

## Anathem Neal Stephenson

From bestselling comic-book franchise writer Charles Soule comes a clever and witty first novel of a twentysomething New Yorker who wakes up one morning with the power to predict the future—perfect for fans of Joe Hill and Brad Meltzer, or books like *This Book Is Full of Spiders* and *Welcome to Night Vale*. Knowledge is power. So when an unassuming Manhattan bassist named Will Dando awakens from a dream one morning with 108 predictions about the future in his head, he rapidly finds himself the most powerful man in the world. Protecting his anonymity by calling himself the Oracle, he sets up a heavily guarded Web site with the help of his friend Hamza to selectively announce his revelations. In no time, global corporations are offering him millions for exclusive access, eager to profit from his prophecies. He's also making a lot of high-powered enemies, from the President of the United States and a nationally prominent televangelist to a warlord with a nuclear missile and an assassin grandmother. Legions of cyber spies are unleashed to hack the Site—as it's come to be called—and the best manhunters money can buy are deployed not only to unmask the Oracle but to take him out of the game entirely. With only a handful of people he can trust—including a beautiful journalist—it's all Will can do to simply survive, elude exposure, and protect those he loves long enough to use his knowledge to save the world. Delivering fast-paced adventure on a global scale as well as sharp-witted satire on our concepts of power and faith, Marvel writer Charles Soule's audacious debut novel takes readers on a rollicking ride where it's impossible to predict what will happen next.

This critical history of Iain M. Banks' Culture novels covers the series from its inception in the 1970s to the *The Hydrogen Sonata* (2012), published less than a year before Banks' death. It considers Banks' origins as a writer, the development of his politics and ethics, his struggles to become a published author, his eventual success with *The Wasp Factory* (1984) and the publication of the first Culture novel, *Consider Phlebas* (1987). His 1994 essay "A Few Notes on the Culture" is included, along with a range of critical responses to the 10 Culture books he published in his lifetime and a discussion of the series' status as utopian literature. Banks was a complex man, both in his everyday life and on the page. This work aims at understanding the Culture series not only as a fundamental contribution to science fiction but also as a product of its creator's responses to the turbulent times he lived in.

The battle for your mind has already begun. At Jodrell Bank in England Observatory in England, a radio telescope has detected a mysterious signal of extraterrestrial origin—a message that may be the first communication from an interstellar civilization. Has humanity made first contact? Is the signal itself a form of alien life? Could it be a threat? If so, how will the people of Earth respond? Jack Fenwick, artificial intelligence expert, believes that he and his associates at tech startup *Intelligencia* can interpret the message and find a way to step into the realm the signal encodes. What they find is a complex alien network beyond anything mankind has imagined. Drawing on Dada, punk and the modernist movements of the twentieth century, *XX* is assembled from redacted NASA reports, artwork, magazine articles, secret transcripts and a novel within a novel. Deconstructing layout and language in order to explore how ideas propagate, acclaimed designer and artist Rian Hughes's debut novel presents a compelling vision of humanity's unique place in the universe, and a realistic depiction of what might

happen in the wake of the biggest scientific discovery in human history. Propulsive and boldly designed, *XX* is a gripping, wildly imaginative, utterly original work.

Hot Hollywood agent Thomas Stein advocates on behalf of the peace-seeking Yherajk race, but finds his considerable negotiating talents challenged by his efforts to win humanity's trust in the ugly, bad-smelling aliens.

A #1 New York Times Bestseller, *Anathem* is perhaps the most brilliant literary invention to date from the incomparable Neal Stephenson, who rocked the world with *Snow Crash*, *Cryptonomicon*, and *The Baroque Cycle*. Now he imagines an alternate universe where scientists, philosophers, and mathematicians live in seclusion behind ancient monastery walls until they are called back into the world to deal with a crisis of astronomical proportions. *Anathem* won the Locus Award for Best Science Fiction Novel and the reviews for have been dazzling: "Brilliant" (South Florida Sun-Sentinel), "Daring" (Boston Globe), "Immensely entertaining" (New York Times Book Review), "A tour de force" (St. Louis Post-Dispatch), while *Time* magazine proclaims, "The great novel of ideas...has morphed into science fiction, and Neal Stephenson is its foremost practitioner."

Shapiro traces the genesis of the fact, a modern concept that originated not in natural science but in legal discourse. She follows the concept's evolution and diffusion across a variety of disciplines in early modern England.

