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Livres de France Includes, 1982-1995: Les Livres du mois, also published separately. **The Force Unleashed** Del Rey Books A novel based on the release of the Star Wars video game follows Darth Vader as he embarks on a quest to rid the galaxy of the Jedi and confronts life-altering decisions that could change everything. **City of Pearl** Harper Collins Three separate alien societies have claimson Cavanagh's Star. But the new arrivals -- the gethes from Earth -- now threaten thetenuous balance of a coveted world. Environmental Hazard Enforcement officer Shan Frankland agreed to lead a mission to Cavanagh's Star, knowing that 150 years would elapse before she could finally return home. But her landing, with a small group of scientists and Marines, has not gone unnoticed by Aras, the planet's designated guardian. An eternally evolving world himself, this sad, powerful being has already obliterated millions of alien interlopers and their great cities to protect the fragile native population. Now Shan and her party -- plus the small colony of fundamentalist humans who preceded them -- could face a similar annihilation . . . or a fate far worse. Because Aras possesses a secret of the blood that would be disastrous if it fell into human hands -- if the gethes survive the impending war their coming has inadvertently hastened. **Warchild** Aspect Karin Lowachee's debut novel is the engrossing story of a young boy's coming of age amid interstellar war, a riveting saga in the tradition of Orson Scott Card's Ender's Game. The merchant ship Mukudori encompasses the whole of eight-year-old Jos's world, until a notorious pirate destroys the ship, slaughters the adults, and enslaves the children. Thus begins a desperate odyssey of terror and escape that takes Jos beyond known space to the home of the strits, Earth's alien enemies. To survive, the boy must become a living weapon and a master spy. But no training will protect Jos in a war where every hope might be a deadly lie, and every friendship might hide a lethal betrayal. And all the while he will face the most grueling trial of his life... becoming his own man. **Green Rider** Penguin After an unexpected confrontation with a dying knight, Karigan G'ladheon becomes the unlikely bearer of a vital message to the king, on a mission during which she faces assassins and other deadly dangers in a world of complex magic. **The World Before** Zondervan Three strikingly different alien races greeted the military mission from Earth when it reached the planet called Bezer'ej. Now one of the sentient species has been exterminated—and two others are poised on the brink of war. The fragile bezeri are no more, due to the ignorant, desperate actions of human interlopers. The powerful wess'har protectors have failed in their sworn obligation to the destroyed native population—and the outrage must be redressed. But those who are coming to judge from the World Before -- the home planet, now distant and alien to the wess'har, whose ancestors left there generations ago -- will not restrict their justice to the individual humans responsible for the slaughter. Earth itself must answer for the genocide. And its ultimate fate may depend on a dead woman: former police officer Shan Frankland, who became something far greater than human before destroying herself in the vast airless depths of space. **Mindstar Rising** Pan Macmillan Mindstar Rising is the first in Peter F. Hamilton's hugely popular Greg Mandel series. It's the 21st century and global warming is here to stay, so forget the way your country used to look. And get used to the free market, too - the companies possess all the best hardware, and they're calling the shots now. In a world like this, a man open to any offers can do just fine. A man like Greg Mandel for instance, who's psi-boostered, wired into the latest sensory equipment and carrying state-of-the-art weaponry. He's also been part of the English Army's Mindstar Battalion. As the cartels battle for control of a revolutionary new power source, and corporate greed outstrips national security, tension is mounting to boiling point. And Greg Mandel is about to face the ultimate test. Mindstar Rising is followed by A Quantum Murder and The Nano Flower to complete the Greg Mandel trilogy. **The Last Jedi: Star Wars Legends** Del Rey Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! **KNIGHT OF RECKONING** The Emperor's ruthless Order 66 has all but exterminated the Jedi. The few remaining who still wield the Force for good have been driven into exile or