

Worldshaker 1 Richard Harland

Against the OddsThe Grand EllipseRace to the RuinsWorldshakerSteaming Into a Victorian FutureSassycatAmerican GypsyWorldshakerGeneration DeadThe Headless HighwaymanEscape!The Land Leviathan (A Nomad of the Time Streams Novel)Primary InversionThe Transall SagaThe Calamitous QueenLiberatorWalter Wants to be a WerewolfBetween Silk and CyanideLiberatorUnder SiegeThe Vicar of Morbing VyleLiberatorFerren and the Invasion of HeavenBlack SnakePlain KateTen Hours Until DawnThe Falling MachineThe Desperate DwarfThe Black CrusadeThe Grasping GoblinSuperstructuralismAdventures in Two WorldsProxyWorldshakerHeavy CrownStrength of StonesThe Wilful Eye (Tales from the Tower)Song of the SlumsPastworldThe Traitor's Daughter

Against the Odds

Book 3 in the Heaven and Earth trilogy - Ferren attempts to unite the Residual tribes to battle against the evil angel Asmodai, who is determined to gain power over both Heaven and Earth.

The Grand Ellipse

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Recounts the author's early experiences as a fifteen-year-old Gypsy emigrating with her family from the Soviet Union to the United States.

Race to the Ruins

Every time the full moon shines, the Grimm family begin their transformation into werewolves-except for Walter, the youngest of the pack. But one moonlit night, his tale takes a surprising turn. Grades 3-6

Worldshaker

Over a million copies of Ian Irvine's fantasy novels sold. It's not easy to be a hero when your bum is the size of an airship and you're bobbing around the ceiling, mocked by angry dwarves. Queen Emajicka is marching on Grimmerly with an army of a million Fey. Can things possibly get worse? Yes, they can, for Ike is all alone. His best friend, Mellie, is away, attempting to pull off the perfect crime. Lord Monty is at war with his reattached head. The beautiful sprite Mothooliel wants to steal Ike's eyeballs, and Grogire the firewyrn plans to kill him in the most disgusting way. Can Pook and Ike free the Collected children? Will Ike discover the secret of the Gate Guardians and clear his parents' names in time to save Grimmerly? Or will Spleen and Nuckl finally feast on Ike's innards? Brace yourselves for a wild ride.

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Reviews of Grim and Grimmer “The funniest horror story you’ll read in a long while – Ian Irvine is a master of fantasy and this is the best yet.” Good Reading “An extraordinary fantasy world. Fast and furious and very funny.” Reading Time “A fun adventure for upper-primary readers. Recommended.” Bookseller and Publisher “The Grasping Goblin takes the two reluctant heroes on a very wild ride. A grand adventure.” Aussiereviews.com “I gasped and laughed my way through these three books.” Dee White, Kid’s Book Capers. “A wonderful tale. Delightfully dark and delicious.” Jacq Ellem, hittheroadjacq.com “The fun explodes off every page.” Richard Harland, multi-award winning author of Worldshaker. “Fantasy genius Ian Irvine manages to create a world which is believable, thrilling and funny all rolled into one.” Aussiereviews.com on The Headless Highwayman

Steaming Into a Victorian Future

What if Victorian London were an amusement park where the inhabitants were actors hired to entertain visitors from the twenty-first century? Now imagine if Jack the Ripper was a planned attraction gone horribly wrong. Life inside the park, Pastworld, is all Eve has ever known. But then she meets a tourist in terrible trouble. Their adventure through this dark and dangerous theme park is sure to grab teens.

Sassycat

Col lives in luxury on the Upper Decks of the juggernaut Worldshaker, a mobile city as big as a mountain. Far Below, the Filthies toil amidst the grime, powering the massive engines. Col has been chosen as the next Supreme Commander - but then a girl Filthy escaped from Below appears in his cabin. 'Don't let 'em take me!' she begs. Will Col hand her over, or will he break all the rules? Either way, his safe, elite world is about to fall apart.

