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Meet Triangle. He is going to play a sneaky trick on his friend, Square. Or so Triangle thinks. . . . With this first tale in a trilogy, partners in crime Mac Barnett and Jon Klassen will have readers wondering just who they can trust in a richly imagined world of shapes. Visually stunning and full of wry humor, here is a perfectly paced treat that could come only from the minds of two of today's most irreverent — and talented — picture book creators. The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs. When Russell joins Black Arts games, brainchild of two visionary designers who were once his closest friends, he reunites with an eccentric crew of nerds hacking the frontiers of both technology and entertainment. In part, he's finally given up chasing the conventional path that has always seemed just out of reach. But mostly, he needs to know what happened to Simon, his strangest and most gifted friend, who died under mysterious circumstances soon after Black Arts' breakout hit. As the company's revolutionary next-gen game is threatened by a software glitch, Russell finds himself in a race to save his job, Black Arts' legacy, and the people he has grown to care about. The deeper Russell digs, the more dangerous the glitch appears -- and soon,

Russell comes to realize there's much more is at stake than just one software company's bottom line. A supervillainous tale of rage, grief, guilt and violence. Also, of humanity rediscovered. For more than two decades, the sight of Doctor Fid's powered armor has struck fear into the hearts of hero and civilian alike. And yet-despite his hard-earned experience and the length of his criminal career-Doctor Fid can still be surprised by the depths to which his enemies might sink. Follow Doctor Fid's adventures as he investigates crimes so heinous that even the veteran supervillain is taken aback. With every unearthed atrocity, it becomes increasingly apparent that the world is in peril...and that the public's faith in their super-powered guardians is sadly misguided. In the end, it may take a villain to save the world from those entrusted with the world's protection

Two aliens have wandered Earth for centuries. The Changeling has survived by adapting the forms of many different organisms. The Chameleon destroys anything or anyone that threatens it. Now, a sunken relic that holds the key to their origins calls to them to take them home—but the Chameleon has decided there's only room for one. The entire #1 New York Times bestselling Magicians trilogy, including *The Magicians*, *The Magician King*, and *The Magician's Land*, now available in one ebook bundle *The Magicians*

Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams may have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined . . .

The Magicians is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination. *The Magician King* Quentin Coldwater should be happy. He escaped a miserable Brooklyn childhood, matriculated at a secret college for magic, and graduated to discover that Fillory—a fictional utopia—was actually real. But even as a Fillorian king, Quentin finds little peace. His old restlessness returns, and he longs for the thrills a heroic quest can bring. Accompanied by his oldest friend, Julia, Quentin sets off—only to somehow wind up back in the real-world and not in Fillory, as they'd hoped. As the pair struggle to find their way back to their lost kingdom, Quentin is forced to rely on Julia's illicitly learned sorcery as they face a sinister threat in a world very far from the beloved fantasy novels of their youth.

The Magician's Land Quentin Coldwater has lost everything. He has been cast out of Fillory, the secret magical world of his childhood dreams that he once ruled. With nothing left to lose he returns to where his story began, the Brakebills Preparatory College of Magic. But he can't hide from his past, and it's not long before it comes looking for him. Meanwhile, the magical barriers that keep Fillory safe are failing, and barbarians from the north have invaded. Eliot and Janet, the rulers of Fillory, embark on a final quest to save their beloved world, only to discover a situation far more complex—and far more dire—than anyone had envisioned. Along with Plum, a brilliant young magician with a dark secret of her own, Quentin sets out on a crooked path through a magical demimonde of gray magic and desperate characters. His new life takes

