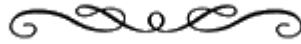


Below in no specific order is a list of back cover blurbs in

Science Fiction/Futuristic

genres that I wrote from scratch or revised (the original blurb is included first, followed by my revision) as well as the high-concept (75- and/or 150 words or less) blurb I wrote for it, if the blurb wasn't already in that word count. Note: Unless specified otherwise, I also wrote the series blurbs. If you're looking for something specific, click Control F to search for it. Karen Wiesner



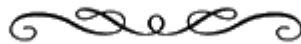
Sir Henry, the Knight in Space
by Wendy Laing
<http://www.wendylaing.com/>
Science Fiction Mid-Grade Reader

Original blurb:

Twin boys accidentally beam up the ghost of Sir Henry de Bohun from the 14th century into their father's spaceship in 3000AD--that's when the fun begins.... They even take a virtual trip back in time and visit Sir Henry's English castle!

Revised blurb:

Twin boys accidentally beam the ghost of 14th century Sir Henry de Bohun into their father's spaceship in 3000 AD. Let the fun begin as they take a virtual trip back in time to visit Sir Henry's English castle!



Watership
by Jenna Whittaker
<https://jennawhittaker-author.weebly.com/>
Science Fiction

Original Blurb:

The world was dying, so scientists worked to create a safe haven in the centre of the earth; hollowing it out for the future generations to live safely.

When the creatures created to watch over the people detected the failsafe program had activated, and that their hollow world was about to collapse, they took them to a sentient, biological spaceship, set with the coordinates to take them to a new world.

But with the aliens who helped the scientists in the past come back to change the course of the ship, things soon spiral out of control.

Revised Blurb:

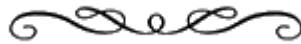
To save their dying world, scientists and a race of ostensibly benevolent aliens worked to create a safe haven in the centre of the planet, hollowing it out for future generations to live safely. Creatures were also created to watch over the people and alert them if their hollow world was about to collapse. When the failsafe program activated, the creatures guided the people to a sentient, biological spaceship already programmed with the coordinates to take them to a new world. Little do they realize that the aliens they assumed were helping them in the past have changed the course of the ship...

[103 words]

High-concept blurb:

To save their dying world, scientists and a race of benevolent aliens created a safe haven in the centre of the planet. When the failsafe program alerts them that their hollow world is collapsing, the people seek shelter in a sentient, biological spaceship programmed with the coordinates to take them to a new world. Little do they realize the aliens they assumed were helping them have changed the course of the ship...

[72 words]



**Worlds of the Timestream
by Richard J. Sutcliffe**

**<http://www.writers-exchange.com/Richard-Sutcliffe>
Irish Fantasy/Science Fiction Christian Alternate Worlds Novels**

Series universe umbrella blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology. At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Interregnum is principally concerned with events of 1941-2001. The Throne deals with the history of the Irish throne from 1014 to the present. Welcome to the Worlds of the Timestream.

[115 words]

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth each with different histories and societies. Welcome to the Worlds of the Timestream.

[36 words]

**Worlds of the Timestream: The Interregnum Series
Irish Science Fiction Fantasy/Christian**

Series blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology.

At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Interregnum is principally concerned with events of 1941-2001. Welcome to the Worlds of the Timestream.

[100 words]

High-concept blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth each with different histories and societies. The Interregnum is principally concerned with events of 1941-2001.

[38 words]

Book 1: The Peace

Original blurb:

The Peace is alternate-history Irish-flavoured Christian science fiction. James IV, High King of Ireland and the worlds he rules, is deposed at the height of the Three Worlds' War (1941). Banned from the throne by his corrupt nobles for 60 years, he struggles to survive and maintain the Pax Hibernia despite clan MacCarthy's genocidal high-tech schemes.

Characters from our earth struggle with their own religious and political loyalties as they are drawn into Greater Hibernia's intrigues. Remote Edwardstown (Calgary) becomes the stage on which three interwoven tales of romance and tragedy converge, launching reborn lives and new hopes.

Revised blurb:

James IV, High King of Ireland and the worlds he rules, is deposed at the height of the Three Worlds' War in 1941. Banned from the throne by his corrupt nobles for sixty years, he struggles to survive and maintain the Pax Hibernia (Ireland's enforced peace over the

nation) despite clan MacCarthy's genocidal high-tech schemes. The population struggles with religious and political loyalties as all are drawn into Greater Hibernia's intrigues. Romance and tragedy converge on the stage in remote Edwardstown, launching reborn lives and new hopes.

[87 words]

High-concept blurb:

James IV, High King of Ireland and the worlds he rules, is deposed at the height of the Three Worlds' War in 1941. Banned from the throne by his corrupt nobles for 60 years, he struggles to survive and maintain Ireland's enforced peace over the nation despite clan MacCarthy's genocidal high-tech schemes. The population is drawn into Greater Hibernia's intrigues. Romance and tragedy converge in remote Edwardstown, launching reborn lives and new hopes.

[73 words]

Book 2: The Friends

Original blurb:

In the decades following the deposition of James IV, his descendants and relatives continue the struggle to survive clan MacCarthy's plots. Katherina Rourke loses everything except her close-knit group of friends when first her mother, Iron Kate, then her father Matthew (formerly Donal IV) are murdered. Later her friendships disintegrate, and a subsequent donal uses Sean Reilly to kill Katherina, Jack, and their infant Mara. Or, does he?

We follow Lady Katherina to and through the battle of Glenmorgan. An intertwined story tells of Sean Reilly (the man she once loved but now hates) and his allies in their quest to depose the corrupt donal.

A third and later sequence relates the coming to age of Katherina's daughter, as she builds The Friends of the Day, dedicated to restoring Tara's true throne. London, Moody, Tara, and Penal City are the stages on which these stories play out toward the 2000 nexus and the 2001 culmination of the ban on the throne.

Revised blurb:

In the decades following the deposition of James IV, High King of Ireland and the worlds he rules, his descendants and relatives continue their struggle to survive clan MacCarthy's genocidal high-tech schemes plots. Katherina Rourke loses everything except her close-knit group of friends when first her mother and then her father are murdered. Sean Reilly, the man she once loved but now hates, and his allies seek to depose a corrupt donal. Katherina's daughter comes of age as she builds The Friends of the Day dedicated to restoring Tara's true throne. While Katherina's friendships disintegrate around her, a subsequent ruler uses Sean in a coup attempt to kill Katherina, Jack, and their infant Mara.

Will he succeed?

[117 words]

High-concept blurb:

James IV's descendants continue their struggle to survive clan MacCarthy's genocidal high-tech schemes plots. Katherina Rourke loses everything except a few friends when her mother and father are murdered. Sean Reilly, the man she once loved but now hates, and his allies seek to depose a corrupt donal. Katherina's daughter comes of age as she seeks to restore Tara's true throne. A subsequent ruler uses Sean in an attempt to kill Katherina. Will he succeed?

[75 words]

Book 3: The Exile

Original blurb:

This third book in the series tells of Mara's further adventures, climbing the military ranks of Tara on her way to a confrontation with Donal XII, the former Sean Reilly. Meanwhile, Angus and Day McAllister, exiled to our earth in one of Hibernia's many palace coups, have their own scores to settle with Mara's McCarthy enemies and their allies. So do Lady Katherina and her adoptive daughter Sheana. Others also have reason to be present in court when the ban on the throne expires. Their lives intertwine with Mara's and each other as they struggle spiritually while facing well-financed high-tech conspiracies to turn Hibernia and the other earths into ethnically cleansed MacCarthy family dictatorships. This story cycle takes us to Afghanistan, Rome, Glenfinnan, Prison City, and the Gulf Islands of British Columbia.

Revised blurb:

Mara Meathe, mysterious survivor of the battle of Glenmorgan as an infant, struggles with her own identity as she climbs the military ranks of Tara on her way to a confrontation with Donal XII, the former Sean Reilly.

Meanwhile, Angus and Day McAllister, exiled to our earth in one of Hibernia's many palace coups, have their own scores to settle with Mara's clan McCarthy enemies and their allies, as do Lady Katherina and her adopted daughter Sheana. Others also have reason to be present in court when the ban on the throne expires. Their lives intertwine with Mara's and each other as they struggle spiritually while facing well-financed high-tech conspiracies to turn Hibernia and the other earths into ethnically-cleansed MacCarthy family dictatorships.

[122 words]

High-concept blurb:

Mara Meathe, mysterious survivor of the battle of Glenmorgan, climbs the military ranks on her way to a confrontation with Sean Reilly. Meanwhile, Angus and Day McAllister have their own scores to settle, as do Lady Katherina and her adopted daughter Sheana. Others also have reason to be present in court when the ban on the throne expires. Their lives intertwine while facing conspiracies to turn Hibernia and the other earths into MacCarthy family dictatorships.

[75 words]

Book 4: The General

Original blurb:

The General is alternate-history Irish-flavoured Christian science fiction and is the sequel to The Peace, The Friends, and The Exile (Volumes One to Three of The Interregnum). The General recounts Tadhg O'Kelly's life from his 1987 graduation as Kilkarney's top cadet to his career as an army forensic investigator. As the years go by, he gradually knits the threads of evidence from numerous kidnappings of women and children into a noose, but finding the guilty neck to tie it around takes all his skill, and not a little help. A second arc of the story cycle follows Mara Meathe from her arrival at Tara's court. The third arc takes place on Tirdia, near the BC Fraser Valley's Chilliwack. Nellie goes to Tirdia to assist Day MacAllister with some court appointed espionage.

Events of The General play out on Hibernia at Tara, Edenderry, Luna City, Toronto, South Africa, India, Afghanistan, Centralia, West China, and Japan of Hibernia as well as in Chilliwack and Aldergrove on the West Coast of British Columbia, Canada (Tirdia).

Revised blurb:

In 1987, Tadhg O'Kelly's graduates as Kilkarney's top cadet in his career as an army forensic investigator. As the years go by, he gradually knits the threads of evidence from numerous kidnappings of women and children into a noose. But finding the guilty neck to tie it around will require all his skill, and not a little help.

Royal Army General Mara Meath returns to Tara after numerous troubleshooting tasks around the world to face her biggest and deadliest challenges yet. A friend of Mara's, Nellie Hacker arrives from Tara to her home Earth of Tirdia to assist Day MacAllister with some court-appointed espionage.

[104 words]

High-concept blurb:

Tadhg O'Kelly, army forensic investigator, uncovers evidence from numerous kidnappings, but finding the guilty neck to tie the nose around will require all his skill, and not a little help. Royal Army General Mara Meath returns to Tara to face her biggest and deadliest challenges yet. A friend of Mara's, Nellie Hacker arrives to assist Day MacAllister with some

court-appointed espionage.

[61 words]

Book 5: The Nexus

Original blurb:

The Nexus is alternate-history Irish-flavoured Christian science fiction and is the sequel to The Peace, The Friends, The Exile and The General (Volumes One to Four of The Interregnum).

The Nexus continues Mara's story from the conclusion of the trial over which Tad O'Kelly presided as Senchus in The General, through new foreign assignments, then back to Tara to await the coming nexus and the crisis it will bring to Hibernia's capital. There she battles pirates, gun runners, kidnappers, and a host of plots against the realm.

Elbon the Builder of Meta (John Dominic on Tirdia) returns from a meeting of the Metan elders to Tirdia and the orphanage at Berea, unaware that his daughter Eider has followed him. She encounters Lucas and the two have a narrow brush with two of gangster Al Marcotti's thugs. In the aftermath, Lucas eavedrops on Eider's conversation with her father and hears of their relationship and of the other earths. His loyalties now torn, Lucas leaves that afternoon's creation debate to strike out on his own. But Eider follows, and the two are caught up in both the nexus and Marcotti's ongoing violence.

Maeve Derry sends one of her Centralia cadets out on a training mission, only to have to pull his body from the bottom of a river several hours later. What she learns next necessitates the reappointment of Tad as Senchus, and another sensational hearing at Tara, one punctuated by a shocking and cowardly attack. After Maeve's return to Centralia, she is lured to the St. Charles islands, and there disappears.

We experience the nexus with Lucas, Eider, Catherine, Mara, Margaret, and Maeve, then hear the account of the aftermath at Tara's court the next day, when MacCarthy forces mount an all-out attack, but find themselves under pressure from the Friends at other locations.

Events of The Nexus play out on Hibernia at Tara, Dublin, Afghanistan, India, Berlin, Moscow, Mergui, the St. Charles Islands, and Centralia well as in Chilliwack and Vancouver on the West Coast of British Columbia, Canada (Tirdia) and in the Builder's City and home on Meta.

Revised blurb:

The sensational trial over which Tad O'Kelly presided as Senchus is now over. Mara Meathe tackles a multitude of foreign assignments, battling pirates, gun runners, kidnappers, and a host of plots against the realm.

Elbon the Builder of Meta returns from a meeting of the elders to Tirdia and the orphanage at Berea, unaware his daughter Eider has followed him. She encounters Lucas and the two have a narrow brush with two of gangster Al Marcotti's thugs. In the aftermath, Lucas eavesdrops on Eider's conversation with her father and hears of their relationship and of the other earths. His loyalties now torn, Lucas leaves that afternoon's creation debate to strike out on his own. But Eider follows, and the two are caught up in both a world-dividing nexus and a Marcotti kidnapping.

Royal Army officer Maeve Derry sends one of her Centralia cadets out on a training mission only to have to pull his body from the bottom of a river several hours later. What she learns next necessitates the reappointment of Tad as Senchus. Another sensational hearing at Tara ensues and is punctuated by a shocking and cowardly attack. After Maeve's return to Centralia, she finds herself lured to the St. Charles islands, where she disappears. Clan MacCarthy forces mount an all-out attack only to come under pressure themselves from the Friends at other locations.

[226 words]

High-concept blurb:

Elbon the Builder returns from a meeting of the elders unaware his daughter Eider has followed him. She encounters Lucas and the two have a narrow brush with gangster Al Marcotti's thugs. In the aftermath, Lucas eavesdrops on Eider's conversation with her father and hears of other earths. His loyalties now torn, Lucas strikes out on his own. But Eider follows, and the two are caught up in a world-dividing nexus and a Marcotti kidnapping.

[75 words]

Book 6: The Builder

Original blurb:

The Builder is alternate-history Irish-flavoured Christian science fiction, that further develops the legacy of the first five books in the series.

The Builder continues Mara's story following the street battle in Tara through her engagement, her disgrace at court, her defection to the MacCarthys, the unravelling of the MacCarthy plot to destroy Tara, and her discovery of the truth about her father's death. Truth also comes to John Dominic's children, albeit too late, and the new Earth where he relocates is lost in the Timestream. It does not come to Roger Hyland (the Builder of Tara), the CRAE CCC who constructs railways on land, underwater, and in space, but rejects spiritual realities, despite his friends' earnest pleas. From Metan MS, we learn of the initial three Nexi, of the first Builder, and of his age-old nemesis who plots time and again to either rule the earths or destroy them. As this sixth story cycle concludes, the stage is set

for the definitive second battle of Glenmorgan, whose outcome will determine who next will sit on Tara's fabled throne.

Revised blurb:

Mara Meathe's engagement is the first domino in a string of events leading to her disgrace at court, her defection to the clan MacCarthy, the unravelling of the MacCarthy plot to destroy Tara, and her discovery of the truth about her father's death.

Elbon, known as The Builder on Meta but goes by the name John Dominic on Tirdia, relocates to the Earth generated in the latest nexus, but it becomes lost in the Timestream.

Roger Hyland, the engineer responsible for rebuilding modern Tara rejects spiritual realities, despite his friends' earnest pleas. From Metan Manuscript, the initial three critical historical points are revealed, as are details of the first Builder and of age-old nemesis who plots time and again to either rule the earths...or destroy them.

[126 words]

High-concept blurb:

Mara Meathe's engagement is the first domino in a string of events leading to her disgrace at court, her defection to the clan MacCarthy, the unravelling of the MacCarthy plot to destroy Tara, and the truth about her father's death. From Metan Manuscript, the initial three critical historical points are revealed, as are details of the first Builder and of age-old nemesis who plots time and again to either rule the earths...or destroy them.

[74 words]

Worlds of the Timestream: The Throne

Series blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology.

At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Throne deals with the history of the Irish throne from 1014 to the present. Welcome to the Worlds of the Timestream.

[106 words]

High-concept blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth each with different histories and societies. The Throne deals with the history of the Irish throne from 1014 to the present.

