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# Halo Cryptum Greg Bear

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Halo: Primordium Macmillan

The “ provocative and entertaining follow-up ” to The Forge of God: Exiled from their planet, humans unite with one alien race in the fight against another (Publishers Weekly). The Ship of the Law travels the infinite enormity of space, carrying eighty-two young people: fighters, strategists, scientists—and children. After one alien culture destroyed their home, another offered the opportunity for revenge in the form of a starship built from fragments of the Earth ’ s corpse, a ship they now use to scour the universe in search of their enemy. Working with sophisticated nonhuman technologies that need new thinking to comprehend them, they ’ re cut off forever from the people they left behind. Denied information, they live within a complex system that is both obedient and beyond their control. They ’ re frightened. And they ’ re waging war against entities whose technologies are unimaginably advanced and vast, and whose psychology is ultimately, unknowably alien. In Anvil of Stars, the multimillion-selling, Nebula

Award – winning author of Eon and other science fiction masterpieces “ fashions an action-packed and often thrilling plot; by using each of the well-depicted alien races to mirror human behavior, he defines what it means to be Homo sapiens. . . . A gripping story ” (Publishers Weekly).

Halo: Fractures Open Road Media

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more than a year since humanity first encountered the hostile military alliance of alien races known as the Covenant, and several weeks after the United Nations Space Command’s devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief,

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John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons. But the Covenant—enraged and fearful of their enemy’s unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity’s only hope of survival...

Halo: Silentium Baen Publishing Enterprises

The planet's few remaining Christians, Jews, and Moslems must battle robots and animated stone monuments to reclaim the desert haven they used to call home. By the Hugo and Nebula Award-winning author of Blood Music. Reprint.

*Halo: Silentium* Halo

An original digital-first novella set in the Halo Universe and based on the New York Times bestselling video game series! Find. Claim.

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Profit. In a post-war galaxy littered with scrap, it's the salvager's motto. And with a fast ship and a lust for adventure, Rion Forge has certainly made her mark on the trade. When the discovery of a wrecked UNSC cruiser brings Rion's past back to haunt her, stirring fresh hope into a decades-old wound, she's hell-bent on finding answers: What really happened to her father and his ship, the Spirit of Fire? This digital-first novella also contains the complete text of Kelly Gay's short story "Into the Fire,"

originally featured in the collection *Halo: Fractures*.

**Dinosaur Summer** Dark Horse Comics

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Once considered clandestine, the Spartan-II program has now gone public. Tales of armored super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultra-secret cell of the Office of Naval Intelligence known as “Section Three” devises a plan to buy the UNSC vital time. It will need hundreds of willing soldiers, though—and one more Spartan—to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner

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technology stirs, and fleets of UNSC and Covenant vessels race to claim it and change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own...

**Halo: Evolutions** Macmillan

A volume of short works inspired by the universe as depicted in the popular video game expands the stories of its characters while offering new insights into a variety of storyline elements and races. Simultaneous. Video game tie-in.

Halo: Silentium Simon and Schuster

A bizarre discovery inside a hollow asteroid-spaceship triggers a worldwide war that results in the utter destruction of all human life, except for those inside the spaceship. Reissue.

Strength of Stones Open Road Media

"In the last years of the Forerunner empire, chaos rules. The Flood--a horrifying shape-changing parasite--has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defenses. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents known collectively as Catalog have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse

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of their civilization, the Librarian and the Ur-*Halo: Cryptum Del Rey*

Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before...Because of that barbarism, a greater evil looms. Only the Ur-Didact and the Librarian--husband and wife pushed into desperate conflict--hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time--to prevent an insane evil from dominating the entire universe"--

The final novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will

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Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with someone long dead, and a conscience that still survives in the most unlikely, undiscovered place...

*Eon Macmillan*

Hace cien mil años, la galaxia estaba poblada por una gran variedad de seres. Pero una especie —eones por delante tanto en tecnología como en conocimiento— predominó sobre las demás. Gobernaban en paz, pero eliminaban con contundencia a sus enemigos. Eran los Forerunners: los custodios del Manto, la siguiente fase de la vida en el Tiempo Vivo del universo. Y, entonces, desaparecieron. Ésta es su historia.

