

Wild Cards Ix Jokertown Shuffle Book Two Of The R

As the final battle between the Nats and Bloat rages on Ellis Island, the Turtle throws in the towel, Modular Man switches sides, Reflector faces defeat, and assassins reach Bloat’s chamber. Original.

Soon to be a TV show! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. After too many disastrous raids and military embarrassments, the Nats order a full-out, no-holds-barred blitzkrieg against Bloat and his genetic outcasts. The mission is clear: destroy Ellis Island, no survivors. As the final battle rages, the Turtle throws in the towel, Modular Man switches sides, Reflector faces defeat, Legion “dies”—and assassins reach Bloat’s chamber. This is it, folks. The final days of the Rox. The Wild Cards series explodes into apocalyptic battle action, edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass, featuring the writing talents of Edward W. Bryant, Stephen Leigh, John Jos. Miller, George R. R. Martin and Walter Jon Williams. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Double Solitaire #11: Dealer’s Choice #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings American Hero (ebook original) The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold ‘Em #27: Knaves Over Queens At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

A comprehensive bibliography of books and short fiction published in the English language.

An alien biological weapon was accidentally detonated over New York City, killing countless numbers of people. Those who survived, soon began to wish they had died once they discovered that they had been forever mutated by the virus unleashed in the blast. In this all-new collection of Wild Cards stories, the spotlight is on the most unusual Wild Cards of them all—the Deuces. Their role in the Wild Cards Universe is just as important as that of the Aces and the Jokers. In fact, their actions have affected the course of Wild Cards history.

e-Pedia: Game of Thrones (season 6)

Down and Dirty

Dealer's Choice

Double Solitaire

Wild Cards IX: Jokertown Shuffle

Kitty's House of Horrors

Talk radio host and celebrity werewolf Kitty Norville has agreed to appear on TV's first all-supernatural reality show. What she's expecting is cheesy competitions and manufactured drama starring shapeshifters, vampires, and psychics. But what begins as a publicity stunt is all too quickly turning into a fight for her life. Kitty and her fellow housemates arrive at the remote mountain lodge where the show is set, but no sooner does filming start when violence erupts. It doesn't take Kitty long to suspect the show is nothing more than a cover for some nefarious plot. Then the cameras stop rolling, cast members start dying, and Kitty learns she and her monster housemates are not battling for a prize: they are, ironically enough, themselves the ultimate prize, in a very different game. Stranded with no power, no phones, and no way to know who can be trusted, she must find a way to defeat the evil closing in ... before it kills them all.

The Incredibles meets The West Wing meets Marvel: Agents of Shield - the list goes on! Doctor Impossible - evil genius, mad scientist, diabolical time-traveller, wannabe world dominator - has just broken out of prison. Again. After twelve foiled ploys (doomsday devices, mass mind-control, robot armies, insect armies, alien invasions, etc.), he's not about to be foiled again. Fatale, a patchwork woman of skin and alloy built by the NSA to be the next generation of warfare, is suddenly given the chance every superhero dreams of: to join the Champions, the once-famous group of beautiful young superheroes who have been newly reunited to stop Dr Impossible. We watch as Fatale becomes part of a team - its greatest hero missing, its members struggling with their damaged pasts as they come together in the face of unthinkable evil. Soon I Will Be Invincible is a wildly entertaining adventure about good and evil, bursting with attitude and humour, that features a cast of superheroes and supervillains with remarkably human emotions, and who inhabit a world strangely similar to our own. About the author: Austin Grossman graduated from Harvard University in 1991 and became a video game designer at Looking Glass Studios. He is currently a freelance game design consultant and is studying for a PhD in English literature. He lives in Brooklyn.