him back to old haunts, like Antarctica and the Neatherlands, and old friends he thought were lost forever. The Magician's Land is an intricate and fantastical thriller, and an epic of love and redemption that brings the Magicians trilogy to a magnificent conclusion, confirming it as one of the great achievements in modern fantasy. In the future, genetically engineered superhumans, inspired by classic Earth comic book heroes, fight to keep the peace in the wild and wooly space habitats of the Asteroid Belt. Lenard has been fed plutonium since the age of six. His father, Ferghas Sikophsky, is intent on making him into the world's first bona fide superhero. When a book about the literature of the eighteen-nineties was given by Mr. Holbrook Jackson to the world, I looked eagerly in the index for Soames, Enoch. It was as I feared: he was not there. But everybody else was. Many writers whom I had quite forgotten, or remembered but faintly, lived again for me, they and their work, in Mr. Holbrook Jackson's pages. The book was as thorough as it was brilliantly written. And thus the omission found by me was an all the deadlier record of poor Soames's failure to impress himself on his decade. I dare say I am the only person who noticed the omission. Soames had failed so piteously as all that! Nor is there a counterpoise in the thought that if he had had some measure of success he might have passed, like those others, out of my mind, to return only at the historian's beck. It is true that had his gifts, such as they were, been acknowledged in his lifetime, he would never have made the bargain I saw him make—that strange bargain whose results have kept him always in the foreground of my memory. But it is from those very results that the full piteousness of him glares out. - Taken from "Enoch Soames: A Memory of the Eighteen-Nineties" written by Max Beerbohm. New York Times bestselling author Daniel Suarez delivers an exhilarating sci-fi thriller exploring a potential future where CRISPR genetic editing allows the human species to control evolution itself. On a crowded train platform, Interpol agent Kenneth Durand feels the sting of a needle—and his transformation begins... In 2045 Kenneth Durand leads Interpol's most effective team against genetic crime, hunting down black market labs that perform "vanity edits" on human embryos for a price. These illegal procedures augment embryos in ways that are rapidly accelerating human evolution—preying on human-trafficking victims to experiment and advance their technology. With the worlds of genetic crime and human trafficking converging, Durand and his fellow Interpol agents discover that one figure looms behind it all: Marcus Demang Wyckes, leader of a powerful and sophisticated cartel known as the Huli jing. But the Huli jing have identified Durand, too. After being forcibly dosed with a radical new change agent, Durand wakes from a coma weeks later to find he's been genetically transformed into someone else—his most wanted suspect: Wyckes. Now a fugitive, pursued through the genetic underworld by his former colleagues and the police, Durand is determined to restore his original DNA by locating the source of the mysterious—and highly valuable—change agent. But Durand hasn't anticipated just how difficult locating his enemy will be. With the technology to genetically edit the living, Wyckes and his Huli jing could be anyone and everyone—and they have plans to undermine identity itself. The fourth novel in Peter Clines' bestselling Ex series. When he's awake, George Bailey is just an ordinary man. Five days a week he coaxes his old Hyundai to life, curses the Los Angeles traffic, and clocks in at his job as a handyman at the local college. But when he sleeps, George dreams of something more. George dreams of flying. He dreams

of fighting monsters. He dreams of a man made of pure lightning, an armored robot, a giant in an army uniform, a beautiful woman who moves like a ninja. Then one day as he's walking from one fix-it job to the next, a pale girl in a wheelchair tells George of another world, one in which civilization fell to a plague that animates the dead...and in which George is no longer a glorified janitor, but one of humanity's last heroes. Her tale sounds like madness, of course. But as George's dreams and his waking life begin bleeding together, he starts to wonder—which is the real world, and which is just fantasy? The fantasy novel you've always wished Jane Austen had written *Shades of Milk and Honey* is exactly what we could expect from Jane Austen if she had been a fantasy writer: *Pride and Prejudice* meets *Jonathan Strange & Mr. Norrell*. It is an intimate portrait of a woman, Jane, and her quest for love in a world where the manipulation of glamour is considered an essential skill for a lady of quality. Jane and her sister Melody vie for the attentions of eligible men, and while Jane's skill with glamour is remarkable, it is her sister who is fair of face. When Jane realizes that one of Melody's suitors is set on taking advantage of her sister for the sake of her dowry, she pushes her skills to the limit of what her body can withstand in order to set things right-and, in the process, accidentally wanders into a love story of her own. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. High School Summer Reading List 2015. Pre-order this thrilling, acerbic and hilarious novel journeying into the world of superhero has-beens --- Alex used to be something special. A shape-shifting metahuman, he was part of mid-90s superhero team "The Newcomers" - alongside a princess, a cybernetically-enhanced female assassin and a helmet-clad genius. Together, they destroyed aeons-old supervillain, Sinistro, shattering the thing he most desired: The Legacy. Now though, with their crime-fighting days behind them, the mystery returns. Someone is stealing Legacy fragments. If restored it could spell the end of the world. The Newcomers are older, but not necessarily wiser. Lawsuits, lost fortunes and bad choices have come between them. Can they put their differences aside - for the sake of humanity itself? Eighteen-year-old Aidan Salt isn't a superhero. With his powerful (and unpredictable) telekinetic abilities he could be one if he wanted to, but he doesn't. He's unambitious, selfish, and cowardly, and he doesn't want to have to deal with all the paperwork required to become a professional superhero. But since the money, fame, and women that come with wearing the cape are appealing, he decides to become the first supervillain the world has seen in more than twenty years: Apex Strike. However, he soon finds villainy in a world where the heroes have long since defeated all the supervillains. While half the world's heroes seem to want him dead, the other half want to hire him as their own personal villain to keep them relevant. Choosing the latter course, Aidan enters a world of fame, fortune, and staged superhero fights that is seemingly everything he ever dreamed of . . . at least until he sees what truly hides behind the cape-and-mask lifestyle. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a

Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors. 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 request, this title is being sold without Digital Rights Management Software (DRM) applied. "Equal parts great American road-trip narrative and coming-of-age novel, this brilliant story from a debut novelist is a treat for the diehard nerds and fans among us." -Refinery29 Valerie Torrey took her son, Alex, and fled Los Angeles six years ago--leaving both her role on a cult sci-fi TV show and her costar husband after a tragedy blew their small family apart. Now Val must reunite nine-year-old Alex with his estranged father, so they set out on a road trip from New York, Val making appearances at comic book conventions along the way. As they travel west, encountering superheroes, monsters, time travelers, and robots, Val and Alex are drawn into the orbit of the comic-con regulars. For Alex, this world is a magical place where fiction becomes reality, but as they get closer to their destination, he begins to realize that the story his mother is telling him about their journey might have a very different ending than he imagined. A knowing and affectionate portrait of the pleasures and perils of fandom, A Hundred Thousand Worlds is also a tribute to the fierce and complicated love between a mother and son--and to the way the stories we create come to shape us. Throughout the history of the genre, the superhero has been characterised primarily by physical transformation and physical difference. Superhero Bodies: Identity, Materiality, Transformation explores the transformation of the superhero body across multiple media forms including comics, film, television, literature and the graphic novel. How does the body of the hero offer new ways to imagine identities? How does it represent or subvert cultural ideals? How are ideologies of race, gender and disability signified or destabilised in the physicality of the superhero? How

are superhero bodies drawn, written and filmed across diverse forms of media and across histories? This volume collects essays that attend to the physicality of superheroes: the transformative bodies of superheroes, the superhero's position in urban and natural spaces, the dialectic between the superhero's physical and metaphysical self, and the superhero body's relationship with violence. This will be the first collection of scholarly research specifically dedicated to investigating the diversity of superhero bodies, their emergence, their powers, their secrets, their histories and their transformations. In the tradition of Star Wars, a galaxy-hopping space adventure about a galactic kingdom bent on control and the young misfit who must find the power within before it's too late. Syfy Wire—January Sci-Fi and Fantasy Books to Pick Up as soon as Possible The Verge—18 Science Fiction and Fantasy Books to Read in January Chicago Review of Books—Best New Books of January Cade Sura holds the future of the galaxy in his hands: the ultimate weapon that will bring total peace. He didn't ask for it, he doesn't want it, and there's no worse choice to wield it in all of space, but if he doesn't, everyone's totally screwed. The evil Praxis kingdom is on the cusp of having every star system under its control, and if that happens, there'll be no contesting their cruel reign. Especially if its fanatical overlord, Ga Halle, manages to capture Cade and snag the all-powerful weapon for herself. Cade can't hide from Praxis, and he can't run from the destiny that's been shoved into his hands. So he only has one option: He has to fight. Cade's not going to let destiny send him on a suicide run, though. With some help from his friends—rebels and scoundrels alike—Cade's going to use this weapon to chart a new destiny for the galaxy, and for himself. He just has to do so before everyone around him discovers that he's a complete and total fraud. Blending the space operatics of Star Wars and the swagger of Guardians of the Galaxy, Black Star Renegades is a galaxy-hopping adventure that blasts its way from seedy spacer bars to sacred temples guarded by deadly creatures—all with a cast of misfit characters who have nowhere to go and nothing to lose. Aman Sen is smart, young, ambitious and going nowhere. He thinks this is because he doesn't have the right connections—but then he gets off a plane from London to Delhi and discovers that he has turned into a communications demigod. Indeed, everyone on Aman's flight now has extraordinary abilities corresponding to their innermost desires. Vir, a pilot, can now fly. Uzma, an aspiring Bollywood actress, now possesses infinite charisma. And then there's Jai, an indestructible one-man army with a good old-fashioned goal -- to rule the world! Aman wants to ensure that their new powers aren't wasted on costumed crime-fighting, celebrity endorsements, or reality television. He wants to heal the planet but with each step he takes, he finds helping some means harming others. Will it all end, as 80 years of superhero fiction suggest, in a meaningless, explosive slugfest? Turbulence features the 21st-century Indian subcontinent in all its insane glory--F-16s, Bollywood, radical religious parties, nuclear plants, cricket, terrorists, luxury resorts, crazy TV shows -- but it is essentially about two very human questions. How would you feel if you actually got what you wanted? And what would you do if you could really change the world? One hundred years from now, and against all the odds, Earth has found a new stability; the political order has reached some sort of balance, and the new colony on Mars is growing. But the fraught years of the 21st century have left an uneasy legacy ... Genetically engineered alpha males, designed to fight the century's wars have no wars to fight and are

