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## Tales Of Known Space

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<i>Tales Of Known Space</i>	<i>2022-05-13</i>
LILLY WARE	

**Flatlander** Random House Digital, Inc.

Those war-crazed fur-balls from the planet Kzin just won't give up, even though the canny pseudo-pacifists from Planet Earth cut through the Kzinti like a laser through catmeat (once the humans rediscovered old technologies and old instincts that never quite bred out). The ferocious Kzinti never seemed to be able to come up with a more complicated strategy than "Scream and Leap." But after three hard-fought wars, a few of the powerful pussycats have learned from their foes. Now, they are ready, and all that stands between freedom and a feline-filled universe is the human race. Good luck, monkey-boys. At the publisher's request, this title is sold without DRM (Digital Rights Management).

**Let's Tell a Story: Fairy Tale Adventure** Del Rey

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

**Fleet of Worlds** Musson Book Company

A two-headed creature and a large redfurred carnivore are among the members of a party which arrives to explore a mysterious world fabricated in the shape of a ring

**Juggler of Worlds** Simon and Schuster

Larry Greenberg's telepathic tendencies had been trained and developed to a critical level. The trouble was that if these psychic interchanges were strong enough, a man could end up not knowing who he really was. But when Larry's mind is taken over by an alien force, he has to fight to retain his sanity - and divert a disaster that threatens all mankind. And when Larry's mind is taken over by a sinister alien force, he has to fight to retain his sanity - and divert a disaster that threatens all mankind...

*The Year of the Snake* Del Rey

One of the 100 best science fiction novels from 1949-1984 as selected by critic David Pringle "Rare Storytelling...demands to be read at one sitting." - Chicago Sun-Times "Nobody does it better than Niven and Pournelle." --Tom Clancy In a dystopian future, where pollution and violence overrun Los Angeles streets, a Utopia flourishes. Todos Santos is thousand-foot-high arcology; a single-structured city that rises above the festering skyscrapers to offer its privileged residents the perfect blend of technology and security in exchange for their oath of allegiance and vigilance. But is this orderly city elevating humanity, or shackling it? There are those who feel the constant video surveillance oppressive, rather than inclusive, or that the city is monopolizing hard-earned resources, and taking money away from the poorer Angelinos. Connected through neural implants to MILLIE - the AI that runs all of Todos Santos' systems - Art Bonner and Barbara Churchwood work with a team of dedicated staff to protect the city against the FROMATEs ("Friends of Man and the Earth"), who are a group of anti-technology zealots dedicated to destroying everything they have built. When three youths break into the city, to see if they can exploit its weaknesses, the repercussions of their actions threaten to bring one of humanities most ambitious projects to its knees....

*Tales from the Chinese Zodiac* The Floating Press

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).

**Tales of Space and Time** Del Rey

Tales of Known SpaceWiley-BlackwellThree Books of Known SpaceDel Rey

*Little Known Tales in California History* Baen Books

Settle in for a thrill-a-minute journey to the land of the ancient Incans in H. Rider Haggard's novel The Virgin of the Sun. An antique dealer whose life is thrown into disarray by a sudden tragedy sets off for the adventure of a lifetime -- and along the way finds a romance that begins to heal his hardened heart.

*Destiny's Road* Baen Publishing Enterprises

This retrospective collection features excerpts from some of the author's acclaimed novels, classic tales of science fiction such as "Inconstant Moon" and "The Hole Man," previously uncollected works including the novellas "Brenda" and "The Kiteman," and essays, anecdotes, and observations. Reprint. 25,000 first printing.

**The Universe of Larry Niven** Fantastic Books

Sorcerers, superheroes, and zombies. Out of work, out of luck, out of practice. Gods, clods, or four simple lads. Here are the Beatles as you've never known them before: singing for their supper, singing for their souls, and singing to save the world. Join 25 remarkable authors as they take you Across the Universe.

*The Magic Goes Away* Orbit Books

Two science fiction novels and a collection of short stories feature a being intent upon enslaving Earth, a man who becomes the only hope for a doomed colony, and life in the thirty-first century

**The Long Arm of Gil Hamilton** Del Rey

Seventeen incredible authors. Seventeen amazing stories. One fantastic sci-fi universe, where the only limit is one's imagination. Welcome to Starflight. Based on the exploration-based Starflight video game series created by Greg Johnson and the Binary Systems team, the stories in Tales From the Starport Lounge flesh out and shine a light into the darkest corners of the known universe. Join the last vestiges of Humanity and their alien allies (the reptilian Thrynn, the insectoid Velox, and the plant-based Elowan) as they attempt to carve out their own territory in a sector of space filled with wondrous opportunity and deadly threats. Brave explorers seek out new worlds to colonize while merchants cruise from starport to starport, their holds laden with exotic goods. Not all in this futuristic setting have noble intent. For every prospector and trader attempting to make a difference, a dozen pirates, smugglers, and mobsters engage in all manner of criminal enterprise. Gangs fill the underbellies of every major city and raid the trade routes between the stars, pushing the outnumbered and outgunned Interstel Police to their limit and forcing civilians to take matters into their own hands. It's a rough and tumble universe, where one wrong move could spell doom for an expedition, or grant enough wealth to buy a planet. Board your ship and set course for stars unknown! The universe awaits. Stories include: "Those Who Came Before" by Michael Gants, "Choices" by Christopher Woods, "Black Box Blues" by Philip K. Booker, "Rock of Truth" by Bart Kemper, "Obligations" by Marisa Wolf, "Hindsight" by R.J. Ladon, "Peacestone" by Brisco Woods, "Everyone Gets What They Have Coming" by D.J. Butler, "A New Beginning" by J.F. Posthumus, "Fire at Will" by Declan Finn, "Hiro of Arth" by David A. Tatum, "Rover Rescue" by Michael J. Allen, "Territory" by Nick Steverson, "Turn of Luck" by William Joseph Roberts, "Always on Duty" by Benjamin Tyler Smith, "To Cache a Killer" by Michael J. Ciaravella, "Through the Time Lens" by Robert Silverberg Plus an introduction by Starflight creator, Greg Johnson

