

Corsets And Cogs A Steampunk Fiction Collection

Exploring how scholars use digital resources to reconstruct the 19th century, this volume probes key issues in the intersection of digital humanities and history. Part I examines the potential of online research tools for literary scholarship while Part II outlines a prehistory of digital virtuality by exploring specific Victorian cultural forms.

Enter landscapes awash in steam-powered machinery, Victorian style, and mysterious magic shrouded in the fog of a city night. Join 25 New York Times, USA Today, and bestselling speculative fiction authors as they dive into alternate universes of tinkers, mad scientists, and space-faring soldiers, as well as leviathans, vampires, and demons — along with the cloaked lords and corseted ladies haunting pages of these alternative histories. This limited-time anthology features tales of whimsy and wonder rife with gaslamp masquerades, steam-driven dirigibles, clockwork landscapes, gadgets and gears, and more.

Learn to design your own steampunk and fantasy costumes and accessories

Not quite sure what steampunk is? Think Victorian elegance and aesthetics meets futuristic invention and exploration.

Kristina Wright's inventive anthology blends elements of science fiction, history and fantasy in just about any time period imaginable - and throws plenty of hot sex into the mix! Fetishising the wardrobe, language, fantasy and rituals of steampunk, *Steamlust* includes alternate histories, second worlds, time travel and contemporary settings.

Playfully mashing up the romantic elegance of the Victorian era with whimsically modernized technology, the wildly popular steampunk genre is here to stay. Now...long live the revolution! *Steampunk Revolution* features a renegade collective of writers and artists, including steampunk legends and hot, new talents rebooting the steam-driven past and powering it into the future. Lev Grossman's "Sir Ranulph Wykeham-Rackham, GBE, a.k.a. Roboticus the All-Knowing" is the Six-Million-Dollar Steampunk Man, possessing appendages and workings recycled from metal parts, yet also fully human, resilient, and determined. Bruce Sterling's "White Fungus" introduces steampunk's younger cousin, salvagepunk, speculating on how cities will be built in the future using preexisting materials. Cat Valente's "Mother Is a Machine" explores the merging of man and machine and a whole new form of parenting. In Jeff VanderMeer's anti-steampunk story "Fixing Hanover," a creator must turn his back on his creation because it is so utterly destructive. And Cherie Priest presents "The Clockroach," a new and very unsettling mode of transportation. Going far beyond corsets and goggles, *Steampunk Revolution* is not just your granddad's zeppelin—it's an even wilder ride.

More than just cogs, gears, and goggles, steampunk burst from the pages of science fiction and fantasy inspired by the likes of Jules Verne and H.G. Wells and rapidly grew into one of the most recognizable aesthetic movements of the 21st

century. Steampunk: The Art of Retro-Futurism gathers work by the best artists, designers, and craftsmen in the field in a collection sure to fire the imagination of any fan. Its pages overflow with intricate sculpture work, digital and traditional art, and fashion that is at once decadent and utilitarian, perfect for an afternoon fixing your airship or an evening spent at a retro-futuristic Victorian ball. Projects within include conceptual designs and realized projects in fashion, sculpture, toys, props, and more, all of which explore a world where inventions of the past and a fantastical future coexist. Features the works of artists such as Samuel Gomez, Kazuhiko Nakamura, Nicole Stengel, 2-Far Playthings, and many more.

My name is Louise and I am no longer the last human on Mars. It's been one month since Louise's men awoke. Slowly, they're finding a routine in keeping the station going. It's not easy, but they're getting by... until communications with Earth break down. Suddenly, they're on their own, and things that should have stayed hidden creep to the surface. Will Louise's men be able to help her get rid of her ghosts? The second book in the Mars Diaries, a sci-fi reverse harem set on Mars. Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans, mental health, trauma, death, virus, plague, epidemic, sole survivor, exploration, colonisation, ptsd, steamy romance

