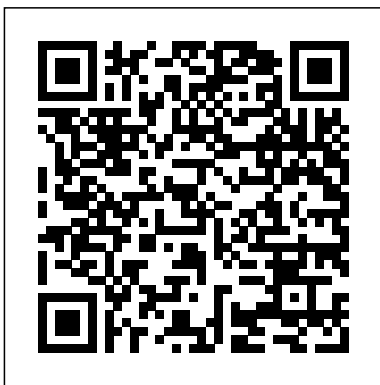


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## Dream Park 1 Larry Niven

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### The Man-Kzin Wars Tor Books

A special commemoration of this long\_running themed science fiction anthology edited by multiple #1 best seller, Larry Niven. Here is the 25th anniversary edition of the original volume that started it all.

Includes an all\_new introduction by Larry Niven for this re\_issue of the first volume in a series that now numbers fourteen volumes and is still going strong. Larry Niven s bestselling Man\_Kzin series begins! The kzin, formerly invincible conquerors of all they encountered, had a hard time dealing with

their ignominious defeat by the leaf\_eating humans. Some secretly hatched schemes for a rematch, others concentrated on gathering power within the kzin hierarchy, and some shamefully cooperated with the contemptible humans, though often for hidden motives. In war and in uneasy peace, here is the first masterful volume in the Man\_Kzin Wars shared universe anthology created by multiple New York Times best\_seller, incomparable tale\_spinner, and Nebula\_and five\_time Hugo\_Award\_winner, Larry Niven. At the publisher's request, this title is sold without DRM (Digital Rights Management).

**Trees of Delhi** Macmillan Offered a dream job escorting a teenage heir on a fabulous moon role-playing vacation, Scotty Griffin, a personal security specialist, becomes

embroiled in a violent reality game involving armed terrorists, psychological tests, and a large audience.

[The Moon Maze Game](#)

Simon and Schuster

The accidental killing of a group of emissaries to Earth threatens man's survival

[Ringworld: The Graphic Novel, Part One](#)

Baen Books

"A Tor/Seven Seas paperback"--Colophon.

[Man-Kzin Wars 25th Anniversary Edition](#)

St. Martin's Press

A deadly murderer adds real danger to the simulated challenges of a computerized fantasy world

[The Wunder War](#) Ballantine Books

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

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Ringworld technology to reclaim his power.  
Destroyer of Worlds Baen Publishing Enterprises  
Future environmentalist Hanville Svetz travels back in time to retrieve extinct life forms and investigate the mystery of the past inhabitants of the Red Planet.  
*Achilles' Choice* CAEZIK SF & Fantasy  
GIVE PEACE A CHANCE  
A Kzin's instinctively combative responses make for poor diplomatic relations between species. But now that their "first you scream and then you leap" approach to interstellar relations have led to three straight losses to the hairless hominidae of Sol III, there has begun to arise in Kzinti consciousness the faintest glimmering that there may be a Better Way. And in the resulting calm between wars, humans and Kzin are beginning to collaborate. Now the Universe really has something to worry about. At the publisher's request, this title is sold without DRM (Digital Rights Management).

*The Descent of Anansi* Del Rey  
Dream Park Macmillan

Oath of Fealty Orb Books  
An omnibus collection of short fiction from three anthologies features short stories by Larry Niven, as well as works by Poul Anderson, Dean Ing, Fred Saberhagen, Steven Barnes,

Roger Zelazny, and other masters of the fantasy genre.  
Titan Books (US, CA)  
THE LONG-AWAITED CONCLUSION OF THE HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES  
Avalon was thriving. The cold sleep colonists from Earth had settled on a verdant, livable world. The fast and cunning predators humans named grendels were under control, and the mainland outposts well established. Avalon's new mainland hydroelectric power station was nearly complete, and when on-line would compensate for the nuclear power systems lost in the Grendel Wars. Humans would have power, and with power came the ability to make all the necessities for life. They would survive. They would not survive as a spacefaring people. What they were losing faster than they knew was the ability to get to space. But unbeknownst to the planet-bound humans, something was moving out there in the stars, decelerating at a rate impossible for a natural object. And its destination was Avalon. The most probable origin was Earth's Solar System. This is a novel of first contact—between the human Starborn and the self-named Godsons who followed on, between the first generation of Avalon born humans and their

