

Access Free The Peshawar Lancers Pdf Free Copy

**The Peshawar
Lancers The
Peshawar Lancers
Island in the Sea
of Time
Conquistador
Worlds That
Weren't The Sky
People Drakas!
The Warlord of the
Air (A Nomad of the
Time Streams
Novel) The
Protector's War The
Tears of the Sun
The City Who
Fought For Want of
a Nail ... A World
Lit Only by Fire
The Age of Ra
Bronze Summer
Airborn Eagle in
Exile Shadows of
Annihilation
Nobody's Normal:
How Culture
Created the Stigma**

of Mental Illness
Opening Atlantis
The Story of the
Stone Dies the Fire
Jimmy the Hand
Into the Guns **The**
Exodus Towers
Dreamworlds of
Race Drakon The
Cloven
Doubleblind The
Oxford Handbook
of Victorian
Medievalism Steal
the Sky Von
Neumann's War A
Different Flesh A
Journey in Other
Worlds Distant
Thunders **The**
Desert and the
Blade *The*
Routledge
Companion to
Cyberpunk Culture
Neo-Victorianism
and the Memory of

Empire
Statelessness,
governance, and
the problem of
citizenship **The**
Infernal City: An
Elder Scrolls
Novel

Marc Vitrac was born in Louisiana in the early 1960's, about the time the first interplanetary probes delivered the news that Mars and Venus were teeming with life—even human life. At that point, the "Space Race" became the central preoccupation of the great powers of the world. Now, in 1988, Marc has been assigned to

Jamestown, the US-Commonwealth base on Venus, near the great Venusian city of Kartahown. Set in a countryside swarming with sabertooths and dinosaurs, Jamestown is home to a small band of American and allied scientist-adventurers. But there are flies in this ointment - and not only the Venusian dragonflies, with their yard-wide wings. The biologists studying Venus's life are puzzled by the way it not only resembles that on Earth, but is virtually identical to it. The EastBloc has its own base at Cosmograd, in the highlands to the south, and relations are frosty. And

attractive young geologist Cynthia Whitlock seems impervious to Marc's Cajun charm. Meanwhile, at the western end of the continent, Teesa of the Cloud Mountain People leads her tribe in a conflict with the Neanderthal-like beastmen who have seized her folk's sacred caves. Then an EastBloc shuttle crashes nearby, and the beastmen acquire new knowledge... and AK47's. Jamestown sends its long-range blimp to rescue the downed EastBloc cosmonauts, little suspecting that the answer to the jungle planet's mysteries may lie there, among tribal conflicts and traces of a power that made Earth's

vaunted science seem as primitive as the tribesfolk's blowguns. As if that weren't enough, there's an enemy agent on board the airship... Extravagant and effervescent, The Sky People is alternate-history SF adventure at its best. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Rudi Mackenzie has traveled from the land where the sun sets to the land where it rises and back. He has found his weapon—the Sword crafted for him before he was born. He has made friends from among his enemies and found enemies where he expected

friends. He has won the heart and hand of the woman he has loved his entire life. Now Rudi is Artos, the High King of Montival, and his final destiny awaits him. He must face and defeat the forces of the Church Universal and Triumphant. Everything in the present, everything in the future, depends on the outcome of the conflict. And like his father before him, Rudi knows that in winning the war he might well lose his life... From the New York Times bestselling author comes the third volume in the exceptional Legends of the Riftwar series that began with Honored Enemy

and continued with Murder in LaMut. SELLING POINTS • All of Feist's books regularly appear on local lists as well as the New York Times, USA Today, Wall Street Journal, Publishers Weekly, and various chain bestseller lists. More than 15 million copies of Feist's books have been sold worldwide. • The three Legends of the Riftwar titles return to Feist's bestselling kingdom of Midkemia. Set during the infamous Riftwar, each title, co-written with another well-respected fantasy author, tells a story tangential to the action of the Riftwar Saga, with cameo appearances from Feist's most beloved characters.