surplus to requirements. And a man bred and designed to fight is a dangerous man to have around in peacetime. Many of them have left for Mars but now one has come back and killed everyone else on the shuttle he returned in. Only one man, a genengineered ex-soldier himself, can hunt him down and so begins a frenetic man-hunt and a battle survival. And a search for the truth about what was really done with the world's last soldiers. **BLACK MAN** is an unstoppable SF thriller but it is also a novel about prejudice, about the ramifications of playing with our genetic blue-print. It is about our capacity for violence but more worrying, our capacity for deceit and corruption. This is another landmark of modern SF from one of its most exciting and commercial authors. A collection of twenty-two fairy tales by the Nobel Prize-winning novelist, most translated into English for the first time, show the influence of German Romanticism, psychoanalysis, and Eastern religion on his development as an author. Jeremy Bremen has a secret. All his life he's been cursed with the ability to read minds. He knows the secret thoughts, fears, and desires of others as if they were his own. For years, his wife, Gail, has served as a shield between Jeremy and the burden of this terrible knowledge. But Gail is dying, her mind ebbing slowly away, leaving him vulnerable to the chaotic flood of thought that threatens to sweep away his sanity. Now Jeremy is on the run--from his mind, from his past, from himself--hoping to find peace in isolation. Instead he witnesses an act of brutality that propels him on a treacherous trek across a dark and dangerous America. From a fantasy theme park to the lair of a killer to a sterile hospital room in St. Louis, he follows a voice that is calling him to witness the stunning mystery at the heart of mortality. The unflappable Mister Invincible uses his ability to break the rules of comic books to protect his hometown. "This book is fast, furious, compelling, and angry as hell." -- Seanan McGuire, New York Times bestselling author *The Boys* meets *My Year of Rest and Relaxation* in this smart, imaginative, and evocative novel of love, betrayal, revenge, and redemption, told with razor-sharp wit and affection, in which a young woman discovers the greatest superpower—for good or ill—is a properly executed spreadsheet. Anna does boring things for terrible people because even criminals need office help and she needs a job. Working for a monster lurking beneath the surface of the world isn't glamorous. But is it really worse than working for an oil conglomerate or an insurance company? In this economy? As a temp, she's just a cog in the machine. But when she finally gets a promising assignment, everything goes very wrong, and an encounter with the so-called "hero" leaves her badly injured. And, to her horror, compared to the other bodies strewn about, she's the lucky one. So, of course, then she gets laid off. With no money and no mobility, with only her anger and internet research acumen, she discovers her suffering at the hands of a hero is far from unique. When people start listening to the story that her data tells, she realizes she might not be as powerless as she thinks. Because the key to everything is data: knowing how to collate it, how to manipulate it, and how to weaponize it. By tallying up the human cost these caped forces of nature wreak upon the world, she discovers that the line between good and evil is mostly marketing. And with social media and viral videos, she can control that appearance. It's not too long before she's employed once more, this time by one of the worst villains on earth. As she becomes an increasingly valuable lieutenant, she might just save the world. A sharp, witty, modern debut, Hench explores the individual cost of

