

Chasm City Alastair Reynolds

A fabulous collection spanning the galaxies and career of SF superstar Alastair Reynolds. Reynolds' pursuit of truth is not limited to wide-angle star smashing - not that stars don't get pulverised when one character is gifted (or cursed) with an awful weapon by the legendary Merlin. Reynolds' protagonists find themselves in situations of betrayal, whether by a loved one's accidental death, as in 'Signal to Noise', or by a trusted wartime authority, in 'Spirey and the Queen'. His fertile imagination can resurrect Elton John on Mars in 'Understanding Space and Time' or make prophets of the human condition out of pool-cleaning robots in the title story. But overall, the stories in ZIMA BLUE represent a more optimistic take on humanity's future, a view that says there may be wars, there may be catastrophes and cosmic errors, but something human will still survive.

A collection of eight short stories and novellas in the dark and turbulent world of Alastair Reynolds' Revelation Space universe. Centuries from now, solidarity stretches thin as humanity spreads past the solar system and to the nearest stars. Technology has produced powerful new tools-but lethal risk will always accompany great advancement. And without foresight, opposing groups may fracture multiple worlds. Between the Demarchists and the Conjoiners, the basic right to expand human intelligence-beyond its natural limits-has become a war-worthy cause. Only vast lighthugger starships bind these squabbling colonies together, manned by the panicky and paranoid Ultras. And the hyperpigs just try to keep their heads down. The rich get richer. And everyone tries not to think about the worrying number of extinct alien civilizations turning up on the outer reaches of settled space...because who's to say that humanity won't be next?

An epic fantasy standalone novel from the author of the stunning Wars of Light and Shadow series. When Princess Anja fails to appear at her betrothal banquet, the tiny, peaceful kingdom of Sessalie is plunged into intrigue.

Award-winning author Alastair Reynolds creates "a fascinating hybrid of space opera, police procedural and character study" (Publishers Weekly) with this novel set in the Revelation Space universe. Tom Dreyfus is a Prefect, a law enforcement officer with the Panoply. His beat is the Glitter Band, that vast swirl of space habitats orbiting the planet Yellowstone, the teeming hub of a human interstellar empire spanning many worlds. His current case: investigating a murderous attack against one of the habitats that leaves nine hundred people dead. But his investigation uncovers something far more serious than mass slaughter -- a covert plot by an enigmatic entity who seeks nothing less than total control of the Glitter Band.

A spectacular, large-scale space opera - the ultimate galaxy-spanning adventure

Now in paperback, the second novel of the galaxy-spanning Sun Eater series merges the best of space opera and epic fantasy, as Hadrian Marlowe continues down a path that can only end in fire. Hadrian Marlowe is lost. For half a century, he has searched the farther suns for the lost planet of Vorgossos, hoping to discover a way to contact the elusive alien Cielcin. He has pursued false leads for years among the barbarian Normans as captain of a band of mercenaries, but Hadrian remains determined to make peace and bring an end to nearly four hundred years of war. Desperate to find answers, Hadrian must venture beyond the security of the Sollan Empire and among the Extrasolarians who dwell between the stars. There, he will face not only the aliens he has come to offer peace, but contend with creatures that once were human, with traitors in his midst, and with a meeting that will bring him face to face with no less than the oldest enemy of mankind. If he succeeds, he will usher in a peace unlike any in recorded history. If he fails, the galaxy will burn.

In the second book of The Inhibitor Trilogy, Alastair Reynolds pushes the boundaries of science fiction and "confirms his place among the leaders of the hard-science space-opera renaissance" (Publishers Weekly). Late in the twenty-sixth century, the human race has advanced enough to accidentally trigger the Inhibitors -- alien killing machines designed to detect intelligent life and destroy it. The only hope for humanity lies in the recovery of a secret cache of doomsday weapons -- and a renegade named Clavain who is determined to find them. But other factions want the weapons for their own purposes -- and the weapons themselves have another agenda altogether . . .

