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Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 23. Chapters: After Doomsday, A Midsummer Tempest, Brain Wave, Conan the Rebel, Fire Time, Hrolf Kraki's Saga, Inconstant Star, Mother of Kings, Operation Chaos (novel), Operation Luna, Orbit Unlimited, Orion Shall Rise, Question and Answer, Starfarers (Poul Anderson), Tau Zero, There Will Be Time, The Boat of a Million Years, The

Broken Sword, The High Crusade, The Merman's Children, Three Hearts and Three Lions. Excerpt: After Doomsday is a science fiction novel by American writer Poul Anderson. It was published as a complete novel in 1962, having been serialized as The Day after Doomsday in the magazine Galaxy, between December 1961 and February 1962. The novel explores events after the destruction of Earth, from the point of view of two returning starship crews, one entirely made up of men, the other consisting entirely of women. The story is set in the early 21st century. Even as the Cold War dragged on Earth has been suddenly contacted by the Monwaingi space-faring culture. The technology of interstellar travel is spreading across the galaxy, disrupting one culture after another. Monwaing itself was contacted only a few centuries previously. Another culture, the Vorlak, underwent a transition from a stable planetary society to a warlord culture similar to the Japanese Shogunate. The nomadic Kandemirian culture became a hegemonistic one similar to the Mongol Empire. Earth found itself on the fringes of a conflict between Kandemir and a coalition led by Vorlak, with Monwaing on the sidelines, actively supporting the anti-Kandemir forces. There is a lingua franca called Uru, which bonds the diverse cultures together. The original speakers of the language may have also initiated the spread of interstellar technology, but the language seems to have outlived, or at least outstripped its... After receiving a mysterious coded message, Zen Starling abandons his life of luxury and, with the help of sentient trains, goes in search of android Nova, who plans to reawaken the Railmaker. Humans and their genetically altered descendants struggle to find their place in a universe controlled by a benevolent artificial intelligence in this brilliant classic of future speculation On a far-future Earth, a linked system of artificial intelligences called the cybercosm runs the planet and the universe far more efficiently than any flesh and blood ruler ever could, in essence rendering the human race obsolete. On the Earth's moon, genetically engineered Lunarians carrying the DNA of Dagney Beynac—a descendant of the legendary Anton Guthrie, founder of the powerful and visionary Fireball Enterprises—struggle to preserve their lives, their freedom, and their satellite's resources in the face of threats posed by encroaching humans and controlling machines. Over a span of five centuries, tensions have increased in the wake of the political and technological revolutions that reshaped their universe. And

suddenly radical change is in the offing once more, as a secret kept hidden since the earliest days of Lunar colonization is about to be revealed—one that could effectively shut down the cybercosm and plunge the universe into chaos. Poul Anderson advances the worlds-shattering circumstances he so brilliantly introduced in Harvest of Stars, creating a vision of the future that is at once astonishing, provocative, and troubling. A true science fiction classic, The Stars Are Also Fire explores deep questions about the nature, complexity, and worth of humankind in an unforgettable novel considered by many to be Anderson's masterpiece. The corridors of time connect the ages to each other. Through them, one can travel backwards and forwards over the history of man. But rival factions have waged war for centuries: the gates onto time are bitterly fought for and jealously quarded. Malcolm Lockridge is a modern American swept into the past by the beautiful and mysterious Storm Darroway, the lithe, glowing Goddess of her people. Malcolm is an ordinary man of today, caught up in a time war beyond his comprehension. Another war, the most terrible nuclear disaster in the history of man has scorched and crippled all life on the surface of earth. In a few isolated zones human survival has occurred. Among these groups the birth rate is said to be phenomenal. There are reports of strange mutations of the human species appearing as frequently as fifty or sixty in a hundred births. Only a few of these strange mutations have been strong enough to survive, but some are reported to be reproducing their kind. A physical and mental examination of these freaks is being undertaken at the present time. The only survivors of an annihilated human race must find one another somewhere in the cosmos and unite to destroy the alien aggressors who obliterated the Earth in this classic science fiction adventure After a three-year mission, the American starship Benjamin Franklin and its all-male crew have returned to Earth, only to discover the planet is dead, a blackened shell devoid of life. It is clear that one of a trio of alien species engineered the holocaust, but which? When the captain of the Franklin falters, engineer Carl Donnan is forced to take command of the ship. The future of what remains of the human race is in his hands. Donnan's first priority is to escape with his crewmates; the second is to find out if there are other human survivors somewhere among the stars—unbeknownst to Donnan and the three hundred men now under his charge, the female crew of the Europa also survived the