[44 words]

Book 1: Culmanic Parts

Original blurb:

Culmanic Parts is a small part of the alternate history story of two long-lived and hard-to-kill men, Samadeya-Qayin and Pelik-Qayin, the alternate continuations of the repentant and unrepentant Cain respectively, always deadly enemies, once Thor and Odin, but in the last millenium duelling over the High Kingship of Ireland.

The prologue tells the early eleventh century story of Brian Boru's rescue by Cormac Meathe and Catherine Neal at Clontarf, and the subsequent elevation of Cormac and Catherine to the throne.

All the King's Horses tells of a fourteenth century horse girl descendent of Catherine--Kate the Culmanic, who likewise becomes High Queen.

Mother's Girl tells the early life of fifteenth mystery woman, prodigy, and national heroine Amy Rea, adopted daughter of super-spy Carlan Rea, who renames the Culmanic "Science" and makes it her own, who with nine unlikely friends takes the Royal Academy at Tara by storm, suffers profound betrayals, then joins the Royal Army Naval Corps. Who is she, why is she The Mother's Girl, and why have the Assassin's Guild accepted three contracts on her life?

Revised blurb:

Two long-lived and hard-to-kill men, Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain respectively--have always been deadly enemies. For the last millennium they have duelled over the High Kingship of Ireland in three stories:

The Prologue: In the early eleventh century, Brian Boru is rescued by Cormac Meathe and Catherine Neal at Clontarf. Cormac and Catherine are subsequently elevated to the throne.

All the King's Horses: Kate the Culmanic, a fourteenth century, horse girl descendent of Catherine, becomes High Queen.

Mother's Girl: Mystery woman, prodigy, and national heroine Amy Rea is the adopted daughter of super-spy Carlan Rea, who renames the Culmanic "Science" and makes it her own. With nine unlikely friends, Amy takes the Royal Academy at Tara by storm, suffers profound betrayals, then joins the Royal Army Naval Corps. Who is she, why is she The

Mother's Girl, and why have the Assassin's Guild accepted three contracts on her life?

[157 words]

High-concept blurb:

The long-lived and hard-to-kill Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain--are deadly enemies. For the last millennium they've duelled. In the early 11th century, Brian Boru is rescued, and Cormac and Catherine are subsequently elevated to the throne. Kate the Culmanic becomes High Queen. Amy Rea takes the Royal Academy by storm, then joins the Royal Army Naval Corps. Who is she and who wants her dead?

[73 words]

Book 2: Rea's Blood (or Navy Girl)

Original blurb:

Rea's Blood continues the alternate history enmity of the long-lived two Qayins, and of Amy Rea, adopted daughter of Samadeya-Qayin, the ally of the Almighty. It follows Amy's career from her post-Academy appointment as second officer to the Royal Army Naval Corps frigate *Boudicca*, her rapid promotion to commodore, then Vice-Admiral, and finally Admiral of the Orange aboard *Victory*.

Her novel tactics and ways of dealing with her shipmates become Royal Navy doctrine. Rea cultivates a band of fellow officers who will follow her "to hell and back" and most of them do so for her last battle against enemy nations Spain and France off Trafalgar Point, where she is shot down by snipers as she resolutely stands in full uniform on Victory's quarterdeck. But who was Amy Rae, what was her great secret, and why does she have so many look-alikes?

Revised blurb:

Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain respectively--continue their perpetual dual.

Amy Rea is the adopted daughter of Samadeya-Qayin, the ally of the Almighty. From Amy's post-Academy appointment as second officer to the Royal Army Naval Corps frigate *Boudicca*, she's rapidly promoted to commodore, then Vice-Admiral, and finally Admiral of the Orange aboard *Victory*. Her novel tactics and how she deals with her shipmates become Royal Navy doctrine. Rea cultivates a band of fellow officers who will follow her to hell and back. Many do so for her last battle against enemy nations Spain and France off Trafalgar Point, where she's shot down by snipers in a resolute stand on Victory's quarterdeck. But who is Amy Rae, what is her great secret, and why does she have so many look-alikes?

[136 words]

High-concept blurb:

Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain--continue their perpetual dual. Amy Rea's novel tactics become Royal Navy doctrine. She cultivates a band of fellow officers who will follow her to hell and back. Many do so for her last battle, where she's shot down by snipers in a resolute stand. But who is Amy, what is her great secret, and why does she have so many look-alikes?

[73 words]

Book 3: Tara's Mother

Original blurb:

Tara's Mother is the sequel to *Culmanic Parts* and *Rae's Blood*, and continues the alternate history enmity of the long-lived Samadeya-Qayin, ally of the Almighty and check against Pelik-Qayin, who is something more than evil twin.

In *Rea's Blood*, Amy Rea, Samadeya's adopted daughter, and First Lord of the Admiralty, was shot down aboard her flagship *Victory* at Trafalgar. But two powerful look-alike women do emerge from the smoke and blood--Amy's flag officer Joane O'Donnell, and the mysterious Amethyst Meathe, who both play a vital part in Thomas Rourke's battle against the French despot at Mount Sainte Jean, near Waterloo.

Joane takes on prominent military role in now allied new France. But Amethyst still has battles to fight--first with lead enemy nation Spain, then with Ireland's own King Frederick and his would-be replacements back home. She takes over from her mentor as "The Mother"--High Queen of Low Tara, queen maker for several nations, and continues Amy Rea's battle against God's enemies.

Who are she and Joane, really, and will Amethyst and the band of brothers and sisters she inherited from Amy Rea live to see a new, better, and peaceful Ireland emerge from the ashes of war?

Revised blurb:

The long-lived Samadeya-Qayin, ally of the Almighty and check against Pelik-Qayin, who is something more than evil twin, clash once more.

Amy Rea, Samadeya's adopted daughter and First Lord of the Admiralty, was shot down aboard her flagship *Victory* at Trafalgar. But two powerful lookalike women emerge from the smoke and blood--Amy's flag officer Joane O'Donnell and the mysterious Amethyst Meathe. Both play a vital role in Thomas Rourke's battle against the French despot at Mount Sainte Jean, near Waterloo.

Joane takes on prominent military role in now-allied new France. But Amethyst still has battles to fight--first with lead enemy nation Spain, then with Ireland's own King Frederick and his would-be replacements back home. She takes over from her mentor as "The Mother"--High Queen of Low Tara, queen maker for several nations, and continues Amy Rea's battle against God's enemies.

Who are she and Joane, really, and will Amethyst and the band of brothers and sisters she inherited from Amy Rea live to see a new, better, and peaceful Ireland emerge from the ashes of war?

[179 words]

High-concept blurb:

Samadeya-Qayin, ally of the Almighty and check against Pelik-Qayin, who is something more than evil twin, clash once more. Amy Rea was shot down but two powerful, lookalikes emerge. Joane takes on prominent role in now-allied, new France. Amethyst takes over as High Queen of Low Tara. Who are she and Joane, really, and will Amethyst live to see a new, better, and peaceful Ireland emerge from the ashes of war?

[71 words]

Paladin (or Time Out of Heart)

Original blurb:

Paladin or Time Out Of Heart is the fourth book of *The Throne*, continuing its account of Hibernia's royalty from 1473 to date.

Lilian Morgan, who later becomes Ireland's Paladin of Justice comes to light being discharged, half-burned and lacking memories, into Dublin City Dump. She knows only that she must keep Samadeya on task with his millennia-old assignment of thwarting Pelik's agenda of death and destruction. She is disciplined whenever she departs from mission, and also shares one of the Cain curses. After death, each returns to some reorganized portion of their body--in extreme cases, as a child or infant who recovers prior memories when apparently aged mid-twenties.

Paladin is simultaneously the seventh and concluding book in *The Interregnum*, re-telling in interleaved chapters the First Battle of Glenmorgan and the destruction of Manse Devereaux by another player. It also follows *Interregnum* characters Lucas, Nellie, Catherine, Ruel, and Friends of the Day as they approach a new battle at Glenmorgan to decide Tara's civil war with racist and religion-hating Philip Desmond and his allies. Philip is also allied with Pelik and his mob cronies on Tirdia who kidnapped Lucas, and killed Lacey Johnson's RCMP partner.

Meanwhile, the Paladin's memory awakens as dreams shared by several women. The civil war and treachery at Tara threaten one Earth's civilization with extinction. Pelik schemes for power over two others. Meanwhile, the Paladin's learning which dreamer she now is, why her pre-1492 identity evaporated, and how she was reset after 1970, could render her insane.

Lucas is key to all three. A two-year-old pleads with him to trust in Christ after one plotter overreaches. His second crisis unfolds when Mara assigns him to Tirdia-1 to determine what Pelik, his father by rape, provided Desmond to tip the war's balance. But Pelik springs a trap. Could Mara and Nellie survive without him?

Revised blurb:

Paladin is the conclusion of The Interregnum Series (Book 7), continuing its account of Hibernia's royalty from 1473 to date. After being discharged, half-burned and lacking memories, Lilian Morgan emerges into Dublin City Dump. She knows only that she must keep the repentant Cain (Samadeya) on task with his millennia-old assignment of thwarting the enemy Pelik--alternate and unrepentant continuation of Cain--in his agenda of death and destruction. Discipline is swift and brutal whenever she departs from the mission. Lilian also shares one of the Cain curses: Returning after death to some reorganized portion of her body.

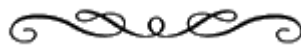
Paladin also completes The Throne Series (Book 4), re-telling in interleaved chapters the First Battle of Glenmorgan and the destruction of Manse Devereaux. *Interregnum* characters approach a new battle at Glenmorgan that will decide the outcome of Tara's civil war. Conflict and treachery at Tara threaten one Earth civilization with extinction. Pelik schemes for power over two others...and springs a trap.

[159 words]

High-concept blurb:

Lilian Morgan emerges into Dublin City Dump. She knows she must keep the repentant Cain on task with his millennia-old assignment of thwarting the enemy Pelik--alternate and unrepentant continuation of Cain--in his agenda of death and destruction. Meanwhile, a new battle at Glenmorgan will decide the outcome of Tara's civil war. Conflict and treachery at Tara threaten one Earth civilization with extinction. Pelik schemes for power over two others...and springs a trap.

[74 words]



**Alien Thought
by Dan Donoghue**

<http://www.writers-exchange.com/Dan-Donoghue>

Science Fiction/Young Adult

Original blurb:

An ordinary Saturday morning turns extraordinary for seventeen year old Dave Duggan when a couple of girls from his school ask for help to find their way into the mountains beyond the town.

The jaunt is at first uneventful, but when they get into the mountains and enter an area of rainforest, without warning things began to die around them. Dave almost dies in an attack from an unknown source. At first they believe that they have come in contact with poison from misdirected aerial spraying, but that theory soon becomes untenable and far more sinister possibilities take shape. Dave must grow up very quickly as he finds himself losing his heart while in very real danger of losing his life.

Revised blurb:

An ordinary Saturday morning turns extraordinary for seventeen-year-old Dave Duggan when a couple of girls from his school ask for help in finding their way into the mountains beyond their town. At first the jaunt is uneventful but holds the promise of adventure and possibly romance. After entering a dark area of rainforest, birds, bugs and small animals inexplicably begin to die around them. Dave's life is threatened and no reasonable explanation fits. Only far sinister possibilities make sense. Forced to take responsibility for three lives, Dave finds himself losing his heart while in very real danger of losing his life.

[101 words]

High-concept blurb:

An ordinary morning turns extraordinary for 17-year-old Dave Duggan when two girls from his school ask for help in finding their way into the mountains. After entering a dark area of rainforest, birds, bugs and small animals inexplicably begin to die around them. Dave's life is threatened and no reasonable explanation fits. Forced to take responsibility for three lives, Dave finds himself losing his heart while in very real danger of losing his life.

[74 words]



Sensitive

by Dan Donoghue

<http://www.writers-exchange.com/Dan-Donoghue>

Science Fiction/Young Adult

Original blurb:

In a galaxy overwrought with unrest and war, one exceptionally-bred Sensitive is called upon to save them all from interplanetary war. But when that powerful young man with a gift to shield his mind from enemies is framed and sent to High America, the odds are stacked against him right from the beginning. He must discover and defeat the one thing that lures Sensitive like him to their deaths...or fall victim to its power himself.

Revised blurb:

In a galaxy overwrought with unrest and war, one exceptionally-bred Sensitive is called upon to save them all from interplanetary war...

Wolf Carthar was reared in a primitive tribal environment on Earth. He is an extremely powerful Sensitive who can shield his mind against invasion by other Sensitive. Isolated by nature, framed and exiled for love, he is sent to a planet discovered and settled by Americans.

High America suffers one severe drawback to development: For reasons yet unknown, Sensitive are unable to survive on it. With the odds stacked against him right from the beginning, Wolf struggles to clear the planet of invaders and make it possible to survive.

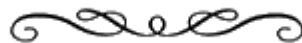
He must discover and defeat the source of death on High America--the killing machine--that lures Sensitive like him to their deaths...or fall victim to its power himself.

[139 words]

High-concept blurb:

A powerful Sensitive who can shield his mind against invasion by other Sensitive, Wolf Carthar was framed and exiled for love, then sent to High America where Sensitive are, mysteriously, unable to survive. With the odds stacked against him right from the beginning, Wolf must discover and defeat the source of death on High America--the killing machine--that lures Sensitive like him to their deaths...or fall victim to its power himself.

[72 words]



The Cull Chronicles
by Daniel Devine
Science Fiction

Series blurb:

When Earth is conquered by a technologically superior race called the Grath, humanity is forced to work--and fight--for them. But not all humans are content to submit to their masters...

Book 1: The Next Best Thing to Heroes

Original blurb:

Jason Cull is one of the best and the brightest that the human race has to offer. At least, that's what it tells him in all of the Academy's brochures.

The Earth has been conquered by a technologically superior race called the Grath, and while the rest of humanity toils away their lives in dank factories building equipment for the alien war machine, Jason and a select few are training to help fight their masters' battles directly.

The only problem is that among the world's finest, Jason seems decidedly average. Then, just as graduation and the trials of war grow near, Jason and his closest friends find themselves kidnapped by forces who have other plans. Thrown into the midst of a resistance movement that wants him to fight against the Grath instead of alongside them, Jason must prove himself all over again.

Revised blurb:

While the rest of humanity is forced to toil away their lives in dank factories building equipment for the alien war machine of the technologically superior race the Grath, Jason Cull and a select few are being trained to help fight battles in place of their masters. According to the Academy's brochures, Jason should be one of the best and the brightest the human race has to offer. So why does he feel decidedly average?

As graduation and the impending trials of war close in, Jason and his closest friends find themselves kidnapped by forces with radically different plans. Thrown into the midst of a resistance movement that demands him to fight *against* the Grath instead of alongside them, Jason begins the process of proving himself all over again.

[129 words]

High-concept blurb:

Jason Cull and a select few are being trained to help fight battles in place of their superior alien masters. As graduation and the impending trials of war close in, Jason and his closest friends are kidnapped. Thrown into a resistance movement that demands him to fight *against* the Grath instead of alongside them, Jason begins the process of proving himself all over again.

[64 words]

Book 2: The Enemy of My Enemy

Original blurb:

Captain, a title Jason Cull had never really imagined he'd own.

The *Freedom's* launch may have been a disaster, but Mr. Lucas had still been there to keep the crew focused and tell them all what to do. Well one single botched mission had taken care of that, and now the others had voted to put Jason in charge.

Great. Now all he had to do was literally figure out how to save the world.

At least Lucas had left him with a vague idea of what to do next- find the Bettarians, the aliens who they already knew were at war with the Grath, and strike a deal with them to win back the Earth. If only Jason knew where to find them. The Bettarian's empire may be huge, but the universe was turning out to be one pretty infinite haystack.

And as simple as Lucas' plan sounded, it glossed over the one question that soon made it clear to Jason how much of a fool's errand this entire mission really was. What could one ship full of refugees from a backwards planet possibly offer a vast and ancient alien empire in exchange for their assistance?

Especially when it turned out that empire had much bigger problems than the Grath.

Revised blurb:

Jason Cull has never really imagined he'd carry the title of captain. But when the resistance movement *Freedom's* launch is botched and their leader is killed, Jason ends up the man in charge. Since the technologically superior race called the Grath conquered the Earth and started putting humans to work, Jason has struggled to believe he's special despite being one of the select few chosen to help fight battles in place of humanity's new masters. Being kidnapped by the resistance movement and made their leader has put him in the uncomfortable position of being the one to figure out how to literally save the world.

