Hello!

Thanks for opening this catalog. Since you did, chances are you’re wondering just what Future House Publishing is, and why you should care.

It all started with movies. See, way back when, when I was in the trenches making visual effects for blockbuster Hollywood films like Tron, King Kong, and Pirates of the Caribbean, I began to absorb the narrative language of the movies. At the same time, I developed an overwhelming urge to tell my own stories. And thus Future House Publishing was born.

At Future House, we publish cinematic page-turners that read like a movie. Most of our books are around 300 pages or less. No need to slog through thousands of pages of world-building here. We want to keep readers on the edge of their seats.

Future House focuses on science fiction, fantasy, and middle grade books that are long on adventure. To date, we have published over 50 titles, including top sellers Evertaster, Etherwalker, and Sherlock Academy. Even more recently, Future House swept State Book Awards with Marrow, Storms, and Caretaker.

We think we’re on to something here.

You can expect our catalog to contain a blend of original properties and licensed content from films and games, bringing stories to fans that are already hungry to read them and already talking about them. Check out, for example, The King’s Summons in our Spring 2019 list, the first book in the Super Dungeon series. It’s based on a multi-million dollar board game franchise.

Read on!

Adam Sidwell

Creative Director and CEO
Future House Publishing
All of Crystalia is in danger. The Prophecy of the Five says that only the five princesses can unite to break the Dark Consul’s Power. But what happens when one of them goes missing?

Blaze is an Ember Mage, skilled with fire magic and with a temper just as hot. She’s desperate for a way to prove herself, but never imagined a royal messenger would come knocking on her door. King Jasper III, ruler of all Crystalia, needs someone who works outside the system to search for his missing heir, and Blaze fits that description perfectly. After all, his first born, Princess Sapphire, is no damsel-in-distress, so the King is sure something must be terribly wrong.

But, just Blaze’s luck, Princess Sapphire was last seen in the worst of all possible places: the Frostbyte Reach. The Reach is the coldest, most miserable mountain range in the whole realm. A nightmare for any Ember Mage.

And, as Blaze soon finds out, the situation is far worse than the King feared. The entire mountain is under siege by an army of bloodthirsty orcs who are crafting a weapon of incredible power. Frozen tundra or not, orcs or not, Blaze has accepted the call. Now she must prove to King Jasper—and to herself—that the King’s trust was not misplaced.
DESCRIPTION

Treffen Cedarbough has trained his whole life to protect the Fae Woods. He knows what plants to eat and what plants will eat him. But most of all he knows that light magic in the Woods comes from the great and powerful Deeproot Tree. As the newest member of the Rangers, Treffen has vowed to protect the Tree with his life.

When a deadly attack comes too close to Treffen’s home, he seeks guidance from the elven elders and receives an ominous prophecy directly from the Tree. An old enemy of the kingdom, the Forgotten King, plots to break free of his ancient prison. And according to the prophecy, it’s up to Treffen to stop this evil from escaping.

With the help of a pedestrian knight and an adventuring princess, Treffen confronts the darkness. But each battle brings them one step closer to the Lordship Downs, the heart of all evil in the Woods, and to the Forgotten King’s carefully laid trap. Deep into enemy territory, Treffen must choose between his sacred oath and the lives of his closest friends.
Micky Neilson is a two-time New York Times best-selling author whose World of Warcraft graphic novels, Ashbringer (#2 on the list) and Pearl of Pandaria (#3) have both been published in six languages. As one of the first writers at Blizzard Entertainment, he has more than two decades of experience on the cutting edge of developing stories for the gaming industry.

DESCRIPTION

Aladhra doesn’t run from anyone, not even the Collective.

On the outskirts of earth’s solar system, rule number one is to stay out of the Collective’s way. They are ruthless, and powerful, and rule with an iron fist. They have no patience for Ridgerunners—the pirates and smugglers who thrive on the edges of their reach.

But Aladhra’s crew, the Pack, would rather run straight towards the Collective, guns blazing. Even wildly outmanned and outclassed, they would sacrifice everything for one shot at toppling the corrupt regime.

When Aladhra and the Pack get their hands on next-generation technology, they set out to end the Collective once and for all. But the Collective knows they’re coming. With a bounty on their heads that no Ridgerunner could resist, the Pack is surrounded by enemies, including former allies.

