

Time Ship Book Two A Time Travel Romantic Adventure

Soldier boys emerged from the darkness. Guns gleamed dully. Bullet bandoliers and scars draped their bare chests. Ugly brands scored their faces. She knew why these soldier boys had come. She knew what they sought, and she knew, too, that if they found it, her best friend would surely die. In a dark future America where violence, terror, and grief touch everyone, young refugees Mahlia and Mouse have managed to leave behind the war-torn lands of the Drowned Cities by escaping into the jungle outskirts. But when they discover a wounded half-man--a bioengineered war beast named Tool--who is being hunted by a vengeful band of soldiers, their fragile existence quickly collapses. One is taken prisoner by merciless soldier boys, and the other is faced with an impossible decision: Risk everything to save a friend, or flee to a place where freedom might finally be possible. This thrilling companion to Paolo Bacigalupi's highly acclaimed Ship Breaker is a haunting and powerful story of loyalty, survival, and heart-pounding adventure.

Hailed as "an extraordinary novel of men at war" (The Washington Post) this is the book that inspired the TNT television series starring Eric Dane, Rhona Mitra, Adam Baldwin and Michael Bay as Executive Producer. The unimaginable has happened. The world has been plunged into all-out nuclear war. Sailing near the Arctic Circle, the U.S.S. Nathan James is relatively unscathed, but the future is grim and Captain Thomas is facing mutiny from the tattered remnants of his crew. With civilization in ruins, he urges those that remain—one-hundred-and-fifty-two men and twenty-six women—to pull together in search of land. Once they reach safety, however, the men and women on board realize that they are earth's last remaining survivors—and they've all been exposed to radiation. When none of the women seems able to conceive, fear sets in. Will this be the end of humankind?

"A truly extraordinary saga . . . The characterizations are consistently superb, and [Hobb] animates everything with love for and knowledge of the sea."—Booklist As the ancient tradition of Bingtown's Old Traders slowly erodes under the cold new order of a corrupt ruler, the Vestrits anxiously await the return of their liveship—a rare magic ship carved from sentient wizardwood, which bonds the ships mystically with those who sail them. And Althea Vestrit waits even more avidly, living only to reclaim the ship as her lost inheritance and captain her on the high seas. But the Vivacia has been seized by the ruthless pirate captain Kennit, who holds Althea's nephew and his father hostage. Althea and her onetime sea mate Brashen resolve to liberate the liveship—but their plan may prove more dangerous than leaving the Vivacia in Kennit's ambitious grasp. BONUS: This edition includes an excerpt from Robin Hobb's Ship of Destiny. Praise for Robin Hobb and the Liveship Traders Trilogy "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin "A major work of high fantasy, reading like a cross between Tolkien and Patrick O'Brian . . . one of the finest fantasy sagas to bridge the millennium."—Publishers Weekly "Rich, complex . . . [Hobb's] plotting is complex but tightly controlled, and her descriptive powers match her excellent visual imagination. But her chief virtue is that she delineates character extremely well."—Interzone

A crew of outcasts tries to find a legendary ship before it falls into the hands of those who would use it as a weapon in this science fiction adventure series for fans of The Expanse and Firefly. A washed-up treasure hunter, a hotshot racer, and a deadly secret society. They're all on a race against time to hunt down the greatest warship ever built. Some think the ship is lost forever, some think it's been destroyed, and some think it's only a legend, but one thing's for certain: whoever finds it will hold the fate of the universe in their hands. And treasure that valuable can never stay hidden for long. . .

This is an extraordinary tale of life on the high seas aboard one of the last American merchant ships, the S.S. Stella Lykes, on a forty-two-day journey from Charleston down the Pacific coast of South America. As the crew of the Stella Lykes makes their ocean voyage, they tell stories of other runs and other ships, tales of disaster, stupidity, greed, generosity, and courage.

Ancient myths told of a place called Earth, but the modern world knew it was nonsense. Science knew the Ship was all the Universe, and as long as the sacred Converter was fed, lights would glow and air would flow through the miles of metal corridors. Hugh never questioned these truths until a despised mutie showed him the Control Room and he learned the true nature of the Ship and its mission.