His only consolation is that the *Freedom's* former leader at least left him with a vague idea what to do next: Find the alien race, the Bettarians, who are already at war with the Grath and strike a deal with them to help win back Earth. The Bettarian's empire may be rumoured to be vast, but Jason's seemingly fruitless ferreting from one end of the galaxy to the other has him concluding the universe is one pretty enormous haystack. Beyond that, the mission to scour outer space for allies gives Jason lots of time to mull over the former leader's ill-conceived plan. He's left with a question he has no answer to by the time his search is successful: What can one ship full of refugees from a backwards planet possibly offer a sweeping and ancient alien empire in exchange for their assistance? Especially when it turns out that they all have much bigger problems than the Grath...

[263 words]

High-concept blurb:

When the resistance movement's leader is killed, Jason Cull is forced to figure out how to save the world. He has to find the Bettarians who are already at war with the Grath and strike a deal with them to help win back Earth. But what can one ship full of refugees from a backwards planet possibly offer a sweeping and ancient alien empire in exchange for their assistance?

[69 words]

Book 3: The True Threat

Original blurb:

The thrilling conclusion to the Cull Chronicles! Captain Jason Cull has made his deal with the devil. The Bettarian emperor has agreed to free the Earth from alien occupation, if Jason can just discover a way for him to defeat his most feared foe. But this new enemy, the Vex, has proven far stronger than anything the Freedom has faced before. The ship's first spy mission ended in disaster and tragedy. Have the Earth's last hope simply traded one impossible task for another? Jason and his crew have lost friends and been driven out of the last place they called safe. They are starting from scratch again with a ship that is too battered and a team that is too small.

But Jason is not ready to give up. They have not come this far, endured what they have endured, for nothing. The mighty Vex fleet can be stopped. They will find a way.

Revised blurb:

Captain Jason Cull aboard the resistance movement's ship *Freedom* has made his deal with the devil: If Jason can discover a way to defeat their most feared foe, the Bettarian emperor will free the Earth from their mutual enemy, the Grath's, alien occupation. But this new adversary, the Vex, has proven far stronger than anything they've faced before. Jason would be remiss in forgetting that the ship's first spy mission ended in disaster and tragedy. He wonders if, Freedom--the Earth's last hope--has simply traded one impossible task for another with their new alliance. Jason and his crew have lost friends and been driven out of the last place they considered safe. Pitting a ship that's too battered to go into battle and a team too small to take a difference against a superior enemy would be foolish at best, suicide at worst.

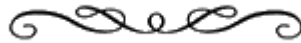
Even if they could start from scratch, the odds aren't in their favor. But Jason refuses to give up easily. Humanity hasn't come this far, endured so much, for nothing. One way or another, the mighty Vex fleet can be stopped. All Jason has to do is find one weakness...

[194 words]

High-concept blurb:

Captain Jason Cull aboard the *Freedom* has agreed to defeat their most feared foe, the Vex, for the Bettarians, and, once he does, they'll free the Earth from their mutual enemy, the Grath's, alien occupation. Jason wonders if they've traded one impossible task for another with their new alliance. But Jason refuses to give up easily. All he has to do is find one weakness...

[65 words]



The Mystery of the Third Seal
by Margaret Pearce

<https://www.amazon.com/Margaret-Pearce/e/B00MBQ0XJE>
Science Fiction/Young Adult

Original blurb:

James Tadworthy lives in a post-holocaust society in which there are no wars, no crime no pollution, no disease and no work. Everyone lives in perfect harmony with their tamed environment and all knowledge is controlled by the Shepherds, a group who selflessly dedicate their lives to humanity's welfare and best interests.

But when Tadworthy finds out the Shepherds' shocking and closely-guarded secret, he discovers that beneath the surface of his peaceful community is a world of violence and intrigue. He is launched on a dangerous quest through a labyrinth of underground passages to discover that the mysterious Third Seal is an airlock to the closely guarded secret of the hidden learning of the past.

And his ideal society will never be the same again.

Revised blurb:

James Tadworthy lives in a post-holocaust society in which there are no wars, no crime, no pollution, no disease, and no work. Everyone seemingly lives in perfect harmony with their tamed environment. Additionally, all knowledge is controlled by the Shepherds, a group that selflessly dedicates their lives to humanity's welfare and best interests.

But when James finds out the Shepherds' shocking and closely-guarded secret, he discovers that beneath the surface of his peaceful community is a world of violence and intrigue. Launched on a dangerous quest through a labyrinth of underground passages, James learns that the mysterious Third Seal is an airlock to the place of hidden learning from the past. Will their idyllic lives be changed forever by the truth?

[122 words]

High-concept blurb:

James Tadworthy lives in a society of perfect harmony with no war, crime, pollution, disease, or work. All knowledge is controlled by the Shepherds who selflessly dedicate their lives to humanity's welfare and best interests. But when James finds out the Shepherds' shocking and closely-guarded secret, he discovers that beneath the surface of the peaceful community is a world of violence and intrigue. Will their idyllic lives be changed forever by the truth?

[73 words]



Commonwealth Universe
by Michelle LeVigne
<http://www.mlevigne.com/>
Science Fiction

Umbrella series blurb:

From the Downfall of a galactic civilization to barbarism, and the long climb back to the stars... The journey continues!

Revised umbrella series blurb:

From the Downfall of a galactic civilization to barbarism and the long climb back to the stars, the journey through the constantly evolving Commonwealth Universe continues!

Commonwealth Universe, Age I

Original series blurb:

Before the Commonwealth existed, there was an expanding, multi-galaxy civilization, referred to by its descendants/survivors simply as "First Civ" or "First Civilization". Due to the combined effects of a too-aggressive policy of expansion, civil unrest, the inequality and abuse of the classes, and the categorizing of augmented humans (genetic engineering run amok) as non-humans (and therefore a slave class), First Civ disintegrated. Or as the more blunt historians prefer to say, it self-destructed.

The period of darkness and barbarism that followed is referred to as the Downfall. Various groups of people fled First Civ, as they became endangered or more powerful people tried to have them classified as mutants or non-humans, and either sterilized or made into slaves. Among them were the Khybors, the ancestors of the Leapers.

Some groups of people managed to get hold of ships and flee to distant galaxies. Using sleeper ships, they could spend centuries in travel and no one would age. This caused problems later, when different waves of refugees landed on the same planet, and the newcomers came into conflict with those who had been there for centuries.

Revised blurb:

Before the Commonwealth existed, there was an expanding, multi-galaxy civilization referred to by its descendants/survivors simply as "First Civ" or "First Civilization". Due to the combined effects of a too-aggressive policy of expansion, civil unrest, the inequality and abuse of the classes, and the categorizing of augmented humans as a slave class, First Civ disintegrated.

The period of darkness and barbarism that followed is referred to as the Downfall. Various groups of people fled First Civ as they became endangered or more powerful people tried to have them classified as mutants or non-humans, and either sterilized or made them into slaves. Among them were the Khybors, the ancestors of the Leapers.

Some groups of people managed to get hold of ships and flee to distant galaxies. Using sleeper ships, they could spend centuries in travel and no one would age. This caused problems later, when different waves of refugees landed on the same planet, and the newcomers came into conflict with those who'd been there for centuries.

[167 words]

High-concept blurb:

Before the Commonwealth existed, there was an expanding, multi-galaxy civilization referred to as "First Civ" ("First Civilization"). The period of darkness and barbarism that followed is referred to as the Downfall. During this time, groups fled to distant galaxies using sleeper ships, where they could spend centuries in travel and no one would age. When different waves of refugees landed on the same planet, newcomers came into conflict with those who'd been there for centuries.

[75 words]

Volume 1: Khybors: In the Beginning (A Khybor Story)

Original blurb:

Go far back in Commonwealth history, before the Downfall of First Civ, when the galaxy-spanning civilization called itself the Central Allied Worlds. Three novellas in one volume explore the birth of the Khybors, whose descendants will impact the Downfall, the rebirth of civilization, the return to the stars, and the Commonwealth far into the future.

Khrystalis:

Kerin was the youngest child of two powerful, intelligent, gifted research scientists. When the military interfered yet again in her father's research, the resulting lab explosion filled Kerin's body with experimental bio-crystal, long before it was ready for human testing.

She was changed.

Bio-crystal was meant to aid the body in repairing itself, when medical science was incapable. As it penetrated down to the genetic level, Kerin learned to change herself, and to sense the world in totally new ways. When her gift reached out beyond her own biology, she stood poised between being the bearer of a great gift for humanity, or a threat that would change the universe.

Ambush:

The twins, Casta and Pol, should never have been born, and there were many enemies who would still try to destroy them as they reached adulthood. Hidden away on a remote colony world with their uncle, they were allowed to explore all their potential, develop all the gifts they could imagine.

That potential was put to good use when their home was attacked and their uncle was kidnapped by enemies intent on destroying first their world, then civilization. Their favorite game was called Ambush, and now the game had become reality. The enemy would never know what hit them.

When the smoke had cleared, they had regained more than their uncle. Now what they were had a name: Khybors.

Wing and Claw:

Lor and Jae led the Khybors, training them to be the frontrunners of exploration teams clearing alien worlds for colonization. They had learned young not to trust the powers-that-be when they spoke of peace and cooperation between the emerging groups of augmented Humans and the rest of the Human race. All the signs were there, that the enemies who had been quiet, hiding in the shadows for generations now, were ready to emerge and attack once again.

The time had come to reach for the stars, for Khybors to flee to the furthest limits of explored and colonized space, and find a world where they could live in peace and safety. First, they had to rescue the people who dared to stand up for them and speak on their behalf, before their voices were silenced permanently.

Revised blurb:

Far back in Commonwealth history, before the Downfall of First Civ, when the galaxy-spanning civilization called itself the Central Allied Worlds. three novellas in one volume explore the birth of the Khybors, whose descendants will impact the Downfall, the rebirth of civilization, the return to the stars, and the Commonwealth far into the future.

Khrystalis: Kerin is the youngest child of two powerful, intelligent and gifted research scientists. When the military interfered yet again in her father's research, the resulting lab

explosion fills Kerin's body with experimental bio-crystal, long before the material is ready for human testing. In a twinkling, she's changed.

Intended to aid the body in repairing itself, bio-crystal is used when medical science is incapable. As it penetrates down to the genetic level, Kerin learns to change herself and to sense the world in totally new ways. When her gift reaches out beyond her own biology, she stands poised between being the bearer of a great gift for humanity...or a threat that may change the universe.

Ambush: The twins, Casta and Pol, should never have been born, and there are many enemies who would still try to destroy them as they reach adulthood. Hidden away on a remote colony world with their uncle, they're allowed to explore the breadth of their potential as well as to develop all the gifts they can imagine.

That potential is put to good use when their home is attacked and their uncle is kidnapped by enemies intent on destroying first their world, then civilization. The twins' favorite game is called Ambush, and now the game has become reality. Only the enemy will never know what hit them...

When the smoke clears, Casta and Pol regain more than their uncle. Now what the twins are has a name: Khybors.

Wing and Claw: Lor and Jae lead the Khybors, training them to be the frontrunners of exploration teams clearing alien worlds for colonization. They've learned from their youth not to trust the powers-that-be when they speak of peace and cooperation between the emerging groups of augmented Humans and the rest of the Human race. All the signs are there, that the enemies who have been quiet, hiding in the shadows for generations, are ready to emerge and attack once again.

The time has come to reach for the stars, for Khybors to flee to the furthest limits of explored and colonized space, and find a world where they can live in peace and safety. First, they have to rescue the people who dared to stand up for them and speak on their behalf, before their voices are silenced permanently.

[436 words]

High-concept blurb:

Three novellas explore the birth of the Khybors, whose descendants will impact the Downfall, the rebirth of civilization, the return to the stars, and the Commonwealth far into the future. Kerin is either the bearer of a great gift...or a threat. Twins Casta and Pol explore their potential. Khybors seek a world they can live in safety, but first they have to rescue the people who spoke on their behalf...before they're silenced permanently.

[73 words]

Volume 2: Norbra's Children (A Khybor Story)

Original blurb:

Before the Commonwealth, there was First Civ, and then the Downfall, an age of barbarism when the galaxy-spanning civilization shattered and colony worlds were abandoned to die or to survive by their own strength.

This is the story of Elin, a direct descendant of the first Khybor, with the future of her race resting on her shoulders. When the Set'ri wanted to declare them non-Humans and have them exterminated, and other factions in civilization wanted them declared a slave race, Elin led the way to a desert world called Norbra, where Khybors had a chance to live free and to raise their children in peace and safety.

But their enemies followed them...

Revised blurb:

Before the Commonwealth, there was First Civ and then the Downfall, an age of barbarism when the galaxy-spanning civilization shattered and colony worlds learned to survive by their own strength...or were abandoned to die.

Elin, a direct descendant of the first Khybor, holds the future of her race on her shoulders. When the Set'ri want to declare them non-Humans and have them exterminated, and other factions in civilization want them as slaves, Elin leads the way to a desert world called Norbra, where Khybors have a chance to live free and to raise their children in peace and safety.

But their enemies have followed them...

[105 words]

High-concept blurb:

Elin, a descendant of the first Khybor, holds the future of her race on her shoulders. When the Set'ri want to declare them non-Humans and have them exterminated, and other factions in civilization want them as slaves, Elin leads the way to a desert world called Norbra, where Khybors have a chance to live free and to raise their children in peace and safety. But their enemies have followed them...

[70 words]

Volume 3: Slipping the Weave

Original blurb:

Khybors fled to Norbra for a safe place to raise their children, far from enemies who wanted them declared non-Humans, and either enslave them or annihilate them entirely. Like the selfish, arrogant queen of legend for whom the planet was named, Norbra had a reputation for destroying all life. Elin and those who settled the planet believed and hoped that no one would want the planet, and their enemies would leave them in peace and wait for Norbra to destroy them.

However, Khybors were made to survive. They made Norbra their home and used the dangers of the planet for their own defense. Then as the generations went on, they made a long-range plan for survival, because they knew their enemies would not give up. The only way for Khybors to survive as a race was to go so far away that the Set'ri and other enemies would never find them, and in time, maybe even forget about them.

Rorin Pace came to Norbra to win Elin's heart, follow his dream of pilots "becoming one" with their ships, and find a way to protect all Khybors.

Kheeran, their daughter, reached new dimensions as a pilot.

Banjer, their son, dove deeper within the computer world and discovered the vital element in the long-range plan of escape to the far reaches of space for Khybors.

Zeph, a Wrinkleship pilot, allied with the Khybors in building their fleet and brought them a damaged ship full of prisoners and pirates and a growing artificial intelligence: the Nova Vendetta.

Errien, Kheeran's daughter, led the pilots who searched for new gateways to other universes.

Meanwhile, their enemies grew stronger and came closer, and the countdown began to the destruction of the Central Allied Worlds.

Revised blurb:

Khybors flee to Norbra for a safe place to raise their children, far from enemies who want them declared non-Humans, or want to enslave or annihilate them entirely. Like the selfish, arrogant queen of legend for whom the planet is named, Norbra has a reputation for destroying all life. Elin and those who settle the planet believe no one else will want it. They hope their enemies will leave them in peace while they wait for Norbra to destroy him.

However, Khybors are made to survive. They make Norbra their home and use the dangers of the planet for their own defense. Then, as the generations go on, they make a long-range plan for survival, aware that their enemies won't give up. The only way for Khybors to survive as a race is to withdraw so far away that the Set'ri and other enemies will never find them, and in time, may even forget about them.

Rorin Pace comes to Norbra to win Elin's heart, to follow his dream of piloting one of their

ships, and to find a way to protect all Khybors. Kheeran, their daughter, reaches new dimensions as a pilot. Their son Banjer dives deeper within the computer world and discovers the vital element in the Khybors' long-range plans of escape to the far reaches of space.

Zeph, a Wrinkleship pilot, allies with the Khybors in building their fleet and brings them a damaged ship full of prisoners, pirates, and a growing artificial intelligence called the Nova Vendetta.

Errien, Kheeran's daughter, leads the pilots who search for new gateways to other universes.

Meanwhile, their enemies grow stronger and come closer, and the countdown begins to the destruction of the Central Allied Worlds.

