

## Steam Powered Steampunk Stories Joselle Vanderhooft

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

The fifteen tantalizing, thrilling, and ingenious tales in *Steam-Powered* put a new spin on steampunk by putting women where they belong -- in the captain's chair, the laboratory, and one another's arms. Here you'll meet inventors, diamond thieves, lonely pawn brokers, clockwork empresses, brilliant asylum inmates, and privateers in the service of San Francisco's eccentric empire. Though they hail from across the globe and universes far away, each character is driven to follow her own path to independence and to romance. The women of *Steam-Powered* push steampunk to its limits and beyond. "From colonial India to New Orleans in slavery times, from a rogue San Francisco to the Lower East Side of old New York, these stories are thoughtful, wide-ranging, exciting, and often very, very sexy. Anybody who thinks that "steampunk" and "lesbian" are niche interests should read *Steam-Powered* and get their horizons seriously expanded." -Delia Sherman, Mythopoeic Fantasy Award winner and author of *Through a Brazen Mirror*.

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, salvage-punk, 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.

In this, the second release in the annual Heiresses of Russ series, Lambda Literary Award winning editor Connie Wilkins joins Steve Berman

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in choosing the best of the prior year's published speculative fiction with lesbian themes. An unexplained astronomical phenomenon brings a woman and her grandfather closer while she questions the meaning of faith. African villagers are sent automatons rather than human relief workers. Mermaids devour men drawn by their song but what will happen to a steampunk submersible piloted by a woman? Two teenage girls discover that memories are held in the fine aromas of perfumes. A family of sisters in Mexico discover a fallen angel. These are tales of the strange, the wondrous, the eerie but all are richly told stories of women facing the unknown and how they are changed by the experience.

Do you envision celestial cities in distant, fantastic worlds? Do you dream of mythical beasts and gallant quests in exotic kingdoms? If you have ever wanted to write the next great fantasy or science fiction story, this all-in-one comprehensive book will show you how. Writing Fantasy & Science Fiction is full of advice from master authors offering definitive instructions on world building, character creation, and storytelling in the many styles and possibilities available to writers of speculative fiction. Combining two Writer's Digest classics, Orson Scott Card's *How to Write Science Fiction & Fantasy* and *The Writer's Complete Fantasy Reference*, along with two new selections from award-winning science fiction and fantasy authors Philip Athans and Jay Lake, this new book provides the best of all worlds. You'll discover:

- How to build, populate, and dramatize fantastic new worlds.
- How to develop dynamic and meaningful themes that will expand the cannon of sci-fi and fantasy storytelling.
- Exciting subgenres such as steampunk, as well as new developments in the sci-fi and fantasy genres.
- How to imbue your tales with historically accurate information about world cultures, legends, folklore, and religions.
- Detailed descriptions of magic rituals, fantastic weapons of war, clothing and armor, and otherworldly beasts such as orcs, giants, elves, and more.
- How societies, villages, and castles were constructed and operate on a day-to-day basis.
- Astounding methods of interstellar travel, the rules of starflight, and the realities and myths of scientific exploration.
- How to generate new ideas and graft them to the most popular themes and plot devices in sci-fi and fantasy writing.

The boundaries of your imagination are infinite, but to create credible and thrilling fiction, you must ground your stories in rules, facts, and accurate ideas. *Writing Fantasy & Science Fiction* will guide you through the complex and compelling universe of fantasy and science fiction writing and help you unleash your stories on the next generation of readers and fans.

Co-winner, Ray & Pat Browne Award for Best Edited Collection in Popular Culture and American Culture Once a small subculture, the steampunk phenomenon exploded in visibility during the first years of the twenty-first century, its influence and prominence increasing ever since. From its Victorian and literary roots to film and television, video games, music, and even fashion, this subgenre of science fiction reaches far and wide within current culture. Here Rachel A. Bowser and Brian Croxall present cutting-edge essays on steampunk: its rise in popularity, its many manifestations, and why we should pay attention. Like *Clockwork* offers wide-ranging perspectives on steampunk's history and its place in contemporary culture, all while speaking to the "why" and "why now" of the genre. In her essay, Catherine Siemann draws on authors such as William Gibson and China Miéville to analyze steampunk cities; Kathryn Crowther turns to disability studies to examine the role of prosthetics within steampunk as well as the contemporary culture of access; and Diana M. Pho reviews the racial and national identities of steampunk, bringing in discussions of British chap-hop artists, African American steamfunk practitioners, and multicultural steampunk fan cultures. From disability and queerness to ethos and digital humanities, *Like Clockwork* explores the intriguing history of steampunk to evaluate the influence of the genre from the 1970s through the twenty-first century. Contributors: Kathryn Crowther, Perimeter College at Georgia State University; Shaun Duke, University of Florida; Stefania Forlini, University of Calgary (Canada); Lisa

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Hager, University of Wisconsin–Waukesha; Mike Perschon, MacEwan University in Edmonton, Alberta; Diana M. Pho; David Pike, American University; Catherine Siemann, New Jersey Institute of Technology; Joseph Weakland, Georgia Institute of Technology; Roger Whitson, Washington State University.