Cogs and CorsetsA Central Illinois Steampunk Happening : June 1-3, 2018, Bloomington, Illinois : Official Program and Guide to All Things Event-relatedCorsets and CogsA Steampunk Fiction Collection

After you've mastered the basics of hooking and designing rugs, kick your art up a notch with your own artistic vision and personal touches. The creative approaches and techniques in this book will help you make every piece extra special and uniquely yours! • Hooking realistic portrait rugs • Awareness rugs—create art with a message • Special borders and embellishments • Steampunk designs

Imagine a world where steam is the main source of power, but the attitudes are distinctly futuristic - the romance of the past meets the technology of the future. Steampunk is a subculture on the rise, an exciting mix of adventure and sci fi in a world full of cogs and rivets, goggles and corsets. Influenced by the worlds created by H.G. Wells and Jules Verne, Steampunk has grown into a movement encompassing fashion, art, movies, literature and even music. Films such as The League of Extraordinary Gentlemen catapulted steampunk to the big screen, whilst events have sprung up all over the world in which fans create magnificent costumes and put steampunk twists on modern devices. As you read this exciting new book, enjoy a stunning selection of artworks portraying the ecstatic fantasy of steam-powered worlds.

Embark on a most extraordinary expedition Make haste and pack your bags right away — you're not going to want to delay this charming adventure! Whilst perusing the pages of Steampunk Emporium, the harrowing antics of Miss Emily Ladybird will engage you in the most enchanting of worlds. Join her as she records the adventures of intergalactic space pirates, undersea voyagers and Jurassic explorers — all the while, dabbling in the details of which baubles best benefit the venturesome class. Discover within: 20 beautiful and whimsical designs accompanied by detailed step-by-step images and meticulous instruction. Projects ranging from decadent jewelry, medals of great distinction,

Access Free Corsets And Cogs A Steampunk Fiction Collection

wine charms for imbibers and many devices of note. Superb instruction for a variety of jewelry, polymer clay and mixed media techniques you can use in all your adornment escapades. Let Steampunk Emporium outfit you for the unabashed adventure of a lifetime!

What is steampunk? Fashion craze, literary genre, lifestyle - or all of the above? Playing with the scientific innovations and aesthetics of the Victorian era, steampunk creatively warps history and presents an alternative future, imagined from a nineteenth-century perspective. In her interdisciplinary book, Claire Nally delves into this contemporary subculture, explaining how the fashion, music, visual culture, literature and politics of steampunk intersect with theories of gender and sexuality. Exploring and occasionally critiquing the ways in which gender functions in the movement, she addresses a range of different issues, including the controversial trope of the Victorian asylum; gender and the graphic novel; the legacies of colonialism; science and the role of Ada Lovelace as a feminist steampunk icon. Drawing upon interviews, theoretical readings and textual analysis, Nally asks: why are steampunks fascinated by our Victorian heritage, and what strategies do they use to reinvent history in the present?

We thought everything was perfect. We had our own planet, the freedom to do whatever we wanted, the resources to survive. And our family. My six men and me. Unconventional, strange, and utterly amazing. I never thought I could feel this much love without exploding, but it worked. For the first time in forever, I was happy. There was no news from Earth, but we thought we didn't need them anymore. We'd made it for six months without contact. But of course, happiness never lasts. And when happiness disappears on Mars, disaster strikes. This is the third and final episode in the Mars Diaries, a sci-fi reverse harem based on the Six Swans fairy tale. ~Reading order~ The Mars Diaries Alone Hidden Found The Drowning Polar Destiny Polar Fates Polar Miracle (coming soon) Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans, mental health, trauma, death, virus, plague, epidemic, sole survivor, exploration, colonisation, ptsd, steamy romance, thriller, bomb, suspense, countdown, terrorism, danger, action