[285 words]

High-concept blurb:

Khybors flee to Norbra for a safe place to raise their children, far from enemies who want them declared non-Humans, or want to enslave or annihilate them entirely. Like the selfish, arrogant queen of legend for whom the planet is named, Norbra has a reputation for destroying all life. But their enemies grow stronger and come closer, and the countdown begins to the destruction of the Central Allied Worlds.

[69 words]

Volume 4: First Law (A Leaper Story)

Original blurb:

The time has finally come to act.

The survival of the Khybor race, Wrinkleship pilots, and other augmented folk -- the feared, and despised and threatened races of the Central Allied Worlds -- depend on the children of Norbra.

After generations of cycling back and forth between abuse and praise, friendship and fear, Elin and Rorin and their descendants have not just the plan to save all Khybors, but the technology to make it possible. The mind-machine bond with their Skip ships allow them to create Wrinkles in the fabric of space. Now they can flee beyond the reach of politicians and genetic purists and extremists, led by the vicious Set'ri, who insist they are no longer Human and therefore deserve to be annihilated.

To buy them time to not only to safety, but ensure the safe evacuation of their allies, they need to proceed slowly, carefully, and if it all possible, invisibly.

Then a new discovery changes everything. They aren't just Skipping beyond the reach of the government's sensors -- they are Leaping to entirely new universes, perhaps new dimensions. Where the CAW can never find them.

And in one of those new universes, they find other Humans. To protect themselves and keep all new worlds and races from preying on them, the first law of the Leapers is born, though loss and pain and despair: To harm one Leaper is to harm us all. Harm us, and the gift of the Leap will be taken away from your city, your country, your world, your solar system.

Revised blurb:

Of all the races that are part of the Central Allied Worlds (CAW), the augmented are the most feared, despised and threatened. Khybors, Wrinkleship pilots, and those labeled as mutants are considered no longer Human because of their abilities. But the time has finally come for the children of Norbra to act...

After generations of cycling back and forth between abuse and praise, friendship and fear in the galaxy, Elin and Rorin and their descendants have a plan and the technology to save all Khybors. Utilizing the mind-machine bond with their Skip ships, they can create Wrinkles in the fabric of space. For the first time, they have the means to escape beyond the reach of politicians, genetic purists and extremists, like the vicious Set'ri.

But an unprecedented discovery alters everything. They aren't simply Skipping beyond the reach of the sensors, they're Leaping to alternate universes, perhaps new dimensions...where the CAW can never find them. In alien space, the only certainty is that they need to protect themselves from other races that may prey upon them and their unique talents. Born of loss, pain and despair, the first law of the Leapers is set in stone: Harming one Leaper equals harming them all, and the gift of the Leap will be removed from the world, even the galaxy, for those who attempt it.

An act of survival on the part of the children of Norbra ushers in an era of unimaginable change.

[242 words]

High-concept blurb:

Of all races in the galaxy, the augmented are the most feared, despised, and threatened. Elin, Rorin, and their descendants use their Skip ships to save Khybors, allowing them to flee invisibly. But, when they discover they're Leaping to alternate universes, where the same threat exists, the first law is born: Harming one is harming all. Attack and the gift of the Leap will be taken away.

An act of survival ushers in unimaginable change...

[75 words]

Volume 5: Nova Vendetta Part I: The Injustice

Original blurb:

Niall Encardi was ready to graduate after long, intensive years of medical training, and go home to the colony world of Sorendaal. His life-long dream was to be a healer and help the people led by his uncle, the governor. The revolutionaries who overthrew the current government of the Central Allied Worlds had other plans. When the homeworlds of Niall and his classmates didn't immediately give support and approval to the revolutionaries, the medical students were labeled enemies of the state, and transported to prison.

Despite every effort to stay focused on his first calling, healing and medicine, Niall became a leader, first on a prison planet, then on the prison space station known as the Abyss. Every time the government changed hands, he and his friends and then his allies in the prison society were labeled conspirators and sympathizers and condemned to yet more imprisonment.

By the time the Abyss was attacked, Niall and his people had become a force to be reckoned with. Their goal: freedom, even if meant turning pirate like the falsely imprisoned nobleman who sailed the ancient seas, on a ship called the Vendetta.

Revised blurb:

Niall Encardi's ready to graduate after long, intensive years of medical training and go home to the colony world of Sorendaal. His life-long dream has been to become a healer and help the people his uncle, the governor, leads. The revolutionaries who overthrow the current government of the Central Allied Worlds have other plans. When the homeworlds of Niall and his classmates don't immediately give support and approval to the revolutionaries, the medical students are labeled enemies of the state and transported to prison.

Despite every effort to stay focused on his first calling, healing and medicine, Niall becomes a leader, first on a prison planet, then on the prison space station known as the Abyss. Every time the government changes hands, he and his friends and then his allies in the prison society are labeled conspirators and sympathizers and condemned to yet more imprisonment.

By the time the Abyss is attacked, Niall and his people have become a force to be reckoned with in their goal of freedom...even if means turning pirate, like the falsely imprisoned nobleman who sails the ancient seas, on a ship called the Vendetta.

[189 words]

High-concept blurb:

Niall Encardi's dream has been to become a healer. The revolutionaries who overthrow the government have other plans. When the homeworlds of Niall and his classmates don't immediately give support, they're transported to the Abyss prison space station. When the prison is attacked, Niall and his people have become a force to be reckoned with in their goal of freedom...even if it means turning pirate on a ship called the *Vendetta*.

[71 words]

Volume 6: Nova Vendetta Part II: The Truce

Original blurb:

Niall and his crew were just centimeters away from freedom, escaping in the stolen starship they had christened the Nova Vendetta. Then disaster struck, paralyzing their ship. Retaken as prisoners, they found themselves traveling on the very ship that had been their ticket to freedom.

Then the unthinkable happened: experimental technology and a risky gamble put the ship under their control. The escaped prisoners headed for the furthest reaches of known space, determined to stay free at any cost.

Labeled rebels and pirates and criminals, they held to the principles that had let them survive and stay Human during their time in prison. To the outlying colonies slowly being abandoned by the disintegration of the Central Allied Worlds, the crew of the Nova Vendetta and its slowly growing fleet of allies were heroes in the truest sense of the word. Then the revolution reached out to threaten Niall's homeworld. It was time to go home. He had to protect Sorendaal, even if it meant giving himself into the hands of the very people who wanted him dead.

Revised blurb:

Niall and his crew are just centimeters away from freedom, escaping in the stolen starship they've christened the Nova Vendetta. Then disaster strikes, paralyzing their ship. Retaken as prisoners, they find themselves traveling on the very ship that's been their ticket to freedom.

Just when they're beginning to despair, the unthinkable happens: Experimental technology and a risky gamble put the ship under their control. The escaped prisoners head for the furthest reaches of known space, determined to stay free at any cost.

Labeled rebels and pirates and criminals, they hold to the principles that have let them survive and stay Human during their time in prison. To the outlying colonies slowly being abandoned by the disintegration of the Central Allied Worlds, the crew of the Nova Vendetta and its slowly growing fleet of allies are heroes in the truest sense of the word.

The revolution reaches out to threaten Niall's homeworld. Niall knows it's time to go home. He has to protect Sorendaal, even if it means giving himself into the hands of the very people who want him dead.

[180 words]

High-concept blurb:

Niall and his crew are retaken as prisoners on the very ship that should have been their ticket to freedom. But then a risky gamble puts the ship under their control. The escaped prisoners are determined to stay free at any cost, but the revolution threatens Niall's homeworld and he has to protect it...even if it means giving himself into the hands of the people who want him dead.

[69 words]

Volume 7: The Pirate and the Professor

Original blurb:

As civilization crumbles, Kiryn realizes the only way to protect her planet from pirates is to become one. She takes up the mantle of her father, a reformed pirate who saved his homeworld. As captain of the legendary pirate ship, *Nova Vendetta*, she makes her homeworld a haven for the downtrodden. When the scholarly representative of a neglected colony comes as a peace envoy and makes her think of more than just surviving. When the two of them are shot down in the badlands of her planet, they become partners to survive, then friends, then maybe something more.

Revised blurb:

As civilization crumbles, Kiryn realizes the only way to protect her planet from pirates is to become one herself. She takes up the mantle of her father, a reformed pirate who saved his homeworld. As captain of the legendary pirate ship, *Nova Vendetta*, she makes her homeworld a haven for the downtrodden. The scholarly representative of a neglected colony comes as a peace envoy and makes her think of more than just surviving. When the two of them are shot down in the badlands of her planet, they become partners to survive, then friends...and finally maybe something more.

[98 words]

High-concept blurb:

As civilization crumbles, Kiryn realizes the only way to protect her planet from pirates is to become one herself. As captain of the legendary pirate ship, *Nova Vendetta*, she makes her homeworld a haven for the downtrodden. A scholarly representative comes as a peace envoy and makes her think of more than just surviving. When the two of them are shot

down, they become partners to survive, then friends...and finally maybe something more.

[73 words]

Volume 8: The Talon (A Talon Story)

Original blurb:

It is a time of turmoil in the Central Allied Worlds when the governor of Rensler, his wife and eldest son are forced to attend a "conference" of colonial governors, leaving his youngest son, Edrian, in the care of his grandfather--the former governor--who must now take charge of the planet.

The two begin a secret project: befriending the sentient, nocturnal Nightskimmers. As Edrian grows up, and unrest intensifies, he learns real heroes sometimes operate in secret, and that his position as youngest brother of the next governor requires him to present a false face to the world, against the day when he must strike out on behalf of the colonists if they are to keep their freedom.

When the expected revolution does erupt, Edrian's father and grandfather are taken away, accused of treachery. His older brother flees to the wilderness to lead the rebels, and Edrian and his mother become hostages.

Edrian hides behind his false reputation of being sickly and studious, allowing him to move freely at night, freeing prisoners and striking in defence of the colony. He is only a boy on the verge of manhood, but the Talon's reputation has already taken root.

Revised blurb:

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[194 words]

High-concept blurb:

It's a time of turmoil in the Central Allied Worlds. As the youngest son of a governor, Edrian grows up while unrest intensifies. He learns real heroes sometimes operate in secret. His position requires him to present a false face against the day of change. When the expected revolution does erupt, Edrian hides behind his false reputation, allowing him to move freely at night, freeing prisoners and striking in defense of the colony.

[73 words]

Volume 9: The Talon: The Hero's Mask (A Talon Story)

Original blurb:

The colony world of Rensler is under occupation by enemy forces. They landed under false pretenses and took away Erion Rensler, governor, and his father, Elbarto, the former governor. As Inspector Panterra and his Set'ri forces settle in to control the colony world, all that stands between them and whatever they hope to find in the wilderness are the Rensler brothers, Eryk and Edrian.

That will be more than enough. Eryk has escaped to the wilderness and is gathering resistance fighters to follow him. Edrian stays in Government House, under the watchful eye of the enemy, playing a dangerous game of deception. At night, Edrian sheds his pretense of being sickly and spoiled, and becomes the Talon, defender of the colony, riding on a deadly Nightskimmer.

When help comes from the far-distant CAW authorities, the dangers facing Rensler do not end. Edrian and the Nightskimmer, Aeza, grow up together, partners in defending their world, risking their lives for those they love. Especially Aura, a little girl who is slowly growing from playmate to co-conspirator, to something far more precious to Edrian.

Slowly, they gather allies around them, who share their secrets and their sorrows. Can they hold on long enough, protecting their world from predators, until they can be forgotten in the increasing galactic turmoil? The Central Allied Worlds are slowly descending into what future generations will call the Downfall. If Fi'in blesses them, eventually the rest of the universe will forget the planet called Rensler is there, and they will be safe.

Revised blurb:

The colony world of Rensler is under occupation by enemy forces that landed under false pretenses. After taking away Governor Erion Rensler, Inspector Panterra and his Set'ri forces take control of the world. All that stands between them and whatever they hope to find in the wilderness are Erion's sons, Eryk and Edrian.

In the chaos, Eryk escaped to the wilderness and has managed to gather resistance fighters. Under the watchful eye of the enemy, Edrian stays in Government House. At night, he sheds his pretense of being sickly and spoiled and becomes the Talon, defender of the colony, riding on a deadly Nightskimmer. Edrian and fellow Nightskimmer, Aeza, grew up together and continuously risk their lives for those they love.

Even when help comes from the far-distant Central Allied Worlds (CAW) authorities, the danger is far from over. The resistance has gathered numerous allies, but, with the galaxy already in turmoil, their greatest hope comes down to holding on long enough to be forgotten in the imminent Downfall. Only when the planet is out of sight and out of mind will the inhabitants truly be safe.

[187 words]

High-concept blurb:

Colony world Rensler is under occupation by enemy forces. All that stands between them and what they hope to find in the wilderness are the governor's sons. Eryk escaped to gather resistance fighters. By night, Edrian becomes the Talon, riding on a Nightskimmer.

With the galaxy in turmoil, their greatest hope is to hold on long enough to be forgotten. Only when the planet is out of sight and mind will the inhabitants be safe.

[75 words]

Volume 10: The Saddle and the Sleuth (A Talon Story)

Original blurb:

On a remote colony world, the daughter of the Talon, the defender of the people, takes over her father's mask and identity. At the same time, an investigator comes to the colony in search of the Set'ri, to stop them from hastening the disintegration of the galactic civilization.

Can the two work together for the sake of the future, or will their necessary deceptions push them apart forever?

Revised blurb:

On a remote colony world, the daughter of the Talon, defender of the people, takes over her father's mask and identity. At the same time, an investigator comes to the colony in search

of the Set'ri in order to stop them from hastening the disintegration of the galactic civilization. Can the two work together for the sake of the future, or will their necessary deceptions push them apart forever?

[69 words]

Volume 13: Wind Walker (A Refuge Story)

Original blurb:

Refugees from the Downfall Wars, separated by centuries of spaceflight, clash on a far distant world. Caught between them are Tayree--native, Wind Walker, visionary, and a recent widow--and Arin, a foundling raised by the invading Colonists.

Tayree's visions send her to find Arin, stolen from her tribe when he was an infant. She knows him from childhood dreams... and because his twin brother murdered her husband and infant sons in an attempt to possess her.

Arin and Tayree could be part of prophecy, to bring peace between the Ayanlak natives and the invading Colonists, but only if their hearts can heal. Tayree has a chance to fill her empty arms, but claiming her rights of recompense from her enemy's family could destroy the future for her tribe and Arin's love for her.

Revised blurb:

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Tayree's visions send her to find Arin, stolen from her tribe when he was an infant. She knows him from childhood dreams...and because his twin brother murdered her husband and infant sons in an attempt to possess her. Arin and Tayree could be part of prophecy to bring peace between the Ayanlak natives and the invading Colonists, but only if their hearts can heal. Tayree has a chance to fill her empty arms, but claiming her rights of recompense from her enemy's family could destroy the future for her tribe and Arin's love for her.

[133 words]

High-concept blurb:

Wind Walker, visionary and a recent widow, Tayree's visions send her to find Arin, a foundling raised by the invading Colonists. She knows him from childhood dreams...and because his twin brother murdered her husband and infant sons in an attempt to possess her. Tayree has a chance to fill her empty arms, but claiming her rights of recompense from her enemy's family could destroy the future for her tribe and Arin's love for her.

[74 words]

Volume 14: Moonbirds (A Refuge Story)

Original blurb:

K'reeth and her sister, K'rin, were named for the moonbirds--sister raptor birds who shared parenting duties, one the nurturer, the other the hunter and defender. Orphaned by catastrophe and adopted by the High Mistrada of the T'bredi scholars, they were teachers, entrusted with all the gathered wisdom of the Ayanlak.

Their bond of sisterhood was tested when K'reeth fell in love with the Wind Walker, Talon. Then it was strained when the new peace with the Na'huma invaders included a promise to send home all the Na'huma children who had been rescued by and raised among the Ayanlak--and K'reeth was the first.

Her forced journey to be reunited with a family she didn't even remember eventually took both sisters across the continent and into the nest of political intrigue and contention that could tear their world apart, on the very brink of peace and the fulfillment of ancient prophecy.

Revised blurb:

K'reeth and her sister, K'rin, were named for the moonbirds--sister raptor birds who share parenting duties, one the nurturer, the other the hunter and defender. Orphaned by catastrophe and adopted by the High Mistrada of the T'bredi scholars, they're teachers entrusted with all the gathered wisdom of the Ayanlak.