With this extraordinary first volume in what promises to be an epoch-making masterpiece, Neal Stephenson hacks into the secret histories of nations and the private obsessions of men, decrypting with dazzling virtuosity the forces that shaped this century. As an added bonus, the e-book edition of this New York Times bestseller includes an excerpt from Stephenson's new novel, *Seveneves*. In 1942, Lawrence Pritchard Waterhouse—mathematical genius and young Captain in the U.S. Navy—is assigned to detachment 2702. It is an outfit so secret that only a handful of people know it exists, and some of those people have names like Churchill and Roosevelt. The mission of Waterhouse and Detachment 2702—commanded by Marine Raider Bobby Shaftoe—is to keep the Nazis ignorant of the fact that Allied Intelligence has cracked the enemy's fabled Enigma code. It is a game, a cryptographic chess match between Waterhouse and his German counterpart, translated into action by the gung-ho Shaftoe and his forces. Fast-forward to the present, where Waterhouse's crypto-hacker grandson, Randy, is attempting to create a "data haven" in Southeast Asia—a place where encrypted data can be stored and exchanged free of repression and scrutiny. As governments and multinationals attack the endeavor, Randy joins forces with Shaftoe's tough-as-nails granddaughter, Amy, to secretly salvage a sunken Nazi submarine that holds the key to keeping the dream of a data haven afloat. But soon their scheme brings to light a massive conspiracy with its roots in Detachment 2702 linked to an unbreakable Nazi code called *Arethusa*. And it will represent the path to unimaginable riches and a future of personal and digital liberty...or to universal totalitarianism reborn. A breathtaking tour de force, and Neal Stephenson's most accomplished and affecting work to date, *Cryptonomicon* is profound and prophetic, hypnotic and hyper-driven, as it leaps forward and back between World War II and the World Wide Web, hinting all the while at a dark day-after-tomorrow. It is a work of great art, thought and creative daring; the product of a truly iconoclastic imagination working with white-hot intensity.

'Tis done. The world is a most confused and unsteady place -- especially London,

center of finance, innovation, and conspiracy -- in the year 1714, when Daniel Waterhouse makes his less-than-triumphant return to England's shores. Aging Puritan and Natural Philosopher, confidant of the high and mighty and contemporary of the most brilliant minds of the age, he has braved the merciless sea and an assault by the infamous pirate Blackbeard to help mend the rift between two adversarial geniuses at a princess's behest. But while much has changed outwardly, the duplicity and danger that once drove Daniel to the American Colonies is still coin of the British realm. No sooner has Daniel set foot on his homeland when he is embroiled in a dark conflict that has been raging in the shadows for decades. It is a secret war between the brilliant, enigmatic Master of the Mint and closet alchemist Isaac Newton and his archnemesis, the insidious counterfeiter Jack the Coiner, a.k.a. Jack Shaftoe, King of the Vagabonds. Hostilities are suddenly moving to a new and more volatile level, as Half-Cocked Jack plots a daring assault on the Tower itself, aiming for nothing less than the total corruption of Britain's newborn monetary system. Unbeknownst to all, it is love that set the Coiner on his traitorous course; the desperate need to protect the woman of his heart -- the remarkable Eliza, Duchess of Arcachon-Qwghlm -- from those who would destroy her should he fail. Meanwhile, Daniel Waterhouse and his Clubb of unlikely cronies comb city and country for clues to the identity of the blackguard who is attempting to blow up Natural Philosophers with Infernal Devices -- as political factions jockey for position while awaiting the impending death of the ailing queen; as the "holy grail" of alchemy, the key to life eternal, tantalizes and continues to elude Isaac Newton, yet is closer than he ever imagined; as the greatest technological innovation in history slowly takes shape in Waterhouse's manufactory. Everything that was will be changed forever ... The System of the World is the concluding volume in Neal Stephenson's Baroque Cycle, begun with Quicksilver and continued in The Confusion. A New York Times Notable Book The #1 New York Times bestselling author of Seveneves, Anathem, Reamde, and Cryptonomicon returns with a wildly inventive and entertaining science fiction thriller—Paradise Lost by way of Philip K. Dick—that unfolds in the near future, in parallel worlds. In his youth, Richard “Dodge” Forthrast founded Corporation 9592, a gaming company that made him a multibillionaire. Now in his middle years, Dodge appreciates his comfortable, unencumbered life, managing his myriad business interests, and spending time with his beloved niece Zula and her young daughter, Sophia. One beautiful autumn day, while he undergoes a routine medical procedure, something goes irrevocably wrong. Dodge is pronounced brain dead and put on life support, leaving his stunned family and close friends with difficult decisions. Long ago, when a much younger Dodge drew up his will, he directed that his body be given to a cryonics company now owned by enigmatic tech entrepreneur Elmo Shepherd. Legally bound to follow the directive despite their misgivings, Dodge’s family has his brain scanned and its data structures uploaded and stored in the cloud, until it can eventually be revived. In the coming years, technology allows Dodge’s brain to be turned back on. It is an achievement that is nothing less than the disruption of death itself. An eternal afterlife—the Bitworld—is created, in which humans continue to exist as digital souls. But this brave new immortal world is not the Utopia it might first seem . . . Fall, or Dodge in Hell is pure, unadulterated fun: a grand drama of analog and digital, man and machine, angels and demons, gods and followers, the finite and the eternal. In this exhilarating epic, Neal Stephenson raises profound existential questions and