Gentle Readers, after the outraged letters following our first volume, I would be remiss not to warn you. The handsome tome of classic and original fiction, nonfiction, and illustrations is perhaps even more shocking than its predecessor. And yet, I see that your curiosity is piqued, so.... Enter the Scintillating Clockpunk Gear-o-Torium: Herein dwell the breathless adventures that you secretly seek. Gaze upon the rebellious Mecha-Ostrich, the seductive Steam Dancer, the intrepid Mssrs. Balfour and Meriwether, and the hithertofore undefeated Cast-Iron Kid. Experience the Delights of the Chrononaut Odditorium: An esteemed panel of self-appointed experts, under pain of ridicule, will reveal Top Secret Historical Enticements. Be dazzled by the first English translation of the quintessential Steampunk story "Flying Fish Prometheus" by Vilhelm Bergsøe. Oooh and Ahhh at the Subculture Contraptor Lounge: Authoress of the Parasol Protectorate Gail Carriger gaily holds forth on the fashionable subjects of fashion, fiction, and more. The Steampunk Workshop founder Jake von Slatt's "Steampunk Manifesto" shares his musings amusing and profound on the future of Steam. Look Upon Our Brass-Plated Wonders: From the rough streets of modern-day Manchester, world-famous adventurer John Coulthart provides the near-tactile visual experience of this elaborative tome. He is joined by the likes of the artistes Secret Agent Ramona Szczerba (a.k.a. Winona Cookie) and Lovecraftian maestro Eric Orchard. Meet the Masterminds: Editors Extraordinaire Ann and Jeff VanderMeer, the well-known literary vagabonds and mesmerists, do fully guarantee your satisfaction. However, the publisher does regret that the VanderMeers have become mysteriously unavailable to respond to any grievances. It's Steampunk—and it's reloaded.

In the midst of war, a beautiful young officer finds love aboard an airship... A woman steals away to fulfill her desire with a phantom lover... A

group of thieves seek out a town of women to satisfy their lustful urges, but these ladies have an agenda of their own... PLUS nine more short stories, angst love poetry, and twenty-six relationship essays considering topics such as alternative lifestyles, deepening intimacy, opening communication, abusive relationships, and how to end a relationship with respect. Steampunk fairy tales, maddening horror stories, steamy erotic fantasies, and more...

Unleash Your Inner Mechanical Mastermind Welcome to the wondrous world of Thomas Willeford, aka Lord Archibald "Feathers" Featherstone, in which he shares his closely guarded secrets of Steampunkery. Filled with do-it-yourself projects, Steampunk Gear, Gadgets, and Gizmos: A Maker's Guide to Creating Modern Artifacts shows you how to build exquisite, ingenious contraptions on a budget. Learn from Lord Featherstone as he distills his wealth of hard-learned skills, describes how to use the readily available tools of the modern mad scientist, and expounds on the art and philosophy of scavenging unique components and raw materials. The perfect companion for the hobbyist and advanced machinist alike, this inventive volume will guide you through the creation of your very own infernal devices. Get steamed with these provocative projects: Aetheric ray deflector solid brass goggles Calibrated indicator gauges Ferromagnetic self-scribing automated encyclopedia (or, the Steampunk book drive) High voltage electro-static cannon (or, the lamp gun) Tesla-pod chrono-static insulating field generator (or, the mobile device enclosure) Altitude mask with integrated respiratory augmentation Armoured pith helmet Mark I superior replacement arm with integrated Gatling gun attachment Visit the companion website, www.mhprofessional.com/steampunk, for videos, images, and more bonus content! Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Based on fashions from steampunk literature, 31 original designs combine Victorian-era clothing with goggles, clocks, and other technological accessories. The intricacy and post-apocalyptic air of the illustrations offer creatively challenging, unique coloring experiences.