hiding. But not Jax Pavan, who's been steadily striking blows against the Empire—as a lone guerrilla fighter and a valued partner of Whiplash, a secret Coruscant-based resistance group. Now he's taking on his most critical mission: transporting a valued Whiplash leader, targeted for assassination, from Coruscant to safety on a distant world. It's a risky move under any circumstances, but Jax and his trusted crew aboard the Far Ranger, including the irrepressible droid I-Five, are prepared to pit their combat skills and their vessel's firepower against all Imperial threats—except the one Jax fears most. Reports have raced across the galaxy that the dark lord of the Sith has fallen in a duel to the death with a Rebel freedom fighter. But Jax discovers the chilling truth when he reaches out with the Force . . . only to touch the dark, unmistakable, and malignantly alive presence that is Darth Vader. And Jax knows that Vader will stop at nothing until the last Jedi has fallen. **The Resistance** A&C Black The chilling, powerful sequel to Gemma Malley's acclaimed debut, The Declaration. For fans of The Hunger Games In a world where nobody dies, Peter and Anna are Opt Outs - they choose not to live for ever . . . but is that enough? To try and fight the system further, Peter infiltrates Pincet Pharma, the company behind Longevity - the drug that offers eternal life. But he finds himself involved in things he didn't think possible . . . and begins to struggle with his own family. It appears Richard Pincet will stop at nothing to get what he wants, even if it means ripping Peter and Anna's new life apart. **Phantom Shadows** Zebra Books A doctor and a reformed bad-boy vampire struggle with danger and their desires in this New York Times-bestselling paranormal romantic suspense novel. Dr. Melanie Lipton is no stranger to the supernatural. She knows immortals better than they know themselves, right down to their stubborn little genes. So although a handsome rogue immortal seems suspicious to her colleagues, Sebastien Newcombe intrigues Melanie. His history is checkered, his scars are impressive, and his ideas

are daring. But it's not his ideas that have Melanie fighting off surges of desire... Bastien is used to being the bad guy. In fact, he can't remember the last time he had an ally he could trust. But Melanie is different—and under her calm, professional exterior he senses a passion beyond anything in his centuries of experience. Giving in to temptation is out of the question—he can't put her in danger. But she isn't asking him... RT Book Reviews “With this excellent entry, rising star Duvall is fast proving to be a major player in paranormal romance!” — “With a deeply emotional love story, two beautiful, complex main characters, and a pulse-pounding adventure that won't let up, this book was haunting and addictive.”—The Romance Reviews **Host Orion Like Dr Frankenstein**, brilliant scientist Joe Messenger will stop at nothing in his quest for immortality . . . **The Clone Wars** Star Wars Young Jedi Knight Anakin Skywalker, his new Padawan Ahsoka, and his Master, Obi-Wan Kenobi, are on a mission to rescue the kidnapped son of Jabba the Hutt. But Count Dooku and the Separatists also want to rescue the baby Hutt -- because whoever succeeds in returning Jabba's son to him will gain the support of the Hutts in the war between the Republic and the Separatists. **Star Wars Dark Times** Titan Books (UK) Jedi Dass Jennir and his friend Bomo Greenbark survived the Clone Wars, but the fate of Bomo's wife and daughter remains a mystery. The search for them leads Dass and Bomo from danger to darkness, where each of them may lose more than they hope to gain. **Gears of War Aspho Fields** Del Rey For the first time, fans of the blockbuster Gears of War video games get an in-depth look at Delta Squad's toughest fighters—soldier's soldier Marcus Fenix and rock-solid Dominic Santiago—as well as a detailed account of the pivotal battle of the Pendulum Wars. As kids, the three of them were inseparable; as soldiers, they were torn apart. Marcus Fenix and Dominic Santiago fought alongside Dom's elder brother Carlos at Aspho Fields in the epic battle that changed the course of the Pendulum Wars. There's a new war to fight now, a war for mankind's very survival. But while the last human stronghold on Sera braces itself for another onslaught from the Locust Horde, ghosts come back to haunt Marcus and Dom. For Marcus—decorated war hero, convicted traitor—the return of an old comrade threatens to dredge up an agonizing secret he's sworn to keep. As the beleaguered