*Sleepside TimunMas*

This collection of fantasies features the stories "Webster," "The White Horse Child,"

"Sleepside Story," "Dead Run," "Through Road No Whither," and "Petra."

**Halo - Primordium** Simon and Schuster  
The second novel of the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. In the wake of the apparent self-destruction of the alien Forerunner empire, two humans—Chakas and Riser—are like flotsam washed up on very strange shores indeed. Captured by the Forerunner known as the Master Builder and then misplaced during a furious battle in space, Chakas and Riser now find themselves on an inverted world, where horizons rise into the sky and humans of all kinds are trapped in a perilous

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cycle of horror and neglect. They have become both research animals and strategic pawns in a cosmic game whose madness knows no end—a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners who expect to inherit their sacred Mantle of Responsibility to all living things. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo ringworld in search of a way home, an explanation for the warrior spirits rising up within, and the reason for the Forerunner Librarian’s tampering with human destiny. Their travels will take them into the domain of a powerful and monstrous intelligence—known as “the Captive” by Forerunners, and “the Primordial” by

ancient human warriors, this being may not only control the fate of Chakas, Riser, and the rest of humanity, but of all sentient life across the galaxy...

Open Road Media

Continues the story of the ancient Forerunners engineering race, who are worshiped as gods by the Covenant while their mysterious connection to humanity slowly unfolds --

**Halo: Ghosts of Onyx** Simon and Schuster

Almost nothing is known for sure about this ancient race. Worshipped by the Covenant as gods, their engineering relics pepper the galaxy, and their connection to humanity remains unanswered.

Devoted fans of both the books and games will finally get to delve deep into the era of these enigmatic beings, and discover for themselves the epic story behind one of the great mysteries of the 'Halo' universe: the complete disappearance of the Forerunners from existence.



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## Eternity Pan Macmillan

100,000 years ago, the galaxy was populated by a great variety of beings. But one species--eons beyond all others in both technology and knowledge--achieved dominance. They ruled in peace but met opposition with quick and brutal effectiveness. They were the Forerunners--the keepers of the Mantle, the next stage of life in the Universe's Living Time. And then they vanished. This is their story. Bornstellar Makes Eternal Lasting is a young rebellious Forerunner. He is a Manipular, untried--yet to become part of the adult Forerunner society, where vast knowledge and duty waits. He comes from a family of Builders, the Forerunners' highest and most politically powerful rate. It is the Builders who create the grand technology that facilitates Forerunner dominance over the known universe. It is the Builders who believe they must shoulder the greatest burden of the Mantle--as shepherds and guardians of all life. Bornstellar is marked to become a great Builder

just like his father. But this Manipular has other plans. He is obsessed with lost treasures of the past. His reckless passion to seek out the marvelous artifacts left behind by the Precursors--long-vanished superbeings of unknowable power and intent---forces his father's hand. Bornstellar is sent to live among the Miners, where he must come to terms with where his duty truly lies. But powerful forces are at play. Forerunner society is at a major crux. Past threats are once again proving relentless. Dire solutions--machines and strategies never before contemplated--are being called up, and fissures in Forerunner power are leading to chaos. On a Lifeworker's experimental planet, Bornstellar's rebellious course crosses the paths of two humans, and the long lifeline of a great military leader, forever changing Bornstellar's destiny ...and the fate of the entire galaxy. This is a tale of life, death, intergalactic horror, exile, and maturity. It is a story of overwhelming change--and of human origins. For the Mantle may not lie upon the shoulders of

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Forerunners forever.

*Halo: Oblivion* Tor Books

In the wake of the apparent self-destruction of the Forerunner empire, two humans — Chakas and Riser — are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end — a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to be the Last Precursor, and who now has control of both this Halo and the fate of

Forerunners and humans alike. Called the Primordial by ancient human warriors, this intelligence may control the fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

*Halo: Primordium* Simon and Schuster

A collection of science fiction short stories includes "Blood Music," "Tangents," "Hardfought," and "Petra."