Their bond of sisterhood is tested when K'reeth falls in love with the Wind Walker Talon. The relationship is further strained when the new peace with the Na'huma invaders includes a promise to send home all the Na'huma children who have been rescued by and raised among the Ayanlak--and K'reeth is the first.

Her forced journey to be reunited with a family she doesn't even remember eventually takes both sisters across the continent and into the nest of political intrigue and contention that may tear their world apart--on the very brink of peace and the fulfillment of ancient prophecy.

[151 words]

High-concept blurb:

K'reeth and her sister were orphaned by catastrophe and adopted by scholars. Their bond of sisterhood is tested when the new peace with the Colonist invaders includes a promise to send home all the children raised among the Ayanlak--and K'reeth is the first. Her forced journey takes the sisters into the nest of political intrigue and contention that may tear

their world apart--on the brink of peace and the fulfillment of ancient prophecy.

[75 words]

Commonwealth Universe, Age II

Original series blurb:

The planet Vidan, presumed to be the center of First Civ's government, degraded into a world filled with petty city-states, and battles fought with gunpowder and swords. Tales of traveling to the stars were considered fairy tales within only two generations of the onslaught of the Downfall. Colony worlds were abandoned to starve or die of mutated diseases. The genetically manipulated inhabitants abandoned there by their creators/masters were left to create their own way of life.

From the chaos on Vidan, a holy scholar named Kilvordi discovered the legacy of their ancestor's arrogance lived on. He and others he gathered around him were the Undying--able to regenerate at an incredible speed. Long-lived, seemingly young forever, and impervious to all but the most devastating diseases--only drastic injuries could kill them, such as corrosive poisons, bombs, or extensive dismemberment.

Kilvordi and his followers put their legacy to good use, taking great risks and devoting lifetimes to regain the lost knowledge and technology of First Civ. The Church supported his efforts and established the Order of Kilvordi--known more simply as the Order. The members of the Order kept their gift a secret and spared no effort to find others like them. They sponsored and protected various groups in the newly emerging Commonwealth, when the fears of mutation appeared in the first few generations of starflight. When Spacers first appeared, the fear of mutations threatened their lives. The Order protected the Spacers and made it possible for them to explore their gifts without being either turned into a slave class or wiped out entirely.

Revised blurb:

The planet Vidan, presumed to be the center of First Civ's government, degraded into a world filled with petty city-states and battles fought with gunpowder and swords. Tales of traveling to the stars were considered fairytales within only two generations of the onslaught of the Downfall. Colony worlds were abandoned to starve or die of mutated diseases. The genetically-manipulated inhabitants abandoned there by their creators/masters were left to build their own way of life.

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[249 words]

High-concept blurb:

The Order of Kilvordi seeks to regain the lost knowledge and technology of First Civ, sponsoring and protecting groups in the newly emerging Commonwealth. The Order protects Spacers and makes it possible for them to explore their gifts without being either turned into slaves or wiped out entirely.

[48 words]

Volume 1: Undying (An Order Story)

Original blurb:

Marnya is a novice, traveling to a teaching enclave to expand her healing talents. But her life is changed forever when her traveling party is attacked by brigands. In defending herself and her friends, Marnya is critically injured--but she does not die. She thinks she has hidden her remarkable healing from everyone, but two of the soldiers who rescue the novices belong to the Order of Kilvordi, and they know her secret. She is one of them, an Undying.

Raf and his friend, Danal, give Marnya her first lessons in what it means to be an Undying--unwilling heir of the genetic engineering that helped bring about the Downfall of First Civ. All the members of the Order are Undying, and under the leadership of High Scholar Kilvordi, their quest is to reclaim the lost knowledge of the ancestors and take civilization back to the stars. Marnya joins the Order and sets out on her journey of learning and healing and leadership.

As the years go by, a new enemy arises from their own ranks--Undying who believe they were born with their gifts to become rulers, not guardians. They want to dominate, to enslave the ordinary Humans around them. And if they have to destroy the Order to accomplish their goals, they will.

Revised blurb:

Marnya is a novice traveling to a teaching enclave to expand her healing talents. But her life

is changed forever when her traveling party is attacked by brigands. In defending herself and her friends, Marnya is critically injured--but she doesn't die. She thinks she's hidden her remarkable healing from everyone, but two of the soldiers who rescue the novices belong to the Order of Kilvordi, and they know her secret. She is one of them--an Undying.

Raf and his friend, Danal, give Marnya her first lessons in what it means to be an Undying. The Undying are the unwilling heir of the genetic engineering that helped bring about the Downfall of First Civ. All the members of the Order are Undying and, under the leadership of High Scholar Kilvordi, their quest is to reclaim the lost knowledge of the ancestors and take civilization back to the stars. Marnya joins the Order and sets out on her journey of learning, healing and leadership.

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[215 words]

High-concept blurb:

While traveling to a teaching enclave to expand her healing talents, Marnya is attacked by brigands. Two of the soldiers who rescue her belong to the Order of Kilvordi, and they know her secret. She is one of them--an Undying, unwilling heirs of genetic engineering. Marnya joins the Order, but a new enemy arises--Undying who want to enslave Humans. And if they have to destroy the Order to accomplish their goals, they will...

[75 words]

Commonwealth Universe, Age III

Original series blurb:

Within a century, Vidan was again reaching out to the stars--sadder and wiser, and cautious, unwilling to repeat the mistakes of the ancestors. The Commonwealth was born, reaching out to lost colonies and establishing new ones, rediscovering lost technology and how to navigate the starways. Many of the lost colonies had not only survived but thrived--and they remembered their abandonment and the harsh generations of the Downfall. They refused to join the Commonwealth, and instead formed their own confederacy known as the Conclave. These independent planets and star systems formed a profit-based alliance where smugglers and robber barons and petty chieftains flourished.

The Commonwealth is a representational government, headed by the Commonwealth Council, which convenes on the asteroid-based complex, Centralis. The Commonwealth Upper University is also located on Centralis, and serves as the final word in scientific, medical, historical and legal matters.

The Commonwealth is protected and served by two military arms: the Fleet, which provides general transportation services, colonial support and emergency aid, as well as protection against rebels and invaders; and the Rangers, who specialize in planetary survey, pre-colonization analysis, military emergencies, disaster relief and more aggressive action against enemies of the Commonwealth in general.

Early in the fourth century of space flight, the Scout Corps formed, aided by the Spacers and Leapers, to provide faster aid to colonies on the edge of civilization. They have full authority to act as police force, judge and jury. Aided by the Order, they are the explorers and special forces unit of the Commonwealth.

Revised blurb:

Within a century, Vidan was again reaching out to the stars--sadder and wiser...and cautious, unwilling to repeat the mistakes of the ancestors. The Commonwealth was born, reaching out to lost colonies and establishing new ones, rediscovering lost technology and how to navigate the star-ways. Many of the lost colonies not only survived but thrived--and they remembered their abandonment and the harsh generations of the Downfall. They refused to join the Commonwealth and instead formed their own confederacy known as the Conclave. These independent planets and star systems formed a profit-based alliance where smugglers and robber barons and petty chieftains flourished.

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[253 words]

High-concept blurb:

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[56 words]

Volume 2: Sunsinger (A Sunsinger/Scouts Story)

Original blurb:

Orphaned and now evacuated from the only home he's ever known, Bain's dream of becoming a Spacer is suddenly more possible than he ever realized. Aboard a small Free Trader ship with a forceful, yet caring and quirky captain, Bain learns the ropes of combat and courage.

Battling not only the threat of the Mashrami, the human race's biggest enemy, but Bain must battle his own enemy as well--a bully who prefers Bain over a punching bag. Will he be able to prevail, using his innate Spacer genes and all that the Captain has taught him, to win the war against all of his enemies?

Revised blurb:

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[103 words]

High-concept blurb:

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[64 words]

Volume 3: Spacer's Creed (A Sunsinger/Scouts Story)

Original blurb:

Bain's prayers were answered: Captain Lin Fieran wanted him to stay on Sunsinger and be her crew for another evacuation trip to Lenga. When they got there, everyone had already been evacuated, so they went to the next world in the path of the Mashrami invasion. That's when things got complicated by pirates and by people who didn't want to leave their

homes.

To make matters worse, Bain knew Lin wanted him to stay on *Sunsinger* with her and Ganfer, just as much as he wanted to stay, but someone in authority was getting in the way. Lin had to keep a secret from him, and if she told him what it was, he might never be allowed back on board.

Revised blurb:

Bain's prayers are answered. Captain Lin Fieran wants him to stay on *Sunsinger* and join her crew for another evacuation trip to Lenga. When they get there, everyone has already been evacuated, so they move to the next world in the path of the Mashrami invasion. There, their task is made more difficult by pirates and people who don't want to leave their homes. To make matters worse, Bain knows Lin wants him to stay on *Sunsinger* with her and Ganfer, just as much as he wants to stay, but someone in authority is getting in the way. Lin has to keep a secret from him, and if she tells him what it is, he might never be allowed back on board.

[122 words]

High-concept blurb:

Captain Lin Fieran wants Bain to join the crew of the *Sunsinger* for another evacuation trip on a world in the path of the Mashrami invasion. Bain knows Lin wants him to stay on *Sunsinger* with her just as much as he wants to stay, but someone in authority is getting in the way. Lin has to keep a secret from him or he might never be allowed back on board.

[71 words]

Volume 4: Dead World (A *Sunsinger*/Scouts Story)

Original blurb:

Bain and Lin meet up with Ranger Captain Gilmore again. Gil has an important mission for *Sunsinger*'s crew: helping test a new device to protect ships from the alien Mashrami. The only problem is, Lin has to get *Sunsinger* very close to the aliens in order to test it!

Revised blurb:

Bain and Lin meet up with Ranger Captain Gilmore again. Gil has an important mission for *Sunsinger*'s crew in helping test a new device to protect ships from the alien Mashrami. The only problem is, Lin has to get *Sunsinger* dangerously close to the aliens in order to test it!

Volume 5: The Lady and the Order (A *Sunsinger*/Scouts Story)

Original blurb:

Bain and Lin meet up with Sister High Scholar Marnya, a member of the Order of Kilvordi - the Church scholars and scientists who brought civilization back from the destruction of the Downfall and took Humans back into space. Marnya needs their help on a very important mission: She needs to travel in disguise, to see if the conditions on the colony worlds match the reports that she receives. Plus, someone is trying to kill members of the Order, and Marnya is the most important target of all. Bain's dreams of having the power and resources to help the helpless come a little closer to reality as he learns from Marnya and her bodyguard, Jax.

Revised blurb:

Bain and Lin meet up with Sister High Scholar Marnya, a member of the Order of Kilvordi-- the Church scholars and scientists who brought civilization back from the destruction of the Downfall and returned Humans to space. Marnya needs their help on a very important mission. She needs to travel in disguise, to see if the conditions on the colony worlds match the reports that she receives. Plus, someone's trying to kill members of the Order, and Marnya is the most important target of all. Bain's dreams of having the power and resources to help the helpless come a little closer to reality as he learns from Marnya and her bodyguard, Jax.

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[69 words]

Volume 6: Fever (A Sunsinger/Scouts Story)

Original blurb:

Sunsinger's crew joins the Rangers on a mission of mercy where time is the enemy--along with a plague created by the alien Mashrami. Bain and Lin help to deliver medicine to hopefully prevent and cure the plague. When they come to a planet where the colonists are uncooperative, they start to unearth secrets better left buried.

Revised blurb:

Sunsinger's crew joins the Rangers on a mission of mercy in which time is the enemy--along with a plague created by the alien Mashrami. Bain and Lin help to deliver medicine to

hopefully prevent and cure the plague. When they come to a planet where the colonists are uncooperative, they start to unearth secrets better left buried.

Volume 7: University (A Sunsinger/Scouts Story)

Original blurb:

It was the chance of a lifetime, to visit Centralis, home of the Commonwealth Council and the Commonwealth Upper University. While Lin testified about Sunsinger's visit to the Mashrami home planet, Bain explored the grounds of the university with his new friend, Gorgi Cole.

Then a researcher was attacked, his laboratory ransacked and deadly cultures stolen. With the possibility of a plague being loosed under the domes of Centralis, Bain and Gorgi knew they had to help.

But it could cost them their lives.

Revised blurb:

To visit Centralis, home of the Commonwealth Council and the Commonwealth Upper University, is the chance of a lifetime. While Lin testifies about *Sunsinger's* visit to the Mashrami home planet, Bain explores the grounds of the university with his new friend, Gorgi Cole. While there, a researcher is attacked, his laboratory ransacked and deadly cultures stolen. With the possibility of a plague being loosed under the domes of Centralis, Bain and Gorgi know they have to help...even if it costs them their lives.

[83 words]

High-concept blurb:

To visit Centralis, home of the Commonwealth Council and University, is the opportunity and adventure of a lifetime. While Lin testifies about *Sunsinger's* visit to the Mashrami home planet, Bain explores. While there, a researcher is attacked, his laboratory ransacked and deadly cultures stolen. With the possibility of a plague being loosed under the domes of Centralis, Bain knows he has to help...even if it costs him his life.

[69 words]

Volume 8: Leap Ships (A Sunsinger/Scouts Story)

Original blurb:

Commonwealth history says part of the reason for the Downfall was because some people were classed as mutants and made into slaves, and the slaves eventually rebelled. Bain and Lin go on an exploring mission and meet Leapers - descendants of people who

escaped from the abuse and slavery of First Civ. Leap ships travel vast distances in a few heartbeats by slipping through the fabric of space and time. Journeys of years with Spacer pilots take days on Leap ships. Captain Lorian and the crew of the Estal'es'cai have come to see if anything remains of their galaxy and the civilization where their ancestors originated. What Lin and Bain do on meeting the Leapers could affect the future of the Commonwealth. Then, while exploring a desert world that could be the birthplace of the Leaper race, they run into an old friend. Or is he an old enemy?

Revised blurb:

Commonwealth history says part of the reason for the Downfall was because some people were classed as mutants and made into slaves, and the slaves eventually rebelled.

Bain and Lin go on an exploring mission and meet Leapers, descendants of people who escaped from the abuse and slavery of First Civ. Leap ships travel vast distances in a few heartbeats by slipping through the fabric of space and time. Journeys of years with Spacer pilots take days on Leap ships. Captain Lorian and the crew of the Estal'es'cai have come to see if anything remains of their galaxy and the civilization where their ancestors originated. What Lin and Bain do on meeting the Leapers could affect the future of the Commonwealth.

While exploring a desert world that could be the birthplace of the Leaper race, they run into an old friend. Or is he actually an old enemy?

[148 words]

High-concept blurb:

Bain and Lin meet Leapers, descendants of people who escaped from the slavery of First Civ. Leap ships travel vast distances in a few heartbeats. Journeys of years with Spacer pilots take days on Leap ships. Captain Lorian her crew have come to see if anything remains of their galaxy and the civilization where their ancestors originated. What Lin and Bain do on meeting the Leapers could affect the future of the Commonwealth.

[73 words]

Volume 9: Aramar (A Sunsinger/Scouts Story)

Original blurb:

A colony world lost during the Downfall, Aramar is in a strategic spot between the Commonwealth and Conclave. Both galactic civilizations want Aramar to join them. Trouble is brewing, and the crew of "Sunsinger" is asked by the Commonwealth Council to go to Aramar and assist the Commonwealth's ambassadors. And help them escape if the trouble erupts into civil war.

Lin is friends with the ambassador and his wife, so she and Bain stay at the embassy. They

meet the two ruling families of the planet and Bain lands in a position to help when rebellion erupts across the planet. What he does will affect the Commonwealth and Aramar for decades to come.

Revised blurb:

A colony world lost during the Downfall, Aramar is in a strategic spot between the Commonwealth and Conclave. Both galactic civilizations want Aramar to join them.

Trouble is brewing. The crew of *Sunsinger* is asked by the Commonwealth Council to go to Aramar and assist the Commonwealth's ambassadors and, if the trouble erupts into civil war, help them escape.

Lin is friends with the ambassador and his wife, so she and Bain stay at the embassy. They meet the two ruling families of the planet and Bain lands in a position to help when rebellion erupts across the planet. What he does will affect the Commonwealth and Aramar for decades to come.

[112 words]

High-concept blurb:

A colony world lost during the Downfall, Aramar is in a strategic spot between the Commonwealth and Conclave. Both galactic civilizations want Aramar to join them. The crew of *Sunsinger* goes to Aramar to assist the ambassadors and, if the trouble erupts into civil war, help them escape. Bain lands in a position to help when rebellion erupts across the planet. What he does will affect the Commonwealth and Aramar for decades to come.

