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Things from Outer Space

MANHATTAN IS UNDER NEW MANAGEMENT. THEY'RE NOT FROM AROUND HERE. Welcome to the Big Apple, son. Welcome to the city that never sleeps: invaded by monstrous fusions of meat and machinery, defended by a private army that makes Blackwater look like the Red Cross, ravaged by a disfiguring plague that gifts its victims with religious rapture while it eats them alive. You've been thrown into this meat grinder without warning, without preparation, without a clue. Your whole squad was mowed down the moment they stepped onto the battlefield. And the chorus of voices whispering in your head keeps saying that all of this is on you: that you and you alone might be able to turn the whole thing around if you only knew what the hell was going on. You'd like to help. Really you would. But it's not just the aliens that are gunning for you. Your own kind hunts you as a traitor, and your job might be a bit easier if you didn't have the sneaking suspicion they could be right. . . .

A Fighting Chance

Modern civilization faces a broad spectrum of daunting problems, but rational solutions are available for them all. This book explores the following issues: (1) Threats to the environment and climate change; (2) a growing population and vanishing resources; (3) the global food and refugee crisis; (4) intolerable economic inequality; (5) the threat of nuclear war; (6) the military-industrial complex; and (7) limits to growth. These problems are closely interlinked, and their possible solutions are discussed in this book. Contents: Economics, Ethics and Ecology
Threats to the Environment and Climate Change
Growing Population, Vanishing Resources
The Global Food and Refugee Crisis
Intolerable Economic Inequality
The Threat of Nuclear War
Facing a Set of Linked Problems
Outlawing War
The Evolution of Cooperation
Education for Peace
The Future of International Law
The Choice is Ours to Make
Readership: Readers interested in an overview of world issues and a brief history of their origins.

Logical Reasoning

Five years ago you destroyed the world. The world had it coming. So you brought

back a gift from the deep sea, a doomsday microbe to throw the planet on its side. Now DNA itself is on the way out. North America lies in ruins beneath the thumb of an omnipotent psychopath. Governments across the globe have fallen; warlords and suicide cults have risen from the ashes. All because five years ago, you had a score to settle. But you've discovered something in the meantime: you destroyed the world on false pretenses. For years now you've cowered among the mountains of the deep Atlantic. But you cannot hide forever. The consequences of past acts reach inexorably to the very bottom of the world - and suddenly, even here, there's no way to take back the body count. One way or another, you're about to face the mess you made. Watts is a Canadian science fiction author and marine-mammal biologist. His first novel *Starfish* was then followed with the sequels, *Behemoth: b-Max* and *Behemoth: Seppuku*. These comprise a trilogy usually referred to as "Rifters" after the modified humans designed to work in deep-ocean environments. Watts' novel *Blindsight* was nominated for a 2006 Hugo Award, and has been described by Charles Stross; "Imagine a neurobiology-obsessed version of Greg Egan writing a first contact with aliens story from the point of view of a zombie posthuman crewman aboard a starship captained by a vampire, with not dying as the boobie prize." *Echopraxia*, released in 2014 is a "sidequel" about events happening on Earth and elsewhere concurrent with the events in *Blindsight*. In addition to his novels and short stories, Watts has also worked in other media. He was peripherally involved in the early stages of the animated science fiction film and television project *Strange Frame*, and also worked briefly with Relic Entertainment on one of the early drafts of the story that would eventually, years later, become *Homeworld 2*. The creative director of *Bioshock 2* has cited Watts's work as an influence on that game.

Dead Lies Dreaming

A huge international corporation has developed a facility along the Juan de Fuca Ridge at the bottom of the Pacific Ocean to exploit geothermal power. They send a bio-engineered crew--people who have been altered to withstand the pressure and breathe the seawater--down to live and work in this weird, fertile undersea darkness. Unfortunately the only people suitable for long-term employment in these experimental power stations are crazy, some of them in unpleasant ways. How many of them can survive, or will be allowed to survive, while worldwide disaster approaches from below? *Starfish*, the first installment in Peter Watts' *Rifters Trilogy* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crysis

