

***The Pirate Queen – A Timewalker Journey***  
**By Christina Bauer**  
**Windstorm Creative Publishers – Blue Works Imprint**  
**ISBN# 1590922247**  
**\$14.95 USD retail**  
**www.Timewalks.com**



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**FOR IMMEDIATE RELEASE**

## **Irish pirate queen Grace O'Malley inspires woman entrepreneur to write new book for young adults**

*One-time CEO Christina Bauer writes book about real-life pirate leader Grace O'Malley  
in *The Pirate Queen – A Timewalker Journey**

Seattle, WA — August 9, 2005 — Windstorm Creative, Inc., an independent publisher with offices in Seattle, WA, today announced a new work of young adult fiction, *The Pirate Queen – A Timewalker Journey*, which is inspired by the real-life adventures of Grace O'Malley, a sixteenth-century pirate leader from Ireland. *The Pirate Queen – A Timewalker Journey* is written by Christina Bauer, an entrepreneur-turned-author with a unique insight into women in leadership roles.

The book follows the adventures of Jessica Ross, a 13-year-old American who is haunted by strange dreams of a mysterious figure while traveling in Ireland. That otherworldly presence turns out to be Grace O'Malley, a charismatic and powerful pirate queen. After the ghostly presence asks Jess to "find her treasure," Jess travels through time to relive scenes from the Pirate Queen's thrilling life, such as fighting an epic sea battle, planning a secret wedding, and battling evil Clan Mannix, the O'Malley clan's arch-enemy.

"*The Pirate Queen - A Timewalker Journey* is a smart and thrilling action adventure loaded with mystery and surprise," says award-winning playwright Catherine Pelonero. "Moreover, it is a story of self-discovery and self-acceptance."

Pirates consistently capture the public's imagination, from the classic book *Treasure Island* by Robert Louis Stevenson to the recent movie *Pirates of the Caribbean*, which grossed more than \$650 million worldwide(1). *The Pirate Queen – A Timewalker Journey* introduces a new name into the history of daring buccaneers: Grace O'Malley, a real-life pirate and clan chieftain whose true adventures are literally the stuff of legend.

"The book is funny, fast-paced and hip," says Graham James of MTV communications. "*The Pirate Queen – A Timewalker Journey* is a gripping blend of fantasy and history, packed with believable characters and cutting-edge action scenes. It's a must-read."

Before writing *The Pirate Queen – A Timewalker Journey*, author Christina Bauer founded Mindful Technologies, a software company headquartered in Boston, MA.

"Being in a leadership role made me curious how other women had faced the same challenges," says Ms. Bauer. "I read and collected hundreds of articles and books on different women leaders through history. Eventually Grace O'Malley emerged as a particularly compelling figure for me. Before I knew it, I was writing about her constantly and the result became *The Pirate Queen – A Timewalker Journey*."

*The Pirate Queen – A Timewalker Journey* is now available through major booksellers. To find out more or place an order, please visit [www.Timewalks.com](http://www.Timewalks.com) or [Amazon.com](http://Amazon.com).

# # #

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### **About Windstorm Creative**

Windstorm Creative is an independent, English-language publisher with offices in Bremerton, Port Orchard, Seattle and Tahuya, WA. During the last 15 years, Windstorm has published hundreds of works with three simple factors in common: innovation, diversity and creative vision. The Company supports a wide array of divisions spanning markets such as gaming, young adult, education, Internet information and adult fiction. To find out more, please visit the Windstorm web site at [www.WindstormCreative.com](http://www.WindstormCreative.com).

### **About Christina Bauer**

Christina Bauer has been a professional writer for more than a decade. She began her career as a copywriter for advertising agencies in New York and Pennsylvania. Over time, she moved into corporate marketing and public relations for various technology companies before founding her own venture, Mindful Technologies. Christina holds dual degrees with honors from Syracuse University in English and Television, Radio and Film Production. She lives with her husband and son in Boston, MA. *The Pirate Queen – A Timewalker Journey* is her first work of young adult fiction. To find out more, visit [www.Timewalks.com](http://www.Timewalks.com).

