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Trans-Galactic Bike Ride Bikes in Space Futuristic Cars and Space Bicycles Pedal Zombies Biketopia Trans-galactic Bike Ride Bikes Not Rockets Bikes in Space C.A.T.S. The Last American Sci Fi Anthology 2016 The Iron Dream Virtual Light The War of the Wheels Bicycling Science, third edition Sci Fi Anthology 2015 The Coming Race Sleeping Giants Bikenomics The Third Science Fiction MEGAPACK® Invisible Bicycle Mer-Cycle The Grand Dark Child and Youth Agency in Science Fiction Snow Crash Horror World, Dystopian, Young Adult, Science Fiction, "The Well" Box Set The Bicycle Book Dirt Bike Racer Z for Zachariah The Time Bike The Legacy Of Manifesto The Great (Prequel 3) Zen and the Art of Motorcycle Maintenance Born to Ride Cycling Science The War of the Worlds Lands of Lost Borders Flying Fergus 1: The Best Birthday Bike Arrival (The Invasion Chronicles—Book Two): A Science Fiction Thriller Warp Speed Eat Bike Cook

Louise Belinda Bellflower lives in Rochester, New York, in 1896. She spends her days playing with her brother, Joe. But Joe gets to ride a bicycle, and Louise Belinda doesn't. In fact, Joe issues a solemn warning: If girls ride bikes, their faces will get so scrunched up, eyes bulging from the effort of balancing, that they'll get stuck that way FOREVER! Louise Belinda is appalled by this nonsense, so she strikes out to discover the truth about this so-called "bicycle face." Set against the backdrop of the women's suffrage movement, *Born to Ride* is the story of one girl's courageous quest to prove that she can do everything the boys can do, while capturing the universal freedom and accomplishment children experience when riding a bike. In the year 2951, a band of daring explorers set sail from Persia destined for a continent and a country of legend. A country rich in splendor, culture, natural resources, a country unrivaled in the world but ceased to exist. This is their story of adventure in a strange long lost land. The land of the Mehrikans!!! A science fiction adventure full of thrills!!! "A stand-alone heavy hitter that's more in line with recent deviants like Chuck Wendig's upcoming *Wanderers* (2019) and Daniel H. Wilson's *The Clockwork Dynasty* (2017). Tonally, this lush novel is closer to Scott Lynch's pirate fantasy *The Lies of Locke Lamora* (2006), but technologically it resembles the near-future dystopias of Cory Doctorow or China Miéville [...] Wildly ambitious and inventive fantasy from an author who's punching above his weight in terms of worldbuilding—and winning." -- Kirkus (starred review) From the bestselling author of the *Sandman Slim* series, a lush, dark, stand-alone fantasy built off the insurgent tradition of China Mieville and M. John Harrison—a subversive tale that immerses us in a world where the extremes of bleakness and beauty exist together in dangerous harmony in a city on the edge of civility and chaos. The Great War is over. The city of Lower Proszawa celebrates the peace with a decadence and carefree spirit as intense as the war's horrifying despair. But this newfound hedonism—drugs and sex and endless parties—distracts from strange realities of everyday life: Intelligent automata taking jobs. Genetically engineered creatures that serve as pets and beasts of war. A theater where gruesome murders happen twice a day. And a new plague that even the ceaseless euphoria can't mask. Unlike others who live strictly for fun, Largo is an addict with ambitions. A bike messenger who grew up in the slums, he knows the city's streets and its secrets intimately. His life seems set. He has a beautiful girlfriend, drugs, a chance at a promotion—and maybe, an opportunity for complete transformation: a contact among the elite who will set him on the course to lift himself up out of the streets. But dreams can be a dangerous thing in a city whose mood is turning dark and inward. Others have a vision of life very different from Largo's, and they will use any methods to secure control. And in behind it all, beyond the frivolity and chaos, the threat of new war always looms. The third volume in the Science Fiction MEGAPACK® series collection 26 tales of high adventure through other worlds and times, including a complete novel by H. Beam Piper! Included in this volume are: "The Man Who Made Friends with Electricity," by Fritz Leiber "Time Bum," by C.M. Kornbluth "The Human Equations," by Dave Creek "The Gun," by Philip K. Dick "Not Stupid Enough," by George H. Scithers "Jackpot," by E.C. Tubb "The Killing Streets," by Colin Harvey "Moon Dive," by Sydney J. Bounds "Charon's Curse," by John Glasby "The

