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## The Shambling Guide To New York City The Shambling Guides Book 1

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2nd Dead Ition  
 Solo: A Star Wars Story: Expanded Edition  
 Pride's Spell  
 Envy of Angels  
 Republic of Detours  
 A Novel  
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 Minecraft: The Lost Journals  
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 Troubled Waters  
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 Book 4 in the Jane True series  
 Hunger Makes the Wolf  
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 Playing for Keeps  
 White Trash Zombie Unchained  
 Keystone (Crossbreed Series: Book 1)

*The Shambling Guide To New York City The Shambling Guides Book 1*

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### TALIYAH MIDDLETON

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**2nd Dead Ition** Farrar, Straus and Giroux

In his hilarious new sci-fi series, Jim C. Hines introduces the unlikely heroes that may just save the galaxy: a crew of space janitors. The Krakau came to Earth to invite humanity into a growing alliance of sentient species. However, they happened to arrive after a mutated plague wiped out half the planet, turned the rest into shambling, near-unstoppable animals, and basically destroyed human civilization. You know—your standard apocalypse. The Krakau’s first impulse was to turn around and go home. (After all, it’s hard to have diplomatic relations with mindless savages who eat your diplomats.) Their second impulse was to try to fix us. Now, a century later, human beings might not be what they once were, but at least they’re no longer trying to eat everyone. Mostly. Marion “Mops” Adamopoulos is surprisingly bright (for a human). As a Lieutenant on the Earth Mercenary Corps Ship Pufferfish, she’s in charge of the Shipboard Hygiene and Sanitation team. When a bioweapon attack wipes out the Krakau command crew and reverts the rest of the humans to their feral state, only Mops and her team are left with their minds intact. Escaping the attacking aliens—not to mention her shambling crewmates—is only the beginning. Sure, Mops and her team of space janitors and plumbers can clean the ship as well as anyone, but flying the damn thing is another matter. As they struggle to keep the Pufferfish functioning and find a cure for their crew, they stumble

onto a conspiracy that could threaten the entire alliance... a conspiracy born from the truth of what happened on Earth all those years ago. Jim C. Hines has proven himself a master of humorous fantasy with his Jig the Goblin novels, and has turned the usual fantasy tropes sideways and upside down with his Princess and his Magic Ex Libris series. With Terminal Alliance, the debut novel in his humorous military science fiction series, Jim takes us into a brand-new universe of entertainment certain to appeal to fans of both Douglas Adams and Terry Pratchett.

*Solo: A Star Wars Story: Expanded Edition* Open Road + Grove/Atlantic

If this book were just a satire, it would grow old pretty quickly: 1.Stumble to the front. 2.Raise your arms. 3.Grooooooaaannnnn. Instead, this book is a deeply researched investigation into why most public speeches don't really accomplish our goals and what we can do about that. As I was writing it, perhaps because I teach popular culture as well as public speaking, I became somewhat obsessed with the ways that the scary, brainless interaction that passes for speaking is so similar to the scary, brainless zombies in popular culture. You shamble up to the front of the room. The audience groans and shuffles around. Everyone is looking for brains. There are none to be found. All suffer from the living death of boredom and lack of engagement. One of the scary things about zombies is that they look like people, your neighbors, family, colleagues and friends, but they are not. At least one person in most zombie movies will make the mistake of thinking there is still humanity in there and they get chomped for it. This is also what is scary and sad about most speeches. Everyone looks human. But there are no human connections. Our minds disappear into a glaze of Power Point. In most places where we give speeches, we do the same thing. We brainlessly show up to the same places, go through the same motions, use the same kinds