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(1)Source: The-Numbers.com, <http://www.the-numbers.com/movies/2003/PIRAT.php>

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## *Fact Sheet*

Title ..... The Pirate Queen – A Timewalker Journey

Author ..... Christina Bauer

Type..... Paperback

Length..... 188 pages

Publisher..... Windstorm Creative, Seattle WA  
www.WindstormCreative.com

Imprint..... Blue Works Imprint

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Description:..... Thirteen year-old Jessica Ross is haunted by strange dreams of Grace O'Malley, a real-life, sixteenth-century pirate queen. Soon Jess travels through time to relive scenes from Grace's thrilling life, such as fighting an epic sea battle, planning a secret wedding, and battling Grace's arch-enemy, the evil Clan Mannix.

Along the way Jess discovers a secret society of Timewalkers with powers just like her own. One member warns her that she must find Grace's hidden treasure... or else! That means Jess has just six hours to unearth the treasure, get her mischievous brother out of trouble, and confront the Shadow Cat, a spectral assassin with a deadly interest in Jess's quest. But is she ready for the adventures ahead?

Ordering ..... Available from major booksellers such as Amazon.com

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## *Bio: Christina Bauer*

Christina Bauer has been a professional writer for more than a decade, having written for advertising and marketing firms in New York, Pennsylvania, the District of Columbia and Massachusetts.

*The Pirate Queen - A Timewalker Journey* is her first work of fiction for young adults.

Before writing *The Pirate Queen - A Timewalker Journey*, Ms. Bauer founded Mindful Technologies, a software company headquartered in Boston, MA. To prepare for her role as CEO of a technology start-up company, Ms. Bauer researched other successful female leaders throughout world history. She quickly amassed an extensive collection of books, articles, and web sites about powerful women scientists, architects, business owners, warriors and, of course, pirates. Although many of these women were household names in their time, their deeds and strategies were unknown to most people in the present. She named these ladies Hidden Heroines.

Ms. Bauer's unusual collection led to a series of public speaking appearances, including teaching a class entitled *Hidden Heroines: The Secrets of Success from Lesser-Known Women Leaders throughout History*. Meanwhile, one Hidden Heroine captured her particular interest: Grace O'Malley — in Gaelic called Granuaile — the Irish Pirate Queen. Soon Ms. Bauer found herself writing about this fascinating leader, and the result was the historical fantasy of *The Pirate Queen - A Timewalker Journey*.

Ms. Bauer lives with her husband and son in historic Boston, MA.



*Christina Bauer, author of [The Pirate Queen](#)  
– [A Timewalker Journey](#)*

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## Author Q&A

### **The Pirate Queen is inspired by Grace O'Malley, a real-life pirate leader from the 16th century. Why did you decide to write about her?**

I became interested in women like Grace O'Malley after I founded my own software company. I wanted to learn everything I could about other women leaders through history. It took a lot of research, but every so often I'd find a footnote here or a side reference there. Over time, I collected information on dozens of women who had accomplished simply astounding things. Grace O'Malley was one of the first who inspired me. I call this group my "Hidden Heroines."

### **Tell us about Grace. What was she like?**

I believe Grace was daring, charming, and intelligent, but in surprising ways. For example, Grace's pirates used galley ships, oar-driven boats common in ancient Rome. In Grace's time though, sail-driven ships – the kind one might typically picture with pirates – were the norm. So Grace was using old technology, but turned it to her advantage. Her galleys would hide, biding their time until a sailing vessel got trapped without any wind. Then those old-fashioned boats became a real advantage – they could power in and raid at will. This is the kind of cunning that gave Grace a long career: she started raiding ships as a teenager and was still active in her seventies.

### **In the book you have Grace meeting – and defeating – Queen Elizabeth I. Did this really happen?**

Absolutely! The meeting is included in English records from the time. Here's the situation: Grace leads a relatively small group with a long list of complaints about Sir Bingham, England's appointed governor of Ireland. You wouldn't think she'd even get a meeting with the Queen, much less win any concessions.

But she did meet with Queen Elizabeth and walked away with Bingham disgraced, her son released from prison, and an agreement that she could raid the ships of enemies of England as a privateer, or a "legal" pirate. Now keep in mind that Elizabeth was notorious for favoring the beautiful, charismatic and well-dressed. She even dismissed courtiers from her presence for wearing unfashionable clothes! So Grace must have been a knock out personality for this savvy queen to agree to so many concessions. Oh yes, and did I mention how old Grace was when the meeting happened? She was 63 years old, pretty old by 16th century thinking.