genocide—and the third is to seek vengeance, for the alien annihilators will not rest until their task is completed. If the last men and women in the galaxy do not identify and destroy their enemy, there will be no place in the universe to hide. The winner of three Nebulas, seven Hugos, and numerous other awards over the course of his illustrious career, science fiction Grand Master Poul Anderson has written a magnificent adventure of courage and survival in the wake of the unthinkable, demonstrating once again why he is considered one of the brightest literary lights to shine during the Golden Age of Asimov, Heinlein, and Bradbury. 'The entire head had been stripped of skin, creating a nightmarish sculpture in gelled blood...' The hideous apparition that confronted John Redpath almost defied description. It was the beginning of a horrific ordeal that would cause him to question his own sanity... A member of a telepathic research project, Redpath believes the cause to be side-effects from the experimental drugs he is taking - but then stranger things begin to happen. He wakes up to find himself in America...he is drawn to a local house occupied by a bizarre group of people leading an artificial and peculiar life...which events are really happening? Slowly an explanation emerges, more terrifying than anything he could have imagined... "This is a stand-alone novel with material enough for six... By the halfway point, it had blown my mind twice... an audacious, genre-bending whirlwind." —New York Times "It reads like Snow Crash had a dance-off with Gideon the Ninth, in a world where language isn't a virus from outer space, it's a goddamn alien invasion." —Charles Stross In modern day Los Angeles, a shadowy faction led by the Governor of California develops the arcane art of combat linguistics, planting the seeds of a future totalitarian empire. Isobel is the Queen of the medieval rave-themed VR game Sparkle Dungeon. Her prowess in the game makes her an ideal candidate to learn the secrets of "power morphemes"—unnaturally dense units of meaning that warp perception when skilfully pronounced. But Isobel's reputation makes her the target of a strange resistance movement led by spellcasting anarchists, who may be the only thing stopping the cabal from toppling California over the edge of a terrible transformation, with forty million lives at stake. Time is short for Isobel to level up and choose a side-because the cabal has attracted much bigger and weirder enemies than the anarchist resistance, emerging from dark and vicious dimensions of reality

and heading straight for planet Earth! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Starfarers is the story of an expedition into the far reaches of the galaxy, where answers to mankind's greatest questions await. The saga begins when evidence of an advanced civilization is discovered by SETI astronomers. "Trails" observed in the sky are thought to be from starships travelling at the speed of light, an enigma that spurs scientific minds until this breakthrough is achieved by mankind as well. An expedition is then mounted and an eclectic team of scientists chosen to journey into the sector where the intelligent life is allegedly located. But because the destination of the starship, Envoy, and her crew is 60,000 lightyears away, the time required to reach the point of origin of the signals and return is 120,000 years - longer than Homo sapiens has been on Earth. And though the crew is ready to face the ramifications of such a trek, no one is prepared for what awaits them at the outer edge of the cosmos - or back at the planet they once called home. Starfarers is a story of patience and immediacy, but most of all of courage. It is a saga for anyone who has ever felt the emptiness of life on Earth and found the missing substance in the spaces between the stars. Like two giants the old enemies faced each other across the reaches of the galaxy - the Terran Empire and the Ythrian Domain. Terra was a Leviathan, encroaching ever further among the stars, promising peace and prosperity - but at the price of freedom. Ythri was smaller, but an empire in its own right, peopled by birdlike beings with a civilisation and intellect that easily matched Terra's own. And between the adversaries lay Avalon. One single planet, inhabited by human and Ythri alike. Both sides wanted to claim Avalon, by persuasion or by force, for it was a key world that could turn the tide of the war. But Avalon had developed a unique culture, a powerful blend of human and Ythrian thought. And Avalon had ideas of its own.... Greg Egan's Perihelion Summer is a story of people struggling to adapt to a suddenly alien environment, and the friendships and alliances they forge as they try to find their way in a world where the old maps have lost their meaning. Taraxippus is coming: a black hole one tenth the mass of the sun is about to enter the solar system. Matt and his friends are taking no chances. They board a mobile aquaculture rig, the Mandjet, selfsustaining in food, power and fresh water, and decide to sit out