[74 words]

Volume 10: Gemar (A Sunsinger/Scouts Story)

Original blurb:

Gemar, a lost colony, former member of the Conclave, now a member of the Commonwealth. A world with legends of shapeshifters.

Someone wants to force Gemar to re-join the Conclave. Someone wants it badly enough to kill hundreds of people.

When Captain Lorian of the Estal'es'cai is one of the victims, the future of the Leaper alliance with the Commonwealth is in jeopardy. Bain and his Spacer friends risk their lives to investigate and protect their Leaper friends and bring their dream of the Scout Corps to life.

Revised blurb:

Someone wants to force Gemar--a lost colony, former member of the Conclave, now a member of the Commonwealth to re-join the Conclave--badly enough to kill hundreds of people. When Captain Lorian of the *Estal'es'cai* is one of the victims, the future of the Leaper alliance with the Commonwealth is in jeopardy. Bain and his Spacer friends risk their lives to investigate and protect their Leaper friends and bring their dream of the Scout Corps to life.

[78 words]

High-concept blurb:

Gemar, a lost colony, once belonged to the Conclave. Now it is a member of the Commonwealth. Someone wants Gemar to re-join the Conclave, and wants it badly enough to kill hundreds of people. When Captain Lorian of the *Estal'es'cai* is one of the victims, the future of the Leaper alliance with the Commonwealth is in jeopardy. Bain and his Spacer friends risk their lives to investigate and protect their Leaper friends.

[72 words]

Volume 11: Scouts (A Sunsinger/Scouts Story)

Original blurb:

Bain and the first generation of Scouts go on a training flight with the first Scout ship, but it turns into their first official rescue mission.

Sunsinger has been damaged. Ganfer could be destroyed.

And Lin is missing.

Revised blurb:

Bain and the first generation of Scouts go on a training flight with the first Scout ship, but it turns into their first official rescue mission. *Sunsinger* has been damaged, Ganfer could be destroyed...and Lin is missing.

Volume 15: Hoven Quest (A Sunsinger/Scouts Story and A Hoveni Story)

Original blurb:

Legend says the planet Gemar once belonged to the Hoveni, a race of shapeshifters. Hoveni and Humans lived together in peace until the Set'ri decided to exterminate anything that didn't meet their definition of what a Human should be.

Centuries later, descendants of the Set'ri throughout the Commonwealth still hunt the

Hoven race.

Kendle Fyx is a descendant of the leader of the Hoveni. Her lonely daydreams of a hero to unite the Hoveni and bring them back from hiding and exile, inspire her uncle's newest entertainment series: Hoven Quest.

But if the Hoveni realize that this is an attempt to contact the lost members of their race, won't the Set'ri as well?

Revised blurb:

Legend says the planet Gemar once belonged to the Hoveni, a race of shapeshifters. Hoveni and Humans lived together in peace until the Set'ri decided to exterminate anything that didn't meet their definition of what a Human should be. Centuries later, descendants of the Set'ri throughout the Commonwealth still hunt the Hoven race. Kendle Fyx is a descendant of the leader of the Hoveni. Her lonely daydreams of a hero to unite the Hoveni and bring them back from hiding and exile inspire her uncle's newest entertainment series, Hoven Quest. But if the Hoveni realize this is an attempt to contact the lost members of their race, won't the Set'ri as well?

[112 words]

High-concept blurb:

Legend says Hoveni, shapeshifters, and Humans lived together in peace until the Set'ri decided to exterminate "non-humans". Centuries later, descendants of the Set'ri still hunt the Hoveni. Kendle Fyx is a descendant of the visionary savior and leader of the Hoveni. She dreams of bringing them back from hiding. Her uncle's newest entertainment series, *Hoven Quest*, could help contact the lost members of their race...but will the Set'ri realize it as well?

[72 words]

Volume 16: The Meruk Episodes I - V (A Hoveni Story)

Original blurb:

You've read about the hit Tri-V series "Hoven Quest". Now read the short stories Kendle Fyx originally wrote, that inspired the series... and brought about the final battle between Hoveni and Set'ri, with the whole universe watching.

Meruk was just an ordinary university student. A piece of Hovenu jewelry left for him by his parents when they died sparked an interest in Hovenu history and culture that became his major course of study--archaeology. A fascinating discovery on a summer dig led to strange dreams of actually being a Hoven... and when thieves attacked the dig site, Meruk learned those dreams were true--he was a Hoven, and with his secret revealed, he had to

flee for his life.

These first five stories track the beginning of his quest for information, for understanding of what it means to be a Hoven, and for a way to find others like him. Meruk realizes early on that if he can find a way to reunite the Hoven race, maybe they can live in safety and freedom once more.

These are just the first five "episodes". More will follow!

Revised blurb:

Viewers of the hit Tri-V series "Hoven Quest" will want to read the short stories Kendle Fyx originally wrote, that inspired the series...and brought about the final battle between Hoveni and Set'ri with the whole universe watching.

Meruk is just an ordinary university student. A piece of Hovenu jewelry left for him by his parents when they died sparks an interest in Hovenu history and culture that become his major course of study--archaeology. A fascinating discovery on a summer dig leads to strange dreams of actually being a Hoven...and when thieves attack the dig site, Meruk learns those dreams are true--he is a Hoven, and with his secret revealed, he has to flee for his life.

Five stories track the beginning of Meruk's quest for information, his understanding of what it means to be a Hoven, and for a way to find others like him. Meruk realizes early on that if he can find a way to reunite the Hoven race, maybe they can live in safety and freedom once more.

[173 words]

High-concept blurb:

University student Meruk inherits a piece of Hovenu jewelry. A discovery on a summer archaeological dig leads to strange dreams of actually being a Hoven...and Meruk learns those dreams are true: he is a Hoven, and, with his secret revealed, he has to flee for his life. Meruk realizes if he can find a way to reunite the Hoven race, maybe they can live in safety and freedom once more.

[70 words]

Volume 17: The Meruk Episodes VI - X (A Hoveni Story)

Original blurb:

Meruk's quest to find other Hoveni continues as he heads out into the desert, following clues and legends of hiding places deep under the shifting sands.

His journey is impeded by the elements, and by the foolishness of greedy Humans who can't even be allowed to guess that Hoveni are real, much less that the remains of ancient technology and knowledge lie in the wastelands. Meruk encounters the insane, the fearful, and cruel, as well as the innocent, wise, and gentle.

His quest takes him from the desert, to an Order outpost, to an amusement park the size of a city, and back across the sea where he faces more remnants of the Hoveni's ancient enemy, the Set'ri.

Revised blurb:

Meruk undertakes a quest to find other Hoveni by heading out into the desert, following clues and legends to hiding places deep under the shifting sands. His journey is impeded by the elements and by the foolishness of greedy Humans who can't even be allowed to guess that Hoveni are real, much less that the remains of ancient technology and knowledge lie in the wastelands. Meruk encounters the insane, the fearful and cruel, as well as the innocent, wise and gentle.

His quest takes him from the desert to an Order outpost, further on to an amusement park the size of a city, and back across the sea where he faces more remnants of the Hoveni's ancient enemy, the Set'ri.

[120 words]

High-concept blurb:

Meruk undertakes a quest to find other Hoveni. His journey is impeded by the foolishness of greedy Humans who can't be allowed to guess Hoveni are real, much less that the remains of ancient technology and knowledge lie in the wastelands. His quest takes him to an Order outpost, an amusement park the size of a city, and back across the sea where he faces remnants of the Hoveni's ancient enemy, the Set'ri.

[73 words]

Volume 20: Virtually Dead (A Khybor Story)

Original blurb:

For six hundred years, the Khybor scientists on Ayvystal slept, through the destruction of their civilization. Now the new civilization built on the ruins above them threatens their existence.

Caspya is their Sentinel, their guardian. She must make contact with the living, waking world above them, find allies, and recover their life tubes before any more members of their virtual reality Community are killed. Or worse, found by the heirs of the enemy who sent them into hiding long ago.

Problem: The language and culture have changed in six hundred years.
Bigger problem: Finding someone to believe her.

Biggest problem: She can't leave her life tube. The only way to make contact... is by animating the recently deceased.

Revised blurb:

For six hundred years, the Khybor scientists on Ayvystal sleep through the destruction of their civilization. Now the new civilization built on the ruins above them threatens their unexpected existence.

Caspya is their Sentinel and their guardian. She must make contact with the living, waking world above them, find allies, and recover their life tubes before any more members of their virtual reality Community are killed--or worse, found by the heirs of the enemy who sent them into hiding long ago.

Problem: The language and culture have changed in six hundred years.

Bigger problem: Finding someone to believe her.

Biggest problem: She can't leave her life tube. The only way to make contact is by animating the recently deceased.

[120 words]

High-concept blurb:

For six hundred years, the Khybor scientists on Ayvystal have been sleeping. Now the new civilization built on the ruins above them threatens their existence. Caspya is their guardian. She must make contact with the living, waking world above them, find allies, and recover their life tubes before any more members of their Community are killed--or worse, found by the heirs of the enemy who sent them into hiding long ago.

[72 words]

Volume 22: True Caderi

Original blurb:

Qinda was a nobody, surviving on her wits, and cursed with genetics that hinted at unusual gifts. Strong enough hints to make a powerful, domineering old woman chase her across the star systems to gain possession of her.

When her safe home on an agricultural planet is threatened by her enemy, Qinda and her

husband know the only way to keep them all alive and safe is to split up, and hope to reach the Commonwealth where they can request sanctuary. But along the way, someone even more powerful finds Qinda's trail, and he has the law on his side when he takes her prisoner.

Adlan Caderi has been seeking the power to rule the universe and break the Leaper monopoly, and Qinda is the final element of his plan, the last piece of the puzzle--or so he hopes. He had her bred, and she is his property.

But the only way he can win is to win her loyalty and her love, and implant in her the dream of power that has carried the Caderi clan for generations.

The struggle to make Qinda a "true Caderi" will endanger both their lives, and awaken her to the question: Is she willing to gain the universe, at the cost of her soul?

Revised blurb:

Qinda is a nobody surviving by her wits, cursed with genetics that hint at unusual gifts. Those hints are strong enough to make a powerful, domineering old woman chase her across the star systems to gain possession of her.

When her safe home on an agricultural planet is threatened by her enemy, Qinda and her husband accept that the only way to stay alive and safe is to split up and hope to reach the Commonwealth where they can request sanctuary. But along the way, someone even more powerful finds Qinda's trail, and he has the law on his side when he takes her prisoner.

Adlan Caderi has been seeking the power to rule the universe and break the Leaper monopoly, and Qinda is the final element of his plan, the last piece of the puzzle--or so he hopes. He had her bred, and she is his property. But the only way he can win is to secure her loyalty and her love and implant in her the dream of power that's carried the Caderi clan for generations.

The struggle to make Qinda a true Caderi will endanger both their lives and awaken inside her the question: To gain the universe, is she willing to lose her soul?

[209 words]

High-concept blurb:

Qinda is cursed with genetics that hint at unusual gifts. When her home is threatened, Qinda hopes to reach the Commonwealth and request sanctuary. But along the way, someone powerful finds her trail, but the only way he can win is to secure her loyalty and love and implant in her the dream of power that's carried the Caderi clan for generations. The struggle to make Qinda a true Caderi will endanger both their lives.

[75 words]

**Commonwealth Universe, Age 3: Volume 24:
Chorillan Series, Book 1: Azuli Eyes**

Original blurb:

Scout Captain Ian Fieran is cleaning up operations after battling a Gen'gineer team that attacked and decimated a small colony. The crime of the colonists? Their genetics didn't suit the exacting standards of the Gen'gineers, who continue the dogma and goal of the Set'ri from centuries ago, trying to create the "perfect" Human genome. Captured data leads Ian and his team of Scouts across the galaxy to the Rim colony world of Chorillan, where they hope to track down a Gen'gineer nest.

At the same time, Mirana Riallon, a schoolteacher and daughter of very important members of the Colony Council, is worried about one of her students. The boy is an orphan, and she wants to adopt him. However, Ranny is showing all the signs of going into Phase--the sensory overload that hits some children near adolescence. No one knows what causes Phase, and there is no known cure. Some fear that the Azuli, sentient canines native to Chorillan, are stealing the children when they escape into the wilderness, seeking to ease their discomfort that has been compared to an allergy to civilization and all things processed, manufactured and synthetic. When Ranny vanishes, Miranda determines to go into the forests of Chorillan to find him.

She meets Ian and his Scouts. They help her look for Ranny while she helps them hunt down the Gen'gineers. As each side educates the other, they come to a partnership, then friendship. The choices Ian and Miranda make during their hunt will change Chorillan for generations to come.

Revised blurb:

Scout Captain Ian Fieran cleans up operations after battling a Gen'gineer team that attacked and decimated a small colony. The crime of the colonists? Their genetics didn't suit the exacting standards of the Gen'gineers, who continue the dogma and goal of the Set'ri from centuries ago in their attempt to create the "perfect" Human genome. Captured data leads Ian and his team of Scouts across the galaxy to the Rim colony world of Chorillan, where they hope to track down a Gen'gineer nest.

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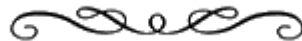
She meets Ian and his Scouts. They help her look for Ranny while she helps them hunt down the Gen'gineers. As each side educates the other, they come to a partnership, then friendship. The choices Ian and Miranda make during their hunt will change Chorillan for generations to come.

[237 words]

High-concept blurb:

Scout Captain Ian Fieran battles Gen'gineers who continue the dogma of the Set'ri in trying to create the perfect Human genome. Ian heads to the planet Chorillan hoping to track down a Gen'gineer nest. At the same time, Miranda Riallon notices an orphan boy Ranny shows all the signs of going into the incurable Phase. When Ranny vanishes, she meets Ian. The choices Ian and Miranda make will change Chorillan for generations to come.

[74 words]



Future Magic
by Michelle Levinge
<http://www.mlevigne.com/>
Science Fiction

Series blurb:

Coming soon

Novella 1: Seven Swanns

Original blurb:

Struck mute by an alien plague that has killed most of her colony and mutated her seven brothers into swanns, Aileen seeks a cure. She is found by Regis, ruler of a colony that regressed into a feudal state generations ago.

Despite her muteness and their totally different languages and alphabets, he makes her his wife. She is happy, until her continued search for a cure puts her in conflict with the colony's traditions and their deepest fears.

Revised blurb:

Struck mute by an alien plague that's killed most of her colony and mutated her seven brothers into swanns, Aileen seeks a cure. She's found by Regis, ruler of a colony that regressed into a feudal state generations ago. Despite her muteness and their totally different languages and alphabets, Regis makes her his wife. She is happy...until her

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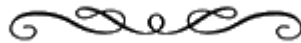
Novella 2: North to the Sun, South to the Moon

Original blurb:

Maia grew up in the Downbelow, a Borer, born to a life of labor so the arrogant Stocrats could live in luxury in the Above. She made friends with a Metalman, who taught her things that the people in the World had forgotten. But even those marvels paled in comparison to what she discovered when she entered the Virtual world and learned the danger that threatened them all.

Revised blurb:

Maia has grown up in the Downbelow, a Borer, born to a life of labor so the arrogant Stocrats can live in luxury in the Above. She's made friends with a Metalman who taught her things the people in the World have forgotten. But even those marvels pale in comparison to what she discovers when she enters the Virtual world and learns the danger that threatens them all.



The Shadows of Mallachrom
by Michelle Levigne
<http://www.mlevigne.com/>
Science Fiction

Original series blurb:

Far on the edge of settled space, the colony world Mallachrom is mostly wilderness. The growth of Human settlements have been slowed by fear and secrets and deception. Years ago, during an invasion by the alien Talroqi, most of the adults were killed, and most of the children vanished, spirited away to safety by the sentient canines known as Shadows.

Those children came back from the wilderness changed, bound to the planet in ways they can't, or won't, explain. Called the Taken, they live on the edges of civilization and the new government of Mallachrom fears them. The colony's leaders want to exterminate the Shadows, and claim the Taken are dangerous, under the influence of the Shadows. The Taken don't trust the government. They know what is really happening out in the wilderness, and guard secrets and dangers that most Mallachrom colonists will never know.

A war is poised on the horizon. On the surface, it is a battle for control of a planet, the extermination of a sentient species. The truth is that if Mallachrom falls, so might the Human race.

