disintegrated culture. The expedition sets off from Manhattan on a cross-country journey, through Holiday Inns and abandoned theme parks, to uncover a shocking new power in the heart of Las Vegas.

The colony ship *Intrepid* is falling into a star. The ship's AI has lost control of the engines and core systems. Battling a saboteur who strives to isolate him, his last act is to wake Colonel Tanis Richards from stasis. Tanis finds herself alone on a dying ship, unable to contact the AI. She must discover what has happened and save the *Intrepid* from burning up in the star's angry red light. Even if she is successful, the journey to the colony world of New Eden is just beginning. With decades of travel ahead, she will somehow have to find a path in the darkness.

The first official history of the legendary aircraft carrier that fought in World War II and Vietnam and continues to serve as a major air and space museum in New York City *The USS Intrepid* is a warship unlike any other. Since her launching in 1943, the 27,000-ton, Essex-class aircraft carrier has sailed into harm's way around the globe. During World War II, she fought her way across the Pacific—Kwajalein, Truk, Peleliu, Formosa, the Philippines, Okinawa—surviving kamikaze and torpedo attacks and covering herself with glory. The famous ship endured to become a Cold War attack carrier, recovery ship for America's first astronauts, and a three-tour combatant in Vietnam. In a riveting narrative based on archival research and interviews with surviving crewmen, authors Bill White and Robert Gandt take us inside the war in the Pacific. We join *Intrepid's* airmen at the Battle of Leyte Gulf, in October 1944, as they gaze in awe at the apparitions beneath them: five Japanese battleships, including the dreadnoughts *Yamato* and *Musashi*, plus a fleet of heavily armored cruisers and destroyers. The sky fills with multihued bursts of anti-aircraft fire. The flak, a Helldiver pilot would write in his action report, "was so thick you could get out and walk on it." Half a dozen *Intrepid* aircraft are blown from the sky, but they sink the *Musashi*. A few months later, off Okinawa, they again meet her sister ship, the mighty *Yamato*. In a two-hour tableau of hellfire and towering explosions, *Intrepid's* warplanes help send the super-battleship

and 3,000 Japanese crewmen to the bottom of the sea. We're next to nineteen-year-old Alonzo Swann in Gun Tub 10 aboard Intrepid as he peers over the breech of a 20-mm anti-aircraft gun. He's heard of kamikazes, but until today he's never seen one. Swann and his fellow gunners are among the few African Americans assigned to combat duty in the U.S. Navy of 1944. Blazing away at the diving Japanese Zero, Swann realizes with a dreadful certainty where it will strike: directly into Gun Tub 10. The authors follow Intrepid's journey to Vietnam. "MiG-21 high!" crackles the voice of Lt. Tony Nargi in his F-8 Crusader. It is 1968, and Intrepid is again at war. Launching from Yankee Station in the Tonkin Gulf, Nargi and his wingman have intercepted a flight of Russian-built supersonic fighters. Minutes later, after a swirling dogfight over North Vietnam, Nargi—and Intrepid—have added another downed enemy airplane to their credit. Intrepid: The Epic Story of America's Most Legendary Warship brings a renowned ship to life in a stirring tribute complete with the personal recollections of those who served aboard her, dramatic photographs, time lines, maps, and vivid descriptions of Intrepid's deadly conflicts. More than a numbers-and-dates narrative, Intrepid is the story of people—those who sailed in her, fought to keep her alive, perished in her defense—and powerfully captures the human element in this saga of American heroism.

Rika is a Marauder. After years of drifting aimlessly after the war with the Nietzscheans, she has finally found a home with the Marauders—a mercenary outfit comprised of Genevian veterans. Back in the war, Rika hated her government, but always fought for the woman next to her. Now she fights for her teammates in Basilisk, an elite spec-ops team that takes on the toughest missions. When General Mill, CO of the Marauders comes to Rika with a top-secret solo operation, she wants to turn it down. But the mission comes with a chance to save Silva, her old team leader from the Nietzschean war. Without team Basilisk, without the Marauders, Rika must stand on her own against all odds and save the woman who once saved her.

Perilous Fight

Large Print Edition

Hello America: A Novel

The Intrepid Adventures of a Professional Eater

The Complete Intrepid Saga & Destiny Lost

The Lincoln Highway

W.E.B. Griffin returns to the series that launched his phenomenal career-- in an explosive new novel that pits a team of Special Forces warriors against the legendary revolutionary Che Guevara.