• Jimmy the Hand was a Featured Alternate Selection of the Science Fiction Book Club. • The magic, youthful heroes, and epic battles make Feist's work a natural for crossover to a young adult audience. In this companion, an international range of contributors examine the cultural formation of cyberpunk from micro-level analyses of example texts to macro-level debates of movements, providing readers with snapshots of cyberpunk culture and also cyberpunk as culture. With technology seamlessly integrated into our lives and our selves, and social systems veering towards

globalization and corporatization, cyberpunk has become a ubiquitous cultural formation that dominates our twenty-first century techno-digital landscapes. The Routledge Companion to Cyberpunk Culture traces cyberpunk through its historical developments as a literary science fiction form to its spread into other media such as comics, film, television, and video games. Moreover, seeing cyberpunk as a general cultural practice, the Companion provides insights into photography, music, fashion, and activism. Cyberpunk, as the

chapters presented here argue, is integrated with other critical theoretical tenets of our times, such as posthumanism, the Anthropocene, animality, and empire. And lastly, cyberpunk is a vehicle that lends itself to the rise of new futurisms, occupying a variety of positions in our regionally diverse reality and thus linking, as much as differentiating, our perspectives on a globalized technoscientific world. With original entries that engage cyberpunk's diverse 'angles' and its proliferation in our life worlds, this critical reference will be of significant interest to humanities students and scholars of

media, cultural studies, literature, and beyond. How transatlantic thinkers in the late nineteenth and early twentieth centuries promoted the unification of Britain and the United States Between the late nineteenth century and the First World War an ocean-spanning network of prominent individuals advocated the unification of Britain and the United States. They dreamt of the final consolidation of the Angloworld. Scholars, journalists, politicians, businessmen, and science fiction writers invested the "Anglo-Saxons" with extraordinary power. The most

ambitious hailed them as a people destined to bring peace and justice to the earth. More modest visions still imagined them as likely to shape the twentieth century. *Dreamworlds of Race* explores this remarkable moment in the intellectual history of racial domination, political utopianism, and world order. Focusing on a quartet of extraordinary figures—Andrew Carnegie, W. T. Stead, Cecil J. Rhodes, and H. G. Wells—Duncan Bell shows how unionists on both sides of the Atlantic reimagined citizenship, empire, patriotism, race, war, and peace in their quest to

secure global supremacy. Yet even as they dreamt of an Anglo-dominated world, the unionists disagreed over the meaning of race, the legitimacy of imperialism, the nature of political belonging, and the ultimate form and purpose of unification. The racial dreamworld was an object of competing claims and fantasies. Exploring speculative fiction as well as more conventional forms of political writing, Bell reads unionist arguments as expressions of the utopianism circulating through fin-de-siècle Anglo-American culture, and juxtaposes them with pan-Africanist critiques

of racial domination and late twentieth-century fictional narratives of Anglo-American empire. Tracing how intellectual elites promoted an ambitious project of political and racial unification between Britain and the United States, *Dreamworlds of Race* analyzes ideas of empire and world order that reverberate to this day. Chronicles the history of the planet's eighth continent, Atlantis, a land-mass that lies between Europe and the East Coast of Terranova, a world that long has lured dreamers and visionaries from around the globe who are willing to brave the perils of an u The Ancient

Egyptian gods have defeated all the other pantheons and claimed dominion over the earth, dividing it into warring factions. Lt. David Westwynter, a British soldier, stumbles into Freegypt, the only place to have remained independent of the gods' influence. There, he encounters the followers of a humanist leader known as the Lightbringer, who has vowed to rid mankind of the shackles of divine oppression. As the world heads towards an apocalyptic battle, there is far more to this freedom fighter than it seems... S. M. Stirling presents his first Novel of

the Change, the start of the New York Times bestselling postapocalyptic saga set in a world where all technology has been rendered useless. The Change occurred when an electrical storm centered over the island of Nantucket produced a blinding white flash that rendered all electronic devices and fuels inoperable—and plunged the world into a dark age humanity was unprepared to face... Michael Pound was flying over Idaho en route to the holiday home of his passengers when the plane's engines inexplicably died, forcing a less than

perfect landing in the wilderness. And as Michael leads his charges to safety, he begins to realize that the engine failure was not an isolated incident. Juniper McKenzie was singing and playing guitar in a pub when her small Oregon town was thrust into darkness. Now, taking refuge in her family's cabin with her daughter and a growing circle of friends, Juniper is determined to create a farming community to benefit the survivors of this crisis. But even as people band together to help one another, others are building armies for conquest... The skies explode in this thrilling alternate history novel in

Taylor Anderson's New York Times bestselling Destroyermen series. After the terrible battle between the men of the destroyer USS Walker and their Lemurian allies against the savage Grik, Lieutenant Commander Matthew Reddy is shocked by the arrival of a strange ship captained by Commodore Jenks of the New Britain Imperial Navy—an island-nation populated by the descendants of British East Indiamen swept through the rift centuries before. With the Walker undergoing much-needed repairs, Reddy knows the Grik have only been fended off, not defeated, and he