### **What were some of the challenges you faced in writing about a real, historical figure?**

I faced one serious challenge early on: we don't have a lot of source documents on Grace, and the ones we have were written by the English, so they aren't necessarily flattering. In writing this book, I didn't see my role as that of historian. It would be a very short book if I did that, and it would be one that focused on a skewed vision of Grace. Instead I wanted to write about things we don't have historical documents for, such as the intricacies of her sea battles. So in these cases I would find a well-documented parallel. For example, I patterned a key sea-battle in the book on the Battle of Actium, a famous Roman sea-battle that used oar-driven galleys. You may know it as the battle in which Antony and Cleopatra were defeated by Julius Caesar.

### **What surprised you the most in writing and researching Grace O'Malley?**

I am still amazed by the many accomplishments of Grace and many other women pirate leaders. For example, in France you have ladies like The Lioness of Brittany, whose fleet struck fear into the hearts of other ships with ominous black sails. In China, there's Lady Ching Shih who was arguably the most feared and effective pirate of all time. Some sources say she had tens of thousands of pirates serving under her. And Canada is home to one of my personal favorite pirate leaders, Gunpower Gertie, the Pirate Queen of the Kootenays. One day I hope all of these hidden heroines find someone to tell their stories to the world as well.

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*“Finding the treasure hidden within ourselves”:  
A Review of *The Pirate Queen* by  
Cat Pelonero, award-winning playwright*

Searing light flooded her room...The entire back wall of her bedroom had dissolved into an abyss of white light. A rolling voice echoed in from the void. “Help me,” it boomed in a thick brogue. “Help me find my treasure!”

So begins the journey of Jessica Ross, the thirteen-year-old heroine of Christina Bauer’s mystic adventure story *The Pirate Queen*. Jess is an American girl living with her father and younger brother in Ireland, the latest in a long string of temporary homes to which her father’s job has taken them. A stranger in a strange land, and still grieving the death of her mother, Jess clings to good luck charms in the hope they will fend off the frightening specter who haunts Jess in vivid nightmares. Befriended by a benevolent and mysterious shopkeeper named Selma, Jess soon discovers that her nightmares are actually journeys through time. Jess is a timewalker, a member of a secret society of people with the ability to visit both the past and the future. The recurring specter is Grace O’Malley, a real-life pirate queen who lived in the sixteenth century. *The Pirate Queen* reaches out to the teenager from beyond the ages, seeking Jess’s help in a quest to find the Pirate Queen’s lost treasure and save the O’Malley Clan.

Reluctant at first, Jess eventually accepts both the quest and her own powers as a timewalker. Aided by the wise Selma and the wily Jake, Jess’s mischievous younger brother, Jess embarks on fantastic journeys through time and space. She witnesses the Battle of Clew Bay, a thrilling confrontation at sea between the fleets of the Pirate Queen and rival Clan Mannix; the secret wedding of Grace O’Malley to a brave fellow pirate; and the ultimate harrowing battle between the Pirate Queen and the evil Shadow Cat. Jess must unravel the mysteries surrounding the ancient Gaelic puzzle box, the Cave of Wonders, and Westport House, the brooding mansion on a bluff built by one of the Pirate Queen’s descendants. Her adventures lead Jess to discoveries not only about the Pirate Queen, but to a surprising revelation about her own mother, a brave and wonderful woman with secrets of her own.

*The Pirate Queen* is a clever and thrilling action adventure loaded with mystery and surprise. Moreover, it is a story of self-discovery and self-acceptance. The ultimate journey of Jess is the one which happens within herself as she comes to realize her own unique worth and strength. In the grand tradition of such classics as *Alice in Wonderland* and *The Secret Garden*, the story follows a young girl through a fascinating journey of discovery. Uniquely, the young heroine of *The Pirate Queen* encounters strong and self-reliant women who show her that every girl is, in fact, her own good luck charm.

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The Pirate Queen makes for a compelling story about finding hidden treasure, both the kind found in secret chambers, and the kind found within ourselves.

### *About Cat Pelonero*

Cat Pelonero's plays have been performed in theatres throughout the U.S. and Canada. Her first play, *Modern Maturity*, premiered at Alleyway Theatre in Buffalo and won the Emanuel Fried Award for Outstanding New Play. New York City productions include the one-acts *Romantically Incorrect* and *Family Names*, winner of the 1994 Off-Off Broadway Short Play Festival and published by Samuel French, Inc. Recipient of a Western New York Arts Council Fellowship for Drama, Ms. Pelonero's plays include *Still Life in Watercolor* and the comedy *Joe's Last Confession*. Her one-act play *Pioneers in Paradise* premiered in Los Angeles at Theatre West in September of 2004. Ms. Pelonero is a member of the Dramatists Guild and the Alliance of Los Angeles Playwrights.