Crossing her boss will be one dangerous ride. Katya Romanova gave up everything to work at the one-of-a-kind Steampunk Carnival, and she wouldn't want to be anywhere else. Her elaborate costumes win her all the attention she seeks, including the sporadic affections of her boss, carnival owner William Warden. But in the summer of 1887, death threats against Mr. Warden shake everyone's sense of security. The unknown sender could harm them all. When Katya stirs up unexpected evidence proving Mr. Warden hid the carnival's true origins, she realizes he aims to protect only himself. To return the spirit of fun and freedom to the place she loves, Katya sets out to replace Mr. Warden with the carnival's inventor. As violent events erupt, Mr. Warden fights for strict control of his business and Katya's loyalty. Trapped between his charm and his tyranny, Katya must pretend to comply even as she plots against him. With the adoration of the entire country supporting Mr. Warden, nothing less than the perfect plan will succeed. One misplaced move could throw Katya's best friend and new love into danger. Failing means neither she nor the establishment's rightful owner ever sees the carnival again.

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delay this charming adventure! Whilst perusing the pages of Steampunk Emporium, the harrowing antics of Miss Emily Ladybird will engage you in the most enchanting of worlds. Join her as she records the adventures of intergalactic space pirates, undersea voyagers and Jurassic explorers — all the while, dabbling in the details of which baubles best benefit the venturesome class. Discover within:

- 20 beautiful and whimsical designs accompanied by detailed step-by-step images and meticulous instruction.
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- Superb instruction for a variety of jewelry, polymer clay and mixed media techniques you can use in all your adornment escapades.

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Welcome to a new America that is built on blood, sweat, and gears... In steam age America, men, monsters, machines, and magic battle for the same scrap of earth and sky. In this chaos, bounty hunter Cedar Hunt rides, cursed by lycanthropy and carrying the guilt of his brother's death. Then he's offered hope that his brother may yet survive. All he has to do is find the Holder: a powerful device created by mad devisers-and now in the hands of an ancient Strange who was banished to walk this Earth. In a land shaped by magic, steam, and iron, where the only things a man can count on are his guns, gears, and grit, Cedar will have to depend on all three if he's going to save his brother and reclaim his soul once and for all...

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

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

It all started with a headache. Next came the cramps. Then, the pain. Cries and wails filled the station. The bloody cough killed most of them. The others succumbed to the fever. And then, silence. I'm the only one left. My name is Louise and I'm the only human on Mars. A sci-fi reverse harem serial based on the Six Swans fairy tale. First published in the Once Upon A Twist anthology. This story is set in the same world as The Drowning series. ~Reading order~ The Mars Diaries

Alone Hidden Found The Drowning Polar Destiny Polar Fates Polar Miracle (coming soon) Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans, mental health, trauma, death, virus, plague, epidemic, sole survivor

The adventure continues and the cogs keep on turning as you set sail aboard magnificent airships, venture into exotic times and places, revisit some of your favorite characters, and fall in love with new heroes and rogues. In dusty towns, remote areas, thriving cities, and secret worlds, a strange technological revolution reigns. Inventors, dreamers, and revolutionist rule in worlds of steam driven machines, cog powered humanoids, clockwork miracles, and paranormal magic. Dressed in corsets, top hats, and cog lined finery, the heroes and heroines exist somewhere between futuristic technology and ancient knowledge. Twenty-one talented authors, artists and poets have come together to bring you volume 2 of this Steampunk Anthology series. The product of this collaboration is an incredible journey through a blend of sci-fi, fantasy, action, adventure, history, paranormal, and romance that embraces the roots of Steampunk while pushing the genre to new, bolder limits. Contributor List with Titles: The Eye by Jeff Motsinger (Art) Passing of Time by Eada Janes (Poem) The Bleeding of the Thief by KC Finn (Story) One Last Dance by Nicole Daffurn (Story) A Tale by Cory Turner (Story) Aztecs by Cindy J. Smith (Poem) Uncle Tom's Heart by Emma Michaels and Michael Cross (Story) Candy Apple Red by Deborah Dalton (Story) Clear Skies by Andrea L. Staum (Story) Darkened Love by Monica Reents (Poem) The Ticker by Beth W. Patterson (Story) Ice Breaker by Aubrey Daimant (Story) Second Chances by Samantha Ketteman (Story) Stranded Wings by Catherine Stovall (Art) Treasures of Time by Jeannette Joyal (Poem) The Angel by Sherwin Mathews (Story) The Servants of Orion by Faith Marlow (Story) The Stormling's Invention by Lexi Ostrow (Story) The Turn of the Cog by Eada Janes (Poem) Times of Arrival by Wayne Carey (Story) Poison by Catherine Stovall (Story) The Ghost in the Machine by SJ Davis (Story)