Hunted Heroes," by Robert Silverberg "Night of the Squealers," by Michael McCarty and Mark McLaughlin "Chaos," by John Russell Fearn "And Happiness Everlasting," by Gerald Warfield "The 7th Order," by Jerry Sohl "Monkey on his Back," by Charles V. De Vet "The Calm Man," by Frank Belknap Long "Alien Still Life," by John Gregory Betancourt "A Question of Courage," by J. F. Bone "Angels and Moths" by Costi Gurgu "Second Landing," by Murray Leinster "The Einstein-Rosen Hunter-Gatherer Society," by George S. Walker "Wind," by Charles L. Fontenay "Star Mother," by Robert F. Young "The Sky Is Falling," by Lester Del Rey If you enjoy this ebook, don't forget to search your favorite ebook store for "Wildside Press Megapack" to see more of the 300+ volumes in this series, covering adventure, historical fiction, mysteries, westerns, ghost stories, science fiction -- and much, much more! The first in our Food for Sport series, *Eat Bike Cook* brings together her illustrations of diaries from women who bike from around the world - enthusiastic amateurs to professionals, cycling a range of distances - with tips and hacks for what works for them. The *Invisible Bicycle* revisits and questions the existing timelines of bicycle history to create a more nuanced understanding of why and how the popularity of the bicycle and cycling has changed over time and varies in different locations. THE 30th ANNIVERSARY EDITION WITH NEW, NEVER-BEFORE-PUBLISHED MATERIAL After the Internet, what came next? Enter the Metaverse - cyberspace home to avatars and software daemons, where anything and just about everything goes. Newly available on the Street - the Metaverse's main drag - is *Snow Crash*. A cyberdrug that reduces avatars in the digital world to dust, but also infects users in real life, leaving them in a vegetative state. This is bad news for Hiro, a freelance hacker and the Metaverse's best swordfighter, and mouthy skateboard courier Y. T.. Together, investigating the Infocalypse, they trace back the roots of language itself to an ancient Sumerian priesthood and find they must race to stop a shadowy virtual villain hell-bent on world domination. In this special edition of the remarkably prescient modern classic, Neal Stephenson explores linguistics, computer science, politics and philosophy in the form of a break-neck adventure into the fast-approaching yet eerily recognizable future. 'Fast-forward free-style mall mythology for the twenty-first century' William Gibson 'Brilliantly realized' New York Times Book Review 'Like a Pynchon novel with the brakes removed' Washington Post 'A remarkably prescient vision of today's tech landscape' Vanity Fair When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature. Given the extensive influence of the 'transport revolution' on the past two centuries (a time when trains, trams, omnibuses, bicycles, cars, airplanes, and so forth were invented), and given science fiction's overall obsession with machines and technologies of all kinds, it is surprising that scholars have not paid more attention to transportation in this increasingly popular genre. *Futuristic Cars and Space Bicycles* is the first book to examine the history of representations of road transport machines in nineteenth-, twentieth-, and twenty-first-century American science fiction. The focus of this study is on two machines of the road that have been locked in a constant, often bitter, struggle with one another: the automobile and the bicycle. With chapters ranging from the early science fiction of the pulp magazine era in the 1920s and 1930s, to the postcyberpunk of the 1990s and more recent media of the 2000s such as web television, zines, and comics, this book argues that science fiction by and large perceives the car as anything but a marvelous invention of modernity. Rather, the genre often scorns and ridicules the automobile and instead promotes more sustainable, more benign, more restrained technologies of movement such as the bicycle. A rip-roaring narrative celebration of the 21st century's great transport success story: the bicycle. Millions of us now cycle, some obsessively,