With over fifty unpredictable, scathing, hilarious, and more-than-occasionally moving essays about science, politics, family, pop culture, religion and more, Peter Watts — Hugo Award-winning author, former marine biologist, and “angry sentient tumor” (via Annalee Newitz, author of *Autonomous*) — shows why he is the savage dystopian optimist whom you can’t look away from even when you probably should. [STARRED REVIEW] “Irreverent, self-deprecating, profane, and funny, showcasing a Hunter S. Thompson-esque studied rage and dissatisfaction with the status quo combined with the readability and humor of John Scalzi.” —Booklist Which of the following is true? Peter Watts is banned from the U.S. Watts almost

died from flesh-eating bacteria. A schizophrenic man living in Watts's backyard almost set the house on fire. Watts was raised by Baptists who really sucked at giving presents. Peter Watts said to read this book. Or else. With Watts's infamous penchant for blunt, honest, and deep reflection, these retrospective essays provide a view inside his head and even into his heart.

Advancing Digital Humanities

Colonel Keaton is in trouble. His wife has retreated into a virtual heaven and his son remains missing after joining an extrasolar mission to track down an alien race. He is presently tasked by his superiors with the threat assessment of hived human intelligences, one of which successfully attacks a compound under his watch. Now, one of the strongest hive minds in the world approaches Keaton with an offer that could completely change his world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Behemoth

“This—THIS—is the cutting edge of science fiction.” —Richard K. Morgan, author of *Altered Carbon* How do you stage a mutiny when you're only awake one day in a million? How do you conspire when your tiny handful of potential allies changes with each job shift? How do you engage an enemy that never sleeps, that sees through your eyes and hears through your ears, and relentlessly, honestly, only wants what's best for you? Trapped aboard the starship *Eriophora*, Sunday Ahzmundin is about to discover the components of any successful revolution: conspiracy, code—and unavoidable casualties. Note from the publisher: The red letters in the print edition (highlighted letters in the e-book) indicate special bonus content.

Echopraxia

This book inquires into the use of prediction at the intersection of politics and academia, and reflects upon the implications of future-oriented policy-making across different fields. The volume focuses on the key intricacies and fallacies of prevision in a time of complexity, uncertainty, and unpredictability. The first part of the book discusses different academic perspectives and contributions to future-oriented policy-making. The second part discusses the role of future knowledge in decision-making across different empirical issues such as climate, health, finance, bio- and nuclear weapons, civil war, and crime. It analyses how prediction is integrated into public policy and governance, and how in return governance structures influence the making of knowledge about the future. Contributors integrate two analytical dimensions in their chapters: the epistemology of prevision and the political and ethical implications of prevision. In this way, the volume contributes to a better understanding of the complex interaction and feedback loops between the processes of creating knowledge about the future and the application of this future knowledge in public policy and governance. This book will be of much interest to students of security studies, political science, sociology, technology studies, and International Relations.

Ten Monkeys, Ten Minutes

Mashups are mostly lightweight Web applications that offer new functionalities by combining, aggregating and transforming resources and services available on the Web. Popular examples include a map in their main offer, for instance for real estate, hotel recommendations, or navigation tools. Mashups may contain and mix client-side and server-side activity. Obviously, understanding the incoming resources (services, statistical figures, text, videos, etc.) is a precondition for optimally combining them, so that there is always some undercover semantics being used. By using semantic annotations, neutral mashups permute into the branded type of semantic mashups. Further and deeper semantic processing such as reasoning is the next step. The chapters of this book reflect the diversity of real-life semantic mashups. Two overview chapters take the reader to the environments where mashups are at home and review the regulations (standards, guidelines etc.) mashups are based on and confronted with. Chapters focusing on DBpedia, search engines and the Web of Things inspect the main Web surroundings of mashups. While mashups upgrading search queries may be nearer to the everyday experience of readers, mashups using DBpedia input and sensor data from the real world lead to important new and therefore less known developments. Finally, the diversity of mashups is tracked through a few application areas: mathematical knowledge, speech, crisis and disaster management, recommendations (for games), inner-city information, and tourism. Participants of the AI Mashup Challenge wrote all the chapters of this book. The authors were writing for their current and future colleagues – researchers and developers all over the Web who integrate mashup functionalities into their thinking and possibly into their applications.