A superb science fiction adventure set in the rubble of a ruined universe, this is a deep space heist story of kidnap, betrayal, alien artifacts and revenge. The galaxy has seen great empires rise and fall. Planets have shattered and been remade. Amongst the ruins of alien civilizations, building our own from the rubble, humanity still thrives. And there are vast fortunes to be made, if you know where to find them... Captain Rackamore and his crew do. It's their business to find the tiny, enigmatic worlds which have been hidden away, booby-trapped, surrounded by layers of protection - and to crack them open for the ancient relics and barely-remembered technologies inside. But while they ply their risky trade with integrity, not everyone is so scrupulous. Adrana and Fura Ness are the newest members of Rackamore's crew, signed on to save their family from bankruptcy. Only Rackamore has enemies, and there might be more waiting for them in space than adventure and fortune: the fabled and feared Bosa Sennen in particular. Revenger is a science fiction adventure story set in the rubble of our solar system in the dark, distant future - a tale of space pirates, buried treasure, and phantom weapons, of unspeakable hazards and single-minded heroism... and of vengeance...

Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change

your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

DOUBLE, DOUBLE On a routine exploratory mission, the Starship U.S.S. Hood picks up a distress signal from a research expedition thought lost long ago -- the expedition of Dr. Roger Korby, one of the centuries' greatest scientific minds. Korby himself is dead, it seems, but his colleagues have made a most incredible discover -- a discovery they insist the Hood's captain see for himself. Reluctantly, the captain agrees to beam down... Meanwhile, the crew of the U.S.S. Enterprise™ begins long-overdue shore leave on Tranquility Seven. James T. Kirk is looking forward to a few days of rest and relaxation....until what seems like a bizarre case of mistaken identity plunges Kirk into a whirlpool of mayhem and murder. And puts an inhuman stranger with his memories and abilities in command of the Enterprise.

Return to the dazzling world of Revelation Space with this British Science Fiction Award-winning space opera about a young man hell-bent on revenge on the surface of a twisted, disease-corrupted planet. The once-utopian Chasm City -- a domed human settlement on an otherwise inhospitable planet -- has been overrun by a virus known as the Melding Plague, capable of infecting any body, organic or computerized. Now, with the entire city corrupted -- from the people to the very buildings they inhabit -- only the most wretched sort of existence remains. For security operative Tanner Mirabel, it is the landscape of nightmares through which he searches for a lowlife postmortal killer. But the stakes are raised when his search brings him face to face with a centuries-old atrocity that history would rather forget. One of Locus and Science Fiction Chronicle's "Best SF Novels of the Year"

This story is not part of the Revelation Space series. It was developed from notes for an unwritten novel and maybe one day that novel will be completed, for we need to know the fate of the Earth. This story presents one of the more unusual apocalyptic ideas.

In novels such as Chasm City and Revelation Space, Alastair Reynolds established himself as an indisputable master of the far-flung intergalactic epic. Reynolds brings that same deceptively effortless mastery to the shorter fictional forms, a fact that Troika, his elegant, compulsively readable new novella, amply demonstrates. Troika tells the story of men and women confronting an enigma known as the Matryoshka, a vast alien construct whose periodic appearances have generated terror, wonder, and endless debate. During its third "apparition" in a remote corner of the galaxy, a trio of Russian cosmonauts approach this enigma and attempt to penetrate its mysteries. What they discover--and what they endure in the process--forms the centerpiece of an enthralling, constantly surprising narrative. Troika is at once a wholly original account of First Contact and a meditation on time, history, and the essentially fluid nature of identity itself. Suspenseful, erudite, and gracefully written, it is a significant accomplishment in its own right and a welcome addition to a remarkable body of work.