Revised series blurb:

Far on the edge of settled space, the colony world Mallachrom is mostly wilderness. The slow growth of Human settlements is due to fear, secrets, and deception. Years ago, during an invasion by the alien Talroqi, many adults were killed while most of the children vanished, spirited away to safety by the sentient canines known as Shadows.

Those children came back from the wilderness changed, bound to the planet in ways they can't, or won't, explain. Called the Taken, they live on the edges of civilization. The new government on Mallachrom fears them enough to want to exterminate the Shadows and claim the Taken are dangerous--under the corrupt influence of Shadows. The Taken have no illusions about what's really happening out in the wilderness and refuse to trust the government. Alone, they guard secrets and elude dangers that most Mallachrom colonists will never be forced to face.

Poised on the horizon is a war that looks on the surface to be nothing less and nothing more than a battle for control of a planet and the extermination of a sentient species. But at its core is the truth that, if Mallachrom should fall, so might the entire Human race.

[200 words]

High-concept blurb:

Far on the edge of settled space, the colony world Mallachrom was invaded, the adults killed while the children were spirited away to safety by the Shadows. Called the Taken, those children returned to a new government that fears them. Alone, they guard secrets and elude dangers most Mallachrom colonists will never face. Poised on the horizon is war. If Mallachrom should fall, so might the entire Human race.

[69 words]

Book 1: Blue Fire, A Novel

Original blurb:

The hive-minded insectoid Talroqi have been at war with Humans for generations. Rover captain Rhianni Day grew up with her father's team. Memories of Mallachrom, the colony world where she was born, and the boy who was her best friend, are a burden of guilt on her soul. Far from the battle lines, Mallachrom should have been safe – yet after the Rovers left the colony world, the aliens invaded. That sense of guilt weighed on her father, and on his death that burden is passed to Rhianni.

She is ordered to return to Mallachrom and investigate what really happened in the Talroqi invasion, especially the strange stories about the children who survived – carried away to safety by the sentient canines called Shadows. The government of Mallachrom fears these children, called the Taken. Rhianni has only good memories of the Shadows. Even more

important: Petroc Ash, her childhood friend, is a Taken. Rhianni will do her duty, but Mallachrom is no longer home. She intends to find out the truth, leave, and never return.

Petroc leads the Taken. His responsibilities to the Taken and their secrets are too great to risk, even for Rhianni. Their childhood bond has grown even stronger, despite her long absence. Loving her will bind her to Mallachrom forever -- and could kill her.

The quest to learn the truth, to understand the duty the Shadows placed on the Taken, and protect the Taken from destruction nearly separates Petroc and Rhianni forever. Trusting their instincts and each other shatters the last barriers and creates an alliance that could save Mallachrom. The question is if their partnership has come in time. The Shadows have a task for Rhianni that has been waiting since she was born. The Talroqi sense this, and try to warp her to their long-range plan. If she fails, not just Mallachrom but the entire Human race could fall.

Revised blurb:

The hive-minded insectoid Talroqi have been at war with Humans for generations. Rover captain Rhianni Day was born on Mallachrom but grew up close to the battle lines with her father's team. Far from the war, Mallachrom should have been safe yet, after the Rovers left the colony world, the aliens invaded. The burden of guilt weighed on her father to his death, then passed to her.

Rhianni is ordered to return to Mallachrom and investigate what really happened in the Talroqi invasion, especially the strange stories of the children who survived and were carried away to safety by the sentient canines called Shadows. Those children, called the Taken, are deeply feared by the Mallachrom government. Rhianni has only good memories of the Shadows. More importantly, her childhood friend, Petroc Ash, is the leader of the Taken. Rhianni will do her duty, but Mallachrom is no longer home to her. She intends to find out the truth, leave, and never return.

Petroc's responsibility for the Taken and their secrets is too great to risk, even for Rhianni. Despite her long absence, their childhood bond has grown even stronger. Staying together will bind her to Mallachrom forever...and may inadvertently lead to her death and the fall of the entire Human race.

[210 words]

High-concept blurb:

Rhianni is ordered to return to Mallachrom and investigate what happened in the Talroqi invasion, especially the stories of children survivors carried to safety by the Shadows. Those children, called the Taken, are deeply feared by the government. Rhianni's childhood friend Petroc is leader of the Taken. Despite her long absence, their bond has grown stronger. Staying together will bind her to Mallachrom forever...and may lead to her death and humanity's fall.

[72 words]

Book 2: That Synching Feeling, A Novella

Original blurb:

Rover Pilot Nureen Keala, Rhianni Day's best friend, is on patrol on the other side of the galaxy from Mallachrom. She would rather be supporting Rhianni's mission, but the bureaucrats aren't cooperating. Responding to a distress call puts Nureen in the wrong place at the wrong time. She falls through a vortex into another universe that has never heard of the Rovers or the war against the Talroqi.

On a space station belonging to the Trefarian Empire, Tedrin Creed has been waiting for the vortex to open again. Five years ago, Talroqi ships attacked his ship. After sending his crew away to safety, he defeated the Talroqi before the vortex sucked down his ship. He has been lying to the Empire's people ever since, waiting for the vortex to open, so he can go home. When a ship and a pilot claiming to be a Rover fall through, his chance has finally come.

Problem: This ship is like no Rover ship he has ever seen, and the pilot doesn't like him, or believe he is who he says he is. Nureen has every reason to distrust this man who claims to be Tedrin Creed. She knows all about him. He was her grandfather's best friend, and died a hero fifty years ago.

Time is the problem, in several ways. The vortex and the way home will only be open for a short period of time. Can they learn to trust each other and escape the dangers of the Empire before time runs out?

Revised blurb:

Rover Pilot Nureen Keala, Rhianni Day's best friend, is on patrol on the other side of the galaxy from Mallachrom and Rhianni's mission there. Responding to a distress call puts Nureen in the wrong place at the wrong time. She falls through a vortex into another universe where the Rovers and the war against the Talroqi don't exist.

On a space station belonging to the Trefarian Empire, Tedrin Creed has waited impatiently for the vortex to open again. Five years ago, Talroqi ships attacked his ship. After sending his crew away to safety, he defeated the Talroqi before the vortex sucked down his ship. He's been playing a dangerous game, feigning loyalty to the Empire ever since, all the while longing to go home. When a ship and a pilot claiming to be a Rover fall through, his chance finally comes.

But this ship is like no Rover ship Tedrin has ever seen, and the pilot doesn't like him, let alone believe anything he says. Nureen has every reason to distrust him. She knows all about Tedrin Creed--he was her grandfather's best friend and died a hero fifty years ago. Unfortunately, the vortex and the way home through it will only remain open for a short

time. Can they learn to trust each other and escape the dangers of the Empire before it's too late?

[226 words]

High-concept blurb:

On a station belonging to the Trefarian Empire, Tedrin has waited impatiently. Five years ago, his ship was attacked. He's been feigning loyalty to the Empire ever since, longing to go home. When another ship falls through a vortex, his chance comes. Rover Pilot Nureen knows all about Tedrin Creed, her grandfather's best friend who died a hero 50 years ago. Can they escape the dangers of the Empire before the vortex closes?

[73 words]

Book 3: Starblue, A Novel

Original blurb:

Starblue Ash, daughter of Rhianni Day and Petroc Ash, is well aware of the burden of her heritage. She has sworn never to join the Rovers or leave Mallachrom. Blue learns the hard way that swearing never to do something just challenges the universe to work against her.

Her two closest friends are the twins, Neona and Keegan Creed, children of Nureen Keala and Tedrin Creed. The three have shared a psionic bond since childhood. The twins are Rover pilots. Commander General Day of the Rovers is determined to make Blue a Rover, because she is the last of their family line. If he has to use her friends against her, he will.

Fate intervenes when a team of Rovers discovers a world inhabited by creatures uncannily similar to the Shadows of Mallachrom. The Creed twins' duty takes them to this world, to investigate. Neona is entranced by the creatures, called Shades. When the Shades make mental captives of Neona and other Rovers, the bond between the twins is stretched to the point of breaking. Blue's bond with the twins might be the only hope they have of freeing the prisoners.

Blue leaves Mallachrom and joins Keegan in chasing down the ship taken by the Shades and their mental puppets. The long journey deepens their bond. If they survive this crisis, they might change the universe.

Revised blurb:

Starblue Ash, daughter of Rhianni Day and Petroc Ash, is well aware of the burden of her heritage. She's sworn never to join the Rovers or leave Mallachrom, but she's about to learn the hard way that making vows just challenges the universe to work against her.

Blue's two closest friends are Rover pilot twins Neona and Keegan Creed, children of

Nureen Keala and Tedrin Creed. Since childhood, the three have shared a psionic bond. Given that she's the last of their family line, Commander General Day is determined to make Blue a Rover, too. If he has to use her friends against her to get her to comply, he will.

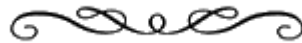
Fate intervenes when a team of Rovers discovers a world inhabited by creatures called Shades, who resemble the Shadows of Mallachrom. When the Shades make mental captives of Neona and other Rovers, the bond between the twins and Blue might be the only hope they have of freeing the prisoners.

[161 words]

High-concept blurb:

Blue's closest friends are Rover pilot twins Neona and Keegan. Since childhood, they've shared a psionic bond. When a team of Rovers discovers a world inhabited by creatures called Shades, who resemble the Shadows of Mallachrom, the Shades make mental captives of Neona and other Rovers. The bond between the twins and Blue might be the only hope they have of escaping.

[62 words]



EvilSpace

by Roy W. Penn

<https://www.writers-exchange.com/Roy-W-Penn>

Science Fiction/Christian/Horror

Original blurb:

A recurring nightmare... A winning lottery ticket... A blasted planet... These are just the beginning signs of the coming of a terrible force of evil. As chaos spreads and civilization crumbles, three men called by God make their way to Earth to take a stand against an enemy of unimaginable power and terror.

Set hundreds of years in the future, this is the story of a dark and frightening judgment upon a human race that has forgotten its Creator. He who has ears, let him hear...

Revised blurb:

A recurring nightmare. A winning lottery ticket. A blasted planet. All the initial signs of the coming terrible force of evil....

Set hundreds of years in the future, chaos spreads and civilization crumbles when the evil descends. Three men called by God make their way to Earth to take a stand against an enemy of unimaginable power and terror brought about as judgment upon a human race

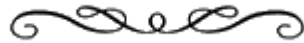
that has forgotten its Creator. He that has ears let him hear...

[79 words]

High-concept blurb:

A recurring nightmare, winning lottery ticket and blasted planet are the initial signs of the coming terrible force of evil. Chaos spreads and civilization crumbles when evil descends. Three men called by God make their way to Earth to take a stand against an enemy of unimaginable power brought about as judgment upon a human race that has forgotten its Creator. He that has ears let him hear...

[68 words]



**Angels' Watch Series
by JM Dubry**

**<http://www.writers-exchange.com/JM-Dubry>
Science Fiction**

Series blurb:

Share the learning, heartbreak, joys, and challenges as Ev Rykoff and his train engineer friends begin a lifelong journey with the Silicrys, symbiotic aliens. Hop on the train, come along for the ride, and become part of 'Chimes of Light'.

Book 1: Chimes of Light

Original blurb:

"Be careful what you ask for, you just might get it," was an old saying of Ev Rykoff, locomotive engineer...until Jenine entered his life. When her enigmatic voice entered his mind--everything changed.

Share the learning, heartbreak, joys, and challenges as Ev Rykoff and his friends begin a lifelong journey with the Silicrys. Hop on the train; come along for the ride. Become part of 'Chimes of Light'.

Revised blurb:

"Be careful what you ask for--you just might get it," was an old saying of Ev Rykoff, locomotive engineer...until Jenine entered his life. When her enigmatic voice entered his mind, everything changed.

Book 2: Chimes of Seeking

Original blurb:

Janet Newman was the first female brakeman on the Great American. It was not an easy life to lead, but the arrival of her Silicrys just made it seem easy by comparison. With her friends Ev Rykoff and Rig Dawson, she fights the insidious Drasberg Device that threatens their lives. She sets out on a search for a way to defeat the device. What she finds changes their lives forever.

Follow the continuing exploits of the intrepid engineers [engineers?] in "Chimes of Seeking", Book Two of 'Angels' Watch'.

Revised blurb:

Janet Newman is the first female brakeman on the Great American train. Hers isn't an easy life to lead, but the arrival of her Silicrys, a symbiotic alien, just made her job seem easy by comparison. With her engineer friends Ev Rykoff and Rig Dawson, she fights the insidious Drasberg Device that threatens their lives. She sets out on a search for a way to defeat the device. What she finds changes their lives forever.

Book 3: Chimes of Transition

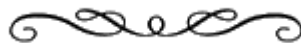
Original blurb:

Read the gripping conclusion of the Angels' Watch Series and learn what finally happens to Ev Rykoff, his friends and their symbiotic aliens, the the Silicrys.

Do they survive or do their enemies finally manage to completely destroy them?

Revised blurb:

Board the speeding train in the gripping conclusion of the Angels' Watch Series and learn what happens to train engineers Ev Rykoff, his friends and their symbiotic aliens, the Silicrys. Do they survive or do their enemies manage to completely destroy them?



The Altar of Shulaani Series
by Margaret Pearce

<http://www.writers-exchange.com/Margaret-Pearce-1>
Young Adult Science Fiction

Series blurb:

The only thing Mike didn't approve of in archeology was learning Latin. As the son of an archeologist he visited interesting digs and met interesting people.

Being accident prone, he regularly fell into time warps, intergalactic space and danger.

He found an alien friend Alinea and an odd pet he called Beeper, and their friendship became firmer as they unearthed some horrifying secrets and escaped the sometimes fatal results of their escapades.

Revised series blurb:

As the son of an archaeologist, Mike often visits fascinating digs and meets interesting people. About the only thing he doesn't approve of in archaeology is learning Latin! Unfortunately, being accident prone, he regularly falls into time warps, intergalactic space and danger. In his journeys, he found his alien friend Alinea and an odd pet he calls Beeper. As the three unearth horrifying secrets and narrowly escape the sometimes precarious situations they get themselves into, their friendship grows far beyond the boundaries of space and time.

[86 words]

Series high-concept blurb:

As the son of an archaeologist, Mike visits fascinating digs and meets interesting people. Unfortunately he's accident prone and regularly falls into time warps, intergalactic space and danger. In his journeys, he found his alien friend Alinea and an odd pet he calls Beeper. As the three unearth secrets and narrowly escape precarious situations, their friendship grows far beyond the boundaries of space and time.

[65 words]

Book 1: Altar of Shulaani

Original blurb:

Mike welcomed the chance to spend his holidays with his father on an archaeological dig.

Tracing the ancient caravan routes across the baking desert turned into a completely different kind of adventure, however, when Mike stumbled through a time warp into an ancient world...

Revised blurb:

Mike welcomes the chance to spend his holidays with his father on an archaeological dig. But when he stumbles through a time warp into an ancient world, tracing the ancient caravan routes across the baking desert turns into an entirely different kind of adventure...

Book 2: The Cave of Dreaming

Original blurb:

Mike and Alinea and their alien pet, Beeper, are expected to stay out of trouble during their holiday on an archeological dig somewhere in Central Australia.

It is not their fault that they trigger a time gate in the cave of the dreaming. They have to escape being lodged in an intergalactic lost property office until claimed, avoid being eaten by the deadly Kloog who are raiding the protected planets again, and help their new friends before they find their way home again.

Revised blurb:

Mike, Alinea and their alien pet, Beeper, are expected to stay out of trouble during their holiday on an archaeological dig in Central Australia. While in the cave of the dreaming, they inadvertently trigger a time gate that sends them to another universe else entirely! To get back to the dig site, they'll have to escape an intergalactic lost property office until claimed, help their new friends, and avoid being eaten by the deadly Kloog raiding the protected planets--again. Somehow Mike doesn't think his father will accept "It's not our fault!" if he finds out they haven't been where they were supposed to be the whole time...

[108 words]

Series high-concept blurb:

Mike, Alinea and their alien pet Beeper are expected to stay out of trouble during their holiday on an archaeological dig in Central Australia. While in the cave of the dreaming, they trigger a time gate that sends them to another universe else entirely! To get back to the dig site, they'll have to escape an intergalactic lost property office until claimed and avoid being eaten by the deadly Kloog raiding the protected planets--again.