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## *Sample Chapter*

The alarm clock's cracked screen flashed 11:43 PM. Tonight, like every other since arriving in Westport, Ireland, Jessica Ross lay atop her covers, wide awake. Between her palms she pressed a clover-shaped pendant.

"My luck is changing," Jess murmured. "Nothing bad will happen tonight for sure." She smoothed back her long tangles of black hair, revealing an oval face with porcelain skin and delicate, elf-like features. Her slender body barely looked thirteen years old.

Trembling, she raised the clover pendant to her lips. "Did you hear that, luck? Change."

Gentle scratching sounded from the far wall of her bedroom. Jess forced her bleary emerald eyes to open wide.

"Is anybody there? Dad? Jake?" From down the hall, she heard the buzz-saw snores of her father and brother.

"They're both asleep." Jess chewed her bottom lip. "And no one else is in here. Maybe it was a mouse." She scanned her room, finding a jumble of neon green paint, stained brown carpet, and translucent plastic furniture that was cracked and scuffed. Creepy posters of leprechauns with eyes as big as saucers glared down from the walls.

Jess gripped her clover pendant tighter. "Yeah, that's it. A mouse." She exhaled. "I can't let this stuff get to me. I've got enough to worry about with—"

The scratching sounded again. Something shifted in the shadows.

"Is that you, mouse?" Jess spoke in a sleepy, sing-song voice. "Heeeeere, mousey-mousey-mousey."

The shadowy form ceased moving. "Too scared to come out, mouse? I understand. This room looks creepy, but don't worry. There's really no such thing as leprechauns or demons or ghosts or—"

*Crr-eak.* Long groans sliced the still night air. Tension shot down Jess's spine.

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"Not again," she murmured. For a full minute, Jess sat frozen in place, listening intently. My mind's playing tricks on me again, she decided. It's all part of this bad luck streak that I—

*Crrrr-eak.* The sound seemed to come from the behind her battered purple dresser. Squinting, Jess strained to examine the semi-darkness, but saw only her own reflection in the dresser's mirror. In the moonlight her emerald eyes looked black and wide with worry.

"I know how to break this jinx," she said, her voice trembling. "I'll put my lucky penny under my pillow, the one I found before mom was—" She stopped herself before repeating the words from the police report: '*declared missing, presumed dead.*'

Step by halting step, Jess tiptoed over to the dresser, slowly opened the top drawer and fumbled through its contents with one hand.

"Where is it?" she moaned, a note of panic rising in her voice. She rummaged through the next drawer, and the next, and the next. "This isn't happening."

With both hands Jess tore through the entire dresser. A worn-out teddy bear, frayed gymnastics uniforms and dog-eared copies of Vogue magazine were flung around the otherwise perfectly-organized room.

"Gotcha!" Jess shrieked with panicky delight. She punched the air, her lucky penny held firmly in her fist.

*CRRRR-ACK!*

The wall behind her dresser bulged and snapped, as if an elephant were squeezing into her room through the electrical socket. Slender tendrils of light broke through long cracks in the plaster. Jess froze, a spike of tension piercing her stomach.

Jess stood motionless by the opened dresser, her fist clenching ever tighter about her lucky penny. Bits of stuffing from the ragged teddy bear cascaded to the floor like so many snowflakes. The air became deathly still.

"No problem," Jess exhaled. "My lucky penny works every time." Her mouth twitched as she forced a smile.

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At that moment, the wall behind her dresser exploded. A thunderous jolt slammed into Jess. The plastic dresser shattered; debris blasted across the grimy carpet. A hole gaped in the plaster wall, pouring a shaft of blazing white light into the darkness.

Jess reeled from the force of the explosion, her mouth stretched into a soundless scream. White plaster dust flecked her tattered gray nightgown.

Faint rumbling echoed from the opening. Shielding her vision from the piercing light, Jess stumbled backward, breathing in rough wheezes.

The next instant, icy water crashed through the ragged gap. Jess felt chilly liquid swirl between her toes. The watery onslaught smashed more and more plaster, widening the opening in her bedroom wall. Searing light flooded her room, washing even the darkest corners in white radiance.