and this glorious concoction of history, anecdote, adventure and lycra-clad pedalling is the perfect read for two-wheelers of all kinds. A new, updated edition of a popular book on the history, science, and engineering of bicycles. The bicycle is almost unique among human-powered machines in that it uses human muscles in a near-optimum way. This new edition of the bible of bicycle builders and bicyclists provides just about everything you could want to know about the history of bicycles, how human beings propel them, what makes them go faster, and what keeps them from going even faster. The scientific and engineering information is of interest not only to designers and builders of bicycles and other human-powered vehicles but also to competitive cyclists, bicycle commuters, and recreational cyclists. The third edition begins with a brief history of bicycles and bicycling that demolishes many widespread myths. This edition includes information on recent experiments and achievements in human-powered transportation, including the "ultimate human-powered vehicle," in which a supine rider in a streamlined enclosure steers by looking at a television screen connected to a small camera in the nose, reaching speeds of around 80 miles per hour. It contains completely new chapters on aerodynamics, unusual human-powered machines for use on land and in water and air, human physiology, and the future of bicycling. This edition also provides updated information on rolling drag, transmission of power from rider to wheels, braking, heat management, steering and stability, power and speed, and materials. It contains many new illustrations. NATIONAL BESTSELLER WINNER OF THE RBC TAYLOR PRIZE WINNER OF THE EDNA STAEBLER AWARD FOR CREATIVE NON-FICTION "Every day on a bike trip is like the one before--but it is also completely different, or perhaps you are different, woken up in new ways by the mile." As a teenager, Kate Harris realized that the career she most craved--that of a generalist explorer, equal parts swashbuckler and philosopher--had gone extinct. From her small-town home in Ontario, it seemed as if Marco Polo, Magellan and their like had long ago mapped the whole earth. So she vowed to become a scientist and go to Mars. To pass the time before she could launch into outer space, Kate set off by bicycle down a short section of the fabled Silk Road with her childhood friend Mel Yule, then settled down to study at Oxford and MIT. Eventually the truth dawned on her: an explorer, in any day and age, is by definition the kind of person who refuses to live between the lines. And Harris had soared most fully out of bounds right here on Earth, travelling a bygone trading route on her bicycle. So she quit the laboratory and hit the Silk Road again with Mel, this time determined to bike it from the beginning to end. Like Rebecca Solnit and Pico Iyer before her, Kate Harris offers a travel narrative at once exuberant and meditative, wry and rapturous. Weaving adventure and deep reflection with the history of science and exploration, *Lands of Lost Borders* explores the nature of limits and the wildness of a world that, like the self and like the stars, can never be fully mapped. This collection merges representations of children and youth in various science fiction texts with childhood studies theories and debates. Set in the past, present, and future, science fiction landscapes and technologies sometimes constrain, but often expand, agentic expression, movement, and collaboration. Investigating the scientific wonders that keep the cyclist in the saddle and explaining how the bike and rider work together, this fascinating book is the perfect way to analyse your own kit and technique by showing you the techniques of the professionals. Each chapter investigates a different area of physics or technology and is organised around a series of questions; What is the frame design? How have bicycle wheels evolved? What muscle groups does cycling exploit? How much power does a professional cyclist generate? Each question is investigated using explanatory infographics and illustrations to clarify the answers. Dip into the book for answers to specific questions or read it right through for a complete overview of how machine and rider work together. At its heart, the simple process of getting about on two wheels contains a wealth of fascinating science. *Bikenomics* provides a surprising and compelling new perspective on the way we get around and on how we spend our money, as families and as a society. The book starts with a look at Americans' real transportation costs, and moves on to examine the current civic costs of our transportation system. Blue tells the stories of people, businesses, organizations, and cities who are investing in two-wheeled transportation. The multifaceted North American bicycle movement is revealed, with its contradictions, challenges, successes, and visions. As you ride down the intergalactic bike path, you come to a crossroads. Which path will you take? Your choice could determine your future, or the future of all humanity, forever. These twelve stories explore a variety of intersections set in distant, outlandish, or disturbingly realistic futures

