

# The World Of Ice Fire The Untold History Of Westeros And The Game Of Thrones

The Ice Dragon  
 An Adult Coloring Book  
 Building the World of The Lord of the Rings and The Hobbit  
 A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows  
 Knights and Crows  
 A Storm of Swords  
 A Novel  
 Fire and Ice  
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 Twenty Thousand Leagues Under the Sea  
 Rogues  
 Stories of Winter from around the World  
 The Wit & Wisdom of Tyrion Lannister  
 Slaughterhouse-Five  
 A Song of Ice and Fire: Book One  
 The Real History that Inspired Game of Thrones  
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 The Official a Game of Thrones Coloring Book  
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## WINTERS LIA

*The Ice Dragon* Bantam

For the first time ever, the epic, in-depth story of the creation of one of the most famous fantasy worlds ever imagined—an illustrious compendium that reveals the breathtaking craftsmanship, artistry, and technology behind the magical Middle-earth of the blockbuster film franchises, The Lord of the Rings Motion Picture Trilogy and The Hobbit Trilogy, directed by Peter Jackson. The Making of Middle-Earth tells the complete story of how J. R. R. Tolkien's magic world was brought to vivid

life on the big screen in the record-breaking film trilogies The Lord of the Rings Motion Picture Trilogy and The Hobbit Motion Picture Trilogy. Drawing on resources, stories, and content from the archives of the companies and individuals behind the films, much of which have never appeared in print before, as well as interviews and a foreword by director Peter Jackson and key members of the Art Department, Shooting Crews, Park Road Post, and Weta Digital teams who share their personal insights on the creative process, this astonishing resource reveals: How the worlds were built, brick by brick and pixel by pixel; How environments were extended digitally or imagined entirely as computer generated spaces;

How the multiple shooting units functioned; How cast members and characters interacted with their environments. Daniel Falconer takes fans from storyboard concepts to deep into the post-production process where the films were edited, graded, and scored, explaining in depth how each enhanced the films. He also discusses how the processes involved in establishing Middle-earth for the screen have evolved over the fifteen years between the start and finish of the trilogies. Going region by region and culture by culture in this fantasy realm, The Making of Middle-Earth describes how each area created for the films was defined, what made it unique, and what role it played in the stories. Illustrated with

final film imagery, behind-the-scenes pictures and conceptual artwork, including places not seen in the final films, this monumental compilation offers unique and far-reaching insights into the creation of the world we know and love as Middle-earth.

An Adult Coloring Book Bantam

Set 300 years before the events in *A Song of Ice and Fire*, **FIRE AND BLOOD** is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever.

Building the World of The Lord of the Rings and The Hobbit Bantam

The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. Reissue. TV tie-in.

A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows Bantam

"The best novel concerning the American pop music culture of the sixties I've ever read."—Stephen King From #1 New York Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it. Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows the beat. "The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense."—Publishers Weekly "What a story, full of nostalgia and endless excitement. . . . It's taut, tense, and moves like lightning."—Tony Hillerman "Daring . . . a knowing, wistful appraisal of . . . a crucial American generation."—Chicago Sun-Times "Moving . . . comic . . . eerie . . . really and truly a walk down memory

lane."—The Washington Post

**Knights and Crows** Bloomsbury Publishing

During the icy winter of 1857, riverboat man Abner Marsh is made captain of his own grand Mississippi steamboat by Joshua York, a vampire intent upon saving his maligned race from extinction.

A Storm of Swords The World of Ice & Fire The Untold History of Westeros and the Game of Thrones

Discusses how black carbon, a damaging greenhouse gas, has devastated a remote village in the Himalayas by melting the glacier they used for water for generations and describes their inspiring efforts to adapt to a changing environment.

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NEW YORK TIMES BESTSELLER A thrilling collection of twenty-one original stories by an all-star list of contributors—including a new *A Game of Thrones* story by George R. R. Martin! If you're a fan of fiction that is more than just black and white, this latest story collection from #1 New York Times bestselling author George R. R. Martin and award-winning editor Gardner Dozois is filled with subtle shades of gray. Twenty-one all-original stories, by an all-star list of contributors, will delight and astonish you in equal measure with their cunning twists and dazzling reversals. And George R. R. Martin himself offers a brand-new *A Game of Thrones* tale chronicling one of the biggest rogues in the entire history of *Ice and Fire*. Follow along with the likes of Gillian Flynn, Joe Abercrombie, Neil Gaiman, Patrick Rothfuss, Scott Lynch, Cherie Priest, Garth Nix, and Connie Willis, as well as other masters of literary sleight-of-hand, in this rogues gallery of stories that will plunder your heart—and yet leave you all the richer for it. Featuring all-new stories by Joe Abercrombie • Daniel Abraham • David W. Ball • Paul Cornell • Bradley Denton • Phyllis Eisenstein • Gillian Flynn • Neil Gaiman • Matthew Hughes • Joe R. Lansdale • Scott Lynch • Garth Nix • Cherie Priest • Patrick Rothfuss • Steven Saylor • Michael Swanwick • Lisa Tuttle • Carrie Vaughn • Walter Jon Williams • Connie Willis And an Introduction by George R. R. Martin! Praise for Rogues "Not a single bad story in the bunch . . . The table of contents alone will make fans from all genre aisles salivate."—Library Journal