the encounter off-shore. As Taraxippus draws nearer, new observations throw the original predictions for its trajectory into doubt, and by the time it leaves the solar system, the conditions of life across the globe will be changed forever. Praise for Perihelion Summer "Egan here doubles down on climate change with his typically rigorous exploration of a cosmic accident's effect on Earth and all its people. His characters are sharp and funny and their courageous response to the massive challenge they face works as a spur to cause us to think-why couldn't we do as well with our own great challenge? This is what the best science fiction can do that no other genre can, and we need it now more than ever. Bravo!" — Kim Stanley Robinson At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. They built a ship called the Southern Cross and launched her to Alpha Crucis. Centuries passed, civilisations rose and fell, the very races of mankind changed, and still the ship fell on her headlong journey toward the distant star. After ten generations the Southern Cross was the farthest thing from Earth of any human work - but she was still not halfway to her goal. Here is an absolutely absorbingly exciting tale of the far future from one of the giants in the field of Science Fiction writing. Nicholas van Rijn, the most flamboyant member of the Polesotechnic League of star traders, could see dark times ahead. Fellow league members were using tactics verging on outright piracy, and others were all too eager to sell starships and high-tech weapons to alien barbarians. A planet not previously known for interstellar commerce suddenly revealed a secret fleet of armed starships, and started building an empire. Even if Van Rijn and his right-hand man David Falkayn could find a way to stop this blatant aggression, the glory days of the League were over. Hereafter, for its own protection against wellarmed alien marauders the Earth must maintain a strong military fleet, and one charismatic man would found an empire that would learn nothing of the lessons history taught about the fates of other empires as it began annexing other star systems, whether they wanted to join the Terran Empire or not . . . This is the third volume in the first complete edition of Poul Anderson's Technic Civilization saga, and it includes a classic novella which appears here in book form for the first time. And the next volume begins the adventures of Poul Anderson's other legendary character, Captain Sir Dominic Flandry. At the publisher's

request, this title is sold without DRM (Digital Rights Management). DigiCat Publishing presents to you this special edition of "A Strange Manuscript Found in a Copper Cylinder" by James De Mille. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature. For three years, people on Earth have been subject to the will of the "Passengers"—intangible beings who usurp human bodies temporarily and without warning, and do nothing but play and cause havoc. People being "ridden" are ignored by others, and when they are freed, the experience, by social convention, is ignored by all. When the Passenger leaves the host body, the person is left with no memories of his time being ridden. "Passengers" was nominated for the Hugo Award for Best Short Story 1970, and won the Nebula Award for Best Short Story in 1969. This Hugo Award finalist, "justifiably regarded as a classic" (SFReviews.net), is the tale of an epic space voyage where time dilation goes horribly wrong. Aboard the spacecraft Leonora Christine, fifty crewmembers, half men and half women, have embarked on a journey of discovery like no other to a planet thirty light-years away. Since their ship is not capable of traveling faster than light, the crew will be subject to the effects of time dilation and relativity. They will age five years on board the ship before reaching their destination, but thirty-three years will pass on Earth. Experienced scientists and researchers, they have come to terms with the time conditions of their space travel. Until . . . the Leonora Christine passes through an uncharted nebula, which damages the engine, making it impossible to decelerate the ship on the second half of their trip. To survive, the crewmembers have no choice but to bypass their destination and continue to accelerate toward the speed of light. But how will they keep hope alive and maintain order as they hurtle deeper into space with time passing more and more rapidly, and their ultimate fate unknown? With its combination of mind-blowing hard science and compelling human drama, Tau Zero is "the ultimate hard science novel" (Mike Resnick). The Fleet of Stars sees the return of Anson Guthrie, Poul Anderson's iconoclastic hero from Harvest of Stars. Suspecting a conspiracy to suppress humankind's freedom,