Gears of the Coalition of Ordered Governments take a last stand to save mankind from extermination, the harrowing decisions made at Aspho Fields have to be re-lived and made again. Marcus and Dom can take anything the Locust Horde throws at them—but will their friendship survive the truth about Carlos Santiago? **The Elfstones of Shannara** Shannara Chronicles The grandson of Shea, Wil Ohmsford, searches for Amberle, the Chosen whose gift of Bloodfire is needed to create the Elcrys tree that protects against demons. **Dragons of the Dwarven Depths Lost Chronicles, Volume One** Wizards of the Coast Tanis Half-Elven... Flint Fireforge... Tasslehoff Burfoot... the classic Dragonlance characters are back! Picking up where the first book of the classic Dragonlance Chronicles left off, this tale follows the Companions of the Lance on their adventures following the rescue of the refugees of Pax Tharkas. Flint and Tanis Half-Elven travel to the dwarven kingdom of Thorbardin, while the rest of the Companions confront challenges of their own. **The Land of Painted Caves (with Bonus Content) Earth's Children, Book Six** Bantam #1 NEW YORK TIMES BESTSELLER • In this, the extraordinary conclusion of the ice-age epic series, Earth's Children®, Ayla, Jondalar, and their infant daughter, Jonayla, are living with the Zelandonii in the Ninth Cave. Ayla has been chosen as an acolyte to a spiritual leader and begins arduous training tasks. Whatever obstacles she faces, Ayla finds inventive ways to lessen the difficulties of daily life, searching for wild edibles to make meals and experimenting with techniques to ease the long journeys the Zelandonii must take while honing her skills as a healer and a leader. And there are the Sacred Caves that Ayla's mentor takes her to see. They are filled with remarkable paintings of mammoths, lions, and bears, and their mystical aura at times overwhelms Ayla. But all the time Ayla has spent in training rituals has caused Jondalar to drift away from her. The rituals themselves bring her close to death, but through them Ayla gains A Gift of Knowledge so important that it will change her world. BONUS: This edition contains a reading guide and an interview with Jean M. Auel. Sixth in the acclaimed Earth's Children® series. **Dragons of the Highlord Skies Lost Chronicles, Volume Two** Wizards of the Coast The Chronicles retold—from evil's point of view. The story starts in Neraka, where Kitiara uth Matar and Emperor Ariakas hatch a plan to retrieve a dragon orb and thereby destroy Solamnia and the Companions in one fell swoop. But the guardian of the dragon orb, Highlord Feal-Thas, disagrees with this plan. Kitiara must go to Ice Wall to force him to accept Ariakas' will, but her journey does not end there. Thrown out of favor, she conceives a daring plan to enlist the aid of the most feared beings on Krynn—Lord Soth and the Dark Queen. Meanwhile, Laurana and the Companions retrieve the dragon orb and take it back to Solamnia—not knowing that they bring their allies' doom with them. The second volume of a new trilogy from celebrated authors Margaret Weis and Tracy Hickman, The Lost Chronicles details the famed War of the Lance from the perspective of the evil that menaces Krynn. The books are written in such a way that they will be marvelous complements to the original Chronicles, while at the same time accessible and exciting to new readers. From the Paperback edition. **Eye in the Sky** Houghton Mifflin Harcourt A wry look at how different people see the world, told in the caustically fun style of award-winning science fiction novelist Philip K. Dick. **The Well of Lost Plots Thursday Next** Hodder & Stoughton The third book in the phenomenal Thursday Next series from Number One bestselling author Jasper Fforde. In the words of one critic: 'Don't ask. Just read it.' Leaving Swindon behind her to hide out in the Well of Lost Plots (the place where all fiction is created), Thursday Next, Literary Detective and soon-to-be one parent family, ponders her next move from within an unpublished book of dubious merit entitled 'Caversham Heights'. Landen, her husband, is still eradicated, Aornis Hades is meddling with Thursday's memory, and Miss Havisham - when not sewing up plot-holes in 'Mill on the Floss' - is trying to break the land-speed record on the A409. But something is rotten in the state of Jurisdiction. Perkins is 'accidentally' eaten by the minotaur, and Snell succumbs to the Mispeling Vyrus. As a shadow looms over popular fiction, Thursday must keep her wits about her and discover not only what is going on, but also who