touches on the revolutionary breakthroughs that are transforming our future. Combining the technological, philosophical, and spiritual in one grand myth, he delivers a mind-blowing speculative literary saga for the modern age.

While his wife, an army reservist, flies to a Mideast crisis, Clyde Banks, a deputy sheriff in a small Midwestern town uncovers a plot that might have connections reaching halfway across the globe. By the author of *Interface*. Original.

For ten years Fraa Erasmus, a young avout, has lived in a cloistered sanctuary for mathematicians, scientists, and philosophers, protected from the corrupting influences of the outside world. But before the week is out, both the existence he abandoned and the one he embraced will stand poised on the brink of cataclysmic change—and Erasmus will become a major player in a drama that will determine the future of his world, as he follows his destiny to the most inhospitable corners of the planet . . . and beyond. *Anathem* is the latest miraculous invention by the New York Times bestselling author of *Cryptonomicon* and *The Baroque Cycle*—a work of astonishing scope, intelligence, and imagination.

The fifteenth anniversary of the Hugo-nominated science fiction podcast *Escape Pod*, featuring new and exclusive stories from today's bestselling writers. Finalist for the 2020 Hugo Award for Best Semiprozine. Celebrate the fifteenth anniversary of cutting-edge science fiction from the hit podcast, *Escape Pod*. *Escape Pod* has been bringing the finest short fiction to millions of ears all over the world, at the forefront of a new fiction revolution. This anthology gathers together fifteen stories, including new and exclusive work from writers such as from Cory Doctorow, Ken Liu, Mary Robinette Kowal, T. Kingfisher and more. From editors Mur Lafferty and S.B. Divya comes the science fiction collection of the year, bringing together bestselling authors in celebration of the publishing phenomenon that is, *Escape Pod*.

Get all three novels in Neal Stephenson's New York Times bestselling "Baroque Cycle" in one e-book, including: *Quicksilver*, *The Confusion*, and *The System of the World*. This three-volume historical epic delivers intrigue, adventure, and excitement set against the political upheaval of the early 18th century.

"Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling." —*Time* The #1 New York Times bestselling author of *Anathem*, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he's reimagining the past (*The Baroque Cycle*), inventing the future (*Snow Crash*), or both (*Cryptonomicon*). With *Reamde*, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, *Reamde* is a new high—and a new world—for the remarkable Neal Stephenson.

The latest magnificent creation from the award-winning author of *Cryptonomicon* and the *Baroque Cycle* trilogy. Erasmus, 'Raz', is a young avout living in the Convent, a sanctuary for mathematicians, scientists, and philosophers. Three times during history's darkest epochs, violence has invaded and devastated the cloistered community. Yet the avout have always managed to adapt in the wake of catastrophe. But they now

prepare to open the Concent's gates to the outside world, in celebration of a once-a-decade rite. Suddenly, Erasmus finds himself a major player in a drama that will determine the future of his world - as he sets out on an extraordinary odyssey that will carry him to the most dangerous, inhospitable corners of the planet...and beyond.

A chronicle of the breathtaking exploits of "Half-Cocked Jack" Shaftoe -- London street urchin-turned-legendary swashbuckling adventurer -- risking life and limb for fortune and love while slowly maddening from the pox. . . and Eliza, rescued by Jack from a Turkish harem to become spy, confidante, and pawn of royals in order to reinvent a contentious continent through the newborn power of finance.