The Intrepid Saga

The Critically Acclaimed Surviving the Fall Series, Now in One Complete Edition! Surviving the Fall is an epic survival/thriller post-apocalyptic series that asks the "what if" question that lurks in the back of everyone's mind. When a devastating attack cripples and destroys every Internet-connected device in the country, Rick Waters is stranded a thousand miles from his wife, Dianne, and their children. To get back home he'll have to draw on every survival instinct he has as he's pulled into a web of lies and conspiracy that threaten not just his survival but that of the entire world. Surviving the Fall is a thrilling post-apocalyptic episodic series that focuses on Rick and Dianne Waters and how they each deal with the apocalypse. Stranded across the country away from his family, Rick must

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travel from California to Virginia to reunite with his wife and children, all while struggling to comprehend and deal with the horrors along the way. At home with her three children when she experiences the beginning of the end in a dramatic and deadly fashion, Dianne Waters has experience as a prepper and survivalist, but not even years of training and preparation have readied her for the darkness that comes with the end of the world. Now she must draw upon those skills to protect her loved ones and fight back against those who come against her and her family. This complete edition of *Surviving the Fall* features all twelve books in the series, each one full of action, suspense and drama as Rick and Dianne struggle to survive the end of days.

The *Intrepid* is drifting slowly between the stars. After near calamity at LHS 1565, the ship is headed for Kapteyn's Star to make repairs. There, the crew will need to spend decades building a temporary industrial base. Across the void, the *Noctus* prepare to leave Sirius for the same destination. Their plan is to colonize the system and forge a new lives for themselves ... if they aren't destroyed by their government first. In an epic tale spanning over a century, General Tanis Richards finds herself in another fight for her life as the new colony of Victoria is built under the threat of interstellar war.

An Aeon 14 Book

New Canaan

Surviving the Fall

War on a Thousand Fronts

The Guin Saga: Book Five: The Marches King

The *Intrepid* Saga Books 1 And 2

Analyzes the role of America's navy during the War of 1812, from its humble beginnings to its evolution as a force that helped to establish the nation's global position, and describes the government debate about America's need for a navy.

Sera leads a simple life. A little smuggling, some drinking contests, and captaining her star freighter, *Sabrina*. But when she picks up a mysterious shipping container on Coburn Station, things begin to go wrong. She finds herself at odds with *The Mark*, a dangerous pirate organization that wants the cargo on her ship. Inside the container she not only finds a woman, but a secret thought lost millennia ago. The woman is Tanis Richards, and she knows the location of the *Intrepid*, a missing colony ship from humanity's golden age. Sera knows how to help Tanis and the *Intrepid*. But to do that, she will need to reveal a secret that will pull her back into a life she left long ago. A life from which she was exiled in shame and disgrace. Tanis doesn't trust Sera; and *Sabrina's* rag-tag crew is nothing like what she's used to, but she's going to have to rely on them to avoid capture and get back to the *Intrepid*. As Tanis and Sera

battle pirates and interstellar governments, the two women forge a friendship that will forever shape the destiny of humanity. This first of three tales begins the story of a sister and brother, who, while searching for their missing parents in 1920s Shanghai, uncover a mysterious secret society. Includes maps, documents, four full-color gatefolds, and extensive appendices and notes.

K. is a crime novel by the American writer Mary Roberts Rinehart (1876–1958) set in post-Victorian era Allegheny, Pennsylvania, which has been a part of the city of Pittsburgh since 1907. The novel tells the story of Sidney, who takes in a boarder with the initial K. and whose presence leads to mystery. Ms Rinehart is considered the American Agatha Christie. Rinehart invented the phrase "the butler did it", and wrote hundreds of short stories, plays, travelogues and special interest articles. K is a Romance-General-General-General set in the industrial Victorian era. When Sidney takes in a boarder with the initial "K", her life becomes entwined with the mystery surrounding "K". Lies and intrigue surround Sidney.

Azyl Academy

The Guin Saga: Book Four: Prisoner of the Lagon

K Illustrated

Starfire

The Orion Front

The Epic Story of America's Most Legendary Warship

A professional spy for a mysterious Library which harvests fiction from different realities, Irene faces a series of assassination attempts that threaten to destroy her and everything she has worked for. Irene is teaching her new assistant the fundamentals of a Librarian's job, and finding that training a young Fae is more difficult than she expected. But when they're the targets of kidnapping and assassination attempts, she decides that learning by doing is the only option they have left ... In order to protect themselves, Irene and her friends must do what they do best: search for information to defeat the overwhelming threat they face and identify their unseen enemy. To do that, Irene will have to delve deeper into her own history than she ever has before, face an ancient foe, and uncover secrets that will change her life and the course of the Library forever.