justice through a fascinating mix of Millennial office politics, heroism measured through data science, body horror, and a profound misunderstanding of quantum mechanics. Quentin Clearwater is brilliant but miserable. Obsessed with the fantasy novels he read as a child, he finds the real world just doesn't compare. Then one day it happens: he stumbles unexpectedly into a hidden world and is invited to join a very exclusive college, where he will learn the secrets of magic. But something is still missing. And now Quentin will do anything to find what he's always been looking for. Praise for *The Magicians* Trilogy 'The best fantasy trilogy of the decade.' Charles Stross 'The most entertaining and compelling fantasy I've read in a long time.' *The Times* 'Lev Grossman has conjured a rare creature: a trilogy that simply gets better and better as it goes along... Literary perfection.' Erin Morgenstern 'May just be the most subversive, gripping, and enchanting fantasy novel I've read this century.' Cory Doctorow 'Dark and dangerous and full of twists. Hogwarts was never like this.' George R. R. Martin 'Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy.' Joe Hill 'A darkly cunning story about the power of imagination itself.' *The New Yorker* 'The Magicians ought to be required reading... a terrific, at times almost painfully perceptive novel of the fantastic.' Kelly Link 'Brilliantly explores the hidden underbelly of fantasy and easy magic, taking what's simple on the surface and turning it over to show us the complicated writhing mess beneath.' Naomi Novik From the #1 New York Times bestseller, the second of a new generation of *Wild Cards* tales The New York Times bestselling novel about a young man practicing magic in the real world, now an original series on SYFY "The Magicians is to Harry Potter as a shot of Irish whiskey is to a glass of weak tea. . . . Hogwarts was never like this." —George R.R. Martin "Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy." —Joe Hill "A very knowing and wonderful take on the wizard school genre." —John Green "The Magicians may just be the most subversive, gripping and enchanting fantasy novel I've read this century." —Cory Doctorow "This gripping novel draws on the conventions of contemporary and classic fantasy novels in order to upend them . . . an unexpectedly moving coming-of-age story." —The New Yorker "The best urban fantasy in years." —A.V. Club Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined. . . . The prequel to the New York Times bestselling book *The Magician King* and the #1 bestseller *The Magician's Land*, *The Magicians* is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination. From Victor Frankenstein to Lex Luthor, from Dr. Moreau to Dr. Doom, readers have long been fascinated by insane plans for world domination and the madmen who devise them. Typically, we see these villains through the eyes of good guys. This anthology, however, explores the world of mad scientists and evil geniuses—from their own wonderfully twisted point of view. An all-

star roster of bestselling authors—including Diana Gabaldon, Daniel Wilson, Austin Grossman, Naomi Novik, and Seanan McGuire...twenty-two great storytellers all told—have produced a fabulous assortment of stories guaranteed to provide readers with hour after hour of high-octane entertainment born of the most megalomaniacal mayhem imaginable. Everybody loves villains. They're bad; they always stir the pot; they're much more fun than the good guys, even if we want to see the good guys win. Their fiendish schemes, maniacal laughter, and limitless ambition are legendary, but what lies behind those crazy eyes and wicked grins? How—and why—do they commit these nefarious deeds? And why are they so set on taking over the world? If you've ever asked yourself any of these questions, you're in luck: It's finally time for the madmen's side of the story. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Award-winning novelist Austin Grossman reimagines the Cold War as an epic battle against the occult waged by the ultimate American antihero: Richard Nixon. Richard Milhous Nixon lived one of the most improbable lives of the twentieth century. Our thirty-seventh president's political career spanned the button-down fifties, the *Mad Men* sixties, and the turbulent seventies. He faced down the Russians, the Chinese, and ultimately his own government. The man went from political mastermind to a national joke, sobbing in the Oval Office, leaving us with one burning question: how could he have lost it all? Here for the first time is the tale told in his own words: the terrifying supernatural secret he stumbled upon as a young man, the truth behind the Cold War, and the truth behind the Watergate cover-up. What if our nation's worst president was actually a pivotal figure caught in a desperate struggle between ordinary life and horrors from another reality? What if the man we call our worst president was, in truth, our greatest? In *Crooked*, Nixon finally reveals the secret history of modern American politics as only Austin Grossman could reimagine it. Combining Lovecraftian suspense, international intrigue, Russian honey traps, and a presidential marriage whose secrets and battles of attrition were their own heroic saga, Grossman's novel is a masterwork of alternative history, equal parts mesmerizing character study and nail-biting Faustian thriller. They were made to forget. But they'll never forgive. Everything about Anna's life is a secret. Her father works for the Branch, at the helm of its latest project: monitoring and administering treatments to the four genetically altered boys in the lab below their farmhouse. There's Nick, solemn and brooding; Cas, light-hearted and playful; Trev, smart and caring; and Sam . . . who's stolen Anna's heart. When the Branch decides it's time to take the boys, Sam stages an escape. Anna's father pushes her to go with them, making Sam promise to keep her away from the Branch, at all costs. On the run, with her father's warning in her head, Anna begins to doubt everything she thought she knew about herself. She soon discovers that she and Sam are connected in more ways than either of them expected. And if they're both going to survive, they must piece together the clues of their past before the Branch catches up to them and steals it all away. "It is an easy thing to rule by fear." It's been years since the tidal wave of ex-humans washed over the world. Since then, thanks to St George and his fellow heroes, the community known as the Mount has been the last known outpost of safety, sanity, and freedom left to humanity. But even for the Mount, survival still balances on a razor's edge—and after a disaster decimates the town's food supply, the heroes must make a risky gamble to keep