This is "the Word" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the "one man" is Neal Stephenson, "the hacker Hemingway" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's *In the Beginning... was the Command Line* is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

Lilla is fighting on the side of the refugees from oppression. But there is a bigger war brewing on the horizon - the Era War, between the two ruling archgods. It threatens not only Lilla's home world, but everyone else's in the Seven Galaxies. Enemies must become friends and allies in the desperate race to defeat the archgod before He finds her.

Double double, twins spell trouble... Hunter and Mercy Goode are twin witches, direct descendants of the founder of their town of Goodeville. As their ancestors have done before them, it is now time for the twins to learn what it means to be Gatekeepers--the protectors of the Gates to different underworlds, ancient portals between their world and realms where mythology rules and nightmares come to life. When their mother becomes the first victim in a string of murders, the devastated sisters vow to avenge her death. But it will take more than magic to rein in the ancient mythological monsters who've infected their peaceful town. Now Hunter and Mercy must come together and accept their destiny or risk being separated for good.

A New York Times Bestseller From bestselling author Neal Stephenson and critically acclaimed historical and contemporary commercial novelist Nicole Galland comes a captivating and complex near-future thriller combining history, science, magic, mystery, intrigue, and adventure that questions the very foundations of the modern world. When Melisande Stokes, an expert in linguistics and languages, accidentally meets military intelligence operator Tristan Lyons in a hallway at Harvard University, it is the beginning of a chain of events that will alter their lives and human history itself. The young man from a shadowy government entity approaches Mel, a low-level faculty member, with an incredible

offer. The only condition: she must sign a nondisclosure agreement in return for the rather large sum of money. Tristan needs Mel to translate some very old documents, which, if authentic, are earth-shattering. They prove that magic actually existed and was practiced for centuries. But the arrival of the scientific revolution and the Age of Enlightenment weakened its power and endangered its practitioners. Magic stopped working altogether in 1851, at the time of the Great Exhibition at London's Crystal Palace—the world's fair celebrating the rise of industrial technology and commerce. Something about the modern world "jams" the "frequencies" used by magic, and it's up to Tristan to find out why. And so the Department of Diachronic Operations—D.O.D.O. —gets cracking on its real mission: to develop a device that can bring magic back, and send Diachronic Operatives back in time to keep it alive . . . and meddle with a little history at the same time. But while Tristan and his expanding operation master the science and build the technology, they overlook the mercurial—and treacherous—nature of the human heart. Written with the genius, complexity, and innovation that characterize all of Neal Stephenson's work and steeped with the down-to-earth warmth and humor of Nicole Galland's storytelling style, this exciting and vividly realized work of science fiction will make you believe in the impossible, and take you to places—and times—beyond imagining.

In the distant future, corporations have become sustainable communities with their own militaries, and corporate goals have essentially replaced political ideology. On a youthful, rebellious impulse, Lawrence joined the military of a corporation that he now recognizes to be ruthless and exploitative. His only hope for escape is to earn enough money to buy his place in a better corporation. When his platoon is sent to a distant colony to quell a local resistance effort, it seems like a stroke of amazing fortune, and Lawrence plans to rob the colony of their fabled gemstone, the Fallen Dragon, to get the money he needs. However, he soon discovers that the Fallen Dragon is not a gemstone at all, but an alien life form that the local colonists have been protecting since it crashed in their area. Now, Lawrence has to decide if he will steal the alien to exploit the use of its inherent biotechnical processes -- which far exceed anything humans are capable of -- or if he will help the Resistance get the alien home.

In the much-anticipated sequel to the "magnificent fantasy epic" (NPR) *Grace of Kings*, Emperor Kuni Garu is faced with the invasion of an invincible army in his kingdom and must quickly find a way to defeat the intruders. Kuni Garu, now known as Emperor Ragin, runs the archipelago kingdom of Dara, but struggles to maintain progress while serving the demands of the people and his vision. Then an unexpected invading force from the Lyucu empire in the far distant west comes to the shores of Dara—and chaos results. But Emperor Kuni cannot go and lead his kingdom against the threat himself with his recently healed empire fraying at the seams, so he sends the only people he trusts to be Dara's savvy and cunning hopes against the invincible invaders: his children, now grown and ready to make their mark on history.