will need all hands on deck to fight them off when they next attack--but Jenks' loyalties seem uncertain. As tension between the Allies and the Imperials mount, Reddy will come to realize that his suspicions are not misplaced—and that a greater danger than the Grik is about to be revealed... In 1859, the historian Lord John Acton asserted: 'two great principles divide the world, and contend for the mastery, antiquity and the middle ages'. The influence on Victorian culture of the 'Middle Ages' (broadly understood then as the centuries between the Roman Empire and the Renaissance) was

both pervasive and multi-faceted. This 'medievalism' led, for instance, to the rituals and ornament of the Medieval Catholic church being reintroduced to Anglicanism. It led to the Saxon Witan being celebrated as a prototypical representative parliament. It resulted in Viking raiders being acclaimed as the forefathers of the British navy. And it encouraged innumerable nineteenth-century men to cultivate the superlative beards we now think of as typically 'Victorian'—in an attempt to emulate their Anglo-Saxon forefathers. Different facets of medieval life, and different periods

before the Renaissance, were utilized in nineteenth-century Britain for divergent political and cultural agendas.

Medievalism also became a dominant mode in Victorian art and architecture, with 75 per cent of churches in England built on a Gothic rather than a classical model. And it was pervasive in a wide variety of literary forms, from translated sagas to pseudo-medieval devotional verse to triple-decker novels. Medievalism even transformed nineteenth-century domesticity: while only a minority added moats and portcullises to their homes, the

medieval-style textiles produced by Morris and Co. decorated many affluent drawing rooms. The Oxford Handbook of Victorian Medievalism is the first work to examine in full the fascinating phenomenon of 'medievalism' in Victorian Britain. Covering art, architecture, religion, literature, politics, music, and social reform, the Handbook also surveys earlier forms of antiquarianism that established the groundwork for Victorian movements. In addition, this collection addresses the international context, by mapping the spread

of medievalism across Europe, South America, and India, amongst other places. Set in a mythical, medieval China where folklore and history are indistinguishable, a dead monk, an ancient and now missing manuscript, and a ghostly murderer entice the venerable Master Li and his faithful companion Number Ten Ox into the Valley of Sorrows for a deadly and uproarious confrontation with the long-dead Laughing Prince. A compassionate and captivating examination of evolving attitudes toward mental illness throughout history and the fight to end the stigma. For

centuries, scientists and society cast moral judgments on anyone deemed mentally ill, confining many to asylums. In *Nobody's Normal*, anthropologist Roy Richard Grinker chronicles the progress and setbacks in the struggle against mental-illness stigma—from the eighteenth century, through America's major wars, and into today's high-tech economy. *Nobody's Normal* argues that stigma is a social process that can be explained through cultural history, a process that began the moment we defined mental illness, that we learn from within our communities, and that we

ultimately have the power to change. Though the legacies of shame and secrecy are still with us today, Grinker writes that we are at the cusp of ending the marginalization of the mentally ill. In the twenty-first century, mental illnesses are fast becoming a more accepted and visible part of human diversity. Grinker infuses the book with the personal history of his family's four generations of involvement in psychiatry, including his grandfather's analysis with Sigmund Freud, his own daughter's experience with autism, and culminating in his research on

neurodiversity. Drawing on cutting-edge science, historical archives, and cross-cultural research in Africa and Asia, Grinker takes readers on an international journey to discover the origins of, and variances in, our cultural response to neurodiversity. Urgent, eye-opening, and ultimately hopeful, *Nobody's Normal* explains how we are transforming mental illness and offers a path to end the shadow of stigma. Somebody was testing a planet-killing weapon on Mars^{3/4} and the next target was Earth Mars is the staging ground. Earth is the target. A storm of invasion gathers as the Red Planet pales and

Earth scientists _ amateurs and professionals alike _ race to discover what it portends. Worse news: the horde of self-replicating probes suspected as the cause _ implacable and all-consuming in its own right _ may be only the tip of a full-scale assault. Ideas ^¾ the only useful weapon when facing an adversary an order of magnitude more advanced than you are. But against such an enemy, thought without action is as futile as war-making without a plan. Humanity's hope? The _straddlersÓ: intelligent soldiers who know their science ^¾ and fighting scientists who have no scruples about

using their smarts to kick some alien butt. Yet even with the right people finally on the job, the hour is late. For Mars glows red again. And the swarm is nearly upon us! At the publisher's request, this title is sold without DRM (Digital Rights Management). Multiple New York Times and USA Today best-seller John Ringo rocks our world as hard as he did with his ground-breaking "Posleen War" series, teaming with NASA and DOD scientist Travis S. Taylor, a specialist in advanced propulsion and space telescopes ^¾ and popular author of Warp Speed and The Quantum