Individuals possessing unusual powers after being infected with an alien virus, attempt to influence the U.S. presidential campaign The return of the famous shared-world superhero books created and edited by George R. R. Martin, author of A GAME OF THRONES There is a secret history of the world - a history in which an alien virus struck the Earth in the aftermath of World War II, endowing a handful of survivors with extraordinary powers. Some were called Aces - those with superhuman mental and physical abilities. Others became Jokers - cursed with bizarre mental or physical disabilities. Some turned their talents to the service of humanity. Others used their powers for evil. Wild Cards is their story. Return to the beginning of the long running shared-world series edited by George R. R. Martin, featuring stories and characters who would go on to become legends. Super-heroes have never been more real. Originally published in 1987, Wild Cards includes powerful tales by Roger Zelazny, Walter Jon Williams, Howard Waldrop, Lewis Shiner, and George R. R. Martin himself. And this expanded edition contains further original tales set at the beginning of the Wild Cards universe, by eminent new writers like Hugo-winner David Levine, noted screenwriter and novelist Michael Cassutt, and New York Times bestseller Carrie Vaughn.

Focus On: 100 Most Popular American Agnostics

A Wild Cards Mosaic Novel

Brian's Song

Wild Cards V: Down and Dirty

A Song for Lya

Soon I Will be Invincible

Soon to be a show on Hulu! Mississippi Roll: A Wild Cards Novel is an adventurous journey along Ol' Man River, featuring beloved characters from the bestselling shared-universe science fiction superhero series, edited by #1 New York Times bestselling author George R. R. Martin. Now on its final voyage, the historical steamboat Natchez is known for her super-powered guest entertainers. But after the suspicious death of a crewmember, retired NY police detective Leo Storgman decides to make this incident his personal case. His findings only lead to a growing number of questions. Is there some truth behind the ghostly sightings of the steamboat’s first captain Wilbur Leathers? What secret does the current captain seem to be hiding? And could the Natchez be ferrying mysterious – and possibly dangerous – cargo onboard? Mississippi Roll features the writing talents of Stephen Leigh, John Jos. Miller, Kevin Andrew Murphy, Carrie Vaughn (Martians Abroad), Hugo-Award winning author David D. Levine (Arabella of Mars), and Hugo and Nebula Award finalist Cherie Priest (Boneshaker). Now in development for TV: Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold ‘Em At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

In Joker Moon, the next Wild Cards adventure from series editor George R. R. Martin, we follow Aarti, the Moon Maid, who can astrally project herself onto the surface of the moon and paint projections across the lunarscape. Theodorus was a dreamer. As a child, he dreamt of airplanes, rockets, and outer space. When the wild card virus touched him and transformed him into a monstrous snail centaur weighing several tons, his boyhood dreams seemed out of reach, but a Witherspoon is not so easily defeated. Years and decades passed, and Theodorus grew to maturity and came into his fortune . . . but still his dream endured. But now when he looked upward into the night sky, he saw more than just the moon . . . he saw a joker homeland, a refuge where the outcast children of the wild card could make a place of their own, safe from hate and harm. An impossible dream, some said. Others, alarmed by the prospect, brought all their power to bear to oppose him. Theodorus persisted never dreaming that the Moon was already inhabited. And the Moon Maid did not want company. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! This discounted ebundle includes: Wild Cards I, Wilds Cards II: Aces High, Wild Cards III: Jokers Wild, Wild Cards IV: Aces Abroad, Wild Cards V: Down and Dirty From the mind of George R. R. Martin, author of The Game of Thrones, comes the Wild Cards universe. “Perhaps the most original and provocative of the shared worlds books.” —Peter S. Beagle, author of The Last Unicorn In the aftermath of World War II, an alien virus struck the Earth, endowing a handful of survivors with extraordinary powers. Some were called aces—those with superhuman mental and physical abilities. Others were termed jokers—cursed with bizarre mental or physical disabilities. Some turned their talents to the service of humanity. Others used their powers for evil. Wild Cards is their story. Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold ‘Em At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Edited by bestselling author George R. R. Martin, in the next Wild Cards adventure we follow John Fortune, son of two of the most powerful and popular Aces the world has ever seen. In Death Draws Five, John Fortune’s card has finally turned. He’s an Ace! And proud of it . . . except that his new powers put him on a collision course with enemies he never knew he had. Is he the new messiah? Or the Anti-Christ? Or is he just a kid who’s in over his head and about to drown? It’s really quite simple. Mr. Nobody wants to do his job. The Midnight Angel wants to serve her Lord. Billy Ray, dying from boredom, wants some action. John Nighthawk wants to uncover the awful secret behind his mysterious power. Fortunato wants to rescue his son from the clutches of a cryptic Vatican office. John Fortune just wants to catch Siegfried and Ralph’s famous Vegas review. The problem is that all roads, whether they start in Turin, Italy, Las Vegas, Hokkaido, Japan, Jokertown, Snake Hill, the Short Cut, or Yazoo City, Mississippi, lead to Leo Barnett’s Peaceable Kingdom, where the difference between the Apocalypse and Peace on Earth is as thin as a razor’s edge and where Death himself awaits the final, terrible turn of the card. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Daddy’s World