Eine Stadt außer Kontrolle Chasm City wurde einst als Habitat für die menschlichen Siedler auf dem lebensfeindlichen Planeten Yellowstone geschaffen. Doch aus dem High-Tech-Utopia ist im Laufe des Zeit ein wahrer Alptraum geworden: Etwas hat nicht nur die Gebäude der Stadt, sondern auch Ihre Bewohner tiefgreifend verändert. Als es den ehemaligen Elitesoldaten Tanner Mirabel nach Chasm City verschlägt, findet er sich bald im Zentrum der erbitterten Machtkämpfe wieder, die in der Stadt toben. Und er entdeckt, dass sich hinter Chasm City ein noch viel größeres Geheimnis verbirgt, eines, das Jahrhunderte zurückreicht und zu Ereignissen führt, an die sich nur noch wenige Wesen im Universum erinnern ... Die Bewohner von Chasm City, Hauptstadt des Planeten Yellowstone, befinden sich fest in den Klauen der geheimnisvollen Schmelzseuche, die Menschen mit Nanotech-Implantaten befallt und die Infizierten auf bizarre Weise verändert. Dennoch muss der ehemalige Scharfschütze und Leibwächter Tanner Mirabel nach Chasm City reisen, denn er jagt den Mann, der seine Geliebte umgebracht hat. Aber schon bald muss sich Mirabel nicht nur mit dem Mörder und der Seuche auseinandersetzen, sondern auch mit einer Bedrohung ganz anderer Art – denn seine Erinnerungen verändern sich immer mehr zu denen des Gründervaters Sky Haussmann.

Revenger is a rocket-fueled tale of space pirates, buried treasure, and phantom weapons, of unspeakable hazards and single-minded heroism. . . and of vengeance. . . Adrana and Fura Ness are the newest crew members of the legendary Captain Rackamore's ship, using their mysterious powers as Bone Readers to find clues about their next score. But there might be more waiting for them in space than adventure and fortune: the fabled and feared Bosa Sennen, in particular. The galaxy is filled with treasures. . . if you have the courage to find them.

Science fiction-novellesamling.

Alastair Reynolds revolutionized the science fiction genre with his critically-acclaimed Revelation Space novels. Now, the award-winning author presents a future of technological wonders—from every era... In a far-distant future, Spearpoint, the last human city, is a vast, atmosphere-piercing spire. Clinging to its skin are the zones: semiautonomous city-states, each of which enjoys a different—and rigidly enforced—level of technology. Following a botched infiltration mission, enforcement agent Quillon has been living incognito, working as a pathologist in a morgue. But when a near-dead angel drops onto his dissection table, his world is wrenched apart. For the angel is a winged posthuman from Spearpoint's Celestial Levels. And with the dying body comes bad news: Quillon must leave his home and travel into the cold and hostile lands beyond Spearpoint's base. But he can neither imagine how far the journey will take him—nor comprehend how much is at stake...

The thrilling finale to the Revenger Trilogy tells a desperate tale of greed, piracy, shadow governments, and ancient secrets that could unravel all of civilization The Ness sisters ran away from home to become the most fearsome pirates in the twenty thousand worlds of the Congregation. They've plundered treasures untold, taken command of their own ship, and made plenty of enemies. But now they're being hunted for crimes they didn't commit by a fleet whose crimes are worse than their own. To stay one step ahead of their pursuers and answer the questions that have plagued them, they'll have to employ every dirty, piratical trick in the book.... Read more by Alastair Reynolds! The Revenger Trilogy:RevengerShadow CaptainBone Silence

Chasm CityOrbit

Elysium Fire is a smoldering tale of murderers, secret cultists, tampered memories, and unthinkable power, of bottomless corruption and overpowering idealism from the king of modern space opera. Ten thousand city-state habitats orbit the planet Yellowstone, forming a near-perfect democratic human paradise. But even utopia needs a police force. For the citizens of the Glitter Band that organization is Panoply, and the prefects are its operatives. Prefect Tom Dreyfus has a new emergency on his hands. Across the habitats and their hundred million citizens, people are dying suddenly and randomly, victims of a bizarre and unprecedented malfunction of their neural implants. And these "melters" leave no clues behind as to the cause of their deaths. . . As panic rises in the populace, a charismatic figure is sowing insurrection, convincing a small but growing number of habitats to break away from the Glitter Band and form their own independent colonies.

