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Ringworld Larry Niven 3 in 1 Fleet of Worlds Neutron Star N-Space The Integral Trees Inferno Ringworld The Smoke Ring Dream Park The Legacy of Heorot The Mote in God's Eye Ringworld Throne A World Out of Time Crashlander Neutron Star Destiny's Road Fallen Angels Tales of Known Space Tales of Known Space Ringworld: The Graphic Novel, Part One The Draco Tavern The Burning City Escape from Hell Man-Kzin Wars 25th Anniversary Edition Ringworld Limits The Man-Kzin Wars The Magic Goes Away A World Out of Time Bowl of Heaven Starborn and Godsons The Best of Larry Niven All the Myriad Ways Dream Park World of Ptavvs Shipstar The Burning City Beowulf's Children Betrayal of Worlds

Fleeing the supernova chain reaction at the galactic core, the Puppeteers of the Fleet of Worlds seek a way to survive among enemies and crises. 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). BOOK ONE IN THE CLASSIC HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES The two hundred colonists on board the Geographic have spent a century in cold sleep to arrive here: Avalon, a lush, verdant planet lightyears from Earth. They hope to establish a permanent colony, and Avalon seems the perfect place. And so they set about planting and building. But their very presence has upset the ecology of Avalon. Soon an implacable predator stalks them, picking them off one by one. In order to defeat this alien enemy, they must reevaluate everything they think they know about Avalon, and uncover the planet's dark secrets. At the publisher's request, this title is sold without DRM (Digital Rights Management). About The Legacy of Heorot: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—The Denver Post "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—Tom Clancy "Well written, action-packed, and tension filled . . . makes Aliens look like a Disney nature film."—The Washington Post "Spine-tingling ecological tale of terror."—Locus About sequel Beowulf's Children: "Few writers have a finer pedigree than those here. . . . As one might suspect Beowulf's Children is seamless . . . absorbing, substantial . . . masterful novel."—Los Angeles Times "Panoramic SF adventure at its best."—Library Journal About Larry Niven & Jerry Pournelle: "Possibly the greatest science fiction novel I have ever read."—Robert A. Heinlein on The Mote in God's Eye About Larry Niven: "Larry Niven's RINGWORLD remains one of the all-time classic travelogues of science fiction — a new and amazing world and fantastic companions."—Greg Bear "Our premier hard SF writer."—The Baltimore Sun "The scope of Larry Niven's work is so vast that only a writer of supreme talent could disguise the fact as well as he can."—Tom Clancy "Niven is a true master."—Frederik Pohl About Jerry Pournelle: "Jerry Pournelle is one of science fiction's greatest storytellers."—Poul Anderson "Jerry Pournelle's trademark is first-rate action against well-realized backgrounds of hard science and hardball politics."—David Drake "Rousing . . . The Best of the Genre"—The New York Times "On the cover . . . is the claim 'No. 1 Adventure Novel of the Year.' And well it might be."—Milwaukee Journal on Janissaries About Steven Barnes: "Brilliant, surprising, and devastating."—David Mack "Sharp, observant and scary."—Greg Bear "Profound and exhilarating."—Maurice Broadus, author of The Knights of Breton Court "Barnes gives us characters that are vividly real people, conceived with insight and portrayed with compassion and rare skill and then he stokes the suspense up to levels that will make the reader miss sleep and be late for work."—Tim Powers "[Barnes] combines imagination, anthropology and beautiful storytelling as he takes readers to the foot of the Great Mountain, today known as Mount Kilimanjaro."—Durham Triangle Tribune on Great Sky Woman Thirteen tales of man's expansion and colonization throughout the galaxy. The dramatic sequel to Larry Niven and Gregory Benford's New York Times bestselling novel, Bowl of Heaven Science fiction masters Larry Niven (Ringworld) and Gregory Benford (Timescape) continue the thrilling adventure of a human expedition to another star system that is jeopardized by an encounter with an astonishingly immense artifact in interstellar space: a bowl-shaped structure cupping a star, with a habitable area equivalent to many millions of Earths. And which, tantalizingly, is on a direct path heading toward the same system the human ship is to colonize. Investigating the Bowl, or Shipstar, the human explorers are separated—one group captured by the gigantic structure's alien inhabitants, the other pursued across its strange and dangerous landscape—while the mystery of the Shipstar's origins and purpose propel the human voyagers toward discoveries that transform their understanding of their place in the universe. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 25th anniversary edition of the original volume that started it all. Includes an all-new introduction by Larry Niven and art by Stephen Hickman for this re-issue of the first volume in a series that now numbers fourteen volumes. A special commemoration of this long-running themed science fiction anthology edited by multiple #1 best seller, Larry Niven. A special commemoration of this long-running themed science fiction anthology edited by multiple #1 best seller, Larry Niven. Here is the 25th anniversary edition of the original volume that started it all. Includes an all-new introduction by Larry Niven for this re-issue of the first volume in a series that now numbers fourteen volumes and is still going strong. Larry Niven's bestselling Man-Kzin series begins! The kzin, formerly invincible conquerors of all they encountered, had a hard time dealing with their ignominious defeat by the leaf-eating humans. Some secretly hatched schemes for a rematch, others concentrated on gathering power within the kzin hierarchy, and some shamefully cooperated with the contemptible humans, though often for hidden motives. In war and in uneasy peace, here is the first masterful volume in the Man-Kzin Wars shared universe anthology created by multiple New York Times best-seller, incomparable tale-spinner, and Nebula- and five-time Hugo-Award-winner, Larry Niven. About the Man-Kzin Wars 25th Anniversary Edition: "You can't have any more fun in a book than this. Niven's Known Space universe is so fertile that it's bred this wonderful series. . . . the stories are in the best Campbellian tradition of get-it-done and use-your-head science fiction. . . . If you haven't read the Man-Kzin entries, this is the place to start because this is the place it started."—Amazing Stories About the Man-Kzin War Series: "[The Man-Kzin Wars series is] excellent . . . gripping . . . and expands well on Larry Niven's universe. . . ."—Locus About series creator Larry Niven: "Niven's masterly use of SF strategies hits every note. . . ."—Los Angeles Time Jaybee Corbell awoke after more than 200 years as a corpse -- in someone

else's body, and under sentence of instant annihilation if he made a wrong move while they were training him for a one-way mission to the stars. But Corbell picked his time and made his own move. Once he was outbound, where the Society that ruled Earth could not reach him, he headed his starship toward the galactic core, where the unimaginable energies of the Universe wrenched the fabric of time and space and promised final escape from his captors. Then he returned to an Earth eons older than the one he'd left...a planet that had had 3,000,000 years to develop perils he had never dreamed of -- perils that became nightmares that he had to escape...somehow! Come back to the Ringworld . . . the most astonishing feat of engineering ever encountered. A place of untold technological wonders, home to a myriad humanoid races, and world of some of the most beloved science fiction stories ever written! The human, Louis Wu; the puppeteer known as the Hindmost; Acolyte, son of the Kzin called Chmeee . . . legendary beings brought together once again in the defense of the Ringworld. Something is going on with the Protectors. Incoming spacecraft are being destroyed before they can reach the Ringworld. Vampires are massing. And the Ghouls have their own agenda—if anyone dares approach them to learn. Each race on the Ringworld has always had its own Protector. Now it looks as if the Ringworld itself needs a Protector. But who will sit on the Ringworld Throne? “Niven’s work has been an intriguing and consistent universe, and this book is the keystone of the arch. . . . [His] technique is wonderfully polished, his characters and their situations are nicely drawn . . . wraps up (maybe) a corner of a very interesting universe.”—San Diego Union-Tribune