Wild Cards XI: Dealer’s Choice

Beyond Our Control?

Wild Cards VIII: One-Eyed Jacks

Books I-V (Wild Cards I, Wild Cards II: Aces High, Wild Cards III: Jokers Wild, Wild Cards IV: Aces Abroad, Wild Cards V: Down and Dirty)

Confronting the Limits of Our Legal System in the Age of Cyberspace

Chrysalis, the glass-skinned queen of the Joker underworld, has been found brutally murdered in her popular restaurant, the Crystal Palace. Now two men are out to find her killer – Jay Ackroyd, the Ace private detective who discovered her ruined body, and the vigilante archer known as The Yeoman, who has been framed for the crime. Their quest leads them on a nightmare journey of madness, violence, passion and intrigue that will forever alter the fate of those who contracted the Wild Card virus. Collaboratively written by George R. R. Martin and John J. Miller, this is both a gripping mystery and a chilling story of suspense.

Fleeing the battle between the Jokers, Aces, and Nats, Blaise heads for the planet Takis in the body of Dr. Tachyon, leaving Tach trapped in the pregnant body of a teenage runaway. Original.

A classic work from Walter Jon Williams, “Daddy’s World” earned the Nebula Award in 2001. Little Jamie lives with his family in an eerily perfect environment, entertained by characters from literature, sung to sleep at night by the Woman in the Moon. But cracks begin to appear in Jamie’s world that reveal rifts within his family, and he begins to see the terrifying reality behind the walls of his life, and to understand that perfection has its price

The Wild Cards series reboots with new authors, new heroes and a new direction In 1946, an alien virus that rewrites human DNA was accidentally unleashed in the skies over New York City. It killed ninety percent of those it infected. Nine percent of those who survived mutated into tragically deformed creatures. And one percent gained superpowers. The Wild Cards shared-universe series, created and edited since 1987 by NEW YORK TIMES No.1 bestseller George R. R. Martin along with Melinda Snodgrass, is the tale of the history of the world since then – and of the heroes among that one percent. Now it is time for a new generation of heroes – and writers – to pick up the baton. Twenty-eight extraordinary people – Aces, people who have contracted the deadly Wild Cards virus and lived – sign onto a reality TV show. These young heroes have never really been heroic, but each has a superhuman skill. Initially divided up into four suits while competing in staged contests as only LA–LA land could dream up, the losers are voted off the show until, at last, the greatest American Hero will be left standing. As the weeks go by, those remaining in the competition are stunned by sickening events in the Middle East. Their inane challenges look silly when compared to those powerless people risking their lives. Will this group of over-privileged and under-informed 'celebrities' be able to make a real difference to the world? And how many of them really care?

The sixth season of the fantasy drama television series Game of Thrones was ordered by HBO on April 8, 2014, together with the fifth season