CLAIRE is a sixteen-year-old fangirl obsessed with the show Demon Heart. FOREST is an actor on Demon Heart who dreams of bigger roles. When the two meet at a local Comic-Con panel, it's a dream come true for Claire. Until the Q&A, that is, when Forest laughs off Claire's assertion that his character is gay. Claire is devastated. After all, every last word of her super-popular fanfic revolves around the romance between Forest's character and his male frenemy. She can't believe her hero turned out to be a closed-minded jerk. Forest is mostly confused that anyone would think his character is gay. Because he's not. Definitely not. Unfortunately for Demon Heart, when the video of the disastrous Q&A goes viral, the producers have a PR nightmare on their hands. In order to help bolster their image within the LGBTQ+ community—as well as with their fans—they hire Claire to join the cast for the rest of their publicity tour. What ensues is a series of colorful Comic-Con clashes between the fans and the show that lead Forest to question his assumptions about sexuality and help Claire come out of her shell. But how far will Claire go to make her ship canon? To what lengths will Forest go to stop her and protect his career? And will Claire ever get the guts to make a move on Tess, the very cute, extremely cool fanartist she keeps running into? Ship It is a funny, tender, and honest look at all the feels that come with being a fan. Racing to freedom with thousands of other refugees as Russian forces close in on their homes in East Prussia, Joana, Emilia, and Florian meet aboard the doomed Wilhelm Gustloff and are forced to trust each other in order to survive.

#1 New York Times Bestseller Oprah's Book Club Selection The "extraordinary . . . monumental masterpiece" (Booklist) that changed the course of Ken Follett's already phenomenal career—and begins where its prequel, The Evening and the Morning, ended. "Follett risks all and comes out a clear winner," extolled Publishers Weekly on the release of The Pillars of the Earth. A departure for the bestselling thriller writer, the historical epic stunned readers and critics alike with its ambitious scope and gripping humanity. Today, it stands as a testament to Follett's unassailable command of the written word and to his universal appeal. The Pillars of the Earth tells the story of Philip, prior of Kingsbridge, a devout and resourceful monk driven to build the greatest Gothic cathedral the world has known . . . of Tom, the mason who becomes his architect—a man divided in his soul . . . of the beautiful, elusive Lady Aliena, haunted by a secret shame . . . and of a struggle between good and evil that will turn church against state and brother against brother. A spellbinding epic tale of ambition, anarchy, and absolute power set against the sprawling medieval canvas of twelfth-century England, this is Ken Follett's historical masterpiece.

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

Driven by a passion for travel and history and a love of ships and the sea, former Monty Python stalwart and beloved television globe-trotter Michael Palin explores the world of HMS Erebus, last seen on an ill-fated voyage to chart the Northwest Passage. Michael Palin brings the fascinating story of the Erebus and its occupants to life, from its construction as a bomb vessel in 1826 through the flagship years of

James Clark Ross's Antarctic expedition and finally to Sir John Franklin's quest for the holy grail of navigation—a route through the Northwest Passage, where the ship disappeared into the depths of the sea for more than 150 years. It was rediscovered under the arctic waters in 2014. Palin travels across the world—from Tasmania to the Falkland Islands and the Canadian Arctic—to offer a firsthand account of the terrain and conditions that would have confronted the *Erebus* and her doomed final crew. Delving into the research, he describes the intertwined careers of the two men who shared the ship's journeys: Ross, the organizational genius who mapped much of the Antarctic coastline and oversaw some of the earliest scientific experiments to be conducted there; and Franklin, who, at the age of sixty and after a checkered career, commanded the ship on its last disastrous venture. Expertly researched and illustrated with maps, photographs, paintings, and engravings, *Erebus* is an evocative account of two journeys: one successful and forgotten, the other tragic yet unforgettable.

The war with China is over. But for Captain James Somerville there is a task still unfinished. Former Politburo Intelligence Minister Chang has evaded capture and escaped from Chinese space. Declared a war criminal by the UN and British law courts, James is given the Royal Space Navy's newest exploration cruiser and sent after Chang. His chase will threaten to stir up old rivalries and take him to the edge of explored space. What he will discover there will radically reshape humanity's position in the galaxy and throw him into a series of desperate battles. Alone and outnumbered he will come to realize what it really takes to command a King's Ship. *A King's Ship* is the second book in the *Empire Rising* military science fiction series that follows the career of Captain James Somerville as he takes command of HMS *Endeavour*.