Blindsight

Bestselling author of *The Mongrel Mage*, L. E. Modesitt, Jr's *Quantum Shadows* blends science fiction, myth, and legend in an adventure that pits old gods and new against one another in a far future world. On a world called Heaven, the ten major religions of mankind each have its own land governed by a capital city and ruled by a Hegemon. That Hegemon may be a god, or a prophet of a god. Smaller religions have their own towns or villages of belief. Corvyn, known as the Shadow of the Raven, contains the collective memory of humanity's Falls from Grace. With this knowledge comes enormous power. When unknown power burns a mysterious black image into the holy place of each House of the Decalivre, Corvyn must discover what entity could possibly have that much power. The stakes are nothing less than another Fall, and if he doesn't stop it, mankind will not rise from the ashes. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Engineering Infinity

In this collection of short stories from best-selling author Peter Watts, enter strange new worlds that defy the imagination. Journey to the depths of the ocean floor with genetically engineered human beings push the boundaries of life with a scientist obsessed with death and watch as sentient gaseous entities offer destruction and

salvation to the human race. Nine stories make up this stunning new collection from a rising talent in the field of Science Fiction.

The Freeze-Frame Revolution

From the lead writer of the Crysis 2 video game! Set in the world of the award-winning Crysis games comes the newest hit series from EA Comics! Earth, 2020. United States Special Forces Major Laurence 'Prophet' Barnes and the soldiers of Raptor Team thought their deployment on the Lingshan islands was a basic covert op against North Korean forces. But they couldn't be more wrong. What archaeologists awakened on the island had lain buried for millions of years, and was utterly hostile to human life. Now an alien race are stirring, first contact has turned into humanity's worst nightmare, and Prophet's squad are the last remaining survivors. Only one real question remains - can Prophet get his people off Lingshan alive, and back to civilization in time to warn the rest of the human race what's on its way.

Stormblood

The universe shifts and changes: suddenly you understand, you get it, and are filled with wonder. That moment of understanding drives the greatest science-fiction stories and lies at the heart of Engineering Infinity. Whether it's coming up hard against the speed of light - and, with it, the enormity of the universe - realising that terraforming a distant world is harder and more dangerous than you'd ever thought, or simply realizing that a hitchhiker on a starship consumes fuel and oxygen with tragic results, it's hard science-fiction where a sense of discovery is most often found and where science-fiction's true heart lies. This exciting and innovative science-fiction anthology collects together stories by some of the biggest names in the field, including Gwyneth Jones, Stephen Baxter and Charles Stross.

Civilization's Crisis: A Set Of Linked Challenges

Blindsight is the Hugo Award-nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Rapture (Bioshock)

NYC 2023. Terrifying alien invaders stalk the streets and a nightmare plague strikes down the city's myriad inhabitants with brutal epidemic speed. The city's systems are in chaos, its streets and skyline are smashed and in flaming ruin. The battle is on against the lethal, armoured, bipedal war machines that stalk ravaged New York. The novel ties in directly to Crysis 2 and is penned by critically-acclaimed and Hugo Award-nominated author Peter Watts.

Computer Games and New Media Cultures

Vakov Fukasawa used to be a Reaper: a bio-enhanced soldier fighting for the Harmony, against a brutal invading empire. He's still fighting now, on a different battlefield: taking on stormtech. To make him a perfect soldier, Harmony injected him with the DNA of an extinct alien race, altering his body chemistry and leaving him permanently addicted to adrenaline and aggression. But although they meant to create soldiers, at the same time Harmony created a new drug market that has millions hopelessly addicted to their own body chemistry. Vakov may have walked away from Harmony, but they still know where to find him, and his former Reaper colleagues are being murdered by someone, or something - and Vakov is appalled to learn his estranged brother is involved. Suddenly it's an investigation he can't turn down . . . but the closer he comes to the truth, the more addicted to stormtech he becomes. And it's possible the war isn't over, after all . . .

Legion

Second in the Rifters Trilogy, Hugo Award-winning author Peter Watts' Maelstrom is a terrifying explosion of cyberpunk noir. This is the way the world ends: A nuclear strike on a deep sea vent. The target was an ancient microbe—voracious enough to drive the whole biosphere to extinction—and a handful of amphibious humans called rifters who'd inadvertently released it from three billion years of solitary confinement. The resulting tsunami killed millions. It's not as though there was a choice: saving the world excuses almost any degree of collateral damage. Unless, of course, you miss the target. Now North America's west coast lies in ruins. Millions of refugees rally around a mythical figure mysteriously risen from the deep sea. A world already wobbling towards collapse barely notices the spread of one more blight along its shores. And buried in the seething fast-forward jungle that use to be called Internet, something vast and inhuman reaches out to a woman with empty white eyes and machinery in her chest. A woman driven by rage, and incubating Armageddon. Her name is Lenie Clarke. She's a rifter. She's not nearly as dead as everyone thinks. And the whole damn world is collateral damage as far as she's concerned. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crysis: Escalation