she can trust to tell about it ... With grammassites, holesmiths, trainee characters, pagerunners, baby dodos and an adopted home scheduled for demolition, 'The Well of Lost Plots' is at once an addictively exciting adventure and an insight into how books are made, who makes them - and why there is no singular for 'scampi'. **Team Play** Skylark A riding team from Italy is coming to Pine Hollow, and Stevie volunteers to entertain them during their visit. It's a job that stuck-up Veronica diAngelo wanted for herself, and now Veronica is determined that Stevie will pay! Suddenly, with the big weekend approaching, Stevie finds out someone has "volunteered" her to organize the annual school fair, to run the Children's Hospital Festival, and to debate for election as class president. They all take place on the same day--just when her Bar-None Ranch friends Kate and Christine and the Italian riding team are due to visit! Can one person do four things at once? With the help of her Saddle Club friends and a lot of imagination, Stevie's determined to try. The result will be the greatest event ever . . . or the biggest disaster of all time! **Richard Scarry's Lowly Worm Word Book** Random House Books for Young Readers Join Richard Scarry's Lowly Worm as he introduces more than a hundred words in this board book classic. From tree to sun and car to airplane, this is a perfect choice for children who are beginning to learn

preschool concepts! **Bug Muldoon The Garden of Fear** Oxford University Press, USA The original 'Bug Muldoon' book, about a beetle detective told in a Raymond Chandler-type narrative. There's weird stuff going on in the garden and Bug has to get to the bottom of it. It started off as a run-of-the-mill missing insect case, but now the ants are acting strange and the Wasp Queen is threatening to kill him. Just what is going on... **Liberty's Fire** Hot Key Books Paris, 1871. Four young people will rewrite their destinies. Paris is in revolt. After months of siege at the hands of the Prussians, a wind of change is blowing through the city, bringing with it murmurs of a new revolution. Alone and poverty-stricken, sixteen-year-old Zéphyrine is quickly lured in by the ideals of the city's radical new government, and she finds herself swept away by its promises of freedom, hope, equality and rights for women. But she is about to be seduced for a second time, following a fateful encounter with a young violinist. Anatole's passion for his music is soon swiftly matched only by his passion for this fierce and magnificent girl. He comes to believe in Zéphyrine's new politics - but his friends are not so sure. Opera singer Marie and photographer Jules have desires of their own, and the harsh reality of life under the Commune is not quite as enticing for them as it seems to be for Anatole and Zéphyrine. And when the violent reality of revolution comes crashing down at their feet, can they face the danger together - or will they be forced to choose where their hearts really lie?

The Falcon of Siam The Great Epic Novel of Thailand Set against a background of unrivaled beauty and mystical fascination in the ancient kingdom of Siam. The drama begins on the first page of The Falcon of Siam with a sea adventure as Constantine Phaulkon is betrayed by the crew he hired to help him smuggle Dutch-made cannons to the Queen of Pattani. The fate of Phaulkon's grand plan, not to mention his life rests on the successful completion of this sale. At stake is not only the vast trading opportunities of this rich opulent kingdom but Phaulkon has fallen in love with the beautiful and exotic country of Siam and its people and he understands the serious threat the Dutch pose to an independent Siam. If the Dutch control Siam they would also control the vital Mergui Crossing and be able to exert a monopoly on virtually all of the European trade with Asia. Setting at the controls of this whirlwind of deceit, treachery and betrayal is King Narai. The revenue to run Siam came from trade and the King knew the Arab traders who were put in positions to control the trade with the outside world by his ancestors were cheating the Siam treasury. The King hoped to use the Dutch as a balance to bring the Arab traders back in line. At first the Dutch with their superior technology seemed to offer a solution but the Dutch were so efficient they soon wanted to take control and run the whole country. The latest foreigners to arrive were the British, and among them was one with a name impossible to pronounce but he had learned to speak Siam. None of the other foreigners except for