American Gypsy

This new steampunk series opens in 1880, when women aren't allowed to vote, much less dress up in a costume and fight crime. But twenty year-old socialite Sarah Stanton still dreams of becoming a hero. Her opportunity arrives in tragedy when the leader of the Society of Paragons, New York's greatest team of gentlemen adventurers, is murdered right before her eyes. To uncover the truth behind the assassination, Sarah joins forces with the amazing mechanical man known as The Automaton. Together they unmask a conspiracy at the heart of the Paragons that reveals the world of heroes and high-society is built on a crumbling foundation of greed and lies. When Sarah comes face to face with the megalomaniacal villain behind the murder, she must discover if she has the

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courage to sacrifice her life of privilege and save her clockwork friend. From the Trade Paperback edition.

Worldshaker

An absorbing, page-turning story about fame, changing fortunes and music, set in an alternative Victorian world, from the brilliant creator of Worldshaker

Generation Dead

Im zweiten Band von Richard Harlands großangelegtem Worldshaker-Epos wird das Steampunk-Abenteuer zum politischen Lehrstück: Die Revolution, die Befreiung der "Dreckigen", mit der Band 1 endete, artet in die Diktatur einer Clique von Scharfmachern aus. Sie bedroht das Leben der Angehörigen der alten Oberschicht und droht die junge Liebe zwischen Col und Riff zu zerstören. Die Dreckigen, die mit ihrer Arbeit die Dampfturbinen des britischen Juggernauts, des Weltschiffs Worldshaker, in Gang halten, haben in einer Revolution die Herrschaft der feinen Leute von den oberen Decks gestürzt und den Worldshaker in Liberator, also Befreier, umbenannt. Doch die alten Mächte haben noch nicht aufgegeben: Sabotageakte erschüttern das Schiff, und schnell werden sie den Bewohnern der oberen Decks in die Schuhe geschoben, auch wenn sie, wie Col Porpentine, auf der

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Seite der Revolution gestanden haben. Riff, die Anführerin der Revolution, der Col zur Seite gestanden hat, fühlt sich nun gezwungen, ihren Freund zu ignorieren. Als die Juggernauts der anderen Nationen auftauchen, um dem revolutionären Spuk auf dem Liberator ein Ende zu bereiten, setzen sich die radikalsten Mitglieder des Revolutionskomitees durch, allen voran die wunderschöne unerbittliche Lye, die nun diktatorisch herrscht. Lye ist Cols erbittertste Feindin, und geschickt entfernt sie Riff aus ihrer Führungsrolle. Doch auch wenn die Vornehmen von ehemals wie in einem Lager zusammengepfercht sind und stündlich um ihr Leben fürchten müssen, riskiert Col sein Leben für die Verteidigung des Liberator - und für Riff.

The Headless Highwayman

Hooley Dan and the outlaws have searched every gaol in the kingdom for Tam and Nina's parents. There is only one place left to look-the Wolf-King's Iron Castle. Smuggled into the castle with the three magic objects, Tam, Nina and Chiz discover at last the secret of the Wolf-King's power

Escape!

Book 3 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children It's not easy to be a hero when your bum is the size of an airship and you're bobbing

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around the ceiling, mocked by angry dwarves. Mellie has stolen the unluckiest charm in Wychwold and can't get rid of it. Pook has an insane plan to rescue the Collected children. The demons Nuckl, Spleen and Tonsil are after Ike's innards. And the Fey Queen, Emajicka, is coming to tear out his worst nightmare. Only Ike can save Grimmery. But first he has to win a contest with a lying, cheating scoundrel – the desperate dwarf, Con Glomryt. Reviews “The funniest horror story you'll read in a long while – Ian Irvine is a master of fantasy and this is the best yet.” Good Reading “I gasped and laughed my way through these three books. Action packed.” Dee White, Kid's Book Capers. “A wonderful tale. Delightfully dark and delicious.” Jacq Ellem, hittheroadjacq.com