What is steampunk and why are people across the globe eagerly embracing its neo-Victorian aesthetic? Old-fashioned eye goggles, lace corsets, leather vests, brass gears and gadgets, mechanical clocks, the look appears across popular culture, in movies, art, fashion, and literature. But steampunk is both an aesthetic program and a way-of-life and its underlying philosophy is the key to its broad appeal. Steampunk champions a new autonomy for the individual caught up in today's technology-driven society. It expresses optimism for the future but it also delivers a note of caution about our human role in a world of ever more ubiquitous and powerful machines. Thus, despite adopting an aesthetic and lifestyle straight out of the Victorian scientific romance, steampunk addresses significant 21st-century concerns about what lies ahead for humankind. The movement recovers autonomy from prevailing trends even as it challenges us to ask what it is to be human today.

Inhuman? Exceptional? Noble? They seek their maker. FBI Special Agent Dreya Love has questions for Dr. Anthony Lazar, creator of Nobility. But first, she and her exceptional team, Rhys, and Quinn have a killer to catch. On Draco Station, an ultra-secret government/corporate installation over the planet Draco Prime, mining Vulkillium is a mega billion-dollar business for those in profit sharing. But to work the planet's surface you need a special kind of human—a Draco Demon. When bodies start turning up on the space station, Dreya and her team leave Earth. Dr. Anthony Lazar is brilliant. Unfortunately for humanity, he's quite insane. He has his own vision about what the human race should be like, and he has the tools to implement his ideals. After all, he is smarter than God. A madman, a dragon with dreams of blood and fire, and a sheriff with a grudge complicate Dreya, Rhys, and Quinn's search for answers on the backside of hell, Draco Station.

For Llew to heal, something must die. Llew, a young pickpocket who lives as a boy on the streets of a wild-west mining town, finds her real problems begin when she survives the gallows. Forced to run, she persuades a group of fighters escorting a young girl to her wedding to let her travel with them across the badlands. On the journey Llew faces hostile tribesmen, desperate bandits and, the enmity of her own companions should they find out who and what she is: a girl, a fugitive, and a feared Healer. One of the fighters, Jonas, possesses superhuman prowess as a warrior, and carries the knife able to 'kill the unkillable'; the knife that can kill Llew. Despite being of races at war for centuries, they are drawn to one another. During the journey, they encounter Braph the magician, Jonas' half-brother and potential nemesis. He pursues them as they journey across the sea to the continent of Phynos and at the moment Llew finally feels safe, he abducts her. He begins to take what is most precious to him: her blood.

Steampunk—a grafting of Victorian aesthetic and punk rock attitude onto various forms of science-fiction culture—is a phenomenon that has come to influence film, literature, art, music, fashion, and more. The Steampunk Bible is the first compendium about the movement, tracing its roots in the works of Jules Verne and H. G. Wells through its most recent expression in movies such as Sherlock Holmes. Its adherents celebrate the inventor as an artist and hero, re-envisioning and crafting retro technologies including antiquated airships and robots. A burgeoning DIY community has brought a distinctive Victorian-fantasy style to their crafts and art. Steampunk evokes a sense of adventure and discovery, and embraces extinct technologies as a way of talking about the future. This ultimate manual will appeal to aficionados and novices alike as author Jeff VanderMeer takes the reader on a wild ride through the clockwork corridors of Steampunk history. Praise for The Steampunk Bible: "The Steampunk Bible is an informed, informative and beautifully illustrated survey of the subject." -The Financial Times "The Steampunk Bible is far and away the most intriguing catalog of all things steam yet written." -The Austin Chronicle "It's hard to imagine how VanderMeer and Chambers could have put together a stronger collection. Its publication marks a significant, self-conscious moment in the history of the movement." —PopMatters.com