"Stop it," Jess panted. "Leave me alone." She pressed her lucky penny to her chest. The water only gushed faster. A cascade of plaster lumps tumbled into the swirling currents.

In no time, the entire the back wall of her bedroom had dissolved into an abyss of white light. A turquoise pool spun about Jess's knees. Her teeth chattered uncontrollably.

A rolling voice echoed in from the void. "Help me," it boomed in a thick brogue. "Help me find my treasure!"

Wincing, Jess forced herself to stare into the blinding light. Beyond the jagged edges of her darkened room, she saw a pale-blue sky stretching off into the distance. Billowing white clouds rolled over an immense, turquoise-colored sea. Above this glittering ocean floated a robed figure, the hood on its gleaming emerald cloak drawn low. Where eyes should have been, Jess saw only two points of white radiance.

"Help me," the voice called again. "Help me find my treasure!"

Jess pounded her temples with her fists. "No," she screamed frantically. "I told you a hundred times, no."

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The void swallowed her voice as more chilly water gushed out, the liquid climbing higher and higher around her body. Within seconds a frigid current spun around her waist.

“No NO NO,” Jess squeezed her eyes tight, hoping to make it all go away, wishing for the brown carpet and leprechauns to come back. Icy cold spray splashed her chin. She thrashed around, trying to stay afloat on the churning surface. While fighting the swirling currents, her eyes popped open and she gasped at what she saw.

Leprechauns. Translucent plastic furniture. Neon green walls.

Jess found herself safe in bed, her covers kicked into a lump on the shaggy, perfectly dry brown carpet. Daylight streamed in through her open window, illuminating a bedroom that was exactly as she’d seen it when her lights went out the night before.

Sweat trickled down her cheek. “Another dream,” Jess whispered, “another really, really bad dream.” She tossed her clover pendant and lucky penny onto the floor. “These charms aren’t working any more. I need something new.” An image flashed into her mind: her mother’s old blue sweater hanging on its peg in the kitchen.

“That’s it!” Jess cried. “A lucky sweater is just the ticket. This will be my last nightmare for sure.”

Unfortunately, Jess’s true nightmare was just beginning. An evil spirit lurked in the tall weeds outside her window, hanging onto her every word. An ancient demon, it now appeared as a blood-red cat with rippling muscles, long claws and a whip-fast tail. Only the closest examination revealed its body was formed from swirling currents of tiny red particles.

While Jess hunted around for her slippers, the particles billowing inside the cat’s body froze; then they began to disintegrate like so many tumbling bits of sand. A guttural voice reverberated as the creature vanished, the words too soft for Jess to hear:

“Is this the creature the prrrrr-ophecy foretold? The one chosen to destroy me?” The Shadow Cat’s voice chuckled darkly. “This is woman-spawn, spineless and weak, an insect too frightened to heed the call of that do-gooder spirit. Never will it search for pirate treasure... or pose any threat to me.”

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*Windstorm Creative – Blue Works Imprint  
 Young Adult Books – 2005 Catalog*