What chance does one ship have against an entire solar system?
J. T. SOLO

J. T. Solo loves 1970’s sci-fi covers. There’s something about the idea of space travel that keeps him up at night (especially Fermi’s Paradox). Although he’s never been to space, he feels completely qualified to be an astronaut due to his attendance at space camp in the seventh grade. If he doesn’t become a household name for his writing, he’d happily accept being the first man on Mars instead. J. T. (currently) lives on the west coast with his furry cat named Tribble.

Kestrel Run is a fast-paced space race that will appeal to fans of Star Wars, Firefly, and Star Trek.

The book is set in the same universe as the author’s coming series, Galaxy’s End.

DESCRIPTION

The Iridium Fox is the shiniest ship a good captain could hope for. At least, that’s the way Phaser Madsen—master smuggler and sometimes-criminal—sees it. If only he could pay her off. Then she’d really be his. Trouble is, each job seems to drive him and his crew deeper into debt.

So when Phaser gets an offer that could make the ship his forever, he accepts it in a heartbeat. All he has to do is win the deadliest race in the galaxy, while carrying a package for a mystical cult of mercenaries, so he can deliver his cargo to an unknown person at the winner’s circle.

Simple enough, right?

Sure, there may be a few mercenaries and crime bosses who want to slit their throats, but that’s business as usual. And Phaser and his crew are no novices when it comes to death-defying stunts. But when the job to win his ship turns into a job to end the universe, Phaser begins to wonder if the Iridium Fox is as shiny as he once thought. None of that will matter if they don’t make it out alive.
D. W. Vogel is a veterinarian, marathon runner, cancer survivor, SCUBA diver, and current president of Cincinnati Fiction Writers. She is the author of the Horizon Alpha series from Future House Publishing, the fantasy novel Flamewalker, and the writing manual Five Minutes to Success: Master the Craft of Writing. She also has short stories in several anthologies from various publishers.

Author signs at Science Fiction, Gaming and Comic conventions, as well as bookstores. She also frequently visits schools.

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Pub Date: Apr 2019
Rights: World

ENDORSEMENTS

“An exquisite journey through the primordial jungle of a ‘Jurassic Planet.’”
—Mike Fredericks, Prehistoric Times

“Horizon Alpha is a melting pot of all my favorite things: far-out sci-fi, gripping survival horror, and best of all, friggin’ dinosaurs!”
—Tony Moore, Artist of The Walking Dead, Fear Agent, & Deadpool

The concluding novel in the Horizon Alpha series
We are alive.

Three words in Morse code change everything.

Caleb Wilde thought his days outside Carthage Valley were over. Safe behind high mountains, the last of humanity was secure and thriving. But everything changes when a message comes through from the spaceship they abandoned in orbit. Twelve crew members, including Caleb’s father, are still alive on the failing ship. And they know of someone who might be able to get them down, except she’s at another crash site across a deep sea channel.

As the foremost expert on surviving in the wilds, Caleb is the obvious choice to lead the expedition. He is determined to bring everyone safely back to Carthage. But while exploring new reaches of Tau Ceti, he learns of an impending migration of piranha-like ‘sauries called The Flood. The migration path leads right through humanity’s cavernous paradise. On the first full moon after the summer solstice, the Flood will arrive in Carthage.

Across the jungles and mountains of Ceti, Caleb has taken on ‘sauries of all types and sizes and come out on top. Now, he must find a way to stop the Flood from invading his home. If he fails, everyone left on Ceti will fall to the jaws of a million hungry beasts.
Growing up in the small town of Timaru, New Zealand, Christopher Keene broke the family trend of becoming an accountant by becoming a writer instead. While studying for his Bachelor of Arts in English Literature from the University of Canterbury, he took the school’s creative writing course in the hopes of someday seeing his own book on the shelf in his favorite bookstores. He is now the published author of the Dream State Saga, as well as his new epic fantasy trilogy, A Cycle of Blades. In his spare time, he writes a blog to share his love of the fantasy and science fiction genres in novels, films, comics, games, and anime (fantasyandanime.wordpress.com).