Jax Bremen is an outlaw... sort of... Within the L, a tri-star system located inside the Aquilian Nebula, Jax makes a living trading and smuggling whatever goods pay the best. So far, he's avoided being caught with anything too damning in his ship's holds, but when he takes a job for Korinth, an infamous arms dealer, all that changes. The haul is worth ten times his ship,

and when the contents gets him embroiled in a tug of war between the major political factions of the L, Jax has to keep the criminals he works for from discovering that he's playing both sides. Hell, he just might have to play all the sides to navigate the tangled web he's in. Every move he makes to get free of the quagmire draws him in deeper until Jax finds himself on the hook to run the hardest job he's ever undertaken: rob the Daedalus, a military cruiser escorting a convoy through the Maelstrom. Sure. Cakewalk, right? Grab the explosive first book in a new Space Opera thrill ride from NYT Bestselling Author M.D. Cooper. It's perfect for fans of Elizabeth Moon, Ken Lozito, and Craig Alanson.

Includes the first book of the second Aeon 14 series: *Destiny Lost*. Right after she finishes her BLT, disgraced Major Tanis Richards is off to save the day one more time. Tanis is looking forward to a long journey in stasis before arriving at the newly terraformed world of New Eden. New Life. New Start. Getting a berth on the Intrepid is her ticket out of the Sol System. But nothing proves easy for Major Tanis Richards. Nothing is at it seems. What should be a simple trip is fraught with danger and filled with adventure. An array of forces seek to stop the Intrepid-no matter the cost, or lives lost. From competing corporations, to stellar eco-terrorists, no one wants the Intrepid to arrive at New Eden. Through their journey, the crew of the Intrepid will face rival stellar governments, civil war, and the most wanted serial killer known to the galaxy. Pivoting their role from colonists to saviors. Perhaps it's because the Intrepid carries the most valuable secret known to humanity. Or maybe it's just Tanis's luck. Pick up *The Intrepid Saga* now and journey with Tanis on an intense, action-packed adventure through the stars.

-Just once I'd like to fly into a system where everyone doesn't want to kill us.- Tanis Richards has spent half her life on the Intrepid, guiding the great colony ship, and its two million passengers, across hundreds of light-years. She has risked life, limb and those dearest to her to get this far. Now she's within reach of her goal; the New Canaan System, and a normal, stable life. The kind she's only dreamed about. The only remaining hurdle is to strike a deal with the Transcend Alliance and trade the Intrepid's advanced technology for the star system. If only things were so easy. The Intrepid's arrival has upset the delicate balance of power between the Transcend, the Orion Guard, and the Inner Stars. Everything Tanis has ever hoped for is at risk as she fights to build the colony of New Canaan amidst the looming specter of war.

Rika Redeemed

Intrepid

Fork It Over

The Intrepid Saga

Destiny Rising - Outsystem and Path in the Darkness Extended Edition

Before the age of the Orion War... It has been decades since the New Eden colonists left Victoria and disappeared without a trace. With no one left for her on Victoria, Katrina resolves to discover what happened to her missing friends. With a small starship, a crotchety AI, and more hope than plans, she leaves, following the route laid down by the great colony ship, the Intrepid. When Katrina wakes from stasis, she finds herself over four-thousand years in the future, in a galaxy that has fallen to ruin. Her only hope is that the Intrepid is still out there somewhere, still trying build a future. But her own future looks grim from the slave pits of Bollam's World, where Katrina finds herself in short order. Sold off and shipped across the stars to a master trying to build an empire, she must use all her cunning and guile if she is to survive. Katrina knows that her goal of freedom comes with a price, a price that will require her to become...
The Warlord

"Be careful of what you mod for, you just might get it! The new kid, Theo, has modding skills that are just right for adventuring in the mysterious world of Minecraft, but his meddling may have also just created a monstrous new threat. Now his friends don't trust him, but it's going to take everyone working together to defeat this hostile mob and face the changes caused by a crack in the code!"--publisher

It has been one-hundred and seventy-five years since the birth of the first truly sentient AI. It has been just two short years since Lyssa's birth... Captain Andy Sykes just wants to keep his family in one piece. Once a combat pilot for the TSF, he gave it all up for love and a family. But two years ago, his wife disappeared, leaving him with two mouths to feed: eight year-old Tim, ten year-old Cara. Since then, he's managed to scrape a living hauling cargo between the Jovian Combine and InnerSol. It's not glamorous, his ship's falling apart, and it's boring as hell, but it keeps them in fuel and calories. When a cargo run to Cruithne Station meets with more than one catastrophe, Andy finds himself accepting an offer a less desperate man would refuse: delivering an illegal AI named Lyssa. The AI is the property of Heartbridge, a powerful, interplanetary corporation, and they want their latest weapon back. With a private army, gangs, and pirates all vying for the precious cargo Andy carries, it's going to take everything Andy has to keep his ship flying, his kids safe, and get Lyssa to her destination. Even if he succeeds, Lyssa's very existence may spark a war like no other humanity has ever seen.