Heidi Heilig's debut teen fantasy sweeps from modern-day New York City, to nineteenth-century Hawaii, to places of myth and legend. Sixteen-year-old Nix has sailed across the globe and through centuries aboard her time-traveling father's ship. But when he gambles with her very existence, it all may be about to end. *The Girl from Everywhere*, the first of two books, blends fantasy, history, and a modern sensibility. Its witty, fast-paced dialogue, breathless adventure, multicultural cast, and enchanting romance will dazzle readers of Sabaa Tahir, Rae Carson, and Rachel Hartman. Nix's life began in Honolulu in 1868. Since then she has traveled to mythic Scandinavia, a land from the tales of *One Thousand and One Nights*, modern-day New York City, and many more places both real and imagined. As long as he has a map, Nix's father can sail his ship, *The Temptation*, to any place, any time. But now he's uncovered the one map he's always sought—1868 Honolulu, before Nix's mother died in childbirth. Nix's life—her entire existence—is at stake. No one knows what will happen if her father changes the past. It could erase Nix's future, her dreams, her adventures . . . her connection with the charming Persian thief, Kash, who's been part of their crew for two years. If Nix helps her father reunite with the love of his life, it will cost her her own.

This thrilling bestseller and National Book Award Finalist is a gritty, high-stakes adventure of a teenage boy faced with conflicting loyalties, set in a dark future America devastated by the forces of climate change. In America's flooded Gulf Coast region, oil is scarce, but loyalty is scarcer. Grounded oil tankers are being broken down for parts by crews of young people. Nailer, a teenage boy, works the light crew, scavenging for copper wiring just to make quota—and hopefully live to see another day. But when, by luck or by chance, he discovers an exquisite clipper ship beached during a recent hurricane, Nailer faces the most important decision of his life: Strip the ship for all it's worth or rescue its lone survivor, a beautiful and wealthy girl who could lead him to a better life.... In this powerful novel, Hugo and Nebula Award winning author Paolo Bacigalupi delivers a fast-paced adventure set in the vivid and raw, uncertain future of his companion novels *The Drowned Cities* and *Tool of War*. "Suzanne Collins may have put dystopian literature on the YA map with *The Hunger Games*...but Bacigalupi is one of the genre's masters, employing inventively terrifying details in equally imaginative story lines." --Los Angeles Times
A New York Times Bestseller A Michael L. Printz Award Winner A National Book Award Finalist A VOYA 2010 Top Shelf Fiction for Middle School Readers Book A Rolling Stone 40 Best YA Novels Book
In this funny, flirty, and geeky rom com, teenage fanfic writer Kole must come to terms with internet fame, her insecurities, and a crush she never saw coming.

After escaping the dangers of the rogue loader bots and fighting for control of their own cybernetic enhancements, the kid crew finds itself in an even bigger mess. The ship's systems seem determined to destroy them. If they cannot regain control, the crew faces the possibility of being burned, drowned, or ejected into deep space! Luckily the kids have an ally, an AI named Ship, willing to help them dodge the forest fires, survive the floods, and escape the space vacuum, all while they search to unravel the mystery of what is happening to the *Scorpio*!

"Buckle up--this is another crazy ride!" *The Scrapyard Ship* sci-fi "cliff-hanger" adventures continue with *HAB 12*, the second book in the series: Captain Jason Reynolds faces new challenges, not only on Earth but from the far side of the universe as well. The only way to stop the Craing this time will be to square off with them on their home turf. Jason's been informed that three powerful Craing warships, having similar technology as *The Lilly*, will soon be en route to Earth. The Alliance must destroy the Craing's wormhole means of distant space travel to avert Earth's total annihilation. Unfortunately, there's no way to reach the Craing worlds in time, at least not through conventional means. It's up to Jason and his hand-picked assault team to traverse, by advanced phase-shifting means, through the hazardous environment of *HAB 12*. This is an adventure fraught with carnivores of a Jurassic Age magnitude, and a terrain so deadly that turning back may be their only hope of survival. Note from the author: Don't be surprised by cliff-hanger endings. I'll do my best to keep *Scrapyard Ship* as well as the *Tapped In* series books coming so you won't have long to wait for the next book. Enjoy!