The Land Leviathan (A Nomad of the Time Streams Novel)

Book 1 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children The Fey Queen, Emajicka, is stealing the children of Grimmery for her Collection. She bathes in their nightmares to relieve her own. There is one nightmare she wants most of all. If Ike had stayed home that Tuesday, he would not have been expelled from school, betrayed a princess or robbed a murderous queen. He would not have been tied to an insane imp desperate to eat his liver. He certainly would not have floated across a strange land on an impossible rescue mission, powered by exploding manure. Nor would he have tried to escape via that disastrous troll-bum door. But can he ever escape the Nightmare Queen? Reviews “The Headless

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Highwayman is the first book in the Grim and Grimmer series from fantasy genius Ian Irvine, who manages to create a world which is believable, thrilling and funny all rolled into one." Aussiereviews.com "Entertainingly written in an energetic, descriptive style. An extraordinary fantasy world. Fast and furious and very funny." Reading Time "Irvine has great fun creating his world. Funny and fast-paced, Ike's story reads briskly, leavened with a little horror and a dash of scatological humour. A fun adventure for upper-primary readers. Recommended." Bookseller and Publisher "The fun explodes off every page." Richard Harland, multi-award winning author of Worldshaker. "A wonderful tale. Delightfully dark and delicious." Jacq Ellem, hittheroadjacq.com

Primary Inversion

All over the tri-state area, something strange is happening. Teenagers who die aren't staying dead. They are coming back to life, but they come back different - they stutter and their reactions to everything are slower. Termed 'living impaired' or 'differently biotic', there are lots of conspiracy theories to explain this new phenomenon. But as their numbers keep on growing, so does the discomfort of the living people in the community. When Phoebe falls for Tommy Williams, her best friend and star of the football team, Adam, has conflicting emotions. And when Tommy decides to try out for the football team, it sets off a chain of events that escalates into deadly violence.

The Transall Saga

Tam, Nina and Chiz and the outlaws waylay Field Marshal Krevel's carriage. They discover that the Wolf-King wants to collect another magical object, a dagger. Tam and Nina must race against the wolves to reach it first and prevent it from falling into the Wolf-King's hands.

The Calamitous Queen

Plain Kate lives in a world of superstitions and curses, where a song can heal a wound and a shadow can work deep magic. As the wood-carver's daughter, Kate held a carving knife before a spoon, and her wooden charms are so fine that some even call her "witch-blade" -- a dangerous nickname in a town where witches are hunted and burned in the square.

Liberator

A brilliant adventure fantasy that will hook you from the very first page, set aboard a huge steam-powered ship in which the elites live on the Upper Decks while the Filthies toil below. Enter a vivid alternative reality and meet characters you'll never forget.

Walter Wants to be a Werewolf

What is the mystery of Morbing Vyle and who is the vicar?.

Between Silk and Cyanide

Book 2 of Ian Irvine's hilarious Grim and Grimmer fantasy quartet for children The Nightmare Queen is hunting Ike and Mellie. A spell from forbidden Gobbeloon might stop her, but it won't be easy to get. On the way Ike will be struck blind, forced to eat maggot soup and carried by an enraged demon, upside down with his bum hanging out, right across Grimmerly. Then he picks up a bolt of frozen lightning. Bad move. Oh, yes, Ike dies in this story. And he still can't avoid the Nightmare Queen's cruel vengeance. In this excellent book you will encounter lunatics, night-gaunts, a punning rat and a compulsive liar. Not to mention the most cunning enemy Ike has ever faced – the wicked goblin, Aigo. Reviews "The Grasping Goblin takes the two reluctant heroes on a very wild ride. Very funny too, as well as dangerous, gory and grotty. A grand adventure." Aussiereviews.com "Entertainingly written in an energetic, descriptive style. An extraordinary fantasy world. Fast and furious and very funny." Reading Time "Irvine has great fun creating his world. Funny and fast-paced, Ike's story reads briskly, leavened with a little horror and a dash of scatological humour. A fun adventure for upper-primary

readers. Recommended." Bookseller and Publisher

Liberator

Er lebt heute als freier Schriftsteller in New South Wales; seine Werke sind vielfach ausgezeichnet worden.