and dimensions—all involving bicycles and the breaking of gender stereotypes. A bicycle race spans a rift between worlds. A teenager learns a valuable lesson from her prepper mom. A young fruit seller gets closer to her dream of becoming an astronaut. An overwhelmed mom finds unexpected solace at a bicycle collective. And much more! Contributors include Tuere T.S. Ganges, Gretchin Lair, Ayame Whitfield, Julia K. Patt, Elly Bangs, Osahon Ize-Iyamu, Monique Cuillerier, Kat Lerner, Hella Grichi, and Summer Jewel Keown, with illustrations by Elly Bangs and Paul Abbamondi. The strangest things seem to happen to the Hall family--like the time Eddy and Eleanor had an adventure and found an enchanted diamond, or the summer their cousin Georgie flew with geese. Now their adventure is with time itself. It starts when Eddy receives an unusually large packing crate from his mysterious uncle, Prince Krishna, containing an old-fashioned bicycle, complete with a wicker basket--the kind of bike no self-respecting boy like Eddy would be caught dead riding. The bike possesses more than just a basket, however: It possesses the ability to travel through time, and soon Eddy is on the ride of his life! But trips through time can have unpredictable results, and they're not without danger.... Newbery Honor author Jane Langton's sixth book about the extraordinary Hall family is a magical account of the perils--and surprises--of travel in the fourth dimension. "ARRIVAL is riveting, unexpected, and firmly rooted in strong psychological profiles backed with thriller and sci-fi elements: what more could readers wish for? (Just the quick publication of Book Two, Arrival.)" --Midwest Book Review From #1 worldwide bestselling fantasy author Morgan Rice comes a long-anticipated science fiction series. SETI has received a signal from an alien civilization. Is there time to save the world? In the aftermath of SETI's receiving the signal, 13 year old Kevin realizes: he is the only one who can save the world. But is there time? What must he do? And what do the aliens plan next? "Action-packed Rice's writing is solid and the premise intriguing." --Publishers Weekly, re *A Quest of Heroes* "A superior fantasy... A recommended winner for any who enjoy epic fantasy writing fueled by powerful, believable young adult protagonists." --Midwest Book Review, re *Rise of the Dragons* "An action packed fantasy sure to please fans of Morgan Rice's previous novels, along with fans of works such as *THE INHERITANCE CYCLE* by Christopher Paolini.... Fans of Young Adult Fiction will devour this latest work by Rice and beg for more." --The Wanderer, *A Literary Journal* (regarding *Rise of the Dragons*) Book #3 in the series is also now available! Also available are Morgan Rice's many series in the fantasy genre, including *A QUEST OF HEROES (BOOK #1 IN THE SORCERER'S RING)*, a free download with over 1,300 five star reviews! The zombie apocalypse will be pedal-powered! In the not-so-distant future, when gasoline is no longer available, humans turn to two-wheeled vehicles to transport goods, seek glory, and defend their remaining communities. In another version of the future, those with the zombie virus are able to escape persecution and feel almost alive again on two wheels. In yet another scenario, bicycles themselves are reanimated and roam the earth. In the third volume of annual feminist bicycle science fiction series *Bikes in Space*, twelve talented writers bring their diverse visions to this volume: Sometimes scary, sometimes spooky, sometimes hilarious, always on two wheels. Twelve-year old Ron Baker finds a mini bike while scuba diving and, with the help of a former motorcycle rider and racer, restores the bike and enters competitions. "With a new introduction by the author"--Jacket. —Now funding on Kickstarter— Take a ride with us as we explore a future where trans and nonbinary people are the heroes. In worlds where bicycle rides bring luck, a minotaur needs a bicycle, and werewolves stalk the