**N-Space** Wiley-Blackwell

Imagine if you could have an adventure in a fairy tale world. What if you could have MILLIONS of them? With this story-building book, readers aged 5+ can create their own fairy tale-inspired

adventures, over and over again. Just read the question and choose from the vibrant pictures on the page to build the story. The book is packed full of fun, silly and exciting things for the reader to choose from, including: Dressing up in a pair of glass slippers Heading off to see the Three Little Pigs Packing a pot of fairy dust for the trip Journeying alongside a talking toadstool Saying hello to Goldilocks Tasting some punch made from troll snot Once they've finished, the reader can turn back to the start and make different choices to build a completely new tale. There are millions of possible combinations and endless stories to be told! And can you find the cheeky penguin hidden on each page? You're the Hero is a series of books designed to help readers dream up their very own adventures. From selecting which hero to be and where to visit, to deciding on how the story will end and choosing a reward, the reader controls the action from start to finish. Packed full of imaginative characters, thrilling places to go, hilarious random objects and extraordinary situations to choose from, these books are made to be read again and again.

*Three Books of Known Space* CAEZIK SF & Fantasy

On Planet Destiny, Jemmy Blocher kills a laborer and flees for his life along the long road forged by the mysterious Cavorite and its crew, who disappeared more than 250 years earlier

*The Burning City* Orbit Books

This book has 41 different chapters on California's gold rush and development history. Read about The Lost Spanish Galleon, Pegleg Smith's Lost Gold Mine, Joaquin Murrieta, and railroad titans.

*The Universe of Larry Niven* Baen Books

Carroll Locklear finds himself stranded on a planet of the prehistoric Kzinti, otherworldly bearcats with homicidal tendencies, and must win over the female cats in order to survive

*Neutron Star* Wide Eyed Editions

Worlds closer to the galatic core than Known Space are --or were-- home to intelligent speciers. Some learned of the core explosion in time to flee. Destroyer of Worlds opens in 2670, ten years after Juggler of Worlds closes; with refugee species fleeing in an armada of ramscoops in the direction of the Fleet of Worlds. The onrushing aliens are recognized as a threat; they have left in their trail a host of desolated worlds: some raided for supplies, some attacked to eliminate competition, and some for pure xenophobia. Only the Puppeteers might have the resources to confront this threat--but the Puppeteers are philosophical cowards... they don't confront anyone. They need sepoys to investigate the situation and take action for them. The source of the sepoys? Their newly independent former slave world, New Terra. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Destroyer of Worlds** Macmillan

Set in the world of Larry Niven's popular The Magic Goes Away, The Burning City transports readers to an enchanted ancient city bearing a provocative resemblance to our own modern society. Here Yagen-Atep, the volatile and voracious god of fire, alternately protects and destroys the city's denizens. In Tep's Town, nothing can burn indoors and no fire can start -- except when the Burning comes upon the city. Then the people, possessed by Yagen-Atep, set their own town ablaze in a riotous orgy of destruction that often comes without warning. Whandall Placehold has lived with the Burning all his life. Fighting his way to adulthood in the mean-but-magical streets of the city's most blighted neighborhoods, Whandall dreams of escaping the god's wrath to find a new and better life. But his best hope for freedom may lie with Morth of Atlantis, the enigmatic sorcerer who killed his father!

*Yiddish Tales* Tales of Known Space

2013 is the Year of the Snake! Suzie is a young serpent who wants to see all the colorful world has to offer. But will others, who don't take kindly to her kind, get in her way? Suzie befriends the girl Lily and they discover what a snake is really good for! But will Suzie realize that sometimes discretion is the better part of valor? The Year of the Snake is the eighth in the annual series Tales of the Chinese Zodiac. - - - "The heartwarming story about overcoming misconceptions resounds in any culture. It also doesn't hurt that the heroine is playful and enjoys being a little girl's jump rope.

Despite the scales and fangs, Suzie is a snake with a heart of gold". - Sampan  
*The Collected Tales of Gil "The Arm" Hamilton* Macmillan

"(Clarke) remains a master at describing the wonders of the material universe in sentences that combine a respect for scientific accuracy with an often startling lyricism".--"The New York Times

Book Review". Here is one of his out-of-print classics now available in a new trade paperback edition.