Winner of the Pulitzer Prize, Annie Proulx's *The Shipping News* is a vigorous, darkly comic, and at times magical portrait of the contemporary North American family. Quoyle, a third-rate newspaper hack, with a "head shaped like a crenshaw, no neck, reddish hair...features as bunched as kissed fingertips," is wrenched violently out of his workaday life when his two-timing wife meets her just desserts. An aunt convinces Quoyle and his two emotionally disturbed daughters to return with her to the starkly beautiful coastal landscape of their ancestral home in Newfoundland. Here, on desolate Quoyle's Point, in a house empty except for a few mementos of the family's unsavory past, the battered members of three generations try to cobble up new lives. Newfoundland is a country of coast and cove where the mercury rarely rises above seventy degrees, the local culinary delicacy is cod cheeks, and it's easier to travel by boat and snowmobile than on anything with wheels. In this harsh place of cruel storms, a collapsing fishery, and chronic unemployment, the aunt sets up as a yacht upholsterer in nearby Killick-Claw, and Quoyle finds a job reporting the shipping news for the local weekly, the *Gammy Bird* (a paper that specializes in sexual-abuse stories and grisly photos of car accidents). As the long winter closes its jaws of ice, each of the Quoyles confronts private demons, reels from catastrophe to minor triumph—in the company of the obsequious Mavis Bangs; Diddy Shovel the strongman; drowned Herald Prowse; cane-twirling Beety; Nutbeem, who steals foreign news from the radio; a demented cousin the aunt refuses to recognize; the much-zipped Alvin Yark; silent Wavey; and old Billy Pretty, with his bag of secrets. By the time of the spring storms Quoyle has learned how to gut cod, to escape from a pickle jar, and to tie a true lover's knot.

Merchant, industrialist and explorer Trassan Kressind has an audacious plan – combining the might of magic and iron in the heart of a great ship to navigate an uncrossed ocean, seeking the city of the extinct Morfaan to uncover the secrets of their lost sciences. Ambition runs strongly in the Kressind family, and for each of Trassan's siblings fate beckons. Soldier Rel is banished

to a vital frontier, bureaucrat Garten balances responsibility with family loyalty, sister Katriona is determined to carve herself a place in a world of men, outcast Guis struggles to contain the energies of his soul, while priest Aarin dabbles in forbidden sorcery. The world is in turmoil as new money brings new power, and the old social order crumbles. And as mankind's arts grow stronger, a terror from the ancient past awakens... This highly original fantasy depicts a unique world, where tired gods walk industrial streets and the tide's rise and fall is extreme enough to swamp continents. Magic collides with science to create a rich backdrop for intrigue and adventure in the opening book of this epic saga.

You have to feel sorry for an alien who wakes up on Earth after hibernating for millennia only to find his own race gone - destroyed centuries earlier by a ruthless hive of artificial intelligence. All that remains are humans, who have yet to evolve sufficiently to bypass their own selfish greed. Nonetheless, Zirkos, as if sensing in them the potential they might one day aspire to, chooses to befriend a US Vet named Zeke who possesses a rare component he needs to complete his spaceship's revival - a meteor fragment currently buried in the human's head. Events quickly take on a life of their own as the duo battle to bring humanity to an advanced state of readiness where they can defend themselves from the coming threat of the alien's nemesis - the Nubl. A remarkable technological development proves the catalyst to launch humanity into a thrilling new age. One where personal safety is no longer an issue and the incessant demand for war has been adroitly side-stepped. Unfortunately, the Nubl have other plans. Search Terms: science fiction, space opera, alien invasion, genetic engineering, alien, action & adventure, military,

A 17-year-old pirate captain INTENTIONALLY allows herself to get captured by enemy pirates in this thrilling YA adventure from debut author Tricia Levenseller.