of slides, and repeat the things that seem to matter even when they don't. All too often we show up to meetings or events or class, pretending that we are doing a lot of work. And we want our audiences to believe it too. And when they clap and we sit down, for a minute all of us feel that it was all right, that we really did all just endure something together that was worth it. A second later, that feeling is gone, and we wonder what happened to another day or another afternoon and wish, like we did when we were ten, that somehow school would be cancelled and we could, just for a day, choose again to do something cool with our time. Most speeches fail. We pretend that this is okay, that it is not a terrible waste of everyone's time. We go through the motions again like zombies. This book will try to drill down to get to what is most important and what can actually make you better. The argument is simple: you are doing it wrong. Public speaking, at its best, moves people and creates change. But when was the last time you were enthralled by a speech? No phone, no wandering attention, no thoughts of lunch? Speaking has become an inert show, a droning on in front of a flickering failure of visual aids. We have already given up before we stand up to give a speech. No one cares, not even you. Public life has been reduced to a "let's just get this over with" mentality. Too strong a judgment? Look at the faces in the room around you next time you are sitting in an audience and tell me I'm wrong. We need to resurrect this dead thing called speaking. This book has two new chapters. Seven chapters have been extensively altered. All of this, from the first-ever public speaking textbook chapter on depression to the extensive use of Dungeons & Dragons references in the figurative language chapter, is designed to make the book more interesting and useful than the first edition was. Don't get me wrong. I loved the first edition of this book. It was the best thing I'd ever written. But, it needed to be better.

*Pride's Spell* Del Rey

A travel writer takes a job with a shady publishing company in New York, only to find that she must write a guide to the city - for the undead! Because of the disaster that was her last job, Zoe is searching for a fresh start as a travel book editor in the tourist-centric New York City. After stumbling across a seemingly perfect position though, Zoe is blocked at every turn because of the one thing she can't take off her resume --- human. Not to be put off by anything -- especially not her blood drinking boss or death goddess coworker -- Zoe delves deep into the monster world. But her job turns deadly when the careful balance between human and monsters starts to crumble -- with Zoe right in the middle.

*Envy of Angels* Hachette UK

NATIONAL BOOK CRITICS CIRCLE NOMINEE • A NEW YORK TIMES NOTABLE BOOK OF THE YEAR • NEW YORK TIMES BEST SELLER • From the two-time Pulitzer Prize-winning author of *The Underground Railroad* and *The Nickel Boys*, a gloriously entertaining novel of heists, shakedowns, and rip-offs set in Harlem in the 1960s. "Ray Carney was only slightly bent when it came to being crooked..." To his customers and neighbors on 125th street, Carney is an upstanding salesman of reasonably priced furniture, making a decent life for himself and his family. He and his wife Elizabeth are expecting their second child, and if her parents on Striver's Row don't approve of him or their cramped apartment across from the subway tracks, it's still home. Few people know he descends from a line of uptown hoods and crooks, and that his façade of normalcy has more than a few cracks in it. Cracks that are getting bigger all the time. Cash is tight, especially with all those installment-plan sofas, so if his cousin Freddie occasionally drops off the odd ring or necklace, Ray doesn't ask where it comes from. He knows a discreet jeweler downtown who doesn't ask questions, either. Then Freddie falls in with a crew who plan to rob the Hotel Theresa—the "Waldorf of Harlem"—and volunteers Ray's services as the fence. The heist doesn't go as planned; they rarely do. Now Ray has a new clientele, one made up of shady cops, vicious local gangsters, two-bit pornographers, and other assorted Harlem lowlifes. Thus begins the internal tussle between Ray the striver and Ray the crook. As Ray navigates this double life, he begins to see who actually pulls the strings in Harlem. Can Ray avoid getting killed, save his cousin, and grab his share of the big score, all while maintaining his reputation as the go-to source for all your quality home furniture needs? Harlem Shuffle's ingenious story plays out in a beautifully recreated New York City of the early 1960s. It's a family saga masquerading as a crime novel, a hilarious morality play, a social novel about race and power, and ultimately a love letter to Harlem. But mostly, it's a joy to read, another dazzling novel from the Pulitzer Prize and National Book Award-winning Colson Whitehead.

*Republic of Detours* Orion

A phone call from a soon-to-be-deceased ex-boyfriend launches a young woman on a bizarre road trip to a dark supernatural world hidden beneath America's heartland in this remarkably imaginative debut novel from an electrifying new voice in contemporary fantasy. With *Hidden Things*, author Doyce Testerman immediately takes his place alongside Neil Gaiman, Kim Harrison, and Melissa Marr by viewing modern-day America through a glass darkly and transforming our mundane world into a place where unseen monsters and paranormal beings have long inhabited the shadows. Among the *Hidden Things* in Testerman's exceptional first novel are goblins, dragons, a road-weary clown, and creatures that have never been categorized, joining a smart, tough, courageous female protagonist on a wild cross-country thrill ride that readers will never forget.