“Mike Allen will infect your subconscious with hallucinatory and alarming delight. This book is a must-read for fans of weird fiction and dark fantasy.” —Helen Marshall, World Fantasy Award-winning author of *Gifts for the One who Comes After The Spider Tapestries*, Mike Allen’s sophomore short story collection, takes a wrecking ball to genre boundaries, showcasing seven stories that mix transhuman noir, Lovecraftian horror, and surrealistic sorcery in an exploration of the further reaches of the Weird. Readers who savored the disorienting strangeness in Allen’s debut collection *Unseaming*, a Shirley Jackson Award finalist and Amazon.com horror fiction bestseller, will find *The Spider Tapestries* begins where *Unseaming* left off. As Nicole Kornher-Stace, author of *Archivist Wasp*, explains in her introduction, “Allen outdoes himself even further, borrowing and synthesizing across genres with gleeful abandon.... This results in stories like ‘Twa Sisters,’ with an atmosphere and setting as if Heironymous Bosch had been brought in as a consultant on *Blade Runner*. Or ‘Sleepless, Burning Life,’ which, with simultaneous nods to steampunk and metaphysics, explores and upends the familiar trope of Mortal Chosen by the Gods.” More praise for *The Spider Tapestries* “Elegant language and surrealistic themes defy genre and moral expectations in the weird and transgressive stories found in this collection... Allen’s pairing of individualistic suffering and cosmic hugeness evokes a lyrical friction between dread and wonder.” — Publishers Weekly “The seven stories in this slim collection range from dark fantasy to sf to horror—sometimes all within one tale. There are enough spiders here to make an arachnophobe go into hysterics, but they are not the only ones spinning webs ... Allen weaves intriguing connections among his tales, applying dizzying, sensual images.” — Library Journal “The aptly named *Spider Tapestries* forms a stunning picture that is equal parts darkness and light . . . a whirlwind tour through worlds of decadent fantasy, noir-touched future-weird, and elegant horror. Mike Allen offers up intricate mythologies that feel real and lived in, rich-detailed stories for readers to immerse themselves in, and from which they will emerge changed. The stories feel epic in scope, from an assassin climbing through the clockwork gears of the world to rescue a goddess in a cage, to an AI moving through bodies and networks to gather up and reassemble the pieces of his lost love. Allen takes readers on a journey through years and worlds, all in the space of a few pages.” —A.C. Wise, author of *The Ultra Fabulous Glitter Squadron Saves the World Again* “There was a time before the marketplace sliced our wild fantastic literature into bite sized chunks, a time when visions could be astounding, amazing, and weird all at once, a time when Clark Ashton Smith could mainline a Thousand and One Nights into million-colored suns. Now comes Mike Allen, shredding raw that scar-woven shroud between then, now, and infinity, releasing hallucinatory torrents of jewel-encrusted erotic transhumanism with the intensity of a quasar and stripping bare the secret wheels and cogs of the universe beside those lovers who would destroy them.” —Scott Nicolay, World Fantasy Award-winning author of *Do You Like to Look at Monsters?* “Mike Allen, among the most dynamic of contemporary fantasists, habitually upends Lovecraftian tropes with his own brand of cosmic horror.” —Laird Barron, Bram Stoker Award-winning author of *X’s for Eyes*

The fifteen thrilling and ingenious tales take the familiar genre of steampunk in exciting new directions, following women from across the globe and through pasts that never were (but could have been) on their search for money, adventure, prestige, freedom, and the love of another woman. Here you'll meet a Moroccan airship engineer and an English diplomat who receive a cryptic message and an exploding

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music box, a librarian who doubts her God, a Malaysian shipping clerk who dreams of adventure, a terracotta bride from the Tenth Circle of Hell, and an aeronaut on her way to certain death and a surprising discovery, along with many more. Though they hail from across the globe and universes far away, each of them is driven to follow her own path to independence and to romance. The women of Steam-Powered 2 push steampunk to its limits and beyond.

A breakneck tale of kick-ass, wise-ass, sexy-ass lesbians and zombies, *Eat Your Heart Out* opens on what promises to be another tediously annoying day at Ashbee's Furniture Outlet. Then the strip-mall calm of Nowhere, Ohio, is shattered by the sudden, simultaneous appearance of Renni Ramirez-hyper-competent star of the beloved Rising Evil B-movie franchise-and actual zombies, leaving Ashbee's hapless staff and Renni trapped behind an automatic door they can't lock. Can failed creative-writing student/apprentice store manager/eagle-eyed markswoman Devin escape the besieged furniture store to rescue her girlfriend? Will Renni's experience slaughtering motion-captured CGI monsters save the day before the army bombs the town? Once bitten, how many zombies can a person expect to take out before succumbing to infection? Who is the mysterious Deus Ex Machina, and what is he doing with that bone saw? All of these questions and more whisper behind the scream of the single most important thing Devin needs to know in order to survive: is Renni a top or a bottom?

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