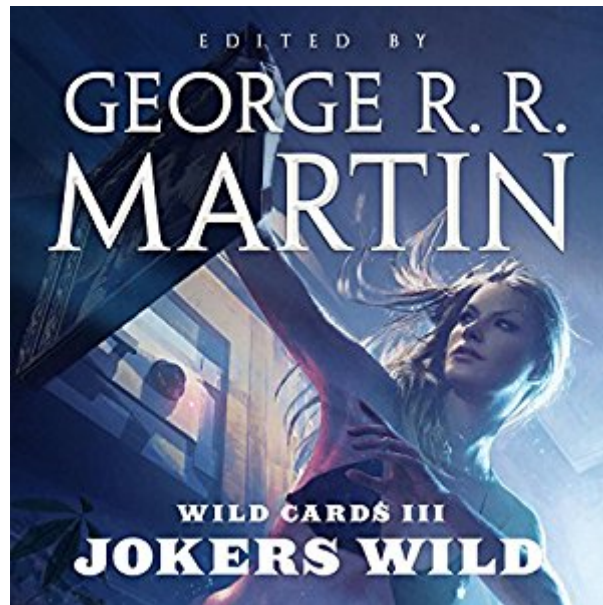


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# Wild Cards III: Jokers Wild



## Synopsis

Back in print after a decade is *Wild Cards III: Jokers Wild*, featuring fiction by George R. R. Martin, Roger Zelazny, Walter Jon Williams, and others. On September 15, 1946, the Wild Card virus was released, spreading a wave of mutations around the globe. "Aces" were endowed with extraordinary powers while "Jokers" were cursed with bizarre mental or physical disabilities. September 15th is now Wild Card Day. With each passing year, the festivities become larger and more fevered. And 1986 - the 40th anniversary - promises to be the biggest Wild Card Day ever. But in New York City, not everyone is celebrating: The Astronomer, a twisted, powerful genius, has been planning his own special festivities for Wild Card Day...a day of revenge against those who have opposed him....

Narrator cast list: Felicia Day for "Bagabond" Ron Donachie for "Hiram Worchester" Pam Grier for "Roulette" Stephen McHattie for "Demise" Ray Porter for "Sewer Jack" Prentice Onayemi for "Fortunato" Molly Quinn for "Wraith"

## Book Information

Audible Audio Edition

Listening Length: 15 hours and 2 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Random House Audio

Audible.com Release Date: February 2, 2016

Language: English

ASIN: B01B6KLUWY

Best Sellers Rank: #15 in Books > Audible Audiobooks > Science Fiction > Anthologies & Short Stories #88 in Books > Science Fiction & Fantasy > Science Fiction > Anthologies #228 in Books > Audible Audiobooks > Science Fiction > Adventure

## Customer Reviews

I actually started reading the Wild Cards series in the 1990's, but I misplaced some of my copies of the paperbacks. I was quite happy to see the earlier books in the series begin to re-surface for Kindle. The premise of Wild Cards creates a unique excuse for super powered heroes, villains and people in general. In 1949, a ship containing an alien virus explodes over New York -- while most of the virus affects New York, some of it hits air currents to spread all over the world. 90% of the people exposed die a horrible, disfiguring death in all kinds of bizarre ways. 9% become disfigured in some way, often reflecting each person's personality. The last 1% gain powers, again often

reflecting each person's personality. Disfigured people are called "Jokers," people with major powers are "Aces," and a few people with minor powers are sometimes called "Deuces." A few Jokers also have powers as well. This leads to a world where prejudice can be explored with the poor Jokers. There are also Sci-Fi elements to the stories as well. The other thing that makes the Wild Cards world unique is that it was one of the earlier "shared world" projects, where a bunch of authors write stories and create characters in the world while advancing an overriding story line. (A similar project created the "Thieves' World" books.) As a result, there are a wide range of characters and writing styles, with lots of little sub plots that add to the larger story. It also means that the writing is often inconsistent, but George R. R. Martin edits it all together. Some books, like this one, have chapters from the points of view of different characters that intertwine, where each of those individual stories were written by a different author.

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