a few Jesuit priests had learned to speak Siamese. The King had his spies keep a close watch on this strange newcomer. **Magical Wonder Tales King Beetle Tamer and Other Stories** Floris Books If Orfeo is to be king, his mother decides, he must sleep outside. And so Orfeo sleeps in the meadow and becomes friends with the animals, birds, insects and beetles. Then one day, he agrees to help a jackdaw return a ruby ring to a princess... King Beetle Tamer is just one of fifteen magical wonder tales in this collection by master storyteller Isabel Wyatt. The stories are full of magic and unicorns, fairies and palaces, roses and gold, which will transport children to a world of faraway places and heroic deeds. Suitable for children aged seven and up, this is a classic collection from the author of The Seven-Year-Old Wonder Book. A new revised edition, previously published as King Beetle-Tamer. **The Secret Hour** Atom Books Now in paperback--the first volume in a mesmerizing new trilogy which introduces a group of teens, who call themselves Midnighters, living in a world that is frozen in time and inhabited by dark creatures that lurk in the shadows. **Porridge the Tartan Cat and the Bash Crash Ding The Bash Crash Ding** Floris Books Porridge the Tartan cat (it's a long story involving a tin of tartan paint!) has been framed! Someone is sabotaging Isla and Ross' attempts to reunite Groovy Gran's band, the Tattie Scones, and Porridge is the top suspect. Only he knows the real villain is a dastardly dog - the Dug o' Doom. Will the Tattie Scones ever rock again? Can a balloon-riding, wool-chasing, saucer-flying tartan cat stop the crafty canine and clear his name?

Maelstrom Macmillan Second in the Rifters Trilogy, Hugo Award-winning author Peter Watts' Maelstrom is a terrifying explosion of cyberpunk noir. This is the way the world ends: A nuclear strike on a deep sea vent. The target was an ancient microbe—voracious enough to drive the whole biosphere to extinction—and a handful of amphibious humans called rifters who'd inadvertently released it from three billion years of solitary confinement. The resulting tsunami killed millions. It's not as though there was a choice: saving the world excuses almost any degree of collateral damage. Unless, of course, you miss the target. Now North America's west coast lies in ruins. Millions of refugees rally around a mythical figure mysteriously risen from the deep sea. A world already wobbling towards collapse barely notices the spread of one more blight along its shores. And buried in the seething fast-forward jungle that used to be called Internet, something vast and inhuman reaches out to a woman with empty white eyes and machinery in her chest. A woman driven by rage, and incubating Armageddon. Her name is Lenie Clarke. She's a rifter. She's not nearly as dead as everyone thinks. And the whole damn world is collateral damage as far as she's concerned. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Emily Brown and the Thing** Hachette UK A classic Emily Brown bedtime story about being scared of the dark. From Children's Laureate, Cressida Cowell. Emily Brown and her rabbit, Stanley, are trying to sleep. But a Splish-Splash noise is keeping them awake... It's a Thing! And this Thing just won't go to sleep. Emily Brown and Rabbit try everything, but nothing works. Just what could be the matter? This warm and witty picture book is perfect for sharing with children who may be afraid of the dark. With a gentle message that things are never quite as scary as they first seem. "It's funny, it's got twists and turns, and shows us, among other things, that we can spend too much time nurturing our fears rather than trying to conquer them." The Guardian **Driving Team** Skylark The Saddle Club is gearing up to learn all about driving—not cars, horses. Carole Hanson and Lisa Atwood have to do a report on the use of driving teams throughout history. The only problem is that they have too much information! Somehow, they have to rein in their enthusiasm or their 10-minute talk could take a lifetime. Meanwhile, Stevie Lake is facing her worst nightmare. Her riding instructor wants Stevie to work with Veronica diAngelo on a special driving team project: teaching their horses to work as a team. It's a great idea, but how are the horses going to work together if their owners can't? It's going to take more than teamwork to get through this project—it's going to take a miracle! **The Three Wonderful Beggars** Mark the Rich is a hard-hearted merchant but when three beggars come to his door his daughter begs him to let