Connection ^¾ to usher in a new saga of invasion, resistance and heroism! "If Tom Clancy were writing SF, it would read much like John Ringo." ^¾Philadelphia Weekly Press on New York Times best-seller John Ringo. "[S]timulating and satisfying speculation." ^¾Publishers Weekly on Travis S. Taylor's The Quantum Connection. It's been eight years since the Change rendered technology inoperable across the globe. Rising from the ashes of the computer and industrial ages is a brave new world. Survivors have banded together in

tribal communities, committed to rebuilding society. In Oregon's Willamette Valley, former pilot Michael Havel's Bearkillers are warriors of renown. Their closest ally, the mystical Clan Mackenzie, is led by Wiccan folksinger Juniper Mackenzie. Their leadership has saved countless lives. But not every leader has altruistic aspirations. Norman Armingier, medieval scholar, rules the Protectorate. He has enslaved civilians, built an army, and spread his forces from Portland through most of western Washington State. Now he wants the Willamette Valley farmland, and he's

willing to wage war to conquer it. And unknown to both factions is the imminent arrival of a ship from Tasmania bearing British soldiers... In his Novels of the Change, New York Times bestselling author S.M. Stirling presents "a devastated, mystical world that will appeal to fans of traditional fantasy as well as post-apocalyptic SF."* Continuing their quest that began in The Golden Princess, two future rulers of a world without technology risk their lives seeking a fabled blade... Reiko, Empress of Japan, has allied herself with Princess Órlaith, heir to the High Kingdom of

Montival, to find the Kusanagi-no-Tsurugi, the Grass-Cutting Sword, a legendary treasure of an ancient dynasty that confers valor and victory to its bearer. Órlaith understands all too well the power it signifies. Her own inherited blade, the Sword of the Lady, was both a burden and a danger to her father, Rudi Mackenzie, as it failed to save the king from being assassinated. But the fabled sword lies deep with the Valley of Death, and the search will be far from easy. And war is building, in Montival and far beyond. As Órlaith and Reiko encounter danger and wonder, Órlaith's mother,

Queen Matildha, believes her daughter's alliance and quest has endangered the entire realm. There are factions both within and without Montival whose loyalty died with the king, and whispers of treachery and war grow ever louder. And the Malevolence that underlies the enemy will bend all its forces to destroy them. *Publishers Weekly (starred review) Based on the award-winning The Elder Scrolls, The Infernal City is the first of two exhilarating novels following events that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year. Four decades

after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—for wherever it falls, people die and rise again. And it is in Umbriel's shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may rest . . . This novel by the New York Times–bestselling “master of alternate history” explores an America reshaped

by a twist in prehistoric evolution (Publishers Weekly). What if mankind's “missing link,” the apelike Homo erectus, had survived to dominate a North American continent where woolly mammoths and saber-toothed tigers still prowled, while the more advanced Homo sapiens built their civilizations elsewhere? Now imagine that the Europeans arriving in the New World had chanced on these primitive creatures and seized the opportunity to establish a hierarchy in which the sapiens were masters and the “sims” were their slaves. This is the premise that drives

the incomparable Harry Turtledove's *A Different Flesh*. The acclaimed Hugo Award winner creates an alternate America that spans three hundred years of invented history. From the Jamestown colonists' desperate hunt for a human infant kidnapped by a local sim tribe, to a late-eighteenth-century contest between a newfangled steam-engine train and the popular hairy-elephant-pulled model, to the sim-rights activists' daring 1988 rescue of an unfortunate biped named Matt who's being used for animal experimentation, Turtledove turns our world inside out in a remarkable science fiction

masterwork that explores what it truly means to be human. Stephen Baxter's "imaginative [and] bold" (*Daily Mail*, UK) *Stone Spring* drew readers into an alternate prehistoric scenario. Now, thousands of years have passed, and a wall that was built to hold back the sea must now hold back the advancing armies of a reviving Troy.... Created by the building of the Wall, Northland has become a society of prosperous, literate, and self-sufficient people. Inhabited from end to end, the Wall is a linear city stretching for hundreds of miles, and a wonder of the world. For millennia, the Wall

has also kept the growing empires of the Bronze Age at bay. But a new and turbulent age is dawning. For any wall, no matter how strong, can be breached—particularly from within.... The author's nineteenth-century speculative novel finds the Earth in 2000 being improved by technology wielding corporations while Earthlings explore the solar system in an anti-gravity ship that takes them, among other places, to a Jupiter populated by fanciful creatures. Reprint. From the New York Times bestselling author of *The Legion of the Damned® Novels* and *The Mutant Files* comes the first novel in a post-