Jokertown Shuffle

Low Chicago

A Wild Cards Novel

ACES HIGH 19

America's most inspiring politician pays tribute to men and woman who have exhibited composure, wisdom and intellect in the face of tough decisions. John McCain draws from experiences of both extraordinary people and people in extraordinary circumstances, culling lessons about the process and nature of judicious and effective decision-making. Acclaimed authors John McCain and Mark Salter describe the anatomy of great decisions in history by telling the remarkable stories of men and women who have exemplified composure, wisdom, and intellect in the face of life's toughest decisions. They identify six qualities typically represented in the best decisions: Awareness. Timing. Foresight. Confidence. Humility. Inspiration. These qualities are personified by the exceptional individuals in this book, each of whom made a hard call, including: Henry Ford's decision to sacrifice his company's competitive edge by reducing the work day and guaranteeing a minimum wage; Branch Rickey's decision to offer Jackie Robinson a contract to play for the Brooklyn Dodgers in the face of public opposition; Ellen Johnson-Sirleaf 's decision to return to wartorn Liberia after receiving an economics degree from Harvard; General Fred Weyand's decision to redeploy fifteen of his battalions despite resistance from senior American military commanders in Vietnam. Woven into these stories are John McCain's own views on the process and art of decision-making and examples of the hard calls we face in our lives. "When I assess a decision," McCain writes, "I want to know all I can about the character of the decision maker before I examine the properties of the decision, its outcome or how it was arrived at." Hard Call is a testament to the people whose choices serve as a beacon for us all.

Ice cream might be your favorite dessert, but do you know how it's made? This new series explains just that. Come along on the journey as common household foods travel from farm to factory to table. Learn how grapes are made into jelly and peanuts are made into peanut butter. With clear process explanations and charming illustrations, this series answers the questions of curious and hungry kids. A child wonders where bread comes from and learns about the jobs of a wheat farmer, a miller, and a baker in a bread factory as they describe the steps in bread-making. This illustrated narrative nonfiction book includes world map of where wheat is grown, glossary, and further resources.

Cliff Koussevitzky is eager to take his family away from their irregular world, but to do it he must lead them through greenhouse gasses, nuclear disasters, and post-apocalyptic future malls with the help of space cadet, Captain Jack Zodiac. Original.

Presents the script of the television film dramatizing Brian Piccolo's courageous battle with cancer.

Deuces Down

Book Three of the Rox Triad

Captain Jack Zodiac

Ace in the Hole

Wild Cards III: Jokers Wild

Hard Call

Soon to be a show on Hulu! In Low Chicago, a gang of criminals scattered throughout the past threaten the stability of the world in George R. R. Martin's latest Wild Cards adventure. The stakes were already high enough at Giovanni Galante's poker table that night in Chicago. Poker. Dealer's choice. Seven players. A million-dollar cash buy-in. But after a superpowered mishap, the most high-profile criminals in the city are scattered throughout the past and their schemes across time threaten the stability of the world. Perfect for current fans and new readers alike, Low Chicago is an all-new time travel adventure that highlights the criminal underworld of 1920s Chicago, featuring a fresh cast of characters from the Wild Cards universe. Co-edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass (screenwriter, Star Trek), Low Chicago features the writing talents of Saladin Ahmed (author of the bestselling comic Black Bolt), Paul Cornell (screenwriter, Doctor Who), Marko Kloos (author of the bestselling Frontlines series), John Jos. Miller, Mary Anne Mohanraj (Bodies in Motion, The Stars Change), Hugo, Nebula, World Fantasy and Theodore Sturgeon Award finalist Christopher Rowe, Kevin Andrew Murphy, and Melinda M. Snodgrass. "Martin has assembled an impressive array of writers. . . . Progressing through the decades, Wild Cards keeps its momentum."—Locus Now in development for TV: Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold ‘Em At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer. George R. R. Martin’s Wild Cards classic adventure, in trade paperback for the first time: a dangerous superpowered gang rises to power and threatens the citizens of New York City Bloat, the boy-governor of the Rox, wanted to make Ellis Island a safe haven for Jokers, and made a choice to recruit the Jumpers, superpowered teen outcasts who could steal a man’s body in the blink of an eye. But under the leadership of Dr. Tachyon’s psychotic grandson, the Jumpers grow more vicious and uncontrollable every day, becoming the greatest threat the Wild Cards have ever faced.... Edited by #1 New York Times bestselling author George R. R. Martin, Jokertown Shuffle features the writing talents of Walton Simons, Chris Claremont, Lewis Shiner, William F. Wu, Victor Milan, Stephen Leigh, Melinda M. Snodgrass, and John Jos. Miller, along with previously unpublished stories from Carrie Vaughn and Cherie Priest. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man’s Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer’s Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold ‘Em At the Publisher’s