its citizens from starving. And then the news arrives of a strange, man-made island in the middle of the Pacific. An island populated not just by survivors, but by people who seem to be farming, raising children, living—people who, like the heroes, have somehow managed to keep the spark of civilization alive. Paying this place a visit should be a simple goodwill mission, but as the island reveals itself to be a sinister mirror-image of what the heroes have built at the Mount, the cost of their good intentions becomes dangerously high. From the dream team of Jon Klassen and Mac Barnett comes the second instalment in the exciting new shape trilogy. Every day, Square brings a block out of his cave and pushes it up a steep hill. This is his work. When Circle floats by, she declares Square a genius, a sculptor! “This is a wonderful statue,” she says. “It looks just like you!” But now Circle wants a sculpture of her own, a circle! Will the genius manage to create one? Even accidentally? Doctor Impossible—evil genius, would-be world conqueror—languishes in prison. Shuffling through the cafeteria line with ordinary criminals, he wonders if the smartest man in the world has done the smartest thing he could with his life. After all, he's lost every battle he's ever fought. But this prison won't hold him forever. Fatale—half woman, half high-tech warrior—used to be an unemployed cyborg. Now, she's a rookie member of the world's most famous super-team, the Champions. But being a superhero is not all flying cars and planets in peril—she learns that in the locker rooms and dive bars of superherodom, the men and women (even mutants) behind the masks are as human as anyone. Soon I Will Be Invincible is a wildly entertaining first novel, brimming with attitude and humor—an emotionally resonant look at good and evil, love and loss, power and glory. From the author of the international bestseller *Our House*, a new novel of twisty domestic suspense asks, “Could you hate your neighbor enough to plot to kill him?” *Lowland Way* is the suburban dream. The houses are beautiful, the neighbors get along, and the kids play together on weekends. But when Darren and Jodie move into the house on the corner, they don't follow the rules. They blast music at all hours, begin an unsightly renovation, and run a used-car business from their yard. It doesn't take long for an all-out war to start brewing. Then, early one Saturday, a horrific death shocks the street. As police search for witnesses, accusations start flying--and everyone has something to hide. Fans of *Veronica Mars* and *Buffy the Vampire Slayer* will love *Daisy Goodnight*--she can speak to the dead. It's not the result of a head injury or some near-death experience. She was just born that way. And she's really good at it. Good enough to help the police solve the occasional homicide. But helping the local authorities clear cold cases is one thing. Being whisked out of chemistry class by the FBI and flown to the scene of a murder/kidnapping in Minnesota? That's the real deal. Before the promotion can go to Daisy's head, she's up to her neck in trouble. The spirits are talking, and they're terrified. There's a real living girl in danger. And when Daisy is kidnapped by a crime boss with no scruples about using magic—and Daisy—to get what he wants, it looks like hers is the next soul on the line. [STAR] “You can't really beat a story that has hijinks, romance, and...the bones of *Sue the T-rex*.”—*The Bulletin* [STAR] “This is one of the best YA novels of the year.”—*School Library Journal*, starred review “This likable, uber-competent heroine's adventure combines elements of paranormal romance and fast-paced thriller.”—*Kirkus Reviews* “Clement-Moore delivers some lovely comic zingers in a romance.”—*Booklist*