Sailing toward dawn, and I was perched atop the crow's nest, being the ship's eyes. We were two nights out of Sydney, and there'd been no weather to speak of so far. I was keeping watch on a dark stack of nimbus clouds off to the northwest, but we were leaving it far behind, and it looked to be smooth going all the way back to Lionsgate City. Like riding a cloud. . . . Matt Cruse

is a cabin boy on the Aurora, a huge airship that sails hundreds of feet above the ocean, ferrying wealthy passengers from city to city. It is the life Matt's always wanted; convinced he's lighter than air, he imagines himself as buoyant as the hydrium gas that powers his ship. One night he meets a dying balloonist who speaks of beautiful creatures drifting through the skies. It is only after Matt meets the balloonist's granddaughter that he realizes that the man's ravings may, in fact, have been true, and that the creatures are completely real and utterly mysterious. In a swashbuckling adventure reminiscent of Jules Verne and Robert Louis Stevenson, Kenneth Oppel, author of the best-selling Silverwing trilogy, creates an imagined world in which the air is populated by transcontinental voyagers, pirates, and beings never before dreamed of by the humans who sail the skies.

It's fast becoming a geek world out there, and all moms need to show off their tech smarts and superhero-like skills in order to keep their savvy kids entertained and engaged. *Geek Mom: Projects, Tips, and Adventures for Moms and Their 21st-Century Families* explores the many fun and interesting ways that digital-age parents and kids can get their geek on together. Imaginative ideas for all ages and budgets include thrifty Halloween costumes, homemade lava lamps, hobbit feasts, and magical role-playing games. There are even projects for moms to try when they have a few precious moments alone. With six sections spanning everything from home-science experiments to superheroes, this comprehensive handbook from the editors of *Wired.com*'s popular *GeekMom* blog is packed with ideas guaranteed to inspire a love of learning and discovery. Along the way, parents will also find important tips on topics such as determining safe online communities for children, organizing a home learning center, and encouraging girls to love science. Being geeky is all about exploring the world with endless curiosity. *Geek Mom* is your invitation to introducing the same sense of wonder and imagination to the next generation.

Bestselling romance editor Trisha Telep brings an exciting new element to the fast-growing sub-genre of steampunk, which bends and blends the old and the new in increasingly popular dark urban fantasies. Young heroes and heroines battle evil, in various forms with the help of super-technological or supernatural powers, while falling in and out of love. Contributors include: Ann Aguirre a bestselling author who writes urban fantasy (the Corine Solomon series from Roc), romantic science fiction (the Jax series from Ace), apocalyptic paranormal romance (as Ellen Connor, writing with Carrie Lofty, from Penguin), paranormal romantic suspense (as Ava Gray from Berkley), and post-apocalyptic dystopian young adult fiction (*Razorland* and *Wireville* coming in 2011 from Feiwel & Friends). Tessa Gratton, her debut novel *Blood Magic* arrives in 2011 from Random House Children's Books, followed by the companion *Crow Magic* in 2012. Jaclyn Dolamore is the debut author of *Magic Under Glass* from Bloomsbury USA. Lesley Livingston is the award-winning author of *Wondrous Strange* and *Darklight*, the first two books in the bestselling trilogy from HarperCollins. Frewin Jones is the bestselling author of the *Faerie Path* series and the *Warrior Princess* books, among many others Caitlin Kittredge is the author of the *Iron Codex* trilogy, a Lovecraftian steampunk adventure. Dru Pagliassotti's first novel *Clockwork Heart* was one of the first in the rising new genre of steampunk romance and was named by *Library Journal* as one of the five steampunk novels to read in 2009. Dia Reeves is the debut author of the critically acclaimed YA *Bleeding Violet*. Michael Scott is the Irish-born, *New York Times* bestselling author of the six part epic fantasy series, *The Secrets of the Immortal*