Guthrie begins a dangerous journey across the realm of comets... The epic voyage of the spacecraft Leonora Christine will take her and her fifty-strong crew to a planet some thirty lightyears distant. But, because the ship will accelerate to close to the speed of light, for those on board subjective time will slow and the journey will be of only a few years' duration. Then a buffeting by an interstellar dustcloud changes everything. The ship's deceleration system is damaged irreperably and soon she is gaining velocity. When she attains light-speed, tau zero itself, the disparity between ship-time and external time becomes almost impossibly great. Eons and galaxies hurtle by, and the crew of the Leonora Christine speeds into the unknown. 'Imagine that tomorrow neurotic response is so accelerated on this earth that an I.Q. of 500 is commonplace, a moron has the thinking capacity of yesterday's intellectual. Poul Anderson's detailedly plausible exploration of his theme makes for an unusually satisfying and stimulating book.' There were three of them - Adzel who measured four and a half metres and resembled a dragon, Chee Lan who was furry, catlike and female, and David Falkayn, a dare-devil rakehell from space. When they learned of a roque planet two hundred and four light-years from Sol, they were interested because the planet, a nightmare of ice and darkness, was rich in minerals. And the planet was about to melt - to move closer to a sun and release the vast wealth entombed in its depths. And Falkayn, Chee Lan and Adzel were prepared to risk the horrors of an erupting, melting world if they could only salvage the riches that would shortly boil from the planet's core... In this classic science fiction adventure, a fiery doomsday threatens an alien world—and the human colonists who have made it their home. Firetime is coming to Ishtar. This once-in-a-millennium event occurs when one of the planet's three suns encroaches on Ishtar's surface, to disastrous effect. The nightmare rapidly approaching, barbaric tribes have declared war on their more civilized brethren in hopes of avoiding a natural extermination. Standing between the opposing forces are the colonists who settled on Ishtar after abandoning their home planet, Earth. But in this time of chaos and destruction, there is little the humans can do to aid their Ishtarian allies in the desperate fight for survival. The Terran powers, engaged in their own terrible conflict with a hostile alien race, will offer no help to the endangered planet. With a fiery doomsday on the way, the humans can do nothing but watch and wait—and pray

for a miracle that will forestall the inevitable apocalypse. A stunning work of speculative invention from one of the all-time masters of science fiction and fantasy, Poul Anderson's classic Fire Time is a richly imagined tale of war, alien contact, and environmental catastrophe that brilliantly questions the concepts of right and wrong, good and evil, and heroism and villainy. The multi-award-winning SF masterpiece from one of the greatest SF writers of all time Rama is a vast alien spacecraft that enters the Solar System. A perfect cylinder some fifty kilometres long, spinning rapidly, racing through space, Rama is a technological marvel, a mysterious and deeply enigmatic alien artefact. It is Mankind's first visitor from the stars and must be investigated ... Winner of the HUGO AWARD for best novel. 1974 Winner of the NEBULA AWARD for best novel, 1973 Winner of the JOHN W. CAMPBELL AWARD for best novel, 1974 Winner of the BSFA AWARD for best novel, 1973 Gives a critique of Michelangelo's works as well as highlights from his life In the year of grace 1345, as Sir Roger Baron de Tourneville is gathering an army to join King Edward III in the war against France, a most astonishing event occurs: a huge silver ship descends through the sky and lands in a pasture beside the little village of Ansby in North East Lincolnshire. The Wersgorix, whose scouting ship it is, are quite expert at taking conquering planets, and having determined from orbit that this one is suitable, they initiate standard procedure. Their ship carries guided missiles and nuclear weaponry - but they have long since lost the art (and weapons) of hand-to-hand fighting. And this time it's no mere primitives the Wersgorix seek to enslave - they've launched their invasion against Englishmen! In the end, only one alien is left alive - and Sir Roger's grand vision is born. He intends for the creature to fly the ship first to France to aid his King, then on to the Holy Land to vanguish the infidel. And then . . . ? Forget minor hazards like nuclear bombs. The discovery of time travel means that everything we know, anyone we know, might not only vanish, but never even have existed. Against that possibility stand the men and women of the Time Patrol, dedicated to preserving the history they know and protecting the future from fanatics, terrorists, and would-be dictators who would remold the shape of reality to suit their own purposes. But Manse Everard, the Patrol's finest temporal trouble-shooter, bears a heavy burden. The fabric of history is stained with human blood and suffering