From the New York Times bestselling author of *Me Before You* and *One Plus One*, in an earlier work available in the U.S. for the first time, a post-WWII story of the war brides who crossed the seas by the thousands to face their unknown futures 1946. World War II has ended and all over the world, young women are beginning to fulfill the promises made to the men they wed in wartime. In Sydney, Australia, four women join 650 other war brides on an extraordinary voyage to England—aboard HMS Victoria, which still carries not just arms and aircraft but a thousand naval officers. Rules are strictly enforced, from the aircraft carrier's captain down to the lowliest young deckhand. But the men and the brides will find their lives intertwined despite the Navy's ironclad sanctions. And for Frances Mackenzie, the complicated young woman whose past comes back to haunt her far from home, the journey will change her life in ways she never could have predicted—forever.

The breathtaking sequel to the acclaimed *The Girl from Everywhere*. Nix has spent her whole life journeying to places both real and imagined aboard her time-traveling father's ship. And now it's finally time for her to take the helm. Her future lies bright before her—until she learns that she is destined to lose the one she loves. Desperate to change her fate, Nix sails her crew to a mythical utopia to meet another Navigator who promises to teach her how to manipulate time. But everything in this utopia is constantly changing, and nothing is what it seems. Not even her relationship with Kash: best friend, thief, charmer extraordinaire. Heidi Heilig weaves fantasy, history, and romance together to tackle questions of free will, fate, and what it means to love another person. At the center of this adventure are extraordinary, complicated, and multicultural characters who leap off the page, and an intricate, recognizable world that has no bounds. This sequel—and conclusion—to *The Girl from Everywhere* includes five black-and-white maps of historical and mythical locations. Fans of Rachel Hartman, Rae Carson, and *Outlander* will be swept away.

The Unhoneymooners meets *The Hating Game* in this witty, clever, and swoonworthy novel following a workaholic marketing manager who is forced to go on a cruise with her arch-nemesis when they're up for the same promotion. Between taking night classes for her MBA and her demanding day job at a cruise line, marketing manager Henley Evans barely has time for herself, let alone family, friends, or dating. But when she's shortlisted for the promotion of her dreams, all her sacrifices finally seem worth it. The only problem? Graeme Crawford-Collins, the remote social media manager and the bane of her existence, is also up for the position. Although they've never met in person, their epic email battles are the stuff of office legend. Their boss tasks each of them with drafting a proposal on how to boost bookings in the Galápagos—best proposal wins the promotion. There's just one catch: they have to go on a company cruise to the Galápagos Islands...together. But when the two meet on the ship, Henley is shocked to discover that the real Graeme is nothing like she imagined. As they explore the Islands together, she soon finds the line between loathing and liking thinner than a postcard. With her career dreams in her sights and a growing attraction to the competition, Henley begins questioning her life choices. Because what's the point of working all the time if you never actually live? Perfect for fans of Christina Lauren and Sally Thorne, *Shipped* is a fresh and engaging rom-com that celebrates the power of second chances and the magic of new beginnings.

The Scent of Revenge Book Two of *The Patterns Series* The world is at war - World War III. FBI Agent Rick Bellamy and his wife, Ellen, find themselves in the middle of a sinister terror plot. Someone is attacking young prominent women, inflicting a horrible disease. Nobody knows its origin, nobody knows how to stop it, nobody knows how to cure it. Rick Bellamy and a team of scientists want to go on offense. But how? Will the lives of the women be changed forever? When will the attacks stop?

In this thought-provoking and lyrical debut novel, a young woman's only hope for survival in the dystopian future is a ship, a Noah's Ark, that can rescue 500 people. London burned for three weeks. And then it got worse. . . Young, naive, and frustratingly sheltered, Lalla has grown up in near-isolation in her parents' apartment, sheltered from the chaos of their collapsed civilization. But things are getting more dangerous outside. People are killing each other for husks of bread, and the police are detaining anyone without an identification card. On her sixteenth birthday, Lalla's father decides it's time to use their escape route -- a ship he's built that is only big enough to save five hundred people. But the utopia her father has created isn't everything it appears. There's more food than anyone can eat, but nothing grows; more clothes than anyone can wear, but no way to mend them; and no-one can tell her where they are going.