apocalyptic military science fiction series about America rising from the ashes of a global catastrophe... On May Day, 2018, sixty meteors entered Earth's atmosphere and exploded around the globe with a force greater than a nuclear blast. Earthquakes and tsunamis followed. Then China attacked Europe, Asia, and the United States in the belief the disaster was an act of war. Washington D.C. was a casualty of the meteor onslaught that decimated the nation's leadership and left the surviving elements of the armed forces to try and restore order as American

society fell apart. As refugees across America band together and engage in open warfare with the military over scarce resources, a select group of individuals representing the surviving corporate structure makes a power play to rebuild the country in a free market image as The New Confederacy... A SCIENCE FICTION CLASSIC BACK IN PRINT! Simeon was a shell-person—the brain who ran Space Station SSS-900 on the fringes of human space. But things hadn't been going too well lately, and he was more than a little discontented. Though normally he enjoyed his work, these days it seemed boring. To

make matters worse, his long-time partner had just retired and he was having a hard time adjusting to his newly assigned brawn—a strong-willed woman named Channa Hap who seemed to feel it her duty to keep him in line. He's buried himself in his favorite pastime—wargaming. Simeon's hobby would find unexpected uses when the brutal Kolnari attack the nearby colony planet Bethel. Sheltering the colony's refugees brought "the city" an invitation to serious trouble with Kolnari pirates. And only Simeon and Channa working together can save the city. At the publisher's request,

this title is sold without DRM (Digital Rights Management). About *Death of Sleep* by Anne McCaffrey and Jody Lynn Nye: "McCaffrey has created a feisty, likable character in Lunzie Mespil." —Publishers Weekly About *S.M. Stirling*: "Rousing . . . a stirring tale." —John Ringo When a person is not recognised as a citizen anywhere, they are typically referred to as 'stateless'. This can give rise to challenges both for individuals and for the institutions that try to govern them. Statelessness, governance, and the problem of citizenship breaks from tradition by relocating the

'problem' to be addressed from one of statelessness to one of citizenship. It problematises the governance of citizenship – and the use of citizenship as a governance tool – and traces the 'problem of citizenship' from global and regional governance mechanisms to national and even individual levels. With contributions from activists, affected persons, artists, lawyers, academics, and national and international policy experts, this volume rejects the idea that statelessness and stateless persons are a problem. It argues that the reality of statelessness helps to uncover a more

fundamental challenge: the problem of citizenship. View our feature on Ann Aguirre's *Doubleblind*. As a "Jumper" who navigates ships through grimspace, Sirantha Jax is used to kicking ass. So why is she suddenly chosen as an ambassador of peace? In the mid-1870s, a violent spray of comets hits Earth, decimating cities, erasing shorelines, and changing the world's climate forever. And just as Earth's temperature dropped, so was civilization frozen in time. Instead of advancing technologically, humanity had to piece itself back together... In the

twenty-first century, boats still run on steam, messages arrive by telegraph, and the British Empire, with its capital now in Delhi, controls much of the world. The other major world leader is the Czar of All the Russias. Everyone predicts an eventual, deadly showdown. But no one can predict the role that one man, Captain Athelstane King, reluctant spy and hero, will play... Perfect for fans of Bernard Cornwell, Steve Berry, Naomi Novik, and Harry Turtledove, Alan Smale's gripping alternate history series imagines a world in which the Roman Empire has survived long enough to invade

North America in 1218. Now the stunning story carries hero Gaius Marcellinus deeper into the culture of an extraordinary people—whose humanity, bravery, love, and ingenuity forever change his life and destiny. In A.D. 1218, Praetor Gaius Marcellinus is ordered to conquer North America and turning it into a Roman province. But outside the walls of the great city of Cahokia, his legion is destroyed outright; Marcellinus is the only one spared. In the months and years that follow, Marcellinus comes to see North America as his home and the Cahokians as his kin. He vows to

defend these proud people from any threat, Roman or native. After successfully repelling an invasion by the fearsome Iroqua tribes, Marcellinus realizes that a weak and fractured North America won't stand a chance against the returning Roman army. Worse, rival factions from within threaten to tear Cahokia apart just when it needs to be most united and strong. Marcellinus is determined to save the civilization that has come to mean more to him than the empire he once served. But to survive the swords of Roma, he first must avert another Iroqua attack and bring Cahokia together. Only with

the hearts and souls of a nation at his back can Marcellinus hope to know triumph. Praise for Alan Smale and Eagle in Exile "In Alan Smale, speculative fiction has been dealt a winning hand. Part historian, part anthropologist, part scientist, Smale is a Renaissance man with a storyteller's gift for letting tireless research inform the narrative without overwhelming it. Smale entertains, educates, and enraptures."—Myke Cole, author of Javelin Rain "[Eagle in Exile] has the pace and scope of a Michener or Uris epic. . . . Smale's action scenes slash across page after page, intense and