In the far future, after the Loss of Earth, war has begun and an unknowable alien race has awakened, intent on the destruction of everything. Here and now, the end of the world has come. And the only way our species will survive is if two

augmented humans can fight their way through apocalypse to a faint glimmer of hope. Long ago, the seeds of that apocalypse were resisted by the warrior tribes of Britain, with devastating consequences for them and their lands. And all three of these times will meet on another world . . .

Peter Watts Is An Angry Sentient Tumor

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • Karen Lord is one of today's most brilliant young talents. Her science fiction, like that of predecessors Ursula K. Le Guin and China Miéville, combines star-spanning plots, deeply felt characters, and incisive social commentary. With *The Galaxy Game*, Lord presents a gripping adventure that showcases her dazzling imagination as never before. On the verge of adulthood, Rafi attends the Lyceum, a school for the psionically gifted. Rafi possesses mental abilities that might benefit people . . . or control them. Some wish to help Rafi wield his powers responsibly; others see him as a threat to be contained. Rafi's only freedom at the Lyceum is Wallrunning: a game of speed and agility played on vast vertical surfaces riddled with variable gravity fields. Serendipity and Ntenman are also students at the Lyceum, but unlike Rafi they come from communities where such abilities are valued. Serendipity finds the Lyceum as much a prison as a school, and she yearns for a meaningful life beyond its gates. Ntenman, with his quick tongue, quicker mind, and a willingness to bend if not break the rules, has no problem fitting in. But he too has his reasons for wanting to escape. Now the three friends are about to experience a moment of violent change as seething tensions between rival star-faring civilizations come to a head. For Serendipity, it will challenge her ideas of community and self. For Ntenman, it will open new opportunities and new dangers. And for Rafi, given a chance to train with some of the best Wallrunners in the galaxy, it will lead to the discovery that there is more to Wallrunning than he ever suspected . . . and more to himself than he ever dreamed. Praise for *The Galaxy Game* "There is a weight and grace to [Lord's] prose that put me in mind of pewter jewelry."—NPR "This novel is a satisfying exercise in being off-balance, a visceral lesson in how to fall forward and catch yourself in an amazing new place."—The Seattle Times "A smart science fictional fable as inventive and involving as it is finally vital."—Tor.com From the Trade Paperback edition.

Starfish

IT'S NOT THE END OF THE WORLD. BUT YOU CAN SEE IT FROM HERE. In the near future, with physical augmentation gaining ground and nano-cybernetics only years away, the dawn of limitless human evolution is just beyond the horizon, and a secret corporate cabal of ruthless men intends to make sure that humankind stays under its control. But two people on opposite sides of the world are starting to ask questions that could get them killed. Secret Service agent Anna Kelso has been suspended for investigating the shooting that claimed her partner's life. Anna suspects that the head of a bio-augmentation firm was the real target, and against orders she's turned up a few leads concerning a covert paramilitary force and a cadre of underground hackers. But the cover-up runs deep, and now there's a target on her back. Meanwhile, Ben Saxon, former SAS officer turned mercenary, joins a shadowy special ops outfit. They say they're a force for good, but Saxon quickly learns that the truth is not so clear-cut. So begins a dangerous quest to

uncover a deadly secret that will take him from Moscow to London, D.C. to Geneva, and to the dark truth—if he lives that long. The year is 2027; in a world consumed by chaos and conspiracy, two people are set on a collision course with the most powerful and dangerous organization in history—and the fate of humanity hangs in the balance.