which he cannot, must not do anything to alleviate, lest his tampering bring disastrous alterations in future time. Everard must leave the horrors of the past in place, lest his tamperingor that of the Patrol's opponents, the Exaltationists-erase all hope of a better future, and instead bring about a future filled with greater horrors than any recorded by past history at its darkest and most foul. Simeon Krug's obsession is to see a tower built, on kilometre high, that will reach out to answer the voice from space. The Androids are his tools; superb, man-like creations of Man. The Androids take Krug for their God, and seek to become one with flesh-and-blood mankind through his wisdom. But Krug is not God - and it takes a God to control the terrible emotions Krug has stirred . . . In the far future, a conspiracy emerges against a powerful AI in a novel that "spellbindingly demonstrates the complex rivalry between human and machine" (Booklist). Many centuries in the future, no great destiny for humankind exists on Earth. The Lunarians, genetically engineered human adaptations bred to survive on the moon, have spread out toward the stars. But not even their colony on distant Proserpina is free from the suffocating influence of the Teramind, the vast network of intelligent machines that preserves order and logic in the universe. In his search for inspiration, poet and pilot Jesse Nichol discovers a new purpose when he reunites with his former lover, the mesmerizing Lunarian Falaire. Coerced into criminal hijacking, Jesse suddenly finds himself part of a bold anti-artificial intelligence conspiracy that could ultimately spell disaster, for nothing escapes the Teramind, especially humanity's desperate pursuit of freedom. And when human and machine are in conflict, the outcome will rock many worlds. The third volume in what ranks among SFWA Grand Master Poul Anderson's greatest creation, Harvest the Fire imagines a machine-dominated future beyond the cataclysmic eras of Harvest the Stars and The Stars Are Also Fire. A breathtaking continuation of the epic tale, it is a story of courage and insurrection that celebrates the indomitable human spirit and the unconquerable restlessness of a race born to explore new worlds. A New York Times Notable Book and Hugo and Nebula Award Finalist: This epic chronicle of ten immortals over the course of history "succeeds admirably" (The New York Times). The immortals are ten individuals born in antiquity from various cultures. Immune to disease, able to heal themselves from injuries, they will never die of old age—although they can fall

victim to catastrophic wounds. They have walked among mortals for millennia, traveling across the world, trying to understand their special gifts while searching for one another in the hope of finding some meaning in a life that may go on forever. Following their individual stories over the course of human history and beyond into a richly imagined future, "one of science fiction's most revered writers" (USA Today) weaves a broad tapestry that is "ambitious in scope, meticulous in detail, polished in style" (Library Journal). Poul Anderson, Greg Bear, Frederik Pohl, and other masters of the genre collaborate on a novel in which human explorers enter into the battle between the planets Genji and Chujo. Reprint. When the starship Meteor crash-landed on a strange world orbiting a solitary sun in the vast darkness outside the galaxy, her crew of Earthmen had no idea of what to expect. The planet was Earthlike in gravity, air, animal and vegetable life - but what of the native races they glimpsed from a distance? What kind of culture would evolve on a planet whose sky was dominated by the glow of an entire galaxy - and with no other stars save its own dim sun? What kind of gods would they worship? The Earthmen had to find the astounding answers to these questions on a planet split by a world-wide war. Steve Matuckek Book 1 In a war waged against Black Magic, the fact that Steve is a werewolf and his wife is a highly skilled witch is not unusual. But their adventures prove very unusual, even for their world, when they are given the task of neutralizing an enemy's ultimate weapon the world's most powerful demon. Stephen Baxter's highly acclaimed first novel and the beginning of his stunning Xeelee Sequence finally enters the SF Masterwork series! A spaceship from Earth accidentally crossed through a hole in space-time to a universe where the force of gravity is one billion times as strong as the gravity we know. Somehow the crew survived, aided by the fact that they emerged into a cloud of gas surrounding a black hole, which provided a breathable atmosphere. Five hundred years later, their descendants still struggle for existence, divided into two main groups. The Miners live on the Belt, a ramshackle ring of dwellings orbiting the core of a dead star, which they excavate for raw materials. These can be traded for food from the Raft, a structure built from the wreckage of the ship, on which a small group of scientists preserve the ancient knowledge which makes survival possible. Rees is a Miner whose curiosity about his world makes him stow away on a flying tree -