In *Champions of Illusion*, Susana Martinez-Conde and Stephen Macknik present a smorgasbord of mystifying images, many selected from their Best Illusion of the Year Contest. Whether it's false motion, tricks of perspective, or shifting colors, *Champions of Illusion* is packed with adventures in perception. If you've ever come face-to-face with an utterly bewildering illusion, you've probably asked yourself: How is that possible? Martinez-Conde and Macknik, who study the intersection of neuroscience, illusions, and stage magic, explain just why you think you see the things you see. The Best Illusion of the Year Contest draws entries from vision scientists, artists, magicians, and mathematicians bent on creating today's most beguiling illusions. Featuring bizarre effects and unbelievable mind tricks, along with classic illusions and illuminating descriptions of what is actually going on in your brain when you are deceived by visuals on the page, *Champions of Illusion* is an electrifying mix of science and magic that you will not soon forget.

#1 New York Times bestselling author Neal Stephenson is, quite simply, one of the best and most respected writers alive. He's taken sf to places it's never been (*Snow Crash*, *Anathem*). He's reinvented the historical novel (*The Baroque Cycle*), the international thriller (*Reamde*), and both at the same time (*Cryptonomicon*). Now he treats his legion of fans to *Some Remarks*, an enthralling collection of essays—Stephenson's first nonfiction work since his long essay on technology, *In the Beginning... Was the Command Line*, more than a decade ago—as well as new and previously published short writings both fiction and non. *Some Remarks* is a magnificent showcase of a brilliantly inventive mind and talent, as he discourses on everything from Sir Isaac Newton to Star Wars. "Dust jacket and interior illustrations ... by Patrick Arrasmith"--Copyright page.

In this mind-altering romp—where the term “Metaverse” was first coined—you'll experience a future America so bizarre, so outrageous, you'll recognize it immediately

- One of Time's 100 best English-language novels Only once in a great while does a writer come along who defies comparison—a writer so original he redefines the way we look at the world. Neal Stephenson is such a writer and *Snow Crash* is such a novel, weaving virtual reality, Sumerian myth, and just about everything in between with a cool, hip cybersensibility to bring us the gigathriller of the information age. In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosoNostra Pizza Inc., but in the Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Praise for *Snow Crash* “[*Snow Crash* is] a cross between *Neuromancer* and Thomas Pynchon's *Vineland*. This is no mere hyperbole.”—The San Francisco Bay Guardian “Fast-forward free-style mall mythology for the twenty-first century.”—William Gibson “Brilliantly realized . . . Stephenson turns out to be an engaging guide to an onrushing tomorrow.”—The New York Times Book Review

From the #1 New York Times bestselling author of *Anathem*, *Reamde*, and *Cryptonomicon* comes an exciting and thought-provoking science fiction epic—a grand story of annihilation and survival spanning five thousand years. What would happen if

the world were ending? A catastrophic event renders the earth a ticking time bomb. In a feverish race against the inevitable, nations around the globe band together to devise an ambitious plan to ensure the survival of humanity far beyond our atmosphere, in outer space. But the complexities and unpredictability of human nature coupled with unforeseen challenges and dangers threaten the intrepid pioneers, until only a handful of survivors remain . . . Five thousand years later, their progeny—seven distinct races now three billion strong—embark on yet another audacious journey into the unknown . . . to an alien world utterly transformed by cataclysm and time: Earth. A writer of dazzling genius and imaginative vision, Neal Stephenson combines science, philosophy, technology, psychology, and literature in a magnificent work of speculative fiction that offers a portrait of a future that is both extraordinary and eerily recognizable. As he did in *Anathem*, *Cryptonomicon*, the *Baroque Cycle*, and *Reamde*, Stephenson explores some of our biggest ideas and perplexing challenges in a breathtaking saga that is daring, engrossing, and altogether brilliant.