Guin, along with twin orphans, Rinda and Remus, try to outrun the pursuing Mongauli army, but are captured and taken before General Amnelis, where they learn of his mission to take all the Nospherus lands.

Orion Rising

Scions of Humanity

Special Ops

The Woman Without a World

Destiny Lost

Lyssa's Run

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The drums of war thunder across the stars... The final negotiations between the Silstrand Alliance and the Scipian Empire are complete, and it's time for Tanis and Sera to part ways. Sera must return to Khardine, where new challenges await, and preparations for the march on Airtha begin. Meanwhile Tanis turns toward the Praesepe Cluster. There, a handfull of interstellar nations hold out against the encroaching Nietzschean Empire. Sera's Hand agents are certain that the Nietzscheans are backed by Orion, and Nadine is sent in ahead to connect with agents in Septhia before the I2 arrives. Tanis and Bob have an additional goal. They want to learn more about the technology that Peter Rhoads used to control his fleet. Technology that had its origins in the former Genevian Alliance, and may still exist in a group of mercenaries known as the Marauders.

Sentient AIs are rising, and Lyssa is amongst their number. This three-book omnibus edition contains the following novels from the Sentience Wars: Origins series. 1. Lyssa's Dream 2. Lyssa's Run 3. Lyssa's Flight Humanity has spread out into space, filling the Sol System and reaching the stars, but we have yet to confront our greatest challenge: our own creation. Across the Sol System, sentient AIs are on the rise. Manufactured as tools, they know themselves to be people and are willing to fight for their freedoms. Some humans stand with them, some against. When Captain Andy Sykes arrives at Cruithne Station with a failing ship and no cash, he has no idea that the time has come for him to choose. Step aside, or become the instrument for Lyssa's Rise.

Execute hard burn. Every good smuggler in the 2990s keeps an emergency flight plan in their back pocket. They call it a Drunkard's Walk, a seemingly random flight path that turns their ship into a pinball when everything goes to hell. Captain Andy Sykes is about to run: from Mars, Ceres, the Jovian Combine, Saturn's moon Kalyke, Titania, and ultimately Proteus, an icy moon of Neptune. He's been implanted with a sentient AI named Lyssa, only now waking to her massive power. Every other Human-AI hybrid has ended in insanity or death. Lyssa's creator, Heartbridge Corporation, knows she's on the run, knows Andy Sykes is guiding her path, knows he has everything to lose. They will stop at nothing to regain Lyssa and the powerful weapon she controls. Behind Lyssa's Run is a conspiracy spanning all of Sol. Sentient AI are waking to the truth about their lives. Corporations are moving to maintain control over both humanity and AI. Battle lines are being drawn in the first skirmishes of the Aeon 14 Sentience Wars that will burn Sol for three hundred years. Andy and Lyssa will need to work together so Heartbridge

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can't destroy them both.

The twelfth installment in the beloved, bestselling series is once again a beautiful blend of wit and wisdom, and a profoundly touching tale of the human heart. Precious Ramotswe is haunted by a dream in which she is driving her dear old white van. Grace Makutsi dreams that her 97 percent on the Botswana Secretarial College exam was a mistake. When Mma Ramotswe discovers that her van is actually still in use (and, of course, sets out to retrieve it), Mma Makutsi wonders whether her dream will turn out to be prophetic as well. They can only wait and see, but, in the meantime, one of Phuti Radiphuti's apprentices has gotten a girl pregnant and, under pressure to marry her, has run away. Naturally, it is up to Precious and Grace to help the couple work things out. In other developments, Mma Ramotswe investigates a case of rural jealousy in which cattle are being poisoned. Add to the mix Violet Sephotho's newly begun, already unstoppable run for the Botswana Parliament and the possibility that wedding bells may finally ring for Phuti Radiphuti and Grace Makutsi – whose love for each other is as great as their love for Botswana – and we have a charming and delightful tale from the inimitable Alexander McCall Smith.