Under Siege

Publisher's warning: reading the Black Crusade may cause feelings of nausea, blindness, loss of status and social embarrassment. Do not read this book on public transport, in crowded places or in the company of senior citizens. Do not read this book aloud. Do not read Chapter 6, Chapter 18 or Chapter 22 under any circumstances.

The Vicar of Morbing Vyle

When Kiki's father goes missing during his volunteer work as a doctor in a war zone, she does what she thinks she must to improve the odds of his coming home.

Liberator

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First Published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Ferren and the Invasion of Heaven

While backpacking in the desert, thirteen-year-old Mark falls into a tube of blue light and is transported into a more primitive world, where he must use his knowledge and skills to survive.

Black Snake

Ned Kelly was a thief, a bank robber and a murderer. He was in trouble with the law from the age of 12. He stole hundreds of horses and cattle. He robbed two banks. He killed three men. Yet, when Ned was sentenced to death, thousands of people rallied to save his life. He stood up to the authorities and fought for what he believed in. He defended the rights of people who had no power. Was he a villain? Or a hero? What do you think?

Plain Kate

Equality remains elusive in this stunning steampunk sequel to Worldshaker. In the

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aftermath of the events of Worldshaker, the Filthies control the massive juggernaut, now called Liberator. Many members of the former upper class, called Swanks, have remained behind to help teach them how to operate the juggernaut and to build a new society together. But all is not idyllic aboard Liberator. A saboteur seems determined to drive up anti-Swank sentiment among the more volatile Filthy factions. And the Swanks are finding that their best efforts to work with the Filthies are being tossed aside. Even Col, who thought his relationship with Riff was rock solid, is starting to see their friendship crumbling before him. As tensions run high and coal supplies run low, Liberator is on the verge of a crisis. Can Col and Riff unify their divided people before disaster strikes?

Ten Hours Until Dawn

"Privileged Syd and his proxy, Knox, are thrown together to overthrow the system"--

The Falling Machine

A brand-new edition of the second novel in Moorcock's acclaimed steampunk series. Oswald Bastable visits an alternate 1904. Here, he discovers that most of the Western world has been devastated by a short, yet horrific, war fought with

futuristic devices and biological weapons. An Afro-American Black Attila is conquering the remnants of the Western nations, destroyed by the wars, in an attempt to bring civilization and social order.

The Desperate Dwarf

Paula Volsky, author of *The White Tribunal*, returns with a spectacular saga of adventure and intrigue, romance and rebellion — beginning with a wondrous discovery that could forever alter the fate of the free world. In the modern, civilized republic of Vonahr, the need for magic seems a thing of the past. But soon the Vonahrish will find that magic is their only hope — for an imperialistic race of fanatics, intent on conquering the world, now masses on Vonahr's borders. Vonahr's slim chance for salvation lies in a nearby neutral kingdom, where a brilliant savant has conjured up the ultimate weapon: Sentient Fire, a miraculous flame that responds to the command of its maker. Low Hetz's mad, flamboyant king refuses to relinquish the secret — so the desperate government of Vonahr sends the exquisitely beautiful adventurer Luzelle Devaire to turn his head and change his mind. But to gain an audience, Luzelle must win the Grand Ellipse, a test of endurance, ingenuity, and valor. From the Paperback edition.