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This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series *Game of Thrones* premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50–60 minutes, largely of original content not found in George R. R. Martin's *A Song of Ice and Fire* series. Some material is adapted from the upcoming sixth novel *The Winds of Winter* and the fourth and fifth novels, *A Feast for Crows* and *A Dance with Dragons*. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass as executive producer. The action-packed alternate fantasy returns for a new generation, featuring fiction from #1 New York Times bestselling author George R. R. Martin, Michael Cassutt, Melinda M. Snodgrass, Lewis Shiner, and more—plus two completely new stories from Kevin Andrew Murphy and bestselling author Carrie Vaughn. Forty years after the Wild Card Virus's release, the World Health Organization decides it's time to take a delegation of Aces, Jokers, politicians, and journalists on a fact-finding mission to learn how other countries are dealing with the virus that reshaped humanity. Leading the team is Gregg Hartmann, a senator with presidential aspirations and a dangerous ace up his sleeve. Joining him is a menagerie of some of the series' best and most popular Wild Cards, including Dr. Tachyon, aces Peregrine and Golden Boy, and jokers Chrysalis, Troll, and Father Squid. From the jungles of Haiti and Peru to the tumultuous political climate of Egypt, from a monastery in Japan to the streets of the most glamorous cities of Europe, the Wild Cards are in for an eye-opening trip. While some are worshiped as actual gods, those possessing the most extreme mutations are treated with a contempt that's all too familiar to the delegates from Jokertown. New alliances will be formed, new enemies will be made, and some actions will fulfill centuries-old prophecies that make ripples throughout the future of the Wild Cards universe. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Great Decisions and the Extraordinary People Who Made Them

Catherine, Called Birdy

For the Specialist Book World

The Publishers Weekly

The Great Chain of Life

(Book Two of the Rox Triad)

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass as executive producer. Let the secret history of the world be told—of the alien virus that struck Earth after World War II, and of the handful of survivors who found they now possessed superhuman powers. Some were called Aces, endowed with powerful mental and physical prowess. The others were Jokers, tormented by bizarre mind or body disfigurements. Some served humanity. Others wreaked terror. Now, forty years later, under the streets of Manhattan an evil genius unleashes the powers of darkness—and Aces and Jokers alike must fight for their lives. Here, in the third volume of the Wild Cards series, seven of science fiction's most gifted writers take you on a journey of wonder and excitement. Includes stories by: Edward Bryant Leanne C. Harper George R. R. Martin John J. Miller Lewis Shiner Walter Simons Melinda M. Snodgrass The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass as executive producer. Perfect for current fans and new readers alike, *One Eyed Jacks* is a classic Wild Cards adventure, edited by #1 New York Times bestselling author George R. R. Martin, and the first book in the Rox Triad. Something is stirring on Ellis Island, something strange and dangerous enough to subdue even the white-hot tensions between Wild Cards and normal humans. They call themselves the Jumpers: a vicious gang with the power to transport their minds into others' bodies, using them to commit acts of terror and violence, before abandoning them and leaving their victims to face the consequences. The Jumpers' cutthroat ambition to control the Wild Card community will pit aces, jokers, and humans at odds like never before. *One-Eyed Jacks* features the writing talents of Walton Simons, Chris Claremont, Lewis Shiner, William F. Wu, Victor Milan, Stephen Leigh, Melinda M. Snodgrass, and John Jos. Miller, along with previously unpublished stories from Carrie Vaughn and Kevin Andrew Murphy. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soon to be a show on Hulu! Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass, as executive producer. In this biting satirical companion novel to the Wild Cards title *Inside Straight*, American Hero combines two quintessentially pop culture phenomena: superheroes and reality TV. *American Hero*, the nation's most highly anticipated competition show, kicks off its first season! People with incredible powers - from possessing death-defying healing to transforming into an insect swarm to shifting the earth itself - have been selected from all walks of life. Their goal: to win one million dollars and the admiration of millions more viewers by answering one question, "Do you have what it takes to be the next American Hero?" Contains week-by-week action-packed recaps and no-holds-bars contestant confessionals, all edited by New York Times #1 bestselling author George R. R. Martin. Features writing by Martin as well as Carrie Vaughn, Melinda M. Snodgrass, Walter Jon Williams, Victor Milan, Daniel Abraham, Stephen Leigh, and many more of the genre's most innovative writers. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Originally published in 1956, *The Great Chain of Life* brings a humanist's keen eye and ear to one of the great questions of the ages: "What am I?" Originally a scholar of literature and theater, toward the end of his career Joseph Wood Krutch turned to the study of the natural world. Bringing his keen intellect to bear on the places around him, Krutch crafted some of the most memorable and important works of nature writing extant. Whether anticipating the arguments of biologists who now ascribe high levels of cognition to the so-called lower animals, recognizing the importance of nature for a well-lived life, or seeing nature as an elaborately interconnected, interdependent network, Krutch's seminal work contains lessons just as resonant today as they were when the book was first written. Lavishly illustrated with thirteen beautiful woodcuts by Paul Landacre, an all-but-lost yet important Los Angeles artist whom Rockwell Kent called "the best American wood engraver working," *The Great Chain of Life* will be cherished by new generations of readers.

