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# Steampunk Vs Dieselpunk

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 The Mammoth Book of Dieselpunk

*Steampunk Vs  
Dieselpunk*

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## DILLON ELIEZER

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### The Mammoth Book of Dieselpunk

Graffito Books

The second installment in the San Angeles trilogy, a thrilling near-future cyberpunk sci-fi series Kris Merrill was a survivor. She'd lost her parents as a young girl, and she'd been forced to flee the dubious shelter of her aunt's home at thirteen to escape the unwanted attentions of her uncle. She'd lived on the streets of San Angeles, finding refuge in the lowest level of the city. When she got the chance, Kris found a room to rent on Level 2, earning a precarious living as a motorcycle messenger, a courier delivering sensitive materials the megacorporations would not trust to any method that could be hacked.

A year ago, Kris's life changed irrevocably when a delivery went terribly wrong, and she was targeted for termination by the Meridian corporation, one of the most powerful of the megaconglomerates that controlled the government. Salvation came in the form of Ian Miller, who rescued Kris from certain death, recruiting her for the underground resistance group of which he was a part. Since then, Kris has been hidden with the resistance, training to become an operative. Just as her training with the anti-corporate movement is nearing its end, their compound is destroyed by surprise attack. Ready or not, Kris and the other trainees are recalled to the dangerous metropolis of San Angeles. But their transport is shot down and Ian Miller, the man she loves, is captured. Someone, it seems, is using him to get to Kris. With the help of a retired

operative with PTSD, and the mysterious man who fled the scene when Kris's parents were killed, Kris searches for any sign of Ian. As the corporations battle civil unrest—and each other—the city slowly shuts down. Kris and San Angeles are running out of time....

*Dieselpunk* Dark Horse Comics

A POST-FALL FANTASY TABLETOP ROLEPLAYING GAME SET IN A RAMPANT OCEAN OF VERDANT GREEN. Some three hundred years ago the empires of the world were toppled by a wave of fast growing greenery, a tide of rampant growth spilling from the West known as the Verdancy. Now chainsaw-driven ships cut their way across dense treetop waves, their engines powered by oilfruit, rope-golems, honey and pride. You play a wildsailor, part of a motley crew consisting of humanity's weathered descendants,

cactoid gunslingers, centipedal fungi, silk-clothed spiderfolk, and other, stranger things. With your fellow crewmembers, you'll journey across the lingin' tide discovering charts, pursuing drives, and avoiding mires of the deep. The Wildsea hungers and grows, roots sinking deep into the forest floor as the waves above ripple with life. What will you discover in its depths? The Wildsea is a tabletop roleplaying game from Quillhound Studios for 2-6 players inspired by stories like *Sunless Sea*, *Bastion*, and the *Bas-Lag Trilogy*. The Wildsea uses a narrative, fiction-first d6 dicepool system that draws inspiration from games like *Belly of the Beast*, *Blades in the Dark*, and *13th Age*. [The Art of Wolfenstein: The New Order](#) Scream Press

When George Dower's father died, he left George his watchmaker's shop - and more. But George has little talent for watches and other infernal devices. When someone tries to steal an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue.

[The Wildsea: RPG](#) Tachyon Publications  
Bootleggers, coppers, and no good, dirty gangsters! During Prohibition, the parties were wild, the alcohol was flowing, and danger was never far away. Pierce Landcross has been brought to the fast-paced future of New York City, 1926. His abductor, the Trickster, claims he's hiding Pierce for his own protection, but cutthroats and femme fatales lurk around every corner. Lost in a strange land, Pierce vows to keep his nose clean, but that doesn't last long when he falls into the bootlegging racket. Pierce has to quickly adapt to a world full of diesel-fueled machines, airships, moving picture shows, and clashes with rival gangs. At the same time, he has to elude a hunter from his own time sent to kill him!

**Myths of the Mirror** Minotaur Books  
Blue is an orphan who disguises herself as a newsboy at the only paper in town that tells the truth during the war, but she struggles with her secret and befriends Crow, a boy who is also not what he seems.