The Black Crusade

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Adventures in Two Worlds – an autobiographical novel by A J Cronin, creator of television’s Dr Finlay and author of The Citadel and many other bestsellers. A master storyteller, A J Cronin presents possibly his most fascinating tale. Taking material directly from his own life, he tells of the early struggles of a poor medical student in Scotland, the cruel crushing of all hopes of becoming a surgeon, the years as a ship’s doctor and, later, life in the country practice that was the real Tannochbrae. There are many strange twists and turns – not the least of them the dramatic move from the world of medicine into that of literature when a novel ‘written despairingly on twopenny exercise books, thrown out and rescued from the rubbish heap’ was accepted by a publisher. And with Hatter’s Castle a new career was born.

The Grasping Goblin

Col Porpentine understands how society works: The elite families enjoy a comfortable life on the Upper Decks of the great juggernaut Worldshaker, and the Filthies toil Below Decks. Col’s grandfather, the Supreme Commander of Worldshaker, is grooming Col as his successor. Used to keep Worldshaker moving, Filthies are like animals, unable to understand language or think for themselves. Or so Col believes before he meets Riff, a Filthy girl on the run who is clever and quick. If Riff is telling the truth, then everything Col has been told is a lie. And Col has the power to do something about it—even if it means risking his whole future.

Superstructuralism

Six of the world's most exciting and best - loved writers have chosen fairytales as inspiration for this spellbinding and subversive short - story collection. Six writers - Margo Lanagan, Rosie Borella, Isobelle Carmody, Richard Harland, Margaret Mahy and Martine Murray - have taken inspiration from stories that have shaped us all, tales like 'Beauty and the Beast,' 'The Steadfast Tin Soldier' and 'the Snow Queen'. This collection carries universal themes of envy and desire, deception and abandonment, courage and sacrifice. Characters are enchanted, they transgress, they yearn, they hunger, they hate and, sometimes, they kill. Some of the stories inhabit a traditional fairytale world, while others are set in the distant future. Some are set in the present and some in an alternative present. The stories offer no prescription for living or moral advice and none belong in a nursery. Open the covers and submit to their enchantment.

Adventures in Two Worlds

In the midst of the Blizzard of 1978, the tanker Global Hope floundered on the shoals in Salem Sound off the Massachusetts coast. The Coast Guard heard the Mayday calls and immediately dispatched a patrol boat. Within an hour, the Coast Guard boat was in as much trouble as the tanker, having lost its radar, depth

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finder, and engine power in horrendous seas. Pilot boat Captain Frank Quirk was monitoring the Coast Guard's efforts by radio, and when he heard that the patrol boat was in jeopardy, he decided to act. Gathering his crew of four, he readied his forty-nine-foot steel boat, the Can Do, and entered the maelstrom of the blizzard. Using dozens of interview and audiotapes that recorded every word exchanged between Quirk and the Coast Guard, Tougias has written a devastating, true account of bravery and death at sea, in *Ten Hours Until Dawn*.

Proxy

Cats know about ghosts. But what if there's a whole army of them? Sassycat has moved into a new neighbourhood and the local animals are acting very weirdly - they're so grim and defensive. No welcome here for a fun-loving cat! And why is the cemetery off limits? Sassycat's humans aren't much help either. Even her best friend Rebecca is distracted and troubled by nightmares. It's lucky that Sassycat is such a sassy cat. But then, it's hard not to be confident when you've got four white socks, a perfect tail and whiskers to die for. She'll solve the mystery, even if she has to do it all by herself.

Worldshaker

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In 1942, with a black-market chicken tucked under his arm by his mother, Leo Marks left his father's famous bookshop, 84 Charing Cross Road, and went off to fight the war. He was twenty-two. Soon recognized as a cryptographer of genius, he became head of communications at the Special Operations Executive (SOE), where he revolutionized the codemaking techniques of the Allies and trained some of the most famous agents dropped into occupied Europe. As a top codemaker, Marks had a unique perspective on one of the most fascinating and, until now, little-known aspects of the Second World War. This stunning memoir, often funny, always gripping and acutely sensitive to the human cost of each operation, provides a unique inside picture of the extraordinary SOE organization at work and reveals for the first time many unknown truths about the conduct of the war. SOE was created in July 1940 with a mandate from Winston Churchill to "set Europe ablaze." Its main function was to infiltrate agents into enemy-occupied territory to perform acts of sabotage and form secret armies in preparation for D-Day. Marks's ingenious codemaking innovation was to devise and implement a system of random numeric codes printed on silk. Camouflaged as handkerchiefs, underwear, or coat linings, these codes could be destroyed message by message, and therefore could not possibly be remembered by the agents, even under torture. *Between Silk and Cyanide* chronicles Marks's obsessive quest to improve the security of agents' codes and how this crusade led to his involvement in some of the war's most dramatic and secret operations. Among the astonishing revelations is his account of the code war between SOE and the Germans in Holland. He also