Most readers think that superheroes began with Superman's appearance in Action Comics No. 1, but that Kryptonian rocket didn't just drop out of the sky. By the time Superman's creators were born, the superhero's most defining elements—secret identities, aliases, disguises, signature symbols, traumatic origin stories, extraordinary powers, self-sacrificing altruism—were already well-rehearsed standards. Superheroes have a sprawling, action-packed history that predates the Man of Steel by decades and even centuries. On the Origin of Superheroes is a quirky, personal tour of the mythology, literature, philosophy, history, and grand swirl of ideas that have permeated western culture in the centuries leading up to the first appearance of superheroes (as we know them today) in 1938. From the creation of the universe, through mythological heroes and gods, to folklore, ancient philosophy, revolutionary manifestos, discarded scientific theories, and gothic monsters, the sweep and scale of the superhero's origin story is truly epic. We will travel from Jane Austen's Bath to Edgar Rice Burroughs's Mars to Owen Wister's Wyoming, with some surprising stops along the way. We'll meet mad scientists, Napoleonic dictators, costumed murderers, diabolical madmen, blackmailers, pirates, Wild West outlaws, eugenicists, the KKK, Victorian do-gooders, detectives, aliens, vampires, and pulp vigilantes (to name just a few). Chris Gavalier is your tour guide through this fascinating, sometimes dark, often funny, but always surprising prehistory of the most popular figure in pop culture today. In a way, superheroes have always been with us: they are a fossil record of our greatest aspirations and our worst fears and failings. The Art of Epic Mickey will be a 160-page hardcover landscape coffee table book. It will be written by Epic Mickey co-writer Austin Grossman and will feature a forward by Game Director and New York Times contributor, Warren Spector. The book will journey through the beautifully dark and twisted world known as Cartoon Wasteland touching on the creative process behind developing this once-in-a-lifetime vision. It will include, sketches, concept art, final frames, and stills from the actual game, plus, never-before-used art with quotes from the team that envisioned this epic tale. The physical world of the game is born directly from Disneyland, and accordingly, the book will spotlight the artistic influence that Disneyland, with its iconic qualities and rides, had on the creators of Epic Mickey. A KIRKUS REVIEWS and NPR BEST BOOK OF THE YEAR A WASHINGTON POST AND ALA NOTABLE BOOK From the award-winning author of Angelmaker, Tigerman is a novel at once heartfelt and thrilling—about parenthood, friendship and secret identities, about heroes of both the super and the everyday kind. Sergeant Lester Ferris is a good man in need of a rest. After a long career of being shot at, he's about to retire. The mildly larcenous, backwater island of Mancreu, a former British colony in legal limbo, belching toxic clouds of waste and facing imminent destruction by an international community afraid for their own safety, is the ideal place to serve out his time. There is an illicit Black Fleet lurking in the bay: spy stations, arms dealers, offshore hospitals, drug factories and torture centers. Lester's brief, however, is to sit tight and turn a blind eye, so he drinks tea and befriends a brilliant, Internet-addled street kid with a comic-book fixation. When Mancreu's fragile society erupts in violence, Lester must be more than just an observer: he has no choice but to rediscover the man of action he once was, and find out what kind of hero the island—and the boy—will need. An instant bestseller when it was first published in Japan, Train Man

became a multimedia sensation, generating a smash-hit TV series, a blockbuster film, and multiple manga series. Now here's the novel that started it all. Boy—bashful and not overly brave—defends girl from obnoxious drunk on a Tokyo train. Girl sends boy a thank-you pair of pricey Hermés teacups. Boy's a geek and doesn't know what to do next. End of story for most nerds—but this one turns to the world's largest online message board and asks for help, so for him it's just the beginning. This matchless love story is told through a series of Internet chat room threads. As Train Man, our hero charts his progress and unveils each new crisis—from making conversation to deciding what to wear on a date and beyond—in return, he receives advice, encouragement, warnings, and sympathy from the anonymous netizens. And Train Man discovers the secret to what makes the world go round—and proves we really do live in a universe where anything can happen.

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