descendants, and between humans and the almost ineffably alien species native to their new world . . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). About prequel *The Legacy of Heorot*: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—The Denver Post "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—Tom Clancy "Well written, action-packed, and tension filled . . . makes *Aliens* look like a Disney nature film."—The Washington Post "Spine-tingling ecological tale of terror."—Locus About prequel *Beowulf's Children*: "Few writers have a finer pedigree than those here . . . As one might suspect, *Beowulf's Children* is seamless . . . absorbing, substantial . . . masterful novel."—Los Angeles Times "Panoramic SF adventure at its best."—Library Journal  
Fleet of Worlds Baen Publishing Enterprises  
The Barsoom Project is the direct sequel to 1981's *Dream Park*. Eviane's first visit to the state-of-art amusement arena *Dream Park* ended in disaster: the special effects had seemed more real than life... until the holograms she was shooting with live ammunition turned

out to be solid flesh and blood... and very, very dead. Haunted by the past, rebounding from a lengthy spell in a mental hospital, she has returned to Dream Park to exorcise a nightmare that has become reality. But in Dream Park, nothing is what it seems. The Inuit mythology controlling the images is part of a "Fat Ripper Special" designed to implant new behavioral memes. The players are struggling against the game master, one another, and their own demons. And there is a killer who wants to ensure Eviane never regains her memory...noo matter what it costs. Blending together hard science fiction with topical RPG-like fantasy games, The Barsoom Project is SF at the cutting edge and a classic creation from two of the genre's most beloved writers. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Dream Park** St. Martin's Press  
**BOOK ONE IN THE CLASSIC HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES** The two hundred colonists on board the Geographic have spent a century in cold sleep to arrive here: Avalon, a lush, verdant planet lightyears from Earth. They hope to establish a permanent colony, and Avalon seems the perfect place. And so they set about planting and building. But their very presence

has upset the ecology of Avalon. Soon an implacable predator stalks them, picking them off one by one. In order to defeat this alien enemy, they must reevaluate everything they think they know about Avalon, and uncover the planet's dark secrets. At the publisher's request, this title is sold without DRM (Digital Rights Management). About The Legacy of Heorot: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—The Denver Post "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—Tom Clancy "Well written, action-packed, and tension filled . . . makes Aliens look like a Disney nature film."—The Washington Post "Spine-tingling ecological tale of terror."—Locus About sequel Beowulf's Children: "Few writers have a finer pedigree than those here. . . . As one might suspect Beowulf's Children is seamless . . . absorbing, substantial . . . masterful novel."—Los Angeles Times "Panoramic SF adventure at its best."—Library Journal About Larry Niven & Jerry Pournelle: "Possibly the greatest science fiction novel I have ever read."—Robert A. Heinlein on The Mote in God's Eye About Larry Niven: "Larry Niven's RINGWORLD remains one of the all-time classic travelogues of science fiction — a new and amazing world and fantastic companions."—Greg Bear "Our premier hard SF writer."—The Baltimore Sun "The scope of

Larry Niven's work is so vast that only a writer of supreme talent could disguise the fact as well as he can."—Tom Clancy "Niven is a true master."—Frederik Pohl About Jerry Pournelle: "Jerry Pournelle is one of science fiction's greatest storytellers."—Poul Anderson "Jerry Pournelle's trademark is first-rate action against well-realized backgrounds of hard science and hardball politics."—David Drake "Rousing . . . The Best of the Genre"—The New York Times "On the cover . . . is the claim 'No. 1 Adventure Novel of the Year.' And well it might be."—Milwaukee Journal on Janissaries About Steven Barnes: "Brilliant, surprising, and devastating."—David Mack "Sharp, observant and scary."—Greg Bear "Profound and exhilarating."—Maurice Broaddus, author of The Knights of Breton Court "Barnes gives us characters that are vividly real people, conceived with insight and portrayed with compassion and rare skill and then he stokes the suspense up to levels that will make the reader miss sleep and be late for work."—Tim Powers "[Barnes] combines imagination, anthropology and beautiful storytelling as he takes readers to the foot of the Great Mountain, today known as Mount Kilimanjaro."—Durham Triangle Tribune on Great Sky Woman [Ringworld: The Graphic Novel, Part Two](#) Macmillan Centuries in the future, Francis Sandow is the only man alive who was born as long ago as the 20th century. His body is kept young and in perfect health by advanced scientific

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methods; he has amassed such a fortune that he can own entire planets; and he has become a god. No, not a god of Earth, but one of the pantheon of the alien Pei'ans: he is Shimbo of Darktree, Shrugged of Thunders. Yet he doesn't believe that his personality has merged with the ancient consciousness of Shimbo, that he really can call down the skies upon his enemies. The time comes, however, when Francis Sandow must use these powers against the most dangerous antagonist in the universe: another Pei'an god -- Shimbo's own enemy, Belion. And Belion has no doubt whatever of his own powers....