post-apocalyptic landscape, nobody has time to question gender. Whatever your identity you'll enjoy these stories that are both thought-provoking and fun adventures. Find out what the future could look like if we stopped putting people into boxes and instead empowered each other to reach for the stars. Featuring brand-new stories from Hugo, Nebula, and Lambda Literary Award-winning author Charlie Jane Anders, Ava Kelly, Juliet Kemp, Rafi Kleiman, Tucker Lieberman, Nathan Alling Long, Ether Nepenthes, and Nebula-nominated M. Darusha Wehm. Also featuring debut stories from Lane Fox and Marcus Woodman. In a world with an uncertain future, do you imagine for the best - or worst-case scenario? Twelve writers tackle extreme utopias and dystopias - and the gray areas in between - in *Biketopia*, the fourth volume of the *Bikes in Space* series of feminist science fiction stories about bicycling. Whatever your own future or present reality, these stories will motivate and inspire you to envision something different... and maybe even better. Take a ride with us as we explore a future where trans and nonbinary people are the heroes. In worlds where bicycle rides bring luck, a minotaur needs a bicycle, and

werewolves stalk the post-apocalyptic landscape, nobody has time to question gender. Whatever your identity you'll enjoy these stories that are both thought-provoking and fun adventures. Find out what the future could look like if we stopped putting people into boxes and instead empowered each other to reach for the stars. Featuring brand-new stories from Hugo, Nebula, and Lambda Literary Award-winning author Charlie Jane Anders, Ava Kelly, Juliet Kemp, Rafi Kleiman, Tucker Lieberman, Nathan Alling Long, Ether Nepenthes, and Nebula-nominated M. Darusha Wehm. Also featuring debut stories from Diana Lane and Marcus Woodman. A powerful tribute to feminist sci-fi about bicycles. It gravitates away from the unfortunately-traditional macho heroes, hurtling through space with giant guns, ready to protect and/or tame their scantily clad space babe. Elly's visions of the future are populated by strong, intelligent, empowered women with complex personalities. Heroines find meaning and freedom on two wheels in the confines of a gated space society and in the ravaged earth left behind. Racers compete in deep space and on otherworldly planets. From fantasy to hard sci-fi to dystopia, there's something for everyone in this little volume that launched a genre. The first in a fantastically fun, magical cycling adventure series from Sir Chris Hoy. Fergus Hamilton, a boy who always dreams big, gets a rusty old bike for his ninth birthday from his mum and granddad. It's not the flashy Sullivan Swift he'd longed for - but when it's all cleaned up and he takes it for a test run, he discovers something amazing. When the pedals turn backwards, Fergus and his dog, Chimp, are magically transported to Nevermore, a land where cycling is banned by the wicked King Woebegot. He meets the ever enthusiastic Princess Lily, has an amazing adventure bunny-hopping on his bike over the Swamp of Certain Death and outwitting the Knights of No-Nonsense and their Hounds of Horribleness, and lands back in the real world with a bump. Fergus still has to complete the time trial to join the local cycling team though - can Grandpa Herc and his best friend Daisy help him realise that he doesn't need magic to succeed, and that hard work, a bit of patience and some help from his friends can do the trick? With fantastic illustrations from Clare Elsom. Bikes in Space is a feminist bicycle science fiction anthology. Started as a zine (and a bit of a joke), it ended up being ridiculously fun and popular, filled with great pulp-esque stories. These are a dozen new stories that bring you into a dizzying futurescape inhabited by empowered women on two wheels!- Fueled by vegan donuts and beer, a bike messenger races delivery drones through a crumbling future Portland.- Maddy Engelfried's future city is a peaceful, if impoverished one, where everyone travels by bicycle... except one young girl- In a post-nuclear holocaust America, why would anyone choose to be a woman?- Emily June Street takes us to a parallel world, where women aren't supposed to race velos--and they definitely aren't supposed to win!