Part science fiction thriller, part interstellar adventure, and part noir crime, Century Rain is an astonishing international bestseller of "blistering powers and style" (SF Revu). Three hundred years from now, Earth has been rendered uninhabitable due to the technological catastrophe known as the Nanocaust. Archaeologist Verity Auger specializes in the exploration of its surviving landscape. Now, her expertise is required for a far greater purpose. Something astonishing has been discovered at the far end of a wormhole: a mid-20th-century version of Earth, preserved like a fly in amber. Somewhere on this alternate

planet is a device capable of destroying both worlds at either end of the wormhole. And Verity must find the device, and the man who plans to activate it, before it's too late -- for the past and the future of two worlds. Century Rain is a jaw-droppingly good SF thriller, packed with pace, adventure, brilliant storytelling and with twists that will keep you guessing to the end.

Nine hundred thousand years ago, something wiped out the Amarantin. For the human colonists now settling the Amarantin homeworld Resurgam, it's of little more than academic interest, even after the discovery of a long-hidden, almost perfect Amarantin city and a colossal statue of a winged Amarantin. For brilliant but ruthless scientist Dan Sylveste, it's more than merely intellectual curiosity - and he will stop at nothing to get at the truth. Even if the truth costs him everything. But the Amarantin were wiped out for a reason, and that danger is closer and greater than even Sylveste imagines... REVELATION SPACE: a huge, magnificent space opera that ranges across the known and unknown universe...towards the most terrifying of destinations.

Tanner Mirabel ventures through the dark underside of Chasm City, a once utopian city overrun by a vicious virus known as the Melding Plague, in pursuit of a lowlife postmortal and comes face to face with a centuries-old atrocity that everyone would do anything to keep hidden. Reprint.

The first novel in the Poseidon's Children series from the acclaimed author of the Revelation Space series. One hundred and fifty years from now, Africa has become the world's dominant technological and economic power. Crime, war, disease and poverty have been practically eliminated. The Moon and Mars are settled, and colonies stretch all the way out to the edge of the solar system. And Ocular, the largest scientific instrument in history, is about to make an epochal discovery... Geoffrey Akinya wants only one thing: to be left in peace, so that he can continue his long-running studies into the elephants of the Amboseli basin. But Geoffrey's family, which controls the vast Akinya business empire, has other plans for him. After the death of his grandmother Eunice—the erstwhile space explorer and entrepreneur—something awkward has come to light on the Moon, so Geoffrey is dispatched there to ensure the family name remains untarnished. But the secrets Eunice died with are about to be revealed—secrets that could change everything...or tear this near utopia apart.

A cross-over conclusion to the Ringworld and Fleet of Worlds series finds the Puppeteers of the Fleet of Worlds targeted by rival war fleets after the disappearance of the Ringworld, prompting exiled Puppeteer Hindmost to draw on his knowledge of Ringworld technology to reclaim his power.

From one of the best-known editors in modern science fiction, this lively and authoritative guide will appeal to both newcomers and connoisseurs of the genre alike. Informative and readable, David Pringle's choices focus on landmark works by the likes of Ray Bradbury, Alfred Bester and J.G. Ballard, unearth less prominent talents such as Ian Watson, Octavia Butler and Joanna Russ, and highlight breakthrough novels by William Gibson and Philip K. Dick. An essential guide to science fiction literature.