Roger Zelazny was a three-time Nebula Award and six-time Hugo Award-winning author of science fiction and fantasy classics, including the short stories "24 Views of Mount Fuji, by Hokusai," "Permafrost," and "Home is the Hangman." Zelazny was the bestselling author of the ten-volume *Chronicles of Amber* series of fantasy novels, as well as the novels *Lord of Light*, and *Psychoshop* (written with Alfred Bester). Zelazny's novel *Damnation Alley* served as the basis for the 1972 cult film of the same name, starring Jan Michael Vincent and George Peppard. Roger Zelazny was a three-time Nebula Award and six-time Hugo Award-winning author of science fiction and fantasy classics, including the

short stories "24 Views of Mount Fuji, by Hokusai," "Permafrost," and "Home is the Hangman." Zelazny was the bestselling author of the ten-volume *Chronicles of Amber* series of fantasy novels, as well as the novels *Lord of Light*, and *Psychoshop* (written with Alfred Bester). Zelazny's novel *Damnation Alley* served as the basis for the 1972 cult film of the same name, starring Jan Michael Vincent and George Peppard.

### **The Burning City** Baen Books

The beginning of a hard sci-fi series, *Deam Park* is a visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At *Dream Park*, a futuristic fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a Park security guard is murdered, a

valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *Isle of the Dead* Macmillan

A quarter century after humanity quarantines the aliens known as Moties within the confines of their own solar system, the single wall between them and the galaxy beyond begins to crumble. Reprint.

### *The Magic Goes Away* Collection Macmillan

A tale set 10 years after the events in *Juggler of Worlds* traces the reluctant efforts of the Puppeteers to counter onrushing alien refugees who are ransacking the planets they pass on their way toward the Fleet of Worlds. Co-written by the Hugo and Nebula Award-winning author of the *Ringworld* series. Reprint. [Man-Kzin Wars XII](#) Macmillan

The future is a strange and dangerous place. Chaz Kato can testify to that. He is a citizen of Xanudu, a city-sized artificial island populated by some of the

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wealthiest men and women on future Earth. A place filled with hidden wonders and dark secrets of technology gone awry. Lenore Myles is a student when she travels to Xanadu and becomes involved with Chaz Kato. She is shocked when she uses Kato's access codes to uncover the grizzly truth behind Xandu's glittering facade. Not knowing who to trust, Lenore finds herself on the run. Saturn, a mysterious entity, moves aggressively to break the security breach. With interests of the world's wealthiest people at stake, and powerful technology at its fingertips, Saturn, puts Lenore racing for her life, against a truly formidable foe. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Ready Player One** Wiley-Blackwell

IT ALL HAPPENED SO FAST

One minute the two space Hab astronauts were scoop-diving the atmosphere, the next they'd been shot down over the North Dakota Glacier and were the object of a massive manhunt by the United States government. That government, dedicated to saving the environment from the evils of technology, had been voted into power because everybody knew that the Green House Effect had

to be controlled, whatever the cost. But who would have thought that the cost of ending pollution would include not only total government control of day-to-day life, but the onset of a new Ice Age Stranded in the anti-technological heartland of America, paralyzed by Earth's gravity, the "Angels" had no way back to the Space Habs, the last bastions of high technology and intellectual freedom on or over the Earth. But help was on its way, help from the most unlikely sources .... Join # 1 national bestsellers Larry Niven and Jerry Pournelle and Michael Flynn in a world where civilization is on the ropes, and the environmentalists have created their own worst nightmare: A world of Fallen Angels At the publisher's request, this title is sold without DRM (Digital Rights Management).

**The California Voodoo Game** iBooks

#1 NEW YORK TIMES

BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast

fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9