*Dieselpunk* 47north

A pioneering work of Afrofuturism and antiracist fiction by the author of *Black No More*, about a Black scientist who masterminds a worldwide conspiracy to take back the African continent from imperial powers A Penguin Classic "An amazing serial story of Black genius against the world" is how *Black Empire* was promoted upon its original publication as a serial in *The Pittsburgh Courier* from 1936 to 1938. It tells the electrifying tale

of Dr. Henry Belsidus, a Black scientific genius desperate to free his people from the crushing tyranny of racism. To do so, he concocts a plot to enlist a crew of Black intellectuals to help him take over the world, cultivating a global network to reclaim Africa from imperial powers and punish Europe and America for white supremacy and their crimes against the planet's Black population. At once a daring, high-stakes science fiction adventure and a strikingly innovative Afrofuturist classic, this controversial and fearlessly political work lays bare the ethical quandaries of exactly how far one should go in the name of justice.

*Ribofunk* MJ Fletcher

*Dieselpunk*: an emerging retro-futuristic sub-genre, similar to steampunk, based on the era between the First World War and the start of the Atomic Age, merging elements of noir, pulp, and the past with today's technology . . . and sometimes a dash of the occult. Award-winning editor Wallace presents a cutting-edge collection of twenty-five vibrant stories that explore the possibilities of history while sweeping readers into high-powered hydrocarbon-fuelled adventures. Join us in an era when engines were huge, fuel was cheap and plentiful, and steel and chrome blended with the grit and grease of modern machines. Praise for *The Mammoth Book of Steampunk*: 'World Fantasy Award-winning editor Wallace has compiled an outstanding anthology . . . sure to satisfy even the most jaded steampunk fans and engage newcomers and skeptics. Each story exemplifies steampunk's knack for critiquing both the past and the present, in a superb anthology that demands rereading.' Publishers Weekly

[The Operative](#) Spectra

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 Lovereafterian 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.

**The Doorknob Society** Astra Publishing House

JUST WHAT HAPPENED WHEN THE TIME MACHINE RETURNED? Having acquired a device for themselves, the brutish Morlocks return from the desolate far future to Victorian England to cause mayhem and disruption. But the mythical heroes of Old England have also returned, in the hour of the country's greatest need, to stand between England and her total destruction. File Under: Steampunk [ Coming Back | It's About Time | Old Gods | Classic Steampunk ]

*Steampunk II: Steampunk Reloaded* Open Road Media

Imprisoned for life aboard a zeppelin that floats high above a fantastic metropolis, greeting-card writer Harold Winslow pens his memoirs. His only companions are the disembodied voice of Miranda Taligent, the only woman he has ever loved, and the cryogenically frozen body of her father, Prospero, the genius and industrial magnate who drove her insane. As Harold heads toward a last desperate confrontation with Prospero to save Miranda's life, he finds himself an unwitting participant in the creation of the greatest invention of them all: the perpetual motion machine. Beautifully written, stunningly imagined, and wickedly funny, Dexter Palmer's *The Dream of Perpetual Motion* is a heartfelt meditation on the place of love in a world dominated by technology.

*The Dream of Perpetual Motion* Graphix  
The year is an alternate 1940. In Europe breakaway Czech and German republics have taken up arms against the

oppressive Habsburg Empire. Rebel spy Johnny Bornewald is dispatched to the southern-most continent of Alba, the home of the non-human ursines, to gather technological intelligence. War unexpectedly erupts there, too, and Johnny and his native guide Linda Connor must across Alba's icy wastelands. More than arctic cold and gunfire imperil their lives when they get entangled in a conspiracy that may change the course of the war. Are Linda and Johnny wily enough to outfox their enemies? The Ice War is a dieselpunk thriller is set in an alternate history inspired by the technology and aesthetics of the interwar era. The protagonists face serious moral issues during their flight. There is no easy way out and no one escapes a war zone unhurt. Swedish science fiction author Patrik Centerwall's assessment of the story: "The Ice War is a well-written, swift-moving and exciting adventure that touches several interesting issues of morals and philosophy. Anders Blixt does not make matters easy, neither for the novel's characters nor for the readers." The Ice War is partially based on the author's experience as in multinational peace-making operations in the Balkans in the 1990s and Afghanistan after 9/11.