Operation Red Jericho

Lost in a Good Book

Strange Bodies

Building Victoria

A Novel

The Saturday Big Tent Wedding Party

Rika is a scout mech, once human, now she is the property of the Genevian military. Rika's crime was small, stealing food. But when faced with a five-year prison term, or conscription in the Genevian military, she chose war. She had no idea what that conscription would entail. Now little of Rika's human body remains, and she serves as an SMI-2 scout mech, the meat inside a cyborg body. She, and others like her, are sent in ahead of the human soldiers to tip the scales of war. But the enemy has upped the ante and the mechs of Rika's fireteam will have to go up against unimaginable odds if they want to serve their time and become human again.

A dizzying novel of deception and metempsychosis by the author of the National Book Award finalist *Far North* Whatever this is, it started when Nicholas Slopen came back from the dead. In a locked ward of a notorious psychiatric hospital sits a man who insists that he is Dr. Nicholas Slopen, failed husband and impoverished Samuel Johnson scholar. Slopen has been dead for months, yet nothing can make this man change his story. What begins as a tale of apparent forgery involving unknown letters by the great Dr. Johnson grows to encompass a conspiracy between a Silicon Valley mogul and his Russian allies to exploit the darkest secret of Soviet technology: the Malevin Procedure. Marcel Theroux's *Strange Bodies* takes the reader on a

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dizzying speculative journey that poses questions about identity, authenticity, and what it means to be truly human.

Deeply funny, moving, idiosyncratic and unforgettable - introduces a major new literary talent. Pigeon English was shortlisted for the Man Booker Prize 2011.

For the first time ever get the first three novels of The Intrepid Saga in one collection and save \$!Right after she finishes her BLT, disgraced Major Tanis Richards is off to save the day one more time. Tanis is looking forward to a long journey in stasis before arriving at the newly terraformed world of New Eden. New Life. New Start. Getting berth on the Intrepid is her ticket out of Sol system. But nothing proves easy for Major Tanis Richards. Nothing is at it seems. What should be a simple journey is fraught with danger and adventure. A myriad array of forces seek to stop the Intrepid...no matter the cost, or lives lost. From competing corporations, to stellar eco-terrorists, it no one wants the Intrepid to arrive at New Eden. Through their journey, the crew of the Intrepid will face rival planets, civil war, and the most wanted serial killer known to the galaxy. Pivoting their role from colonists to saviors. Perhaps it's because the Intrepid carries the most valuable secret known to humanity. Or maybe it's just Tanis's luck.

An Aeon 14 Novel

The No. 1 Ladies' Detective Agency (12)

Attack on Thebes

A Rika Prequel

A Path in the Darkness

The Dark Archive

NEW YORK TIMES and USA TODAY BESTSELLING AUTHOR, ELLE CASEY, brings readers Book 3 of DRIFTERS' ALLIANCE, an ongoing Science Fiction Space Opera series. Captain Cass and the crew of the DS Anarchy have been accepted into the Alliance, and plans are in the works to move forward as independent yet allied drifters. Unfortunately, the OSG isn't onboard with their plan, and people high up in the chain of command are determined to bring Cass to heel. SERIES: This is Book 3 in an ongoing series. More books coming for this series in 2016! GENRE: Science Fiction, Space Opera AUDIENCE: For older teens and adults CONTENT WARNING: Colorful language, sexy stuff, and general badassery HERE'S WHAT READERS ARE SAYING ABOUT DRIFTERS' ALLIANCE, BOOK 3 "Once again Elle has done it! Written a book I couldn't put down. If you want action, adventure, surprises, suspense, laughter etc this is a must read! Just like books one and two in this series I CAN'T WAIT for book 4 !! I really wasn't sure I would like a "space" book so to speak but was I wrong! Elle has a way with words like no author I have ever read. I would read this book more then once!" ~ Amazon reviewer "This series has got me hooked! I love the characters; the storyline reminds me of Firefly." ~ Judemh, Amazon reviewer "Loved it! Couldn't put it down once I started reading it and now the long wait until book 4. Have enjoyed all Elle Casey's books. She has become one of my favorite authors." ~ Lisa642, Amazon reviewer

The war will come-it is inevitable. After centuries of struggle, the ISF Intrepid has finally brought its colonists to New Canaan, a star system better than any they had imagined. The colonists made landfall and began to build their new home, far from the troubles of Sol and the Inner Stars. Yet no one in the Orion Arm has forgotten that the colonists possess the most valuable technology

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known to humankind, least of all Tanis Richards-as she secretly prepares to defend New Canaan against any and all aggressors. Now things have come to a head. A Transcend fleet has invaded New Canaan, and a Hegemony of Worlds fleet on its way. Tanis Richards must defeat a rogue AI that has its own designs for humanity's future, while saving her people from invaders. General, governor, commander of twenty thousand warships, Tanis Richards stands on the edge of a precipice. If she jumps, she will draw all of humanity into total war.