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reveals for the first time how SOE fooled the Germans into thinking that a secret army was operating in the Fatherland itself, and how and why he broke the code that General de Gaulle insisted be available only to the Free French. By the end of this incredible tale, truly one of the last great World War II memoirs, it is clear why General Eisenhower credited the SOE, particularly its communications department, with shortening the war by three months. From the difficulties of safeguarding the messages that led to the destruction of the atomic weapons plant at Rjukan in Norway to the surveillance of Hitler's long-range missile base at Peenemünde to the true extent of Nazi infiltration of Allied agents, *Between Silk and Cyanide* sheds light on one of the least-known but most dramatic aspects of the war. Writing with the narrative flair and vivid characterization of his famous screenplays, Marks gives free rein to his keen sense of the absurd and wry wit without ever losing touch with the very human side of the story. His close relationship with "the White Rabbit" and Violette Szabo -- two of the greatest British agents of the war -- and his accounts of the many others he dealt with result in a thrilling and poignant memoir that celebrates individual courage and endeavor, without losing sight of the human cost and horror of war.

Heavy Crown

Kidnapped on the way to her wedding only to discover that her estranged aunt is her abductor, maidenlady Jianna Belandor learns that she is to be forcibly wed to

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her thuggish cousin so that her aunt can regain control of the family estate, a dilemma for which she finds unlikely aid from an revolutionary-minded doctor. Original. A first novel.

Strength of Stones

A rivalry between the Skolian and Trader empires escalates into all-out war that threatens to bring every Skolian citizen into slavery or result in the destruction of both sides. Reprint.

The Wilful Eye (Tales from the Tower)

Artificially intelligent cities rise up against humanity in this “excellent novel. It came on me as a surprise, and it knocked me out!” (Harlan Ellison). In a theocratic world far into the future, cities control their own movements and organization. Constantly moving, growing and decaying, taking care of every need their inhabitants might think of, the cities have decided that humans are no longer a necessary part of their architecture, casting them out to wander in the wilderness and eke out a meager subsistence. To the exiled humans, the cities represent a paradisiacal Eden, a reminder of all they cannot attain due to their sinful and unworthy natures. But things are beginning to change. People are no longer willing

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to allow the cities to keep them out, choosing instead to force an entry and plunder at will. The cities are starting to crumble and die because they have no purpose or reason to continue living without citizens. One woman, called mad by some and wise by others, is the only human allowed to inhabit a city. From her lonely and precarious position at the heart of one of the greatest cities ever, she must decide the fate of the relationship between human society and the ancient strongholds of knowledge, while making one last desperate attempt to save the living cities.

Song of the Slums

Now members of an outlaw band, Tam and Nina are on a mission to find out about the wolves' new weapon. In the town square they meet a common thief, who goes along with them though they don't want him to. Saving him and the magical bag he has stolen from the wolves might just be more trouble than it's worth.

Pastworld

Tam and Nina return from gathering firewood to discover their home has been invaded and their parents taken by their overlords, the wolves. Through a terrifying night in the forest, one thing sustains them-the legend of a band of outlaws living free. If only it's true-if only they can find them . . .

The Traitor's Daughter

Presents a collection of essays looking at the social and cultural aspects of steampunk and its relationship to popular culture.

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