bloody. . . . Grab your dagger and sword, for the battle continues."—Kirkus Reviews (starred review) "Warfare, political conflict, family strife—these are all presented in an epic scope where any decision or wrong move can forever change society."—Tech Times "Thoroughly believable . . . Marcellinus is a complicated man, a hero we can all get behind."—Historical Novels Review The epic climax to B. Catling's beloved Vorrh Trilogy. A Vintage Books Original. In the stunning conclusion to this endlessly imaginative saga, the young Afrikaner socialite Cyrena Lohr is mourning the death of her

lover, the cyclops Ishmael, when she rekindles a relationship with famed naturalist Eugène Marais. Before departing down his own dark path, Marais presents her with a gift: an object of great power that grants her visions of a new world. Meanwhile, the threat of Germany's Blitz looms over London, and only Nicholas the Erstwhile senses the danger to come. Will he be able to save the man who saved him? And as Nazi forces descend upon Africa, will the Vorrh finally succeed in enacting its revenge against those who have invaded and defiled it? The Cloven is a book of battles and betrayals, in which

Catling's incredible creations all fulfill their destinies and lead us to an epic conflagration with the fate of mankind hanging in the balance. Shocked by the bloody rampage of a killer responsible for the Warehouse Massacre, Detective Lieutenant Henry Carmaggio teams up with Gwendolyn Ingofsson, who has been accidently transported from a high-tech parallel Earth. "In this luscious alternative universe, sidekicks quote the Lone Ranger and Right inevitably triumphs with panache. What more could adventure-loving readers ask for?"—Publishers Weekly Oakland, 1946. Ex-soldier

John Rolfe, newly back from the Pacific, has made a fabulous discovery: A portal to an alternate America where Europeans have never set foot—and the only other humans in sight are a band of very curious Indians. Able to return at will to the modern world, Rolfe summons the only people with whom he is willing to share his discovery: his war buddies. And tells them to bring their families... Los Angeles, twenty-first century. Fish and Game warden Tom Christiansen is involved in the bust of a smuggling operation. What he turns up is something he never anticipated: a photo of authentic Aztec

priests decked out in Grateful Dead T-shirts, and a live condor from a gene pool that doesn't correspond to any known in captivity or the wild. It is a find that will lead him to a woman named Adrienne Rolfe—and a secret that's been hidden for sixty years... A "lively and engaging" history of the Middle Ages (Dallas Morning News) from the acclaimed historian William Manchester, author of *The Last Lion*. From tales of chivalrous knights to the barbarity of trial by ordeal, no era has been a greater source of awe, horror, and wonder than the Middle Ages. In handsomely crafted prose, and with the

grace and authority of his extraordinary gift for narrative history, William Manchester leads us from a civilization tottering on the brink of collapse to the grandeur of its rebirth: the dense explosion of energy that spawned some of history's greatest poets, philosophers, painters, adventurers, and reformers, as well as some of its most spectacular villains. "Manchester provides easy access to a fascinating age when our modern mentality was just being born." -- Chicago Tribune Examining the global dimensions of Neo-Victorianism, this book explores how the appropriation of

Victorian images in contemporary literature and culture has emerged as a critical response to the crises of decolonization and Imperial collapse. Neo-Victorianism and the Memory of Empire explores the phenomenon by reading a range of popular and literary Anglophone neo-Victorian texts, including Alan Moore's Graphic Novel From Hell, works by Peter Carey and Margaret Atwood, the films of Jackie Chan and contemporary 'Steampunk' science fiction. Through these readings Elizabeth Ho explores how constructions of popular memory and fictionalisations

of the past reflect political and psychological engagements with our contemporary post-Imperial circumstances. -- Renowned and classic work of alternate history -- One event re-shapes a continent The British General John Burgoyne, heavily outnumbered by American troops, surrendered his army to General Horatio Gates at the Battle of Saratoga in 1777, a major turning-point of the American Revolution. In "For Want of a Nail", however, reinforcements arrive at Saratoga, Gates's men flee, and Burgoyne is victorious. Rather than openly allying itself with the

American rebels, France withdraws its support, as does Spain, and the colonies surrender. Former rebels who refuse to live in the Confederation of North America established by the British leave their homes and settle in what becomes the United States of Mexico. From then on the two continental nations find themselves constant rivals, locked in military, political and economic conflict. Murder and mayhem derail a con-man's carefully laid schemes in this swashbuckling debut that blends elements of Firefly and steampunk Detan Honding, a wanted conman of noble birth and ignoble tongue, has

found himself in the oasis city of Aransa. He and his trusted companion, Tibs, may have pulled off one too many cons against the city's elite and need to make a quick escape. They set their sights on their biggest heist yet—the gorgeous airship of the exiled commodore Thratia. But in the middle of his scheme, a face changer known as a doppel starts murdering key members of Aransa's government. The sudden paranoia makes Detan's plans of stealing Thratia's ship that much harder. And with this sudden power vacuum, Thratia can solidify her power and wreak havoc against the Empire.