*A Novel!* Bantam

In a world where the superheroes have the best gifts, but are real jerks, Keepsie Branson has the power to prevent anything in her possession from being stolen ... not enough to make a difference, or so she thinks.

*A Writer's Workshop* Simon and Schuster

Human civilization didn't just fall. It was pushed. The Krakau came to Earth in the year 2104. By 2105, humanity had been reduced to shambling, feral monsters. In the Krakau's defense, it was an accident, and a century later, they did come back and try to fix us. Sort of. It's been four months since Marion "Mops" Adamopoulos learned the truth of that accident. Four months since she and her team of hygiene and sanitation specialists stole the EMCS Pufferfish and stopped a bioterrorism attack against the Krakau homeworld. Four months since she set out to find proof of what really happened on Earth all those years ago. Between trying to protect their secrets and fighting the xenocidal Prodryans, who've been escalating their war against everyone who isn't Prodryan, the Krakau have their tentacles full. Mops' mission changes when she learns of a secret Krakau laboratory on Earth. A small group under command of Fleet Admiral Belle-Bonne Sage is working to create a new weapon, one that could bring victory over the Prodryans ... or drown the galaxy in chaos. To discover the truth, Mops and her rogue cleaning crew will have to do the one thing she fears most: return to Earth, a world overrun by feral apes, wild dogs, savage humans, and worse. (After all, the planet hasn't been cleaned in a century and a half!) What Mops finds in the filthy ruins of humanity could change everything, assuming she survives long enough to share it. Perhaps humanity isn't as dead as the galaxy thought.

*Minecraft: The Lost Journals* Harper Collins

"A ... novel about two sisters--one the matriarch of a boisterous Irish Catholic family, the other a cloistered nun, hidden from the world--and the secret that drove them apart"--

*Stories of Your Life and Others* Doubleday

This thrilling sci-fi Western features "a dash of Dune, a bit of Fury Road, and a whole lot of badass female characters" (Emma Maree Urquhart, author of *Dragon Tamers*) The strange planet known as Tanegawa's World is owned by TransRifts Inc, the company with the absolute monopoly on interstellar travel. Hob landed there ten years ago, a penniless orphan left behind by a rift ship. She was taken in by Nick Ravani and quickly became a member of his mercenary biker troop, the Ghost Wolves. Ten years later, she discovers that the body of Nick's brother out in the dunes. Worse, his daughter is missing, taken by shady beings called the Weathermen. But there are greater mysteries to be discovered—both about Hob and the strange planet she calls home. File Under: Science Fiction [ Road of Fury | Hob's Angels | Ghost on the Highway | The Weatherman Says ]

*The Secret Dead* Random House Trade Paperbacks

Video game projects get shut down all the time, but when the one Ryan Colter and his team have poured their hearts into gets cut, something different happens: the game refuses to go away. Now Blue Lightning is alive, and it wants something from Ryan - something only he can give it. And everybody knows how addictive video games can be!

*The Fall of the Kings* Watkins Media Limited

"Witnessing an act of brutal violence that he mistakes for a methamphetamine-induced hallucination, addict Chase finds himself an unlikely hero in a zombie apocalypse that gives him a last chance to get clean, win back the love of his life and become the person he once dreamed of being. A first novel."

*Eye Of The Tempest* Simon and Schuster

Surviving the end of the world was the easy part? It's twelve years since the dead came back. Ravening, mindless zombies have devoured almost every living thing on the planet. The few, scattered survivors are surviving on canned goods and a refusal to give in and die. They are led by Ayaan, a former child soldier turned brilliant strategist. She's twenty-eight years old, in a world where the average life expectancy is twenty-five. Together with her adopted ward Sarah, who has the psychic ability to see the life-force of the undead, she's gathered a few hundred survivors in Africa and given them safety, something to eat, and the possibility of a future. It would be a lot easier if the zombies weren't so well organized. Out of the east a dead prince has risen. The Tsarevich, the most powerful lich the world has yet seen, is able to command his fellow zombies and has crafted them into an unstoppable army. He has swept across Russia and eastern Europe, hunting down every survivor he can find. He's about to come down on Ayaan and her desert oasis like a tidal wave of death and horror. Yet quickly enough Ayaan realizes he's not just out for her destruction. He has something else in mind, a goal that will take him--and her--across oceans, all the way back to Colorado where the first zombies rose from the grave. He's going back to the Source and when he reaches it, no one will ever be safe again. The fate of all life on the planet is up for grabs, and if Ayaan and Sarah can't stop him there will be no more second chances?