All seven books set in the REVELATION SPACE universe, now collected in one bundle Contains seven fantastic novels: REVELATION SPACE, CHASM CITY, REDEMPTION ARK, ABSOLUTION GAP, THE PREFECT, DIAMOND DOGS & TURQUOISE DAYS and GALACTIC NORTH

This is an amazing collection of some of the best short fiction ever written in the SF genre, by an author acclaimed as 'the mastersinger of space opera' THE TIMES. With an introduction by noted SF critic Johnathan Strahan, this collection of twenty short stories, novellettes and novellas includes MINLA'S FLOWERS, SIGNAL TO NOISE, TROIKA, and seven previous uncollected stories, including TRAUMA POD, THE WATER THIEF and IN BABELSBERG. Alastair Reynolds has won the Sidewise Award and been nominated for The Hugo Awards for his short fiction.

One of the most thought-provoking and accomplished short-fiction writers of our time, this collection is a delight for all SF readers

This highly acclaimed first novel in the Revelation Space universe has redefined the space opera with a staggering journey across vast gulfs of time and space to confront the very nature of reality itself . . . Nine hundred thousand years ago, something annihilated the Amarantin civilization just as it was on the verge of discovering space flight. Now one scientist, Dan Sylveste, will stop at nothing to solve the Amarantin riddle before ancient history repeats itself. With no other resources at his disposal, Sylveste forges a dangerous alliance with the cyborg crew of the starship Nostalgia for Infinity. But as he closes in on the secret, a killer closes in on him. Because the Amarantin were destroyed for a reason, and if that reason is uncovered, the universe and reality itself could be irrevocably altered . . . "[A] tour de force... Ravishingly inventive." -- Publishers Weekly

In the third book of the legendary Revelation Space trilogy, the last remnants of humanity realize that forging an alliance with a greater and even more mysterious alien force may be their only chance for survival. The Inhibitors were designed to eliminate any life form reaching a certain level of intelligence -- and they've targeted Humanity. War veteran Clavain and a ragtag group of refugees have fled into hiding. Their leadership is faltering, and their situation is growing more desperate. But their little colony has just received an unexpected visitor: an avenging angel with the power to lead mankind to safety -- or draw down its darkest enemy. And as she leads them to an apparently insignificant moon light-years away, it begins to dawn on Clavain and his companions that to beat one enemy, it may be necessary to forge an alliance with something much worse . . . "Absolution Gap is a good as it gets, and should solidify Alastair Reynolds' reputation as one of the best hard SF writers in the field." -- SF Site

A stellar new science fiction adventure from the author who redefined space opera, set in his bestselling Revelation Space universe. For thirty years a tiny band of humans has been sheltering in the caverns of an airless, crater-pocked world called Michaelmas. Beyond their solar system lie the ruins of human interstellar civilization, stalked by a ruthless, infinitely patient cybernetic entity determined to root out the last few bands of survivors. One man has guided the people of Michaelmas through the hardest of times, and given them hope against the wolves: Miguel de Ruyter. When a lone human ship blunders into their system, and threatens to lead the wolves to Michaelmas, de Ruyter embarks on a desperate, near-suicide mission to prevent catastrophe. But an encounter with a refugee from the ship—the enigmatic woman who calls herself only Glass—leads to de Ruyter's world being turned upside down.

This novel is a stand-alone story which takes two extraordinary characters and follows them as they, independently, begin to unravel some of the greatest mysteries of our universe. Their missions are dangerous, and they are all venturing into the unknown . . . and if they can uncover the secret to faster-than-light travel then new worlds will be at our fingertips. But innovation and progress are not always embraced by everyone. There is a saboteur at work. Different factions disagree about the best way to move forward. And the mysterious Watchkeepers are always watching.

Prefect Tom Dreyfus investigates a murderous attack on one of the space habitats of the Glitter Band--a crime that has left nine hundred people dead--and uncovers a plot by a mysterious entity seeking total control of the region.