A young man in his teens is transported from our world to a magical realm that contains seven levels of reality. Very quickly transformed by magic into a grown man of heroic proportions, he takes the name Able and sets out on a quest to find the sword that has been promised to him, a sword he will get from a dragon, the one very special blade that will help him fulfill his life ambition to become a knight and a true hero. Inside, however, Able remains a boy, and he must grow in every sense to survive the dangers and delights that lie ahead in encounters with giants, elves, wizards, and dragons. His adventure will conclude next year in the second volume of *The Wizard Knight*, *The Wizard*. Gene Wolfe is one of the most widely praised masters of SF and fantasy. He is the winner of the World Fantasy Award for Life Achievement, the Nebula Award, twice, the World Fantasy Award, twice, the John W. Campbell Memorial Award, the British Fantasy Award, and France's Prix Apollo. His popular successes include the four-volume classic *The Book of the New Sun*. With this new series, Wolfe not only surpasses all the most popular genre writers of the last three decades, he takes on the legends of the past century, in a work that will be favorably compared with the best of J. R. R. Tolkien, E. R. Eddison, Mervyn Peake, and T. H. White. This is a book---and a series---for the ages, from perhaps the greatest living writer in (or outside) the fantasy genre. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The second novel from the “hottest science fiction writer in America” and New York Times–bestselling author of *Snow Crash* and *Cryptonomicon* (Details). Meet Sangamon Taylor, a New Age Sam Spade who sports a wet suit instead of a trench coat and prefers Jolt from the can to Scotch on the rocks. He knows about chemical sludge the way he knows about evil—all too intimately. And the toxic trail he follows leads to some high and foul places. Before long Taylor’s house is bombed, his every move followed, he’s adopted by reservation Indians, moves onto the FBI’s most wanted list, makes up with his girlfriend, and plays a starring role in the near-assassination of a presidential candidate. Closing the case with the aid of his burnout roommate, his tofu-eating comrades, three major networks, and a range of unconventional weaponry, Sangamon Taylor pulls off the most startling caper in Boston Harbor since the Tea Party.

“[Stephenson] captures the nuance and the rhythm of the new world so perfectly that one almost thinks that it is already here.” —The Washington Post

From Neal Stephenson — who coined the term "metaverse" in his 1992 novel *Snow Crash* — comes a sweeping, prescient new thriller that transports readers to a near-future world in which the greenhouse effect has inexorably resulted in a whirling-dervish troposphere of superstorms, rising sea levels, global flooding, merciless heat waves, and virulent, deadly pandemics. One man — visionary billionaire restaurant chain magnate T. R. Schmidt, Ph.D. — has a Big Idea for reversing global warming, a master plan perhaps best described as “elemental.” But will it work? And just as important, what are the consequences for the planet and all of humanity should it be applied? Ranging from the Texas heartland to the Dutch royal palace in the Hague, from the snow-capped peaks of the Himalayas to the sunbaked Chihuahuan Desert, *Termination Shock* brings together a disparate group of characters from different cultures and continents who grapple with the real-life repercussions of global warming. Ultimately, it asks the question: Might the cure be worse than the disease? Epic in scope while heartbreakingly human in perspective, *Termination Shock* sounds a clarion alarm, ponders potential solutions and dire risks, and wraps it all together in an exhilarating, witty, mind-expanding speculative adventure.

"From the critically acclaimed author of *Vox* comes a suspenseful new novel that explores a disturbing alternate reality where the government has legalized eugenics. Elena Fairchild is a teacher at one of the state's new elite schools, where children undergo routine tests for their quotient (Q). Those who don't measure up are placed in the many state boarding schools that have cropped up under a new government mandate--Elena's daughter, Freddie, is one of them. In order to be with Freddie, Elena immediately requests to transfer to the state school. To her horror, she learns that the children are receiving the bare minimum of instruction. Instead, they spend their days making handcrafted goods--valuable commodities in the age of machine-made products. What began as a shock quickly becomes a nightmare as Elena discovers the terrifying atrocities inflicted upon the students. Not only have their test scores been tampered with, but they're also unwitting subjects of experiments, one of which tests a new method of chemical sterilization. The plan? To render all adolescents with undesirable quotients infertile...and Freddie may be next in line"--

Adam Roberts turns his attention to answering the Fermi Paradox with a taut and claustrophobic tale that echoes John Carpenters' *The Thing*. Two men while away the days in an Antarctic research station. Tensions between them build as they argue over a love-letter one of them has received. One is practical and open. The other surly, superior and obsessed with reading one book - by the philosopher Kant. As a storm brews and they lose contact with the outside world they debate Kant, reality and the emptiness of the universe. They come to hate each other, and they learn that they are not alone.

An NPR Books Great Read: Two never-before-published stories from the archives of one of science fiction's all-time masters. The novella “A Necessary Being” showcases Octavia E. Butler’s ability to create alien yet fully believable “others.” Tahneh’s father was a Hao, one of a dwindling race whose leadership abilities render them so valuable that their members are captured and forced to govern. When her father dies, Tahneh steps into his place, both chief and prisoner, and for twenty years has ruled without ever meeting another of her kind.