But the doppel isn't working for Thratia and has her own intentions. Did Detan accidentally walk into a revolution and a crusade? He has to be careful—there's a reason most people think he's dead. And if his dangerous secret gets revealed, he has a lot more to worry about than a stolen airship. File Under: Fantasy [Sky Heist | Doppel Vision | Knives Out | Up Up and Away] THINK ABOUT HISTORY. NOW MAKE IT WORSE . . . The Domination of the Draka begins as a British possession in Africa, but soon becomes far more. Absorbing refugees after the American Revolution, and later the Civil War, the Draka become a

people bred to rule with an iron fist. They permanently enslave the peoples of Africa, when they do not simply kill them. But this does not slake the Draka thirst for power. Sweeping across the world, the Draka empire engulfs nation after nation, shackling into servitude all who are not Draka. Europe, Asia, and finally all the Earth and its colonies throughout the Solar System fall before the might of the Draka. But empires are not faceless monoliths; they are made of individuals, complex humans with their own hopes and dreams. And so one might ask: Who are the Draka What sort of people does the

Domination rule The Draka would have many different answers and this is their story. At the publisher's request, this title is sold without DRM (Digital Rights Management). " . . . an exciting, evocative [and] horrifying read." ³/₄Poul Anderson "A vivid alternate reality . . . truly a tour de force." ³/₄David Drake "A potent, unflinching look at a might-have-been world whose evil both contrasts with and reflects that in our own." ³/₄Publishers Weekly ". . . superb action scenes, interesting characters, and a detailed if somewhat grisly world." ³/₄Chicago Sun-Times It is 1973, and the

stately airships of the Great Powers hold benign sway over a peaceful world. The balance of power is maintained by the British Empire - a most equitable and just Empire, ruled by the beloved King Edward VIII. A new world order, with peace and prosperity for all under the law. Yet, moved by the politics of envy and perverse utopianism, not all of the Empire's citizens support the marvelous equilibrium. Flung from the North East Frontier of 1902 into this world of the future, Captain Oswald Bastable is forced to question his most cherished ideals, discovering to his horror that he has become a

nomad of the time streams, eternally doomed to travel the wayward currents of a chaotic multiverse. The first in the Nomad of the Time Streams trilogy, The Warlord of the Air sees Bastable fall in with the anarchists of this imperial society and set in train a course of events more devastating than he could ever have imagined. The Exodus Towers features all the high-octane action and richly imagined characters of The Darwin Elevator—but the stakes have never been higher. The sudden appearance of a second space elevator in Brazil only deepens the mystery about the aliens who provided

it: the Builders. Scavenger crew captain Skyler Luiken and brilliant scientist Dr. Tania Sharma have formed a colony around the new Elevator's base, utilizing mobile towers to protect humans from the Builders' plague. But they are soon under attack from a roving band of plague-immune soldiers. Cut off from the colony, Skyler must wage a one-man war against the new threat as well as murderous subhumans and thugs from Darwin—all while trying to solve the puzzle of the Builders' master plan . . . before it's too late for the last vestiges of humanity. Praise

for The Darwin Elevator "A hell of a fun book."—James S. A. Corey, New York Times bestselling author of Abaddon's Gate "[Jason M.] Hough's first novel combines the rapid-fire action and memorable characters associated with Joss Whedon's short-lived Firefly TV series with the accessibility and scientific acumen of [James S. A.] Corey's 'Expanse' series."—Library Journal (starred review) "The best part about alien stories is their mystery, and Jason Hough understands that like no other. Full of compelling characters and thick with tension, The Darwin Elevator delivers both despair and

hope along with a gigantic dose of wonder. It's a brilliant debut, and Hough can take my money whenever he writes anything from now on."—Kevin Hearne, New York Times bestselling author of *The Iron Druid Chronicles* "Newcomer Hough displays a talent for imaginative plotting and realistic dialogue, and the brisk pacing and cliffhanger ending will keep readers enthralled and eagerly awaiting the next installment."—Publishers Weekly "Jason M. Hough does a great job with this huge story. The world of Darwin and the Elevator is deliciously complex and satisfying.