**Fire and Ice** Simon and Schuster

Collects some of the writer's early work, including "The Skin Trade," "The Hedge Knight," and "From the Journal of Xavier Desmond."

Dreamsongs HarperCollins

A graphic novel edition of *The Mystery Knight*, one of the thrilling Dunk and Egg novellas from George R. R. Martin's *A Knight of the Seven Kingdoms* and a prequel of sorts to *A Game of Thrones* "Every wedding needs a singer, and every tourney needs a mystery knight."

Westeros is eerily peaceful. King Aerys I sits on the Iron Throne. A ravaging plague has abated. Yet beneath the surface, tensions linger sixteen years after a failed rebellion. In these restless times, noble hedge knight Ser Duncan the Tall—Dunk, to his friends—and his precocious boy squire, Egg, travel the Seven Kingdoms performing chivalrous deeds, though Egg's bloodline must be concealed at all costs. After heading north for Winterfell, Dunk and Egg are lured off the kingsroad by a wedding feast—and an unusually lucrative tournament. The champion jousting will claim a rare trophy indeed: a dragon's egg. Dunk, always better in a melee, would be satisfied with a hot meal, a cup of wine, and a purse full of coins. But a treasonous plot is more likely to hatch before another dragon ever stretches its wings. Someone's on to Egg. And a mystery knight with designs on an even bigger prize soon throws the entire affair into chaos.

Twenty Thousand Leagues Under the Sea Bantam Books

Long before *A Game of Thrones* became an international phenomenon, #1 New York Times bestselling author George R. R. Martin had taken his loyal readers across the cosmos. Now back in print after almost ten years, *Tuf Voyaging* is the story of quirky and endearing Haviland Tuf, an unlikely hero just trying to do right by the galaxy, one planet at a time. Haviland Tuf is an honest space-trader who likes cats. So how is it that, in competition with the worst villains the universe has to offer, he's become the proud owner of a seedship, the last remnant of Earth's legendary Ecological Engineering Corps? Never mind; just be thankful that the most powerful weapon in human space is in good hands—hands which now have the godlike ability to control the genetic material of thousands of outlandish creatures. Armed with this unique equipment, Tuf is set to tackle the problems that human settlers have created in colonizing far-flung worlds: hosts of hostile monsters, a population hooked on procreation, a dictator who unleashes plagues to get his own way . . . and in every case, the only thing that stands between the colonists and disaster is Tuf's ingenuity—and his reputation as a man of integrity in a universe of rogues. "A rich blend of adventure, humor,

compassion and all the other things that make being human worthwhile.”—Analog  
“A new facet of Martin’s many-sided talent.”—Asimov’s

*Rogues* Bantam

Have you read everything George R.R. Martin has ever written? Do you know what in *Game of Thrones* is based in real history? A young pretender raises an army to take the throne. Learning of his father’s death, the adolescent, dashing and charismatic and descended from the old kings of the North, vows to avenge him. He is supported in this war by his mother, who has spirited away her two younger sons to safety. Against them is the queen, passionate, proud, and strong-willed and with more of the masculine virtues of the time than most men. She too is battling for the inheritance of her young son, not yet fully grown but already a sadist who takes delight in watching executions. Sound familiar? It may read like the plot of *Game of Thrones*. Yet that was also the story of the bloodiest battle in British history, fought at the culmination of the War of the Roses. George R.R. Martin’s bestselling novels are rife with allusions, inspirations, and flat-out copies of real-life people, events, and places of medieval and Tudor England and Europe. The Red Wedding? Based on actual events in Scottish history. The poisoning of Joffrey Baratheon? Eerily similar to the death of William the Conqueror’s grandson. The Dothraki? Also known as Huns, Magyars, Turks, and Mongols. Join Ed West, as he explores all of Martin’s influences, from religion to war to powerful women. Discover the real history behind the phenomenon and see for yourself that truth is stranger than fiction.