On the evening of July 3rd, 1947, two starships battled in the night sky over the American Southwest, sending both ships crashing into the high desert. One of these ships was quickly discovered near Roswell, New Mexico, and spirited away, its existence officially denied by the US Government. In August of 2006, three high school students accidentally discover something which leaves them entangled in a dark web of international espionage and intrigue. Pursued by government agents and mercenary killers, they stumble upon something far more terrifying. Now, their only hope of survival may lie within *The Second Ship*.

Ship of Smoke and Steel is the launch of Django Wexler's cinematic, action-packed epic fantasy Wells of Sorcery trilogy. In the lower wards of Kahnzoka, the great port city of the Blessed Empire, eighteen-year-old ward boss Isoka enforces the will of her criminal masters with the power of Melos, the Well of Combat. The money she collects goes to keep her little sister living in comfort, far from the bloody streets they grew up on. When Isoka's magic is discovered by the government, she's arrested and brought to the Emperor's spymaster, who sends her on an impossible mission: steal Soliton, a legendary ghost ship—a ship from which no one has ever returned. If she fails, her sister's life is forfeit. On board Soliton, nothing is as simple as it seems. Isoka tries to get close to the ship's mysterious captain, but to do it she must become part of the brutal crew and join their endless battles against twisted creatures. She doesn't expect to have to contend with feelings for a charismatic fighter who shares her combat magic, or for a fearless princess who wields an even darker power. "Truly epic, fierce, and exhilarating, Ship of Smoke and Steel will capture you and lock you away. With magical combat sequences fit for the big screen, the action is almost as breathtaking as the intrigue." —Morgan Rhodes, New York Times bestselling author of the Falling Kingdoms series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

One book. Two readers. A world of mystery, menace, and desire. A young woman picks up a book left behind by a stranger. Inside it are his margin notes, which reveal a reader entranced by the story and by its mysterious author. She responds with notes of her own, leaving the book for the stranger, and so begins an unlikely conversation that plunges them both into the unknown. The book: Ship of Theseus, the final novel by a prolific but enigmatic writer named V.M. Straka, in which a man with no past is shanghaied onto a strange ship with a monstrous crew and launched onto a disorienting and perilous journey. The writer: Straka, the incendiary and secretive subject of one of the world's greatest mysteries, a revolutionary about whom the world knows nothing apart from the words he wrote and the rumors that swirl around him. The readers: Jennifer and Eric, a college senior and a disgraced grad student, both facing crucial decisions about who they are, who they might become, and how much they're willing to trust another person with their passions, hurts, and fears. S., conceived by filmmaker J. J. Abrams and written by award-winning novelist Doug Dorst, is the chronicle of two readers finding each other in the margins of a book and enmeshing themselves in a deadly struggle between forces they don't understand, and it is also Abrams and Dorst's love letter to the written word.

H. G. Wells wasn't the only nineteenth-century writer to dream of a time machine. The Spanish playwright Enrique Gaspar published El anacronópete—"He who flies against time"—eight years before Wells's influential work appeared. The novel begins at the 1878 Paris Exposition, where Dr. Don Sindulfo unveils his new invention—which looks like a giant sailing vessel. Soon the doctor embarks on a voyage back in time, accompanied by a motley crew of French prostitutes and Spanish soldiers. The purpose of his expedition is to track down the imprisoned wife of a third-century Chinese emperor, believed to possess the secret to immortality. A classic tale of obsession, high adventure, and star-crossed love, The Time Ship includes intricately drawn illustrations from the original 1887 edition, and a critical introduction that argues persuasively for The Time Ship's historical importance to science fiction and world literature.

"A truly extraordinary saga . . . The characterizations are consistently superb, and [Hobb] animates everything with love for and knowledge of the sea."—Booklist Bingtown is a hub of exotic trade and home to a merchant nobility famed for its livenesships—rare vessels carved from wizardwood, which ripens magically into sentient awareness. Now the fortunes of one of Bingtown's oldest families rest on the newly awakened liveship Vivacia. For Althea Vestrit, the ship is her rightful legacy. For Althea's young nephew, wrenched from his religious studies and forced to serve aboard the ship, the Vivacia is a life sentence. But the fate of the ship—and the Vestrits—may ultimately lie in the hands of an outsider: the ruthless buccaneer captain Kennit, who plans to seize power over the Pirate Isles by capturing a liveship and bending it to his will. BONUS: This edition includes an excerpt from Robin Hobb's Mad Ship. Praise for Robin Hobb and the Liveship Traders Trilogy "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin "A major work of high fantasy, reading like a cross between Tolkien and Patrick O'Brian . . . one of the finest fantasy sagas to bridge the millennium."—Publishers Weekly "Rich, complex . . . [Hobb's] plotting is complex but tightly controlled, and her descriptive powers match her excellent visual imagination. But her chief virtue is that she delineates character extremely well."—Interzone