Skyler, Tania, and all the other characters are delightfully drawn and fun to spend time with. . . . The story unfolds with just the right balance of high adventure, espionage, humor, and emotional truth. . . . As soon as you finish, you'll want more."—Analog "A debut novel unlike any other . . . This is something special. Something iconic. The Darwin Elevator is full of majesty and wonder, mystery and mayhem, colorful characters and insidious schemes."—SF Signal "Fun, action-packed and entertaining . . . a sure contender for science fiction debut of the

year!"—Pat's Fantasy Hotlist "Claustrophobic, intense, and satisfying . . . I couldn't put this book down. The Darwin Elevator depicts a terrifying world, suspends it from a delicate thread, and forces you to read with held breath as you anticipate the inevitable fall."—Hugh Howey, New York Times bestselling author of *Wool* "Hough writes with irresistible energy and gritty realism. His puts his characters through hell, blending a convincing plot with heart-stopping action and moments of raw terror as the world goes crazy in the shadow of unfathomable alien intentions."—Sara

Creasy, author of the Philip K. Dick Award-nominated *Song of Scarabaeus* "Utterly engaging...a page-turner that is certain to win the author legions of new readers and fans."—George R. R. Martin, author of *A Game of Thrones* It's spring on Nantucket and everything is perfectly normal, until a sudden storm blankets the entire island. When the weather clears, the island's inhabitants find that they are no longer in the late twentieth century...but have been transported instead to the Bronze Age! Now they must learn to survive with suspicious, warlike peoples they can

barely understand and deal with impending disaster, in the shape of a would-be conqueror from their own time. The third novel in a World War I alternate history series where America's greatest weapon against Germany is Black Chamber secret agent Luz O'Malley and technical genius Ciara Whelan. Only they can protect America's best hope of winning the war. The Great War is at a stalemate, and the only thing stopping Germany from striking America is the threat of the United States using their own Annihilation Gas against them. But America's supply is quickly decaying and the

Central Powers know it. A plant is under construction in the remote highlands of Mexico so that America can make their own supply. President Teddy Roosevelt assigns crack agent Luz O'Malley and her technical genius Ciara Whelan to watch over the plant operating under cover identities. But German agent Horst von Duckler has escaped from the POW camp in El Paso, and he's heading in the same direction--bent on revenge against Luz, and sabotage that will deprive America of its deterrent and kill tens of thousands. Four award-winning authors. Four amazing alternate histories. In this

collection of novellas, four masters of alternate history turn back time, twisting the facts with four excursions into what might have been. Bestselling author Harry Turtledove imagines a different fate for Socrates (now Sokrates); S. M. Stirling envisions life "in the wilds of a re-barbarized Texas" after asteroids strike the earth in the 19th century; Sidewise winner Mary Gentle contributes a story of love (and pigs) set in the mid-15th century, as European mercenaries prepare to sack a Gothic Carthage; and Nebula nominee Walter Jon Williams pens a tale

of Nietzsche intervening in the gunfight at the O.K. Corral. Sailing toward dawn, and I was perched atop the crow's nest, being the ship's eyes. We were two nights out of Sydney, and there'd been no weather to speak of so far. I was keeping watch on a dark stack of nimbus clouds off to the northwest, but we were leaving it far behind, and it looked to be smooth going all the way back to Lionsgate City. Like riding a cloud. . . . Matt Cruse is a cabin boy on the Aurora, a huge airship that sails hundreds of feet above the ocean, ferrying wealthy passengers from city to city. It is the life Matt's always wanted;

convinced he's lighter than air, he imagines himself as buoyant as the hydrium gas that powers his ship. One night he meets a dying balloonist who speaks of beautiful creatures drifting through the skies. It is only after Matt meets the balloonist's granddaughter that he realizes that the man's ravings may, in fact, have been true, and that the creatures are completely real and utterly mysterious. In a swashbuckling adventure reminiscent of Jules Verne and Robert Louis Stevenson, Kenneth Oppel, author of the best-selling Silverwing trilogy, creates an imagined world in which the air is populated by

transcontinental voyagers, pirates, and beings never before dreamed of by the humans who sail the skies. In the mid-1870s, a violent spray of comets hits Earth, decimating cities, erasing shorelines, and changing the world's climate forever. And just as Earth's

temperature dropped, so was civilization frozen in time. Instead of advancing technologically, humanity had to piece itself back together... In the twenty-first century, boats still run on steam, messages arrive by telegraph, and the British Empire, with its capital now in

Delhi, controls much of the world. The other major world leader is the Czar of All the Russias. Everyone predicts an eventual, deadly showdown. But no one can predict the role that one man, Captain Athelstane King, reluctant spy and hero, will play...