| <b>Author and Title</b>   | <b>Description</b>  | <b>Ordering Info</b>   |
|---|---|--|
| Bauer, Christina<br><i>The Pirate Queen – A Timewalker Journey</i>  | "Find my treasure!" Jess accepts the challenge with just nine hours left before she leaves Ireland forever. But with a Shadow Cat assassin on her trail and her prankster brother on the loose, can she complete the pirate's quest?  | 276 pages * First edition<br>ISBN 1-59092-224-7 *<br>SRP \$14.99<br>5.25 x 7.5 trade paperback<br>Cover by Jen Dubis<br>Fiction * Fantasy * YA<br>Your price: \$11.99 US                 |
| Durbin, Peggy<br><i>And Featuring Bailey Wellcom as the Biscuit</i> | Twelve-year-old Bailey Wellcom thinks that life will be Snore City when she and her mother move from Phoenix, Arizona, to the little village of Lucien, New Mexico. But when she meets her best friend Stevie Z and a cattlemoman named Melody Callahan, life gets pretty exciting for Bailey and her mom!  | 280 pages * Second edition<br>ISBN 1-886383-88-X *<br>SRP \$14.99<br>5.25 x 7.5 trade paperback<br>Cover by Steve Feldman<br>Fiction * Humor * YA<br>Your price: \$11.99 US              |
| Donnelly, Michael<br><i>Awakening Curry Buckle</i>                  | Curry Buckle and Darwin Bownes discover a portal to hidden knowledge. Darwin goads Curry into exploring his emerging powers, but their good intentions attract the wrong people seeking the wrong kind of help.   | 360 pages * First edition<br>ISBN 1-59092-226-3 *<br>SRP \$14.99<br>5.25 x 7.5 trade paperback<br>Cover by Michael Donnelly<br>Fiction * Fantasy * YA<br>Your price: \$11.99 US          |
| Goldstein, Gary<br><i>The Mythfits</i>                              | Just how does a new girl in Hamilton, California, fit in at school when her best friends are misfits? That's the problem Norma Leiber faces when she stumbles into the clubhouse of the most unpopular kids at Bullfinch School only to discover they're much more than they appear to be.  | 340 pages * First edition<br>ISBN 1-59092-125-9 *<br>SRP \$14.99<br>5.25 x 7.5 trade paperback<br>Cover by Aron Dittbrenner<br>Fiction * Fantasy * Young Adult<br>Your price: \$11.99 US |
| Golio, Janet & Mike<br><i>Present from the Past</i>                 | When 13-year-old Sarah falls in the mud behind her new home in Phoenix, she finds an unusual piece of ancient pottery... and 14-year-old Pilo. The two of them begin looking for traces of the past in the mountains and desert surrounding their homes. During their explorations, they uncover a developer's plot to bulldoze one of the prehistoric sites. | 280 pages * Second edition<br>ISBN 1-883573-88-2 *<br>SRP \$14.99<br>5.25 x 7.5 trade paperback<br>Fiction * YA<br>Your price: \$11.99 US  |

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|--|---|---|
| <p>Golio, Janet &amp; Mike<br/><i>Puzzle from the Past</i></p> | <p>When Mattie sends the fourteen-year-olds into the desert to look for ancient pictures on the rocks, Lisa and Roper have no idea how valuable the petroglyphs might be. Then they start disappearing -- the petroglyphs that is. And soon trees are missing as well!</p>  | <p>200 pages * Second edition<br/> ISBN 1-883573-90-4 *<br/> SRP \$14.99<br/> 5.25 x 7.5 trade paperback<br/> Fiction * YA<br/> Your price: \$11.99 US</p>                                    |
| <p>Klaassen, Mike<br/><i>The Brute</i></p>                     | <p>When sixteen-year-old Fortney Curtis reluctantly agrees to go on one last Boy Scout campout, he has no idea the horrors he'll face -- from nature and from within himself. His temper is flaring, and his patience is short, but none of it matters when the tornado strikes.</p>  | <p>180 pages * First edition<br/> ISBN 1-59092-225-5 *<br/> SRP \$14.99<br/> 5.25 x 7.5 trade paperback<br/> Cover by Aron Dittbrenner<br/> Fiction * YA<br/> Your price: \$11.99 US</p>      |
| <p>Schmatz, Pat<br/>Mrs. Estronsky and the UFO</p>             | <p>When 12-year-old Jackie starts her lessons with Mrs. Estronsky, some unexpected doors begin to open. One October night, something comes flying through one of those open doors and leaves Jackie reeling in the middle of a whole new world -- a world much bigger than the one she knew before.</p>   | <p>260 pages * Second edition<br/> ISBN 1-883573-85-8 *<br/> SRP \$14.99<br/> 5.25 x 7.5 trade paperback<br/> Cover by Buster Blue<br/> Fiction * Young Adult<br/> Your price: \$11.99 US</p> |
| <p>Yenkavitch, Joseph<br/><i>On a Distant World</i></p>        | <p>Fifteen-year-old Matt Trelock figures his days on Mars are numbered. He's been causing too much trouble for the company that runs the colony. But when his shuttle crashes deep in the Tharsis Plateau he realizes that the corrupt Corporation is the least of his problems. As if survival in the Martian wilderness isn't hard enough, Matt is hearing voices and seeing visions. Visions of an alien creature that desperately needs his help. But how can Matt help anyone when he can barely help himself?</p> | <p>220 pages * Second edition<br/> ISBN 1-883573-84-X *<br/> SRP \$14.99<br/> 5.25 x 7.5 trade paperback<br/> Cover by TBA<br/> Science Fiction * YA<br/> Your price: \$11.99 US</p>          |

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