*Fiend* Penguin

The team at Sin du Jour—New York's exclusive caterers-to-the-damned—find themselves up against their toughest challenge yet when they're lured out west to prepare a feast in the most forbidding place in America: Hollywood, where false gods rule supreme. Meanwhile, back at home, Ritter is attacked at home by the strangest hit-squad the world has ever seen, and the team must pull out all the stops if they're to prevent themselves from being offered up as the main course in a feast they normally provide Starring: The Prince of Lies, Lena Tarr, Darren Vargas. With Byron Luck.

Introducing: the Easter Bunny. *Pride's Spell* is the third installment in Matt Wallace's Sin du Jour series. Sin du Jour Book 1: *Envy of Angels* Book 2: *Lustlocked* Book 3: *Pride's Spell* Book 4: *Idle Ingredients* Book 5: *Greedy Pigs* Book 6: *Gluttony Bay* Book 7: *Taste of Wrath* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*The Shambling Guide to New York City* Duncan Baird Publishers

Out in the darkness of space, something is targeting the Greatships. With their vast cargo holds and a crew that could fill a city, the Greatships are the lifeblood of human occupied space, transporting an unimaginable volume - and value - of goods from City, the greatest human orbital, all the way to Tradeport at the other, to trade for xenoglas with an unknowable alien species. It has always been Marca Nbaro's dream to achieve the near-impossible: escape her upbringing and venture into space. All it took, to make her way onto the crew of the Greatship Athens was thousands of hours in simulators, dedication, and pawning or selling every scrap of her old life in order to forge a new one. But though she's made her way onboard with faked papers, leaving her old life - and scandals - behind isn't so easy. She may have just combined all the dangers of her former life, with all the perils of the new . . .

*Archangel's Sun* Penguin

A horrifying secret rises in the aftermath of an archangelic war in New York Times bestselling author Nalini Singh's deadly and beautiful Guild Hunter world. . . . The Archangel of Death and the Archangel of Disease may be gone but their legacy of evil lives on—especially in Africa, where the shambling, rotting creatures called the reborn have gained a glimmer of vicious intelligence. It is up to Titus, archangel of this vast continent, to stop the reborn from spreading across the world. Titus can't do it alone, but of the surviving powerful angels and archangels, large numbers are wounded, while the rest are fighting a surge of murderous vampires. There is no one left . . . but the Hummingbird. Old, powerful, her mind long a broken kaleidoscope. Now, she must stand at Titus's side against a tide of death upon a discovery more chilling than any other. For the Archangel of Disease has left them one last terrible gift . . .

*A Sin du Jour Affair* Rock Point Gift & Stationery

Quitting her husband's house and moving back in with her horrible family, Lady Maccon becomes the scandal of the London season in the third book of the NYT bestselling *Parasol Protectorate* series. Queen Victoria dismisses her from the Shadow Council, and the only person who can explain anything, Lord Akeldama, unexpectedly leaves town. To top it all off, Alexia is attacked by homicidal mechanical ladybugs, indicating, as only

ladybugs can, the fact that all of London's vampires are now very much interested in seeing Alexia quite thoroughly dead. While Lord Maccon elects to get progressively more inebriated and Professor Lyall desperately tries to hold the Woolsey werewolf pack together, Alexia flees England for Italy in search of the mysterious Templars. Only they know enough about the preternatural to explain her increasingly inconvenient condition, but they may be worse than the vampires -- and they're armed with pesto.!--EndFragment-- BLAMELESS is the third book of the Parasol Protectorate series: a comedy of manners set in Victorian London, full of werewolves, vampires, dirigibles, and tea-drinking. The Parasol Protectorate Soulless Changeless Blameless Heartless Timeless For more from Gail Carriger, check out: The Custard Protocol Prudence ImprudenceCompetenceReticence Finishing School (YA) Etiquette & Espionage Curtsies & Conspiracies Waistcoats & Weaponry Manners & Mutiny