just one of the many strange local lifeforms - carrying trade between the Belt and the Raft. And what he finds will change his world... Presents a collection of short stories, including "Call Me Joe, " "The Immortal Game, " "The Live Coward, " and "Then Death Will Come.". Transported to a medieval realm of magic and myth, a World War II resistance fighter undertakes a perilous quest in this classic fantasy adventure. Holger Carlsen is a rational man of science. A Danish engineer working with the Resistance to defeat the Nazis, he is wounded during an engagement with the enemy and awakens in an unfamiliar parallel universe where the forces of Law are locked in eternal combat with the forces of Chaos. Against a medieval backdrop, brave knights must take up arms against magical creatures of myth and faerie, battling dragons, trolls, werewolves, and giants. Though Holger has no recollection of this world, he discovers he is already wellknown throughout the lands, a hero revered as a Champion of Law. He finds weaponry and armor awaiting him-precisely fitted to his form—and a shield with three hearts and three lions emblazoned upon it. As he journeys through a realm filled with wonders in search of the key to his past, Holger will call upon the scientific knowledge of his home dimension, the destinies of both worlds hanging in the balance. Before Thomas Covenant, Roger Zelazny's Amber, and J. R. R. Tolkien's The Lord of the Rings, the great Poul Anderson introduced readers to the Middle World and the legendary hero Ogier the Dane. Inventive and exciting, Three Hearts and Three Lions is a foray into fantasy that employs touches of science fiction from an award-winning master of the speculative. Steve Matuckek Book 2 Ginny Greylock and Steve Matuckek are partners on an Earth quite unlike our own. Ginny is a licensed witch and Steve is an engineer and werewolf. He works on a spacecraft out in the Arizona desert and takes part in a project that soon discovers there is life on the moon. The sword Tyrfing has been broken to prevent it striking at the roots of Yggdrasil, the great tree that binds earth, heaven and hell together...but now the mighty sword is needed again to save the elves, who are heavily involved in their war against the trolls and only Scafloc, a human child kidnapped and raised by the elves, can hope to persuade the mighty ice-giant, Bolverk, to make the sword Thor broke whole again. But things are never easy and along the way Scafloc must also confront his shadow self, Valgard the changeling, who took his place in the world of men.A superb dark fantasy of the highest and most Norse

order, THE BROKEN SWORD is a fantasy masterpiece. A time traveler stumbles upon a horrific plot to alter the future in this adventure from "one of science fiction's most revered writers" (USA Today). Born with a strange genetic mutation, Jack Havig can travel backward and forward in time at will. His unique gift enables him to visit ancient Rome, the Byzantine Empire, and the Wild West. He's even seen the far future, when the ecology-minded Maurai Federation dominates a world nearly obliterated by nuclear war. Jack undertakes these voyages with one objective in mind: to find others who share his remarkable abilities. In the shadow of the Crucifixion, Jack finally achieves his goal. But a terrible darkness clouds his admission into the secretive, time-traveling organization called Eyrie when the group's true intentions become clear. For Eyrie's plans include an unthinkable genocide designed to irrevocably alter the destiny of humankind—and Jack is the only one who can stop it. But he won't be able to do it alone. The prolific and remarkable Poul Anderson dazzles once again with a humanistic science fiction adventure that races across the boundaries of time. Lightning-paced and marvelously inventive, There Will Be Time is an unforgettable journey through the ages from one of the greats of twentieth-century science fiction. This ebook includes the bonus stories "Progress" and "Windmill."

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