She bears her loneliness privately until the day that a Hao youth is spotted wandering into her territory. As her warriors sharpen their weapons, Tahneh must choose between imprisoning the newcomer—and living the rest of her life alone. The second story in this volume, “Childfinder,” was commissioned by Harlan Ellison for his legendary (and never-published) anthology *The Last Dangerous Visions™*. A disaffected telepath connects with a young girl in a desperate attempt to help her harness her growing powers. But in the richly evocative fiction of Octavia E. Butler, mentorship is a rocky path, and every lesson comes at a price. The award-winning author of science fiction classics *Parable of the Sower* and *Kindred* bestows these compelling, long lost gems “like the miraculous discovery that the beloved book you’ve read a dozen times has an extra chapter” (*Los Angeles Review of Books*). Harlan Ellison and *Dangerous Visions* are registered trademarks of the Kilimanjaro Corporation. All rights reserved.

For the beautiful young woman Ash, life has always been arquebuses and artillery, swords and armour and the true horrors of hand-to-hand combat. War is her job. She has fought her way to the command of a mercenary company, and on her unlikely shoulders lies the destiny of a Europe threatened by the depredations of an Infidel army more terrible than any nightmare. Winner of the BSFA Award for best novel, 2000

*Quicksilver* is the story of Daniel Waterhouse, fearless thinker and conflicted Puritan, pursuing knowledge in the company of the greatest minds of Baroque-era Europe, in a chaotic world where reason wars with the bloody ambitions of the mighty, and where catastrophe, natural or otherwise, can alter the political landscape overnight. It is a chronicle of the breathtaking exploits of "Half-Cocked Jack" Shaftoe -- London street urchin turned swashbuckling adventurer and legendary King of the Vagabonds -- risking life and limb for fortune and love while slowly maddening from the pox. And it is the tale of Eliza, rescued by Jack from a Turkish harem to become spy, confidante, and pawn of royals in order to reinvent Europe through the newborn power of finance. A gloriously rich, entertaining, and endlessly inventive novel that brings a remarkable age and its momentous events to vivid life, *Quicksilver* is an extraordinary achievement from one of the most original and important literary talents of our time. And it's just the beginning ...

The *New York Times Book Review* called Neal Stephenson's most recent novel "electrifying" and "hilarious". but if you want to know Stephenson was doing twenty years before he wrote the epic *Cryptonomicon*, it's back-to-school time. Back to *The Big U*, that is, a hilarious send-up of American college life starring after years out of print, *The Big U* is required reading for anyone interested in the early work of this singular writer.

In the year 1689, a cabal of Barbary galley slaves -- including one Jack Shaftoe, aka King of the Vagabonds, aka Half-Cocked Jack -- devises a daring plan to win freedom and fortune. A great adventure ensues -- a perilous race for an enormous prize of silver ... nay, gold ... nay, legendary gold. In Europe, the exquisite and resourceful Eliza, Countess de la Zeur, is stripped of her immense

personal fortune by France's most dashing privateer. Penniless and at risk from those who desire either her or her head (or both), she is caught up in a web of international intrigue, even as she desperately seeks the return of her most precious possession. Meanwhile, Newton and Leibniz continue to propound their grand theories as their infamous rivalry intensifies, stubborn alchemy does battle with the natural sciences, dastardly plots are set in motion ... and Daniel Waterhouse seeks passage to the Massachusetts colony in hopes of escaping the madness into which his world has descended. This P.S. edition features an extra 16 pages of insights into the book, including author interviews, recommended reading, and more.

From his triumphant debut with *Snow Crash* to the stunning success of his latest novel, *Quicksilver*, Neal Stephenson has quickly become the voice of a generation. In this now-classic thriller, he and fellow author J. Frederick George tell a shocking tale with an all-too plausible premise. There's no way William A. Cozzano can lose the upcoming presidential election. He's a likable midwestern governor with one insidious advantage—an advantage provided by a shadowy group of backers. A biochip implanted in his head hardwires him to a computerized polling system. The mood of the electorate is channeled directly into his brain. Forget issues. Forget policy. Cozzano is more than the perfect candidate. He's a special effect. “Complex, entertaining, frequently funny.”—Publishers Weekly “Qualifies as the sleeper of the year, the rare kind of science-fiction thriller that evokes genuine laughter while simultaneously keeping the level of suspense cranked to the max.”— San Diego Union-Tribune “A Manchurian Candidate for the computer age.” —Seattle Weekly

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