BOOK TWO IN THE CLASSIC HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES. Some twenty years have passed since the passengers and crew of the starship Geographic established a colony on the hostile alien world of Avalon. In that time, a new generation has grown up in the peace and serenity of the island paradise of Camelot, ignorant of the Great Grendel Wars fought between their parents and grandparents and the monstrous inhabitants of Avalon. Now, under the influence of a charismatic leader, a group of young rebels makes for the mainland, intent on establishing their own colony, sure that they can vanquish any foe that should stand in their way. But they will soon discover that Avalon holds darker secrets still. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Beowulf's Children: "Few writers have a finer pedigree than those here. . . . As one might suspect Beowulf's Children is seamless . . . absorbing, substantial . . . masterful novel."—Los Angeles Times "Panoramic SF adventure at its best."—Library Journal About prequel The Legacy of Heorot: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—The Denver Post "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—Tom Clancy "Well written, action-packed and tension filled . . . makes Aliens look like a Disney nature film."—The Washington Post "Spine-tingling ecological tale of terror."—Locus About Larry Niven & Jerry Pournelle: "Possibly the greatest science fiction novel I have ever read."—Robert A. Heinlein on The Mote in God's Eye About Larry Niven: "Larry Niven’s Ringworld remains one of the all-time classic travelogues of science fiction — a new and amazing world and fantastic companions."—Greg Bear "Our premier hard SF writer."—The Baltimore Sun "The scope of Larry Niven's work is so vast that only a writer of supreme talent could disguise the fact as well as he can."—Tom Clancy "Niven is a true master."—Frederik Pohl About Jerry Pournelle: "Jerry Pournelle is one of science fiction's greatest storytellers."—Poul Anderson "Jerry Pournelle's trademark is first-rate action against well-realized backgrounds of hard science and hardball politics."—David Drake "Rousing . . . The Best of the Genre."—The New York Times "On the cover . . . is the claim 'No. 1 Adventure Novel of the Year.' And well it might be."—Milwaukee Journal on Janissaries About Steven Barnes: "Brilliant, surprising, and devastating."—David Mack "Sharp, observant and scary."—Greg Bear "Profound and exhilarating."—Maurice Broaddus, author of The Knights of Breton Court "Barnes gives us characters that are vividly real people, conceived with insight and portrayed with compassion and rare skill and then he stokes the suspense up to levels that will make the reader miss sleep and be late for work."—Tim Powers "[Barnes] combines imagination, anthropology and beautiful storytelling as he takes readers to the foot of the Great Mountain, today known as Mount Kilimanjaro."—Durham Triangle Tribune on Great Sky Woman This retrospective collection of stories from all phases of Niven's writing career is rich with gossip, storytelling vigor, and sheer science-fictional play. Larry Niven created his popular "Magic Goes Away" universe in 1967, and it has been a source of delight and inspiration ever since. By asking the simple question, What if magic were a finite resource?, Niven brought to life a mesmerizing world of wonder and loss, of hope and despair. The success of his first story collection, "The Magic Goes Away," birthed two sequel anthologies, "The Magic May Return" and "More Magic." All three volumes are collected here for the first time, with stories by Niven himself, as well as contributions by such luminaries of fantasy as Roger Zelazny, Fred Saberhagen, Steven Barnes, and Poul Anderson. Featuring a brand-new introduction by Larry Niven, "The Magic Goes Away Collection" gives readers insight into the breathtaking world of Niven and Jerry Pournelle's "The Burning City" and "Burning Tower" and stands on its own as a landmark in fantasy fiction "A Tor/Seven Seas paperback"--Colophon. From the mind of #1 New York Times bestselling author Larry Niven, come twenty-six tales and vignettes from this interplanetary gathering place, collected for the first time in one volume. When a tremendous spacecraft took orbit around the Earth's moon and began sending smaller landers down toward the North Pole, the newly arrived visitors quickly set up a permanent spaceport at Mount Forel in Siberia. Their presence attracted many, and a few people grew conspicuously rich from secrets they learned from talking to the aliens. One of these men, Rick Schumann established a tavern catering to all of various species of visiting aliens, a place he named the Draco Tavern. This collection includes: "The Subject Is Closed": A priest visits the tavern and goes one-on-one with a chirpsithra alien on the subject of God and life after death. "Table Manners: A Folk Tale": Rick Schumann is invited to hunt with five folk aliens, but he's not quite sure what their hunt entails, or if he will be the hunted. "Wisdom of Demons": The age-old question of wisdom vs. knowledge is asked when Rick is confronted by a human who has been granted the wisdom of an individual glistith(click)optok alien. "Losing Mars" in this unpublished tale, a group of aliens who call Mars and its moon home, arrive at the Tavern only to find that humans have mostly forgotten about their neighboring planet. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. A brand-new novel set in Niven's Known Space, two hundred years before the discovery of the Ringworld. 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... 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! Come to Larry Niven's Universe and meet all the natives: Thrints, Bandersnatchi, Puppeteers -- and a host of other wonderfully created characters. Visit Lookitthat, Down, and Jinx -- indeed, an entire galaxy of planets found only in these stories that trace man's expansion and colonization throughout Known Space. A spectacular cycle of the future . . . a 10,000-year history of man on Earth and in space! Acclaimed writing pair Larry Niven and Jerry Pournelle offer a new twist on Dante's classic tale, Inferno. After being thrown out the window of his luxury apartment, science fiction writer Allen Carpentier wakes to find himself at the gates of hell. Feeling he's landed in a great opportunity for a book, he attempts to follow Dante's road map. Determined to meet Satan himself, Carpentier treks through the Nine Layers of Hell led by Benito Mussolini, and encounters countless mental and physical tortures. As he

struggles to escape, he's taken through new, puzzling, and outlandish versions of sin—recast for the present day. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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. Presents a collection of twenty-seven short science fiction stories that were written over a period of thirty-five years, including "Neutron Star," "The Magic Goes Away," and "The Borderland of Sol." For use in schools and libraries only. A two-headed creature and a large, red-furred carnivore are among the members of a party that arrives to explore a mysterious world created in the shape of a ring. The long-awaited follow-up to Larry Niven and Jerry Pournelle's classic science-fiction reimagining of Dante's *Inferno*. Originally published: New York: Ballantine, c1985. A special commemoration of this long_running themed science fiction anthology edited by multiple #1 best seller, Larry Niven. Here is the 25th anniversary edition of the original volume that started it all. Includes an all_new introduction by Larry Niven for this re_issue of the first volume in a series that now numbers fourteen volumes and is still going strong. Larry Niven's bestselling *Man_Kzin* series begins! The *kzin*, formerly invincible conquerors of all they encountered, had a hard time dealing with their ignominious defeat by the leaf_eating humans. Some secretly hatched schemes for a rematch, others concentrated on gathering power within the *kzin* hierarchy, and some shamefully cooperated with the contemptible humans, though often for hidden motives. In war and in uneasy peace, here is the first masterful volume in the *Man_Kzin Wars* shared universe anthology created by multiple New York Times best_seller, incomparable tale_spinner, and Nebula_ and five_time Hugo_Award_winner, Larry Niven. At the publisher's request, this title is sold without DRM (Digital Rights Management). A culture of evolved humans inhabits a doughnut-shaped gas tube that rotates around a neutron star. The Citizens Tree people rescue a family of loggers and learn for the first time of a society known as the Admiralty, which may have maintained intact the original computer library of the ship *Discipline*. The beginning of a hard sci-fi series, *Deam Park* is a visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At *Dream Park*, a futuristic fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a *Park* security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. First published in 1970, this award winning novel is set in the year 2850, as four explorers (two human and two alien) explore a mysterious "ringworld": an enormous ring-shaped structure that surrounds a star. The team consists of *Nessus*, a *Pierson's Puppeteer*, humans *Louis Wu* and *Teela Brown*, and *Speaker-to-Animals*, a *Kzin* warrior. When their ship crash lands on the *Ringworld*, the adventurers must set out to find a way to get back into space. Along the way they encounter some of the primitive inhabitants, and puzzle over who created the *Ringworld*, and why? The beginning of a hard sci-fi series, *Deam Park* is a visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At *Dream Park*, a futuristic fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a *Park* security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. Takes place 14,000 years in the site that will later become Los Angeles. Winner of the Hugo and Nebula Awards for best