After an unusual mission trading catnip to the catlike Salariki of planet Sargol, Dane Thorson and other low-ranking crew members of the Solar Queen watch in horror as the rest of their crew falls mysteriously ill. Only the four men left standing—and maybe the Captain's bizarre pet Hoobat—can save their ship from drifting through space for all time, condemned as a plague ship. Originally published by Gnome Press in 1956 under the name Andrew North, Plague Ship is the second installment in the Solar Queen series of science fiction novels by Andre Norton, the male pseudonym of Alice Mary Norton. This book is part of the Standard Ebooks project, which produces free public domain ebooks.

From Douglas Adams, the legendary author of one of the most beloved science fiction novels of all time, The Hitchhiker's Guide to the Galaxy, comes a wildly inventive novel—in trade paperback for the first time—of ghosts, time travel, and one detective's mission to save humanity from extinction. DIRK GENTLY'S HOLISTIC DETECTIVE AGENCY We solve the whole crime We find the whole person Phone today for the whole solution to your problem (Missing cats and messy divorces a specialty) Douglas Adams, the "master of wacky words and even wackier tales" (Entertainment Weekly) once again boggles the mind with a completely unbelievable story of ghosts, time travel, eccentric computer geniuses, Samuel Taylor Coleridge, the end of the world, and—of course—missing cats.

From KIRKUS Reviews In this stellar time-travel novel, a modern-American nuclear-powered cruiser sails through a time portal and goes back 152 years to the days just before the beginning of the Civil War. The USS California, under the command of Capt. Ashley Patterson, an African-American woman, is headed toward Charleston, S.C., to participate in a ceremony commemorating the first battle of the Civil War: the bombardment of Fort Sumter on April 12, 1861. But before her ship reaches its destination, the massive cruiser—and its 630 crew members—travel through some sort of temporal wormhole and end up near the Charleston Harbor in 1861, just hours before the Confederate assault is about to begin. After eventually wrapping her head around the fact that her entire crew has traveled back in time, Patterson realizes that she has some difficult decisions to make: Does she let history repeat itself and focus on trying to find a way back home, or does she use the military superiority of the California—"outfitted with enough fire power to unleash Biblical hell on an enemy"—to help end the war quickly and thus save the approximately 620,000 soldiers who would otherwise die in the next four years? Powered by a cast of well-developed characters—Lincoln and Lee are among the prominently featured historical figures—consistently brisk pacing and a pulse-pounding conclusion, the humanist themes of this novel are momentous and just as timely today as they were back in the 1860s. This provocative, intensely powerful novel is a must-read for sci-fi fans and Civil War aficionados, though mainstream fiction readers will find it heart-rending and inspiring as well. A rare read that's not only wildly entertaining, but also profoundly moving. for KINDLE edition, follow this link <http://amzn.to/15mBath>

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'A master of seagoing adventure.' Clive Cussler The giant supertanker Prometheus sits at anchor in the Persian Gulf, holding 250,000 tons of crude oil. Somewhere on board is a crew member who is determined that the ship not make it to its destination in Europe. As the ship travels through the Indian Ocean, around South Africa, through the Atlantic and into the English Channel, only Captain Richard Mariner can battle subterfuge, sabotage and the elements to see the ship safely to port.

George travels to the future in the epic conclusion of the George's Secret Key series from Lucy Hawking. When George finds a way to escape the spacecraft Artemis, where he has been trapped, he is overjoyed. But something is wrong. There's a barren wasteland where his hometown used to be, intelligent robots roam the streets, and no one will talk to George about the Earth that he used to know. With the help of an unexpected new friend, can George find out what—or who—is behind this terrible new world, before it's too late?

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