- Editor Elly Blue regales you with the story of the most epic butt dial in galactic history Amid apocalyptic invasions and time travel, one common machine continually appears in H. G. Wells's works: the bicycle. From his scientific romances and social comedies, to utopias, futurological speculations, and letters, Wells's texts abound with bicycles. In *The War of the Wheels*, Withers examines this mode of transportation as both something that played a significant role in Wells's personal life and as a literary device for creating elaborate characters and complex themes. Withers traces Wells's ambivalent relationship with the bicycle throughout his writing. While he celebrated it as a singular and astonishing piece of technology, and continued to do so long after his contemporaries abandoned their enthusiasm for the bicycle, he was not an unwavering promoter of this machine. Wells acknowledged the complex nature of cycling, its contribution to a growing dependence on and fetishization of technology, and its role in humanity's increasing sense of superiority. Moving into the twenty-first century, Withers reflects on how the works of H. G. Wells can serve as a valuable locus for thinking through many of our current issues and problems related to transportation, mobility, and sustainability. *Virtual Light* - a gripping techno-thriller from William Gibson, bestselling author of *Neuromancer* San Francisco, the nearish future: Ex-cop Berry Rydell's lost one job he didn't much like and landed another he likes even less. Some sunglasses - actually high-end kit involving Virtual Reality and super-sensitive data - were stolen from a courier, and a man named Warbaby's been charged with retrieving them. Warbaby needs a driver and Rydell is the perfect fit. But when the courier is killed and Warbaby gets to work - giving Rydell a taste of what's expected and exactly what's at stake - he has second thoughts. Especially when he comes face to face with Chevette, stealer of sunglasses, who'll land an ex-cop in a heap of trouble . . . 'Audacious, witty and passionate. A wonderful read' Observer 'A stunner . . . a terrifically stylish burst of kick-butt imagination'

Entertainment Weekly 'Studded with crackling insights into the relationship between technology, culture and morality, *Virtual Light* doesn't miss its stride for a nanosecond' Time Out William Gibson's first novel *Neuromancer* sold more than six million copies worldwide. Count Zero and *Mona Lisa Overdrive* completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world we inhabit. His most recent novels include *Patter Recognition*, *Spook Country* and *Zero History*, his non-fiction collection. *Distrust That Particular Flavor*, compiles assorted writings and journalism from across his career. The story of a fascinating underground world of winged beings *Planet Hy Man Prequel 3 Planet Hy Man's* future lay in the hands of two women as ruthless as a cock in a cockfight, but only one can rule. Bette, an ex-cleaner with a love for order, is grimly hanging onto her leadership. Champing at her heels, rewriting history is Beryl, a woman so ambitious she has rewritten *Planet Hy Man's Geographic—Manifesto the Great's* legacy. *Manifesto the Great* is livid and plans a coup, but the men on *Planet Hy Man* are way too old for that carry-on and couldn't give a toss about any legacy. Will his legacy be rewritten forever? Or will Bette remain the leader and show him mercy? *The Legacy Of Manifesto The Great* is the third of three prequels to the *Planet Hy Man* science-fiction comedy series. If you like high-mileage heroines, fast-paced satire, and meticulously crafted universes, then you'll love Kerrie Noor's otherworldly farce. *Tomorrow the Stars* ¾ Today, World War III! Dr. Neil Anson Clemons was born at the very moment that men first landed on the moon and always strived to become an astronaut and reach the stars. Becoming an astronaut and traveling to the stars are not easy tasks. Neil devoted his life to staying physically fit as any astronaut should be through martial arts and mentally fit by studying and becoming one of the world's foremost experts in quantum physics and gravitational theory. Now he and his team have achieved a breakthrough, both in building a warp drive, and finding a new energy source powerful enough to make the drive more than an interesting theoretical concept. With the help of attractive and outspoken southern astronaut, US Air Force Colonel Tabitha Ames, the US Government is convinced to fund the Top Secret warp project, including assembly in orbit of the first faster-than-light probe. Unfortunately, forces working behind the scenes have much darker dreams, and have