Nicholas Flamel. Maria V. Snyder is the New York Times bestselling author of the Study series (Poison Study, Magic Study, and Fire Study) about a young woman forced to become a poison taster. Tiffany Trent the author of the acclaimed YA dark fantasy series Hallowmere, which was an IndieBound Children's Pick and a New York Public Library Book of the Teen Age 2008. Kiersten White is the debut author of Paranormalacy, the first book in a new trilogy, which was published by HarperTeen in August of 2010. Adrienne Kress, is the author of Alex and the Ironic Gentleman and Timothy and the Dragon's Gate.

This young adult steampunk series debut set in the same world as the New York Times bestselling Parasol Protectorate is filled with all the saucy adventure and droll humor Gail Carriger's legions of fans have come to adore. Fourteen-year-old Sophronia is a great trial to her poor mother. Sophronia is more interested in dismantling clocks and climbing trees than proper manners--and the family can only hope that company never sees her atrocious curtsy. Mrs. Temminnick is desperate for her daughter to become a proper lady. So she enrolls Sophronia in Mademoiselle Geraldine's Finishing Academy for Young Ladies of Quality. But Sophronia soon realizes the school is not quite what her mother might have hoped. At Mademoiselle Geraldine's, young ladies learn to finish...everything. Certainly, they learn the fine arts of dance, dress, and etiquette, but they also learn to deal out death, diversion, and espionage--in the politest possible ways, of course. Sophronia and her friends are in for a rousing first year's education.

As presented by Oxford University's Museum of the History of Science, Steampunk is rooted in the aesthetics of Victorian technology. Yet it is not a nostalgic recreation of a vanished past: its devices are both imaginative and contemporary. The Steampunk exhibition, curated by Art Donovan, revealed the many possible responses to Steampunk's characteristic preoccupation with the historical and the contemporary, the mechanical and the fanciful. In imagining a Victorian future that has not come to pass, Steampunk artists cast an oblique light on the present. But their unrealized "futures" are more celebration than commentary. Steampunk revels in the ingenuity and absurdity of the mechanisms produced and the unqualified pleasure in creation. It is only fitting that the world's first museum exhibition of genuine Steampunk art premiered at the Oxford University Museum of the History of Science, which houses the world's greatest collection of important scientific artifacts and devices. The popular Steampunk exhibition ran from October 2009 to February 2010, featured the work of 18 international Steampunk artists, and drew more than 70,000 visitors to the museum.

Go on an adventure through unheard of places in time and existence. Here in these remote areas, thriving cities, and secret worlds, a strange technological revolution reigns. Inside these pages inventors, dreamers, and revolutionists rule in worlds of steam driven machines, cog powered humanoids, clockwork miracles, and paranormal magic. Dressed in corsets, top hats, and cog lined finery the heroes and heroines face down immense obstacles as they take to the skies in airships, use incredible technology that is a mix between ancient and futuristic, and discover love. Fifteen talented authors, artists and poets have come together in the must read anthology of 2014. The product of this collaboration is an incredible journey through a blend of sci-fi, fantasy, action, adventure, history, paranormal, and romance that embraces the roots of Steampunk while pushing the genre to new, bolder limits. Stories by Catherine Stovall, Amanda Gatton (Illustrator), Robert Craven, Samantha Ketteman, Cindy J. Smith, Emma Michaels, Faith Marlow, Nina Stevens, Wayne Carey, Zoe Adams, MJ Baerman, Eada Janes, Andrea Staum, Deborah Dalton, SJ Davis, and Cecilia Clark.

Steampunk has captured the imagination of thousands who are searching for a unique style symbolic of a richly inspired, post-apocalyptic