The Colonel

February 13, 2082, First Contact. Sixty-two thousand objects of unknown origin plunge into Earth's atmosphere - a perfect grid of falling stars screaming across the radio spectrum as they burn. Not even ashes reach the ground. Three hundred and sixty degrees of global surveillance: something just took a snapshot. And then nothing. But from deep space, whispers. Something out there talks - but not to us. Two ships, Theseus and the Crown of Thorns, are launched to discover the origin of Earth's visitation, one bound for the outer dark of the Kuiper Belt, the other for the heart of the Solar System. Their crews can barely be called human, what they will face certainly can't. 'A tour de force, redefining the First Contact story for good' Charles Stross. 'If you only read one science fiction novel this year, make it this one! it puts the whole of the rest of the genre in the shade It deserves to walk away with the Clarke, the Hugo, the Nebula, the BSFA, and pretty much any other genre award for which it's eligible. It's off the scale F**king awesome!' Richard Morgan. 'State-of-the-art science fiction: smart, dark and it grabs you by the throat from page one' Neal Ascher.

Beyond the Rift

We are facing a global energy crisis caused by world population growth, an escalating increase in demand, and continued dependence on fossil-based fuels for generation. It is widely accepted that increases in greenhouse gas concentration levels, if not reversed, will result in major changes to world climate with consequential effects on our society and economy. This is just the kind of intractable problem that Purdue University's Global Policy Research Institute seeks to address in the Purdue Studies in Public Policy series by promoting the engagement between policy makers and experts in fields such as engineering and technology. Major steps forward in the development and use of technology are required. In order to achieve solutions of the required scale and magnitude within a limited timeline, it is essential that engineers be not only technologically-adept but also aware of the wider social and political issues that policy-makers face. Likewise, it is also imperative that policy makers liaise closely with the academic community in order to realize advances. This book is designed to bridge the gap between these two groups, with a particular emphasis on educating the socially-conscious engineers and technologists of the future. In this accessibly-written volume, central issues in global energy are discussed through interdisciplinary dialogue between experts from both North America and Europe. The first section provides an overview of the nature of the global energy crisis approached from historical, political, and sociocultural perspectives. In the second section, expert contributors outline the technology and policy issues facing the development of major conventional and renewable energy sources. The third and final section explores policy and technology challenges and opportunities in the distribution and consumption of energy, in sectors such as transportation and the built

environment. The book's epilogue suggests some future scenarios in energy distribution and use.

Deus Ex

"A novel of the Legion of the Damned"--Dust jacket.

Firefall

Strikingly original in its conception, ambitious in scope, with characters engrossingly and vividly drawn, the first book in R. Scott Bakker's Prince of Nothing series creates a remarkable world from whole cloth—its language and classes of people, its cities, religions, mysteries, taboos, and rituals—the kind of all-embracing universe Tolkien and Herbert created unforgettably in the epic fantasies *The Lord of the Rings* and *Dune*. It's a world scarred by an apocalyptic past, evoking a time both two thousand years past and two thousand years into the future, as untold thousands gather for a crusade. Among them, two men and two women are ensnared by a mysterious traveler, Anasûrimbor Kellhus—part warrior, part philosopher, part sorcerous, charismatic presence—from lands long thought dead. *The Darkness That Comes Before* is a history of this great holy war, and like all histories, the survivors write its conclusion.

Crysis

In *Mondo Nano* Colin Milburn takes his readers on a playful expedition through the emerging landscape of nanotechnology, offering a light-hearted yet critical account of our high-tech world of fun and games. This expedition ventures into discussions of the first nanocars, the popular video games *Second Life*, *Crysis*, and *BioShock*, international nanosoccer tournaments, and utopian nano cities. Along the way, Milburn shows how the methods, dispositions, and goals of nanotechnology research converge with video game culture. With an emphasis on play, scientists and gamers alike are building a new world atom by atom, transforming scientific speculations and video game fantasies into reality. Milburn suggests that the closing of the gap between bits and atoms entices scientists, geeks, and gamers to dream of a completely programmable future. Welcome to the wild world of *Mondo Nano*.

Understanding the Global Energy Crisis

Official novelization to the hit TV show *Person of Interest* as seen on CBS. The first novel based on the hit Warner Bros. and CBS TV show *Person of Interest*. An ex-assassin and a wealthy programmer save lives via a surveillance AI that sends them the identities of civilians involved in impending crimes. However, the details of the crimes—including the civilians' roles—are left a mystery.

The Beauty of Destruction

Understand Video Games as Works of Science Fiction and Interactive Stories
Science Fiction Video Games focuses on games that are part of the science fiction

genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

Crysis. Legion

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, self-sustaining 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.