infiltrated the Top Secret program. They do not hesitate to blow up a space shuttle, attempt to kill Neil and Tabitha, and use the stolen warp technology to start what they expect to be a short, devastating, and victorious war with the United States. But Dr. Clemons has ideas for using his warp drive technology completely unsuspected by America's enemies, and repelling the all-out attack is only the beginning of a titanic struggle to reach the stars. *Warp Speed* is lightning-paced science fiction adventure built upon authentic science in the grand tradition of Isaac Asimov, Arthur C. Clarke, and E. E. "Doc" Smith. At the publisher's request, this title is sold without DRM (Digital Rights Management). Has your cat been plotting to take command of your spaceship? This and other important questions are tackled in the 11 science fiction and fantasy stories in this volume, told variously from the perspectives of humans and cats. A bicycle designer finds an exciting new technical challenge on a planet inhabited by felines. A wise cat tries to convince an excited puppy not to chase cyclists. On Mars, a cat helps save the life of their human after a quake. In other stories, a student must live with the consequences of magic gone awry, a cat contrives to go on a bicycle trip, a police robot learns empathy, a captured tiger lashes out, and a young sphinx finds her wings. Featuring stories by Alice Dryden, Cherise Fong, Gerri Leen, Gretchin Lair, Jessie Kwak, Judy Upton, Juliet Wilson, Kathleen Jowitt, Kiya Nicoll, Monique Cuillerier, and Summer Jewel Keown. A discreet advertisement brings a group of apparently disparate individuals together to a bizarre rendezvous - on the ocean floor. In the year 2070 in a California valley, the earth appears barren, and people have deserted the land to go east, all except David's family. David, in his brief life has experienced everything imaginable, including eating insects and worms to tame his never-ending hunger. With the disappearance of animals, vegetation, and clean water, the only well in California which produced drinking water, is dry. David's father makes the decision to travel to the east, where the government promises an abundance of food and water. What the United States government didn't tell the people was, that three thousand miles on foot, with no food and no water is a death march. When David and his family leave their only shelter to search for water, they hope a map holds the secret to finding the well which is thought to contain water and life. On their search for the well, they will embark on a journey of despair, revelation,

and a series of misfortunes that will test David's will to live. **A must-read thriller for lovers of The Passage, World War Z, The Martian or Interstellar** What happens when you make a discovery that changes everything? Deadwood, USA. A girl sneaks out just before dark to ride her new bike. Suddenly, the ground disappears beneath her. Waking up at the bottom of a deep pit, she sees an emergency rescue team above her. The people looking down see something far stranger... "We always look forward. We never look back." That girl grows up to be Dr. Rose Franklyn, a brilliant scientist and the leading world expert on what she discovered. An enormous, ornate hand made of an exceptionally rare metal, which predates all human civilisation on the continent. "But this thing ... it's different. It challenges us. It rewrites history." An object whose origins and purpose are perhaps the greatest mystery humanity has ever faced. Solving the secret of where it came from - and how many more parts may be out there - could change life as we know it. "It dares us to question what we know about ourselves." But what if we were meant to find it? And what happens when this vast, global puzzle is complete...? "About everything." * * * 'Bursts at the seams with big ideas. A sheer blast from start to finish. I haven't had this much fun reading in ages' Blake Crouch, author of the Wayward Pines trilogy 'A stellar debut which masterfully blends sci-fi, political thriller and apocalyptic fiction. So much more than the sum of its parts - a page-turner of the highest order' Kirkus Reviews 'Reminiscent of The Martian and World War Z, this is a luminous conspiracy yarn that shoots for (and lands among) the stars' Pierce Brown, author of Red Rising A Newbery Medalist presents a gripping, thought-provoking story about life after a nuclear holocaust.

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