**Ghost Train to New Orleans** Orbit

Nominated for the Hugo Award for Best Novel 2018Nominated for the Nebula Award for Best Novel 2018 In this Hugo nominated science fiction thriller by Mur Lafferty, a crew of clones awakens aboard a space ship to find they're being hunted-and any one of them could be the killer. Maria Arena awakens in a cloning vat streaked with drying blood. She has no memory of how she died. This is new; before, when she had awakened as a new clone, her first memory was of how she died. Maria's vat is one of seven, each one holding the clone of a crew member of the starship Dormire, each clone waiting for its previous incarnation to die so it can awaken. And Maria isn't the only one to die recently... Unlock the bold new science fiction thriller that Corey Doctorow calls Mur's "breakout book".

*An Official Minecraft Novel* Penguin

Horror meets humorous urban fantasy in the sixth book in the White Trash Zombie series • Winner of the 2012 Best Urban Fantasy Protagonist by the RT Awards Angel Crawford has finally pulled herself together (literally!) after her disastrous dismemberment on Mardi Gras. She's putting the pieces of her life back in order and is ready to tackle whatever the future holds. Too bad the future is a nasty bitch. There's a new kind of zombie in town: mindless shamblers, infectious and ravenous. With the threat of a full-blown shambler pandemic looming, and a loved one stricken, Angel and the "real" zombies scramble to find a cure. Yet when Angel uncovers the true reason the plague is spreading so quickly, she adds "no-holds-barred revenge" to her to-do list. Angel is busting her ass dealing with shambling hordes, zombie gators, government jerks, and way too many mosquitos, but this white trash chick ain't giving up. Good thing, since the fate of the world is resting on her undead shoulders.

**Bookburners** Ghost Train to New Orleans

Don't miss the exclusive content in this thrilling adaptation of Solo: A Star Wars Story, with scenes from alternate versions of the script including Han Solo's time in the Imperial Navy, Qi'ra's past, the beginnings of the rebellion, and more! Though Han Solo has thrilled Star Wars fans for decades, the notorious wisecracking scoundrel was chasing adventure and dodging trouble long before he walked into the cantina at Mos Eisley spaceport. Young Han dreams of someday soaring into space at the helm of his own starship and leaving his home, the gritty industrial planet Corellia, far behind. But as long as he's trapped in a life of poverty and crime—and under the thumb of the sinister Lady Proxima and her brutal street gang—reaching the distant stars seems impossible. When Han tries to escape with his girlfriend and partner-in-crime, Qi'ra, he makes it out—but she doesn't. Desperate for a way to find his own offworld vessel and free her, Han enlists in the Imperial Navy—the last place for a rebellious loner who doesn't play well with others. When the Empire clips his wings, Han goes rogue and plunges into the shady world of smugglers, gamblers, and con artists. There he meets the charming and cunning high roller Lando Calrissian, makes an unlikely friend in a cantankerous Wookiee called Chewbacca, and first lays eyes on the Millennium Falcon. To snag his piece of the outlaw pie, Han joins a crew of pirates to pull off a risky heist. The stakes are high, the danger is great, and the odds are slim. But never tell Han Solo the odds. Praise for Solo: A Star Wars Story “Mur Lafferty has given us the best adaptation of a Star Wars film yet.”—Star Wars News Net “If you liked the movie but were left wanting more, this novel has exactly what you need.”—CNET “A fun adventure tale within the larger Star Wars franchise that goes beyond the run-of-the-mill novelization treatment to explore a new bit of the world that we haven't yet seen.”—The Verge

*Terminal Alliance* Orbit

From the author of *Exhalation*, an award-winning short story collection that blends "absorbing storytelling with meditations on the universe, being, time and space ... raises questions about the nature of reality and what it is to be human" (The New York Times). *Stories of Your Life and Others* delivers dual delights of the very, very strange and the heartbreakingly familiar, often presenting characters who must confront sudden change—the inevitable rise of automatons or the appearance of aliens—with some sense of normalcy. With sharp intelligence and humor, Chiang examines what it means to be alive in a world marked by uncertainty, but also by beauty and wonder. An award-winning collection from one of today's most lauded writers, *Stories of Your Life and Others* is a contemporary classic. Includes “Story of Your Life”—the basis for the major motion picture *Arrival*