[75 words]

Book 3: The Secret of the Kloog

Original blurb:

Mike's father goes missing on a remote island. Mike, Alinea and Beeper travel through a time gate to find him.

He is unconscious, they have to protect him during their desperate search to return home, escaping being dumped at the Intergalactic lost property, and illegal dealers who want them silenced, and still stay away from the Kloog.

An odd creature the Quok, that Beeper distrusts, is the only one prepared to help them. When they arrive on the mysterious 'Place of the Call' they realize that Beeper's distrust of the Quok is scarily well founded.

Revised blurb:

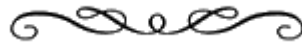
Mike's father goes missing on a remote island. Mike, Alinea and their alien pet Beeper travel through a time gate to retrieve him. Finding him unconscious, they have to protect him. But first they have to escape being dumped once more at the Intergalactic Lost Property. After that, they jump the usual hurdles: illegal dealers that want them silenced, and staying far away from Kloogs forever raiding the protected planets. An odd creature, the Quok, that Beeper distrusts is the only one prepared to help them. However, when they arrive on the mysterious 'Place of the Call', they realize Beeper's distrust of the Quok is terrifyingly well-founded...

[107 words]

Series high-concept blurb:

Mike's father goes missing. Mike, Alinea and their alien pet Beeper travel through a time gate to retrieve him, jumping through the usual hurdles: illegal dealers that want them silenced and staying away from Kloogs forever raiding the planets. An odd creature, the Quok, that Beeper distrusts is the only one prepared to help them. However, when they arrive on the mysterious 'Place of the Call', they realize Beeper's distrust of the Quok was well-founded...

[75 words]



The Gauntlet
by Michael A. Hobren

<http://www.writers-exchange.com/Michael-A-Hobren>

Futuristic Mystery

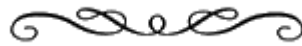
Original blurb:

When Russell Williams--an unwitting pawn in a high-stakes power game--is forced to kill several Florida vacationers, a master plan is set in motion, and the only person who can save Williams from death row has no notion of the forces pitted against him, or just how high up the pyramid the conspiracy goes. Set against a backdrop stretching from scenic Daytona Beach to the halls of power of Washington, D.C., *The Gauntlet* is a story of greed and corruption, of serpentine trouble in paradise.

Revised blurb:

Greed, corruption and serpentine trouble in paradise... Russell Williams is an unwitting pawn in a high-stakes power game. When he's forced to kill several Florida vacationers, a master plan is set in motion stretching from scenic Daytona Beach to the halls of power in

Washington, D.C. The only person who can save him from death row has no notion of the forces pitted against him...nor just how high up the pyramid the conspiracy goes.



We Are Tam

by Patricia Bernard

<http://www.writers-exchange.com/Patricia-Bernard>

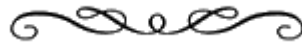
Mid-Grade Reader: Science Fiction

Original blurb:

Tamarisk Woodward, known as Tam, is an ordinary high school student living an ordinary life--until the day that she is contacted by Tameron, her mirror image in the 25th century. Tameron's father is dying and only Tam and her sceptical brother, Steven, can help.

Revised blurb:

Tamarisk Woodward is an ordinary high school student living an ordinary life...until the day she'd contacted by her mirror image in the twenty-fifth century. Tameron's father is dying and only Tamarisk and her sceptical brother Steven can help.



A Muse of Fire

by Sean O'Brien

<http://www.writers-exchange.com/Sean-OBrien>

Science Fiction

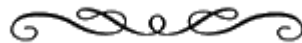
Original blurb:

Tyr Yllen could not be educated--at least, not by the ultramodern techniques Earth teachers used. But when Horace Mann, Earth educator, arrived at the Terran base on the conquered planet of the Mnemosyneans, Tyr allowed himself to feel hope.

He could not begin to imagine where Mann would lead him...

Revised blurb:

At the Terran base on the conquered planet of the Mnemosyneans, Tyr Yllen is unique. The ultramodern techniques Earth teachers used with the students on the base are of no use with someone like Tyr. But when Horace Mann arrives all the way from Earth, Tyr allows himself to feel hope that at last he can be educated. Never in his wildest dreams could he have imagined where Mann would lead him...



Seat of the Fifth God
by Simon Woodhouse
<http://www.writers-exchange.com/Simon-Woodhouse>
Science Fiction

Original blurb:

Doctor Edarna Sooca, a recently widowed, middle-aged woman, knows the legend of the Spiral Chair. One thousand years ago, five gods visited the lonely planet of Bodarium. The gods gave the Spiral Chair to the Amorphar people who lived there, making the icon a symbol of hope and salvation. Then the Serlham Slave Raiders stripped the planet of all human life, ending the Amorphar civilisation before it had a chance to begin.

Haunted by the death of her husband, Doctor Sooca needs a task that will make her life feel relevant again. She heads to the uninhabited world of Bodarium in search of the Spiral Chair. Accompanied by a team of 'bots, the Doctor ventures into the isolated forests of Northern Hymila, last known resting place of the lost relic.

Okeilore, an escaped slave and trained assassin, also wants the Chair. Along with her sister Saffuse, she follows the Doctor to the deserted planet. But the gods have returned to Bodarium, and they're not the benign figures of legend. The women must choose sides, because the Spiral Chair isn't what it appears to be, and if used to its full ability will destroy the only being who can save them.

Revised blurb:

Recently-widowed Dr. Edarna Sooca has heard the legend of the Spiral Chair. A thousand years before, five gods visited the lonely planet of Bodarium and gave the Spiral Chair as a gift to the people there, the Amorphar. The icon became a symbol of hope and salvation until Serlham Slave Raiders stripped the planet of all life and ended Amorphar civilisation.

Haunted by the death of her husband, Dr. Sooca desperately longs for something to make her life feel relevant again. She heads to the uninhabited world of Bodarium in search of the Spiral Chair. Accompanied by a team of 'bots, she ventures into the isolated forests of Northern Hymila, last known resting place of the lost relic.

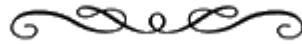
An escaped slave and trained assassin, Okeilore, also wants the Chair. Along with her sister, Okeilore follows the Doctor to the deserted planet. But the gods have returned to Bodarium, and they're not the benign figures of legend. Realizing the Spiral Chair isn't what it appears to be, the women must choose sides knowing that, if used to its full potential, the ironic symbol of hope and salvation will destroy the only being capable of saving them...

[195 words]

Series high-concept blurb:

A thousand years before, the gods visited Bodarium and gifted the Spiral Chair to the Amorphar people. Recently widowed Dr. Edarna Sooca heads to the last known resting place of the lost relic. But the gods have returned--and they're not the benign figures of legend. Dr. Sooca realizes that, if used to its full potential, the ironic symbol of hope and salvation will destroy the only being capable of saving her...

[72 words]



Site 13

by Wayne Winkle

<http://www.writers-exchange.com/Wayne-Winkle>

Futuristic Thriller

Original blurb:

Terance Wolfe knew what it was like to lose everything. In the space of six years, he lost his freedom, his business, his wife and son. Then he got his freedom handed back to him.

What could he do?

In this time of severe water crisis, all he could do was go to work for the one corporation that seemed to be searching for water successfully: The Bennington Corporation, BenCor. And in the only place water could be found: Antarctica.

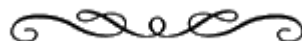
There he faced not only the terrible conditions under which he had to survive but also the spectre of a mercenary army hired by another corporation to seize the water found by BenCor--and to get the \$30,000,000 of government money that went with it.

Revised blurb:

Terance Wolfe knows all about losing. In six short years, he'd lost his freedom, his business, his wife and his son. Unexpectedly, his freedom is handed back to him, but his options are for supporting himself have dwindled.

The Earth is facing a severe water crisis and countless fortune hunters are searching for sources of aqua pura. Terance agrees to go to work for the only company, Bennington Corporation, that's successfully found water in Antarctica.

Covered by an icecap averaging a mile in thickness, the asymmetrically-centered South Pole continent is cold, windy and dry, proving to be a difficult place to survive. As that's not enough, a rival corporation hires a mercenary army to seize any water found by BenCor...and take the fortune of government money that goes with it.



Hathor Legacy Trilogy
by Deborah Bailey
www.DeborahABailey.com
Futuristic Romance Novels

Series blurb (written by Karen):

When the inhabitants of Earth colonized other planets, their terraforming process unleashed a disease that later manifested itself in the population by causing death or the development of psychic abilities. Those mutants with the talent became the Guardians on the planet Hathor, compelled to serve as a security force for the ruthlessly monopolizing Novacorp Intergalactic, Inc. But what happens when a corporation hierarchy controls an entire world and leaders who originally wanted only to do good become corrupted and self-serving?

[80 words]

High-concept series blurb:

In 2234, a terraforming process unleashed a disease that caused death or the development of psychic abilities on the planet Hathor. Those mutants with the talent became the Guardians, compelled to serve as a security force for the ruthlessly monopolizing Novacorp. But what happens when a corporation hierarchy controls an entire world and leaders who originally wanted only to do good become corrupted and self-serving?

[65 words]

Book 1: Outcast

Original blurb:

On the planet, Hathor, a powerful group called the Guardians serves as the security force for Novacorp, the corporation that runs Hathor with its ruthless monopoly. Nadira, as one of the most powerful Guardians, is expected to use her intuition and telekinetic powers to keep the capital city safe from thieves and intruders.

Jonathan Keel, son of a mine CEO on the nearby planet, Astarte, is wealthy, privileged and used to getting what he wants. When his father goes missing after a robbery and explosion at the mine, he defies the authorities and heads to Hathor to search for him and for the robbers.

Security is on high alert and Nadira is charged with protecting Jon. She rescues him from a vicious attack and discovers that the Guardians have another agenda that has nothing to do with solving the crime.

Jonathan finds evidence of his father's possible involvement, while his attraction to Nadira forces her to confront all she has known about being a Guardian, especially the rule to put

duty before her personal feelings.

Struggling with their growing desires, and chased by company security, Jon and Nadira flee the city. But solving the crime leads them to endure betrayals from the people closest to them, as secrets are revealed that not only link their pasts but also threaten to destroy Jon's family and separate him from Nadira forever.

Revised blurb:

All bets are off when the most powerful Guardian working for Novacorp--already questioning the elders within the organization--is felled by betrayal...and love.

Guardian Sentry Nadira uses both her intuition and telekinetic powers to keep the capital city on Hathor safe. Unwillingly separated from her mother when she was only eight years old in order to begin her training that will eventually strip her entirely of her former identity, she isn't sure whether to trust her employer when disturbing suspicions arise.

The son of a mining company CEO on the nearby planet Astarte, Jonathan Keel has known a life of wealth and privilege, something he's channeled into the social entertainment clubs he runs rather than in joining his father in the family business. When his dad turns up missing following an explosion intended to cover up a theft at the mine, Jonathan has no intention of letting anyone stop him from learning what happened. The last thing he expects is to become a suspect in the robbery.

Nadira is charged by the elder Guardians with protecting Jonathan from those who seem intent on killing him for reasons as yet unknown. In the process of doing her job, she learns that her employer has an agenda that's preventing her from learning the truth behind the situation. Growing doubts--and an unexpected attraction to her reckless charge--quickly throw her already wavering loyalty to her duty off-balance.

After discovering evidence of Jonathan's father's possible involvement in a conspiracy, the two flee the city, not knowing who to trust while they try to get to the bottom of the dangerous mystery they've uncovered. Learning that their pasts are unfathomably linked forges a volatile, life-altering alliance between them...even as the truth coming to light threatens their futures.

[294 words]

High-concept blurb:

The son of a mining company CEO, Jonathan lives a life of privilege. When his father turns up missing following an explosion intended to cover up a theft, he becomes a suspect.

Guardian Sentry Nadira was separated from her mother when she was a child to begin training. Charged with protecting Jonathan, her growing doubts about her employer--and an unexpected attraction to her charge--throw her already wavering loyalty to duty

irrevocably off-balance.

[74 words]

Book 2: Burn

Original blurb:

On the planet, Hathor, an old threat re-emerges that may destroy the fragile alliance between the Guardians and Novacorp.

When Nadira is called to investigate a rash of fires throughout the city, she discovers the Deshtu, another group with PSI powers who have been purposely kept in the shadows.

Working to uncover the source of the fires, Nadira learns the brutal truth about the origin of the Guardians. The Guardian Elders have plans to make Nadira more powerful, and she may be forced to sever her psychic connection to Jonathan Keel.

When an unexpected ally gives Jonathan information about the Deshtu that connects them to the fires, he becomes a convenient scapegoat for the opposing factions. Nadira puts her life on the line to solve the crime, while the Elders make their move to remove Jonathan from her life forever.

As time runs out, the Guardians prepare for a clash with Novacorp that could plunge the planet into chaos, and a final betrayal forces Nadira to risk everything to save herself and Hathor.

Revised blurb:

An old threat re-emerges that may permanently sever the already precarious alliance between Novacorp and the Guardians, the psychic security force the corporation has gone far and beyond to put completely under their own directive...

Sentry Leader and Elder Nadira is called to investigate a rash of fires throughout the city and uncovers the shocking truth about the Deshtu, another group with PSI powers like the Guardians, who've been purposely kept in the shadows. The Deshtu are being kidnapped for their abilities and forced into services far from basic skills like predicting the future and healing minor illnesses. The underground human trafficking of psychics for sexual purposes she exposes is in direct violation of corporate rules.

But those horrors are just the tip of the iceberg: Nadira learns the brutal truth about the origin of the Guardians along with the Guardian Elders' nefarious plans to make her abilities even more powerful. In the process, the psychic connection she shares with the man she loves, Jonathan Keel, will be terminated while another unwanted link is established in its place.

The final clash between the Guardians and Novacorp threatens to plunge the planet into utter chaos as Nadira risks everything to save herself and those she loves from the final, unforgivable betrayal.

[210 words]

High-concept blurb:

Sentry Leader and Elder Nadira discovers that another group with PSI powers are being kidnapped and forced into services far from basic skills like predicting the future and healing minor illnesses. But those horrors are just the beginning: The Guardian Elders plan to make her own abilities even more powerful. In the process, the psychic connection she shares with the man she loves will be terminated while another unwanted, invasive link is established.

[73 words]

Book 3: Revelations

Original blurb:

An enemy returns to spark new tensions between the Guardians and Novacorp. In the midst of the crisis, Nadira is given information about her parents that threatens to destroy her relationship to the Guardians and to Jonathan.

While Nadira searches for answers, Jonathan is enticed into the hedonistic world of the Novacorp executive class. His entertainment club attracts the elite of Hathor, but his notoriety comes with a price.

The worlds of the Guardians and Novacorp are put on a collision course where only one side may come out on top. Nadira is called on to make the ultimate sacrifice to save the legacy of the First Families, the original settlers of Hathor, while Guardians, Kasema and Deshtu PSI groups are faced with the choice to unite or be brought completely under Novacorp control.

Old scores are settled and long-hidden truths are revealed, and at the end Nadira and Jonathan's relationship and their world will never be the same.

Revised blurb:

With tensions reaching the breaking point between the Guardians and Novacorp, an enemy returns and the most powerful Guardian learns the truth about her parents that will not only destroy her loyalty to the security force she's given her life to serving but also to the man she loves.

While Sentry Leader and Elder Nadira searches for answers, her lover Jonathan Keel is

enticed into the hedonistic world of the Novacorp executive class. His entertainment club, Secrets, attracts the elite of Hathor, providing the kind of popularity he never imagined. But this notoriety comes with a soul-stealing price...

With the worlds the Guardians and Novacorp rule put on a collision course, only one can come out victorious while the other is enslaved. The only way to salvage the legacy of the First Families, the original settlers of Hathor, is by making the ultimate sacrifice. But is no choice better than a bad choice when the three PSI groups--the Guardians, the Deshtu, and the healing Kasema--either have to unite or risk being brought completely under Novacorp's ruthlessly oppressive dominion?

With old scores to settle and long-hidden truths thrust into the spotlight, Nadira and Jonathan...and their love...may never be the same.

[201 words]

High-concept blurb:

The truth about her parents threatens to destroy Sentry Leader and Elder Nadira's prior loyalty to her employer as well as to the man she loves. With the worlds the Guardians and Novacorp rule on a collision course, only one can come out victorious while the other is enslaved. But is no choice better than a bad one when the three PSI groups either have to unite or submit to Novacorp's oppressive dominion?

[73 words]