*Stories of Winter from around the World*

John Wiley & Sons

Exploring the science in George R. R. Martin’s fantastical world, from the physics of an ice wall to the genetics of the Targaryens and Lannisters. *Game of Thrones* is a fantasy that features a lot of made-up science—fabricated climatology (when is winter coming?), astronomy, metallurgy, chemistry, and biology. Most fans of George R. R. Martin’s fantastical world accept it all as part of the magic. A trained scientist, watching the fake science in *Game of Thrones*, might think, “But how would it work?” In *Fire, Ice, and Physics*, Rebecca Thompson turns a scientist’s eye on *Game of Thrones*, exploring, among other things, the science of an ice wall, the genetics of the Targaryen and Lannister families, and the biology of beheading. Thompson, a PhD in physics and an enthusiastic *Game of Thrones* fan, uses the fantasy science of

the show as a gateway to some interesting real science, introducing GOT fandom to a new dimension of appreciation. Thompson starts at the beginning, with winter, explaining seasons and the very elliptical orbit of the Earth that might cause winter to come (or not come). She tells us that ice can behave like ketchup, compares regular steel to Valyrian steel, explains that dragons are “bats, but with fire,” and considers Targaryen inbreeding. Finally she offers scientific explanations of the various types of fatal justice meted out, including beheading, hanging, poisoning (reporting that the effects of “the Strangler,” administered to Joffrey at the Purple Wedding, resemble the effects of strychnine), skull crushing, and burning at the stake. Even the most faithful *Game of Thrones* fans will learn new and interesting things about the show from Thompson’s entertaining and engaging account. *Fire, Ice, and Physics* is an essential companion for all future bingeing.

**The Wit & Wisdom of Tyrion Lannister**  
Bantam

Ever wonder what it’s like to attend a feast at Winterfell? Wish you could split a lemon cake with Sansa Stark, scarf down a pork pie with the Night’s Watch, or indulge in honeyfingers with Daenerys Targaryen? George R. R. Martin’s bestselling saga *A Song of Ice and Fire* and the runaway hit HBO series *Game of Thrones* are renowned for bringing Westeros’s sights and sounds to vivid life. But one important ingredient has always been missing: the mouthwatering dishes that form the backdrop of this extraordinary world. Now, fresh out of the series that redefined fantasy, comes the cookbook that may just redefine dinner . . . and lunch, and breakfast. A passion project from superfans and amateur chefs Chelsea Monroe-Cassel and Sariann Lehrer—and endorsed by George R. R. Martin himself—*A Feast of Ice and Fire* lovingly replicates a stunning range of cuisines from across the Seven Kingdoms and beyond. From the sumptuous delicacies enjoyed in the halls of power at King’s Landing, to the warm and smoky comfort foods of the frozen North, to the rich, exotic fare of the mysterious lands east of Westeros, there’s a flavor for every palate, and a treat for every chef. These easy-to-follow recipes have been refined for modern cooking techniques, but adventurous eaters can also attempt the authentic medieval meals that inspired them. The authors have also suggested substitutions for some of the more fantastical ingredients, so you won’t have to stock your kitchen with camel, live doves, or dragon eggs to create meals fit

for a king (or a khaleesi). In all, *A Feast of Ice and Fire* contains more than 100 recipes, divided by region: • The Wall: Rack of Lamb and Herbs; Pork Pie; Mutton in Onion-Ale Broth; Mulled Wine; Pease Porridge • The North: Beef and Bacon Pie; Honeyed Chicken; Aurochs with Roasted Leeks; Baked Apples • The South: Cream Swans; Trout Wrapped in Bacon; Stewed Rabbit; Sister’s Stew; Blueberry Tarts • King’s Landing: Lemon Cakes; Quails Drowned in Butter; Almond Crusted Trout; Bowls of Brown; Iced Milk with Honey • Dorne: Stuffed Grape Leaves; Duck with Lemons; Chickpea Paste • Across the Narrow Sea: Biscuits and Bacon; Tyroshi Honeyfingers; Wintercakes; Honey-Spiced Locusts There’s even a guide to dining and entertaining in the style of the Seven Kingdoms. Exhaustively researched and reverently detailed, accompanied by passages from all five books in the series and photographs guaranteed to whet your appetite, this is the companion to the blockbuster phenomenon that millions of stomachs have been growling for. And remember, winter is coming—so don’t be afraid to put on a few pounds. Includes a Foreword by George R. R. Martin  
*Slaughterhouse-Five* Bantam  
New epic fantasy in the grand tradition—including a never-before-published *Song of Ice and Fire* story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard’s Conan the Barbarian, Michael Moorcock’s Elric of Melniboné, Fritz Leiber’s Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in *The Book of Swords*, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors’ best-loved worlds. Join today’s finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel. **FEATURING SIXTEEN ALL-NEW STORIES:** “The Best Man Wins” by K. J. Parker “Her Father’s Sword” by Robin Hobb “The