ENDORSEMENTS
“Fans of LitRPG and video games need to be reading Christopher Keene.”
—Paul Mannering, President of SpecFicNZ, author of Engines of Empathy

“Dream State has great usage of hyperrealism and surrealism that draws you deeply into the story. With excellent grammar and smooth dialogue, it’s hard to put the book down!”
—Dakota Krout, author of The Divine Dungeon series
Fans of NYT bestseller hit and cult phenomenon, Ready Player One (now a blockbuster movie directed by Steven Spielberg) will love Ghost in the Game.

DESCRIPTION
Noah has made a deal with the devil. In return for access to Wona’s inner circle, he must guard their Dream State game. It could be worse. After all, the Dream Engine saved his life, even if it ended so many others’. But his new alliance didn’t come without a cost. It turned many of his friends against him. Luckily, the company has assigned him a new team: Catastrophe.

But leading Catastrophe takes a dangerous turn. At the grand opening of a new game zone, a vicious attack puts even the Wona President on edge. As Noah digs deeper, he discovers hacking beyond anything he’s ever imagined.

In order to protect his virtual refuge, Noah must repair his broken friendships and work with Wona’s own lackeys. If Noah can’t stop the hacker, more than the Dream State is at risk. Dark secrets lurk behind this mystery—secrets that go back to the creation of the Dream Engine itself.
DESCRIPTION

The Believer Fleet launched into space with one goal: escape total annihilation. Xahna, the ninth world, is their last hope. But it holds a power like none other ever discovered.

On the planet Xahna, cities create their own supreme beings through the power of bloodstones.

When seventeen-year-old Dana of Norr discovers a key bloodstone, she unlocks a power that will grant access to the will of all twenty thousand inhabitants of the city bound to it. With the stone, she would possess near limitless power—that is if she can escape the death penalty that comes with using it and the extremists sworn to kill her and seize it for themselves.

But with her friends in danger, the temptation to use the forbidden bloodstone grows stronger.

With the Believer Fleet’s advance landing team already en-route, help is on the way—if Dana can survive long enough.
Got Lost

Michael Darling

DESCRIPTION

Family. Happiness. Death. Goethe “Got” Luck hasn’t been to a lot of weddings, but it doesn’t take a detective to know it’s a bad one if the bride is angry, the groom is bleeding, and dozens of children from the choir have vanished. The missing kids aren’t the first. Or the last. Children are being abducted in the mortal realm and the Behindbeyond.

When two FBI agents show up on Got’s doorstep, ready to accuse him of kidnapping, his detective skills are put to the test. His search for answers takes him back to the orphanage for Halflings in Louisiana where he grew up, then to a barrow of long-dead Fae, and finally to Tír na nÓg, the realm of dreams ruled by the dangerous and powerful goddess, Caer Ibormeith. In her world, nothing is as it seems, and lethal, living nightmares lurk around every corner.

To rescue the children—and himself—Got will contend with a realm that has no way out and adversaries with their own devious plans. But all the luck in the world does no good if you are lost.

Digital bestseller Michael Darling has worked as a butcher, a librarian, and a magician. Not all at the same time. He nests in the exquisitely beautiful Rocky Mountains with his equally breathtaking wife, their normal-if-you-don’t-look-too-close children, and a disturbingly large St. Bernese dog named Appa. Michael’s award-winning fantasy and science-fiction stories are frequently featured in anthologies. His first novel, Got Luck, was published in 2016 and the sequel, Got Hope followed in 2017. He continues work on that series as well as other projects.

Don’t miss the rest of the Tales from the Behindbeyond! (See Page 16)
Don’t Miss these Other Exciting Titles!

Children’s ............................. 13-14
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Your child will love the rich pictures and hidden details on each page.
A picture book for anyone who’s ever been loved by a dog or given one a home.
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FLOATER

RICK AND RYAN GOLDSBERRY
Price: $16.95 (USD)
Specs: Hardcover,
32 pages, 9.25 x 12.25
Pub Date: May 2014
Rights: World
For ages 2 and up.
“This delightful story is accompanied by bright, fanciful illustrations.”
—School Library Journal
What if you woke up one morning and you were floating? What was supposed to be an ordinary school field trip turns out to be a real adventure filled with monkeys, elephants, kites, balloons, and a great big airplane, all of them leaving one little boy wondering if he’ll ever come down.
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