**Matty's Rocket** Wizards of the Coast  
This action-packed ePulp Anthology unleashes four new noir tales inspired by the pulp magazines of the 1930s and 1940s. Blazing brawls and gritty adventure awaits dieselpunks, nostalgians, die hard or pulp-curious fans. Hope you can take a punch, because these two-fisted tales hit hard! For young hoods, the Aether Age streets of mob-plagued Chicago present a world of opportunity. And Mack and Mickey are headed straight for the top in "That Sort of World: a Tale of the Aether Age." It's class-warfare in Citadel City as Pandora Driver and her Car of Tomorrow deliver rough justice to the elites and a douche named the Gooch in "Who are the People in your Neighborhood?" "The Wise Man Says" introduces Mick Trubble: a hard drinking, chain smoking charmer who bites off more than he can chew... then chews like hell. The Troubleshooter takes the grit and slang of a hardboiled detective and drops it in a dystopian setting that mixes Fedoras, trench coats, flying cars and android policemen. The dirty streets of Roanoketown were his home and his only family. Until he met HER. Now he'll follow HER into hell, tamahaak held high, and fight as a proud Indian against the Anglo Oppressors. He'll wager his life to be a true "A Friend of Spirits." Download if you dare!

*Shadow and Bone* Penguin Group

The 20th anniversary edition of the classic steampunk novel *With new commentary by the authors* 1855: The Industrial Revolution is in full swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine, and the computer age arrives a century ahead of its time. Three extraordinary characters race toward a rendezvous with the future: Sybil Gerard—fallen woman, politician's tart, daughter of a Luddite agitator; Edward "Leviathan" Mallory—explorer and paleontologist; Laurence Oliphant—diplomat, mystic, and spy. Their adventure begins with the discovery of a box of punched Engine cards of unknown origin and purpose. Cards someone wants badly enough to kill for. Part detective story, part historical thriller, *The Difference Engine* took the science fiction community by storm when it was first published twenty years ago. This special anniversary edition features an Introduction by Cory Doctorow and a collaborative essay from the authors looking back on their creation. Provocative, compelling, intensely imagined, this novel is poised to impress a whole new generation.

**Grimm, Grit, and Gasoline** Bhp Comics  
A "brilliant collection" of short stories set in a "marvelously realized, imaginary Muslim city" from the Hugo and Nebula Award-winning author (Publishers Weekly, starred review). Long identified as a science fiction writer, except in his own eyes, George Alec Effinger had some of his biggest critical and commercial success with a series even he recognized and characterized as SF. Set in the marvelously realized, imaginary Muslim city of Budayeen, the three novels, *When Gravity Fails*, *A Fire in the Sun* and *The Exile Kiss* garnered rave reviews, award nominations and a wide readership. In addition, Effinger came to be recognized as one of the foundational writers of cyberpunk. Although the novels are perhaps how Budayeen and their hero, Marid Audran, are best known, there are a handful of shorter pieces that add to the vividly drawn and deeply authentic picture of an imagined world and seven short stories, the first part of an uncompleted novel and a story fragment add to the mental images of this exotic and yet somehow completely familiar city and world that Effinger created. This book was originally published by Golden Gryphon Press and comes with a Forward and story notes by Effinger's widow, Barbara Hambly. The lead story in this collection, "Schrodinger's Kitten," won the Hugo, Nebula and Seiun Awards.

**Budayeen Nights** CreateSpace

"[A] powerful examination of a nation trying to make sense of the complex changes and challenges of the post-Civil War era." —Carol Berkin, author of *A Brilliant Solution: Inventing the American Constitution In 1877*—a decade after the Civil War—not only was the United States gripped by a deep depression, but the country was also in the throes of nearly unimaginable violence and upheaval, marking the end of the brief period known as Reconstruction and reestablishing white rule across the South. In the wake of the contested presidential election of 1876, white supremacist mobs swept across the South, killing and driving out the last of the Reconstruction state governments. A strike involving millions of railroad workers turned violent as it spread from coast to coast, and for a moment seemed close to toppling the nation's economic structure. Celebrated historian Michael A. Bellesiles reveals that the fires of that fated year also fueled a hothouse of cultural and intellectual innovation. He relates the story of 1877 not just through dramatic events, but also through the lives of famous and little-known Americans alike. "A superb and troubling book about the soul of Modern America." —William Deverell, director of the Huntington-USC Institute on California and the West "A bold, insightful book, richly researched, and fast paced . . . Bellesiles vividly portrays on a single canvas the violent confrontations in 1877." —Alfred F. Young, coeditor of *Revolutionary Founders: Rebels, Radicals, and Reformers in the Making of the Nation* "[A] wonderful read that is sure to appeal to those interested in the challenges of creating a post-Civil War society." —Choice

**Old Granny Fox** Macmillan

*The City of Towers* launches a brand new novel line set in the world of Eberron, *Wizards of the Coast's* newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the *Wizards of the Coast* fantasy setting search. From the Paperback edition.