them stay. But these old men are no ordinary beggars. **Yokki and the Parno Gry** Child's Play International When a Traveller family experiences a run of bad luck, an imaginative boy called Yokki lifts their spirits with tales of a magical white horse. A traditional Traveller-family folk tale which inspires hope and celebrates creativity. Told by a Romani storyteller together with a picture book author to positively reflect Travelling cultures. **Tales from the Tundra A Collection of Inuit Stories** Inhabit Media Incorporated Learn why the raven is black or how a little boy was transformed into a bird. Find out why a walrus used to have antlers and how an earth spirit pulled the first caribou from

the ground. These fascinating stories will capture the imagination of young readers and introduce them to the rich mythology of the Canadian Inuit. **Mr Majeika's Postbag** Penguin Mass Market Follow the antics of Mr Majeika as he helps save a family of foxes, narrowly escapes having to marry an ugly mermaid and lends Santa a hand in the festive season. As well as stories, there are jokes, Walpurgian recipes and secret coded messages in Mr Majeika's postbag. **Crypt of the Vampire** In the middle of a lonely wood, as night falls, you come upon a half-ruined mansion where dwells the undead Lord Tenebron among his servitors - depraved mortals, creatures of darkness, and luckless adventurers enslaved to his will. Your only hope of escape is to prevail against the dangers that beset you and battle your way to the very heart of the catacombs. There, in the deepest chamber of the vampire's crypt, you must face him and try to end his reign of terror for all time. This is fantasy adventure with a difference: YOU are the hero! A pencil, an eraser and two dice are all you need to embark on your quest. Success and vast riches - or failure and savage death - will depend on the decisions you make! Crypt of the Vampire was originally published as the first in the classic Golden Dragon Gamebook series. **The Heritage of Hastur** D A W Books, Incorporated The most dangerous magical implement on all of Darkover was the infamous, legendary Sharra Matrix. The Sharra Matrix had been exiled offworld in the protective custody of Comyn Lord Lew Alton. But when Lew was called back to Darkover to contest his rights, he had no choice but to bring this dangerous matrix back with him. **Koala Calamity (Awesome Animals)** HarperCollins UK The fifth animal in the hilarious AWESOME ANIMALS series - awesome adventures with the wildest wildlife. From the author of the hilarious WORLD OF NORM series comes the first of two crazy koala capers. **Noddy and the New Taxi** This interactive board book is both a fun Noddy story and a CD-Rom with lots of special extras. Based around Noddy and the new Taxi, to tie-in with the theme of the September special, this interactive board book combines traditional story elements with modern day media. The CD sits in the front cover and will contain: / An unabridged audio version of Noddy and the New Taxi / The MWFN Song / A link to the website/ club / Activity sheets that can be printed off / Bookshop / Parent's guide Easy to navigate for the youngest fans, the CD-Rom can be enjoyed both with parents, for younger children, or without, for the older kids. **The Demon's Claw** Fabled Lands Llp The darkest hour approaches... To recover the final fragment of the Sword of Life, you are forced to make an uneasy alliance with the exiled prince who seeks its twin, the Sword of Death. The next phase of your quest takes you through the alleyways of the city of Crescentium, where assassins lurk in the shadows and fanatic crusaders are vigilant to mete out punishment to any who break their harsh laws. But mortal foes are not your greatest threat. You must embark on a ship that voyages between worlds, face jinn and fire wizards, and contend against the still-powerful remnants of forgotten gods. In this land of sorcery, you will encounter terrors and wonders more fabulous than you have ever imagined - until your ultimate destination, the very shores of Life and Death, where you come face to face with your greatest foe. Blood Sword can be played either solo or in a team of up to four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games. What reviewers say: ""A lush and gorgeous campaign, one of the best I've played..."" ""Without exaggeration, the finest entry in the best 'ongoing story' gamebook series ever crafted..."" ""A grand adventure. Ends on an absolutely awesome cliffhanger that leaves you just gasping to read the fourth book in the series...""