An "engaging and awe-inspiring"(SF Signal) space opera from the critically-acclaimed author of the Revelation Space series. Six million years ago, at the dawn of the star-faring era, Abigail Gention fractured herself into a thousand male and female clones, which she called shatterlings. She sent them out into the galaxy to observe and document the rise and fall of countless human empires. Since then, every two hundred thousand years, they gather to exchange news and memories of their travels. Only there is no Gathering. Someone is eliminating the Gention line. And now Campion and Purslane -- two shatterlings who have fallen in love and shared forbidden experiences -- must determine exactly who, or what, their enemy is, before they are wiped out of existence . . .

The gripping sequel to the Locus award winning science fiction adventure, Revenger, tells a story of obsession and betrayal as two sisters hunt for the greatest treasure in the universe. Adrana and Fura Ness have finally been reunited, but both have changed beyond recognition. Once desperate for adventure, now Adrana is haunted by her enslavement on the feared pirate Bosa Sennen's ship. And rumors of Bosa Sennen's hidden cache of treasure have ensnared her sister, Fura, into single-minded obsession. Neither is safe; because the galaxy wants Bosa Sennen dead and they don't care if she's already been killed. They'll happily take whoever is flying her ship. Shadow Captain is a desperate story of cursed ships, vengeful corporations, and alien artifacts, of daring escapes and wealth beyond imagining . . . and of betrayal.

Pushing Ice is the brilliant tale of extraordinary aliens, glittering technologies, and sweeping space opera from award-winning science fiction author Alastair Reynolds. 2057. Humanity has raised exploiting the solar system to an art form. Bella Lind and the crew of her nuclear-powered ship, the Rockhopper, push ice. They mine comets. And they're good at it. The Rockhopper is nearing the end of its current mission cycle, and everyone is desperate for some much-needed R & R, when startling news arrives from Saturn: Janus, one of Saturn's ice moons, has inexplicably left its natural orbit and is now heading out of the solar system at high speed. As layers of camouflage fall away, it becomes clear that Janus was never a moon in the first place. It's some kind of machine -- and it is now headed toward a fuzzily glimpsed artifact 260 light-years away. The Rockhopper is the only ship anywhere near Janus, and Bella Lind is ordered to shadow it for the few vital days before it falls forever out of reach. In accepting this mission, she sets her ship and her crew on a collision course with destiny -- for Janus has more surprises in store, and not all of them are welcome.

Inspired by Sir Arthur C. Clarke's short story A Meeting with Medusa, this novel, with permission from the Clarke Estate, continues the story of Commander Howard Falcon over centuries of space-exploration, interaction with AI, first contact and beyond. All brought to life by two of our greatest SF authors, Stephen Baxter and Alastair Reynolds. Howard Falcon almost lost his life in an accident . . . and a combination of human ingenuity and technical expertise brought him back. Not as himself, but as an augmented human: part man, part machine, and exceptionally capable. The Medusa Chronicles charts his journey through time, the changing interaction between humanity and our universe, and combined moments of incredible action with unparalleled exploration of and expansion into space. A compelling read from the beginning, this is classic SF which has appeal for readers who like Gravity and The Martian.

Alastair Reynolds returns to his bestselling Revelation Space universe with two novellas of interstellar exploration. "Diamond Dogs"The planet Golgotha -- supposedly lifeless -- resides in a remote star system, far from those inhabited by human colonists. It is home to an enigmatic machine-like structure called the Blood Spire, which has already brutally and systematically claimed the lives of one starship crew that attempted to uncover its secrets. But nothing will deter Richard Swift from exploring this object of alien origin... "Turquoise Days" In the seas of Turquoise live the Pattern Jugglers, the amorphous, aquatic organisms capable of preserving the memories of any human swimmer who joins their collective consciousness. Naqi Okpik devoted her life to studying these creatures -- and paid a high price for swimming among them. Now, she may be the only hope for the survival of the species -- and of every person living on Turquoise...

Charles Stross

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