*Songs of Earth And Power* Simon and Schuster

The New York Times bestselling origin story of the Master Chief—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Humanity has expanded beyond Earth's system to hundreds of planets that colonists now call home. But the United Earth Government and the United Nations Space Command is

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struggling to control this vast empire. After exhausting all strategies to keep seething colonial insurrections from exploding into a full-blown interplanetary civil war, the UNSC has one last hope. At the Office of Naval Intelligence, Dr. Catherine Halsey has been hard at work on a top-secret program that could bring an end to the conflict...and it starts with seventy-five children, among them a six-year-old boy named John. And Halsey could never guess that this child will eventually become the final hope against an even greater peril engulfing the galaxy—the inexorable confrontation with a theocratic military alliance of alien races known as the Covenant. This is the electrifying origin story of Spartan John-117—the Master Chief—and of his legendary, unstoppable heroism in leading the resistance against humanity’s possible extinction.

**Halo: Cryptum Forerunner Saga** Simon and Schuster

Multiple Hugo and Nebula award-winning author, Greg Bear is one of science fiction’s most accomplished writers. Bold scientific speculation, riveting plots, and a fierce humanism reflected in characters who dare to dream of better worlds distinguish his work. Now Bear has written a mind-bendingly epic novel that may well be his masterpiece. Do you dream of a city at the end of time? In a time like the present, in a world that may or may not be our own, three young people—Ginny, Jack, and Daniel—dream of a doomed, decadent city of the distant future: the Kalpa. Ginny’s and

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Jack's dreams overtake them without warning, leaving their bodies behind while carrying their consciousnesses forward, into the minds of two inhabitants of the Kalpa—a would-be warrior, Jebrassy, and an inquisitive explorer, Tiadba—who have been genetically retro-engineered to possess qualities of ancient humanity. As for Daniel: He dreams of an empty darkness—all that his future holds. But more than dreams link Ginny, Jack, and Daniel. They are fate-shifters, born with the ability to skip like stones across the surface of the fifth dimension, inhabiting alternate versions of themselves. And each guards an object whose origin and purpose are unknown: gnarled, stony artifacts called sum-runners that persist unchanged through all versions

of time. Hunted by others with similar powers who seek the sum-runners on behalf of a terrifying, goddess-like entity known as the Chalk Princess, Ginny, Jack, and Daniel are drawn, despite themselves, into an all but hopeless mission to rescue the future—and complete the greatest achievement in human history.

**Halo: Evolutions Volume I** Simon and Schuster  
Greg Bear's Nebula Award-winning novel, *Darwin's Radio*, painted a chilling portrait of humankind on the threshold of a radical leap in evolution—one that would alter our species forever. Now Bear continues his provocative tale of the human race confronted by an uncertain future, where “survival of the fittest” takes on astonishing and controversial new dimensions. Eleven years have passed since SHEVA, an ancient retrovirus, was discovered in human DNA—a retrovirus that caused mutations in the human genome and

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heralded the arrival of a new wave of genetically enhanced humans. Now these changed children have reached adolescence . . . and face a world that is outraged about their very existence. For these special youths, possessed of remarkable, advanced traits that mark a major turning point in human development, are also ticking time bombs harboring hosts of viruses that could exterminate the “old” human race. Fear and hatred of the virus children have made them a persecuted underclass, quarantined by the government in special “schools,” targeted by federally sanctioned bounty hunters, and demonized by hysterical segments of the population. But pockets of resistance have sprung up among those opposed to treating the children like dangerous diseases—and who fear the worst if the government’s draconian measures are carried to their extreme. Scientists Kaye Lang and Mitch Rafelson are part of this small but determined minority. Once at the forefront of the discovery and study of the SHEVA outbreak, they now live as virtual exiles in the Virginia suburbs with their daughter, Stella—a bright, inquisitive virus child who is quickly maturing, straining to break free of the protective world her parents have built around her, and eager to seek out others of her kind. But for all their precautions, Kaye, Mitch, and Stella have not slipped below the government’s radar. The agencies fanatically devoted to segregating and controlling the new-breed children monitor their every move—watching and waiting for the opportunity to strike the next blow in their escalating war to preserve “humankind” at any cost.