Focus On: 100 Most Popular Former Roman Catholics

Mississippi Roll

Wild Cards: Inside Straight

One-Eyed Jacks

Joker Moon

AB Bookman's Weekly

The aces, jokers, and normals face a deadly new threat--Jumpers, creatures who can take over another's body at will

Soon to be a show on Hulu! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass as executive producer. Let the secret history of the world be told-of the alien virus that struck Earth after World War II, and of the handful of the survivors who found they now possessed superhuman powers. Some were called Aces, endowed with powerful mental and physical prowess. The others were Jokers, tormented by bizarre mind or body disfigurements. Some served humanity. Others caused terror. And now, forty years later, as a gang war between the Shadow Fists and the mafia rages out of control in the streets of Jokertown, Aces and Jokers go underground-to wage their own war against the powers of the netherworld. Here, in the fifth volume of the exciting series, ten of science fiction's most gifted writers take readers on a journey of wonder and excitement in an astounding alternate history. Featuring the talents of John J. Miller, Roger Zelazny, Leanne C. Harper, Arthur Byron Cover, Melina C. Snodgrass, Edward Bryant, Stephen Leigh, Pat Cadigan, Walter Jon Williams, and George R. R. Martin. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man 's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer 's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When her aunt is accused in a scandal involving a fake Mayan artifact, archaeology professor Catherine Moore enlists the aid of roguish adventurer Jack Gibraltar to find out the truth. Original.

Catherine, a spirited and inquisitive young woman of good family, narrates in diary form the story of her fourteenth year--the year 1290. A Newbery Honor Book.

From Wheat to Bread

American Hero

Science Fiction, Fantasy & Horror

Wild Cards: Dead Man's Hand

Wild Cards IV: Aces Abroad

(Book One of the Rox Triad)

An examination of current and emerging issues in cyberlaw. This book provides a framework for thinking about the law and cyberspace, examining the extent to which the Internet is currently under control and the extent to which it can or should be controlled. It focuses in part on the proliferation of MP3 file sharing, a practice made possible by the development of a file format that enables users to store large audio files with near-CD sound quality on a computer. By 1998, software available for free on the Web enabled users to copy existing digital files from CDs. Later technologies such as Napster and Gnutella allowed users to exchange MP3 files in cyberspace without having to post anything online. This ability of online users to download free music caused an uproar among music executives and many musicians, as well as a range of much-discussed legal action. Regulation strategies identified and discussed include legislation, policy changes, administrative agency activity, international cooperation, architectural changes, private ordering, and self-regulation. The book also applies major regulatory models to some of the most volatile Internet issues, including cyber-security, consumer fraud, free speech rights, intellectual property rights, and file-sharing programs.

A Wild Cards Collection

Wild Cards

Death Draws Five