Hidden Girl” by Ken Liu “The Sword of Destiny” by Matthew Hughes “‘I Am a Handsome Man,’ Said Apollo Crow” by Kate Elliott “The Triumph of Virtue” by Walter Jon Williams “The Mocking Tower” by Daniel Abraham “Hrunting” by C. J. Cherryh “A Long, Cold Trail” by Garth Nix “When I Was a Highwayman” by Ellen Kushner “The Smoke of Gold Is Glory” by Scott Lynch “The Colgrid Conundrum” by Rich Larson “The King’s Evil” by Elizabeth Bear “Waterfalling” by Lavie Tidhar “The Sword Tyraste” by Cecelia Holland “The Sons of the Dragon” by George R. R. Martin And an introduction by Gardner Dozois “When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year’s essential anthologies.”—Kirkus Reviews (starred review)

### **A Song of Ice and Fire: Book One**

HarperCollins UK

A special fiftieth anniversary edition of Kurt Vonnegut’s masterpiece, “a desperate, painfully honest attempt to confront the monstrous crimes of the twentieth century” (Time), featuring a new introduction by Kevin Powers, author of the National Book Award finalist *The Yellow Birds* Selected by the Modern Library as one of the 100 best novels of all time *Slaughterhouse-Five*, an American classic, is one of the world’s great antiwar books. Centering on the infamous World War II firebombing of Dresden, the novel is the result of what Kurt Vonnegut described as a twenty-three-year struggle to write a book about what he had witnessed as an American prisoner of war. It combines historical fiction, science fiction, autobiography, and satire in an account of the life of Billy Pilgrim, a barber’s son turned draftee turned optometrist turned alien abductee. As Vonnegut had, Billy experiences the destruction of Dresden as a POW. Unlike Vonnegut, he experiences time travel, or coming “unstuck in time.” An instant bestseller, *Slaughterhouse-Five* made Kurt Vonnegut a cult hero in American literature, a reputation that only

strengthened over time, despite his being banned and censored by some libraries and schools for content and language. But it was precisely those elements of Vonnegut’s writing—the political edginess, the genre-bending inventiveness, the frank violence, the transgressive wit—that have inspired generations of readers not just to look differently at the world around them but to find the confidence to say something about it. Authors as wide-ranging as Norman Mailer, John Irving, Michael Crichton, Tim O’Brien, Margaret Atwood, Elizabeth Strout, David Sedaris, Jennifer Egan, and J. K. Rowling have all found inspiration in Vonnegut’s words. Jonathan Safran Foer has described Vonnegut as “the kind of writer who made people—young people especially—want to write.” George Saunders has declared Vonnegut to be “the great, urgent, passionate American writer of our century, who offers us . . . a model of the kind of compassionate thinking that might yet save us from ourselves.” Fifty years after its initial publication at the height of the Vietnam War, Vonnegut’s portrayal of political disillusionment, PTSD, and postwar anxiety feels as relevant, darkly humorous, and profoundly affecting as ever, an enduring beacon through our own era’s uncertainties. “Poignant and hilarious, threaded with compassion and, behind everything, the cataract of a thundering moral statement.”—The Boston Globe

### The Real History that Inspired Game of Thrones Voyager

An adaptation of the nineteenth-century science fiction tale of an electric submarine, its eccentric captain, and the undersea world, which anticipated many of the scientific achievements of the twentieth century.

### *A Game of Thrones 4-Book Bundle* Bantam

The everything-you-missed, wanted-to-know-more-about, and can’t-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every

episode across all eight seasons, INSIDER’s entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It’s the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show’s premieres, broken down key details in scenes, explored characters’ histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King’s ultimate purpose? How did the show effect George R.R. Martin’s ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the Game of Thrones HBO series.

### **Iron, Fire and Ice** Bantam

The sixth book in George R. R. Martin’s critically acclaimed, world wide best-selling series *A SONG OF ICE AND FIRE* - the inspiration behind HBO’s *GAME OF THRONES*. ‘An absorbing, exciting read ... Martin’s style is so vivid that you will be hooked within a few pages’ The Times *A Novel Voyager*

A series of maps to illustrating the lands and cities of George R. R. Martin’s *A Song of Ice and Fire* series.

### *Fire & Blood* Macmillan

A lavishly illustrated guide to the *A Song of Ice and Fire* universe traces the pre-historical period and the coming of the First Men through the reign of the Targaryen kings and Robert’s Rebellion. 75,000 first printing. TV tie-in.

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