novel. Four travelers come to the ringworld. . . *Louis Wu*: human and old; bored with having lived too fully for too many years. Seeking a challenge, and all too capable of handling it. *Nessus*: a trembling coward, a puppeteer with a built-in survival pattern of nonviolence. Except that this particular puppeteer is insane. *Teela Brown*: human; a wide-eyed youngster with no allegiances, no experience, no abilities. And all the luck in the world. *Speaker-To-Animals*: *kzin*; large, orange-furred, and carnivorous. And one of the most savage life-forms known in the galaxy. Why did these disparate individuals come together? How could they possibly function together? And where, in the name of anything sane, were they headed? At last, all the *Beowulf Shaeffer* stories in one volume—plus a brand-new story and never-before-seen material linking them all together. *Crashlander Beowulf Shaeffer* has long been one of the most popular characters in *Known Space*. Now, for the first time ever, Larry Niven brings together all the *Beowulf* stories—including a brand-new one—in one long tale of exploration and adventure! *Neutron Star Beowulf Shaeffer* uncovers one of the puppeteers' greatest secrets. At the *Core Beowulf Shaeffer* learns something that scares the puppeteers into fleeing *Known Space*. *Flatlander Beowulf Shaeffer* meets the love of his life and discovers a haunted planet. *Grendel Beowulf Shaeffer* solves a mystery, foils a kidnapping, and rescues an alien. *The Borderland of Sol Beowulf Shaeffer* stops a mass murderer and destroys the ultimate weapon. *Procrustes* An exciting new story in which *Beowulf Shaeffer* loses his head—literally. PLUS—an all-new framing story that pulls together all of *Beowulf Shaeffer's* adventures and allows *Shaeffer* and his family to make a clean start at life once and for all! Science fiction-roman. THE LONG-AWAITED CONCLUSION OF THE HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES. *Avalon* was thriving. The cold sleep colonists from Earth had settled on a verdant, livable world. The fast and cunning predators humans named *grendels* were under control, and the mainland outposts well established. *Avalon's* new mainland hydroelectric power station was nearly complete, and when on-line would compensate for the nuclear power systems lost in the *Grendel Wars*. Humans would have power, and with power came the ability to make all the necessities for life. They would survive. They would not survive as a spacefaring people. What they were losing faster than they knew was the ability to get to space. But unbeknownst to the planet-bound humans, something was moving out there in the stars, decelerating at a rate impossible for a natural object. And its destination was *Avalon*. The most probable origin was Earth's Solar System. This is a novel of first contact—between the human *Starborn* and the self-named *Godsons* who followed on, between the first generation of *Avalon* born humans and their descendants, and between humans and the almost ineffably alien species native to their new world At the publisher's request, this title is sold without DRM (Digital Rights Management). About prequel *The Legacy of Heorot*: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—*The Denver Post* "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—*Tom Clancy* "Well written, action-packed, and tension filled . . . makes *Aliens* look like a Disney nature film."—*The Washington Post* "Spine-tingling ecological tale of terror."—*Locus* About prequel *Beowulf's Children*: "Few writers have a finer pedigree than those here . . . As one might suspect, *Beowulf's Children* is seamless . . . absorbing, substantial . . . masterful novel."—*Los Angeles Times* "Panoramic SF adventure at its best."—*Library Journal* In *Bowl of Heaven*, the first collaboration by science fiction masters Larry Niven (*Ringworld*) and Gregory Benford (*Timescape*), the limits of wonder are redrawn once again as a human expedition to another star system is jeopardized by an encounter with an astonishingly immense artifact in interstellar space: a bowl-shaped structure half-englobing a star, with a habitable area equivalent to many millions of Earths...and it's on a direct path heading for the same system as the human ship. A landing party is sent to investigate the *Bowl*, but when the explorers are separated—one group captured by the gigantic structure's alien inhabitants, the other pursued across its strange and dangerous landscape—the mystery of the *Bowl's* origins and purpose propel the human voyagers toward discoveries that will transform their understanding of their place in the universe. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