The Politics and Science of Prevision

It's the end of World War II. FDR's New Deal has redefined American politics. Taxes are at an all-time high. The bombing of Hiroshima and Nagasaki has brought a fear of total annihilation. The rise of secret government agencies and sanctions on business has many watching their backs. America's sense of freedom is diminishing and many are desperate to take that freedom back. Among them is a great dreamer, an immigrant who pulled himself from the depths of poverty to become one of the wealthiest and admired men in the world. That man is Andrew Ryan, and he believed that great men and women deserve better. And so he set out to create the impossible, a utopia free from government, censorship, and moral restrictions on science--where what you give is what you get. He created Rapture--the shining city below the sea. But as we all know, this utopia suffered a great tragedy. This is the story of how it all came to be and how it all ended.

The Darkness That Comes Before

Advancing Digital Humanities moves beyond definition of this dynamic and fast growing field to show how its arguments, analyses, findings and theories are pioneering new directions in the humanities globally.

Intelligent Virtual Agents

Skillfully combining complex science with finely executed prose, these edgy, award-winning tales explore the always-shifting border between the known and the alien. The beauty and peril of technology and the passion and penalties of conviction merge in stories that are by turns dark, satiric, bold, and introspective. A seemingly humanized monster from John Carpenter's *The Thing* reveals the true villains in an Antarctic showdown. An artificial intelligence shields a biologically-enhanced prodigy from her overwhelmed parents. A deep-sea diver discovers that her true nature lies not within the confines of her mission but in the depths of her psyche. A court psychologist analyzes a psychotic graduate student who has learned to reprogram reality itself. A father tries to hold his broken family together in the wake of an ongoing assault by sentient rainstorms. Gorgeously saturnine and exceptionally powerful, these collected fictions are both intensely thought-provoking and impossible to forget.

Crysis Legion

This book constitutes the proceedings of the 17th International Conference on Intelligent Virtual Agents, IVA 2017, held in Stockholm, Sweden, in August 2017. The 30 regular papers and 31 demo papers presented in this volume were carefully reviewed and selected from 78 submissions. The annual IVA conference represents the main interdisciplinary scientific forum for presenting research on modeling, developing, and evaluating intelligent virtual agents (IVAs) with a focus on communicative abilities and social behavior.

Maelstrom

Person of Interest Novel 1

To tie in to the massive new game *CRYSIS 3*, coming in February 2013 from EA, Gavin Smith has been signed up to write a selection of connected short stories that will explore and expand the game world. Gavin's futuristic and punchy fiction is a perfect fit for *CRYSIS*, and this will be a delight for game-players and SF fans alike. With stories covering the fan favourite characters of Prophet, Psycho and Alcatraz, as well as introducing themes, enemies and weapons new to *CRYSIS 3*, this will be a vital part of the game experience. Punchy and kinetic, this is SF with steel at its heart.

Science Fiction Video Games

A soldier on his own in alien-controlled New York City, on the run from his own superiors as well as the enemy when the rest of his unit is massacred, is convinced that he might be able to change everything if he only knew the true situation.

The Galaxy Game

This book is designed to engage students' interest and promote their writing abilities while teaching them to think critically and creatively. Dowden takes an activist stance on critical thinking, asking students to create and revise arguments rather than simply recognizing and criticizing them. His book emphasizes inductive reasoning and the analysis of individual claims in the beginning, leaving deductive arguments for consideration later in the course.