**Heatseeker** John Picha

"The prank that almost destroyed the universe." "It started as a practical joke thrown into a scientific experiment. But

the powers it unleashed were awesome and incredible, catapulting Chuck and Jerry together with beautiful Sally and mysterious Old John into the farthest regions of space." "From the bloodsucking Titanians and the flesh-devouring Garnishee, to the mighty Slug-Togath of Proxima Centauri, the more they fought evil the more it seemed to grow, even to possess them in the form of the invisible Lortonoi, engulfing them all in a wild and terrifying cosmic nightmare."--BOOK JACKET.

**Endsinger** Watkins Media Limited #1 in the hard-hitting Grimnoir Chronicles by the New York Times best-selling creator of Monster Hunter International. Jake Sullivan is hardboiled private eye at war with evil magical powers in a dark and gritty urban fantasy that's a cross between the The Maltese Falcon and Twilight. Twilight meets The Maltese Falcon in the first entry of the hard-hitting Grimnoir Chronicles urban fantasy saga by the New York Times best-selling creator of Monster Hunter International. Magical creeps dispatched in heaps! Jake Sullivan is a war vet, a licensed private eye, and the possessor of a seriously hardboiled attitude. He also happens to have the magical ability to make anything in his vicinity light as a feather or as heavy as depleted uranium. While a range of enemies natural and supernatural wants him deep-sixed, Jake likes living, and his days in the trenches and his stint in the stir for manslaughter have only made him harder, leaner and meaner. The first entry in the new, hard-hitting Grimnoir Chronicles by the Larry Correia, breakout best-selling author of Monster Hunter International. About Larry Correia's Monster Hunter series "[A] no-holds-barred all-out page turner that is part science

fiction, part horror, and an absolute blast to read." -Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."

-Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers." -Massad Ayoob About Larry Correia's Monster Hunter Vendetta: "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."

-Publishers Weekly

*Endgames 2* Duncan Baird Publishers Tackling genetic engineering, "Di Filippo's effervescent prose can provoke both hilarity and haunting reflections on our species' possible fate" (Publishers Weekly). Ribofunk contains eleven masterful and surprising works of imagination. In all of them, biology is the science that drives the engine of life and of story: the Protein Police patrol for renegade gene-splicers; part-human sea creatures live in the Great Lakes and clean up toxic spills; a river has become sentient; there is a bodyguard who is part wolverine and a thrill-seeker climbs a skyscraper and gets stuck, literally.

Boom Time Robinson

See the Grishaverse come to life on screen with the Netflix series, *Shadow and Bone* -- Season 2 streaming now! Discover the

adventure that started it all and meet Alina, Mal, and the Darkling in *Shadow and Bone* from #1 bestselling author, Leigh Bardugo. Soldier. Summoner. Saint. Orphaned and expendable, Alina Starkov is a soldier who knows she may not survive her first trek across the Shadow Fold—a swath of unnatural darkness crawling with monsters. But when her regiment is attacked, Alina unleashes dormant magic not even she knew she possessed. Now Alina will enter a lavish world of royalty and intrigue as she trains with the Grisha, her country's magical military elite—and falls under the spell of their notorious leader, the Darkling. He believes Alina can summon a force capable of destroying the Shadow Fold and reuniting their war-ravaged country, but only if she can master her untamed gift. As the threat to the kingdom mounts and Alina unlocks the secrets of her past, she will make a dangerous discovery that could threaten all she loves and the very future of a nation. Welcome to Ravka . . . a world of science and superstition where nothing is what it seems. A New York Times Bestseller A Los Angeles Times Bestseller An Indie Next List Book This title has Common Core connections. Read all the books in the Grishaverse! The Shadow and Bone Trilogy (previously published as The Grisha Trilogy) *Shadow and Bone* *Siege and Storm* *Ruin and Rising* The Six of Crows Duology *Six of Crows* *Crooked Kingdom* The King of Scars Duology *King of Scars* *Rule of Wolves* The Language of Thorns: *Midnight Tales* and *Dangerous Magic* *The Severed Moon: A Year-Long Journal of Magic* *The Lives of Saints* *Demon in the Wood* Graphic Novel Praise for the Grishaverse "A master of fantasy." —The Huffington Post "Utterly, extremely bewitching." —The Guardian

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