Quantum Shadows

ORIGINAL MASS MARKET. STORIES OF THINGS FROM SPACE. Mostly very, very bad things that want to harm humans and destroy Earth. Or take it for their own. Original stories and reprints of classics from the scary side of science fiction! THE THINGS ARE COMING . . . As we all know, in space, no one can hear you scream. Which doesn't mean that anyone is safe just because they're standing on the soil of planet Earth, because if a thing from out there drops in, screaming probably won't save you. Earth has spawned myriad unpleasant life forms which are bad news for humans, ranging in size from the Ebola virus to the great white shark up to the Tyrannosaurus Rex (extinct, fortunately for us)—and that's just one planet. What even more deadly life forms might the billions of planets in our galaxy have spawned? And suppose the things are intelligent and capable of crossing space and coming here . . . Considering that very possibility are the masters of science fiction starring in this book, including Robert Silverberg, David Drake, Sarah A. Hoyt, James H. Schmitz, Fritz Leiber, Robert Sheckley, Murray Leinster and John W. Campbell, as well as classic stories of extraterrestrial horrors by H.P. Lovecraft, George Allan England and more. E.T. might have been happy eating Reese's Pieces, but other visitors from the void might have less dainty appetites. And there are probably worse things than merely being eaten . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for previous anthologies edited by Hank Davis: In Space No One Can Hear You Scream “. . . the 13 tales in this collection blend SF with horror to demonstrate the resiliency of both genres. . . . offers strong tales by the genre's best storytellers.”—Library Journal “. . . first-rate science fiction, demonstrating how short stories can still entertain.”—Galveston County Daily News A Cosmic Christmas 2 You: “This creative and sprightly Christmas science fiction anthology spins in some surprising directions. . . . A satisfying read for cold winter evenings . . . a great stocking stuffer for SF fans.”—Publishers Weekly As Time Goes By: “As Time Goes By . . . does an excellent job of exploring not only romance through time travel—relationships enabled or imperiled by voyaging through time—but the intrinsic romance of time travel itself. . . . The range of styles and approaches is as wide as the authors' sensibilities and periods might suggest . . . full of entertaining and poignant stories . . .”—Alvaro Zinos-Amaro, IntergalacticMedicineShow.com

Mondo Nano

Prepare for a different kind of singularity in Peter Watts' Echopraxia, the follow-up to the Hugo-nominated novel Blindsight It's the eve of the twenty-second century: a world where the dearly departed send postcards back from Heaven and

evangelicals make scientific breakthroughs by speaking in tongues; where genetically engineered vampires solve problems intractable to baseline humans and soldiers come with zombie switches that shut off self-awareness during combat. And it's all under surveillance by an alien presence that refuses to show itself. Daniel Bruks is a living fossil: a field biologist in a world where biology has turned computational, a cat's-paw used by terrorists to kill thousands. Taking refuge in the Oregon desert, he's turned his back on a humanity that shatters into strange new subspecies with every heartbeat. But he awakens one night to find himself at the center of a storm that will turn all of history inside-out. Now he's trapped on a ship bound for the center of the solar system. To his left is a grief-stricken soldier, obsessed by whispered messages from a dead son. To his right is a pilot who hasn't yet found the man she's sworn to kill on sight. A vampire and its entourage of zombie bodyguards lurk in the shadows behind. And dead ahead, a handful of rapture-stricken monks takes them all to a meeting with something they will only call "The Angels of the Asteroids." Their pilgrimage brings Dan Bruks, the fossil man, face-to-face with the biggest evolutionary breakpoint since the origin of thought itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Semantic Mashups

When magic and superpowers emerge in the masses, Wendy Deere is contracted by the government to bag and snag supervillains in Hugo Award-winning author Charles Stross' *Dead Lies Dreaming: A Laundry Files Novel*. As Wendy hunts down Imp—the cyberpunk head of a band calling themselves “The Lost Boys”—she is dragged into the schemes of louche billionaire Rupert de Montfort Bigge. Rupert has discovered that the sole surviving copy of the long-lost concordance to the one true *Necronomicon* is up for underground auction in London. He hires Imp's sister, Eve, to procure it by any means necessary, and in the process, he encounters Wendy Deere. In a tale of corruption, assassination, thievery, and magic, Wendy Deere must navigate rotting mansions that lead to distant pasts, evil tycoons, corrupt government officials, lethal curses, and her own moral qualms in order to make it out of this chase alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Perihelion Summer

Digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies. Its ubiquity, as well as the sheer volume of hours young people spend gaming, should make it ripe for urgent academic enquiry, yet the subject was a research backwater until the turn of the millennium. Even today, as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens, the subject is still treated with scepticism in some academic circles. This handbook aims to reflect the relevance and value of studying digital games, now the subject of a growing number of studies, surveys, conferences and publications. As an overview of the current state of research into digital gaming, the 42 papers included in this handbook focus on the social and cultural relevance of gaming. In doing so, they provide an alternative perspective to one-dimensional studies of gaming, whose agendas do not include cultural factors. The contributions, which

range from theoretical approaches to empirical studies, cover various topics including analyses of games themselves, the player-game interaction, and the social context of gaming. In addition, the educational aspects of games and gaming are treated in a discrete section. With material on non-commercial gaming trends such as 'modding', and a multinational group of authors from eleven nations, the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content.

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