

Voice Of Mars Starships Mage Book 3

ROGUE MAGE TURNED INTERPLANETARY ENVOY Three years ago, as Ship’s Mage of the starship Blue Jay, Damien Montgomery was pursued to the edge of human space by both the agents and enemies of the Mage-King of Mars – before being brought in from the cold. Now, trained in new skills by the Mage-King himself, Damien has been sent to the planet Ardennes alongside Alaura Stealey, Hand of the King. A rebel movement there has destroyed cities fighting a Governor seemingly lost to corruption. But not all on Ardennes is as it seems. As allies becomes enemies and an entire world comes apart in chaos around him, Damien will find both his skills and integrity tested to the utter limit.

“Includes the complete bonus novella The Dire Earth, a prequel to the bestselling sci-fi adventure The Darwin Elevator.”

A bloody war has ended in a restored peace And the shield of Martian magic guards the stars Two centuries of spell and steel to ward all humanity Two years ago, Lieutenant Commander Roslyn Chambers stood witness to the surrender of the last remnants of the Republic. Fueled by atrocity against Mage and mundane alike, the secessionists who waged war against the Protectorate of Mars are finally defeated. Now, a special commission from the Mage-Queen of Mars takes Roslyn deep into the former Republic to hunt the architects of that atrocity. Mages who betrayed their own, the creators of Project Prometheus must be brought to justice. But hidden from even the Republic, Prometheus has woven magic and technology together once more. Here, hidden from all prying eyes, they have created a monster...one that even a Protectorate forged by the spell must call black magic.

An enemy on the run to neutral space An elite squadron beyond the reach of any backup A secret deal that could doom the whole sector... When United Planets Alliance Captain Henry Wong and Ambassador Sylvia Todorovich attempted to bring peace to the Ra Sector, they turned to the Drifters for neutral ground. Instead, the nomadic spacers betrayed the summit and attempted to kill everyone there. With peace forged despite the Drifters’ betrayal, Henry and Sylvia take an elite squadron in pursuit of the Drifter Convoy. Their enemies have friends at every turn, neutral worlds who will give them shelter-and if the UPA breaches that neutrality, everything Henry and Sylvia have worked for could crash down in flames. If the UPA is to keep the peace in the stars of a fallen empire, their diplomats must be untouchable, their honor unblemished. But as Henry’s superiors prepare for all-out war, his ships fly ever closer to a deadly trap laid by an enemy that knows them all too well...

Ender’s Game

ONSET: To Serve and Protect

Benevolency Universe

From the Inner Mind to the Outer Limits

Gaming Hacks

Robots are in. Humans are out. Can one teenager steal her way to a better future? Pen Davis just lost her internship to a robot. As supercomputers take over all the jobs in the world, the lonely teen doesn’t see a future. Desperate to escape the coming robo-pocalypse, she devises a plot to steal millions from her former boss. It’s payday for laying her off, and the only way Pen can see how to scrape together enough cash to survive. But her plan takes a crazy turn when she fumbles the hijacking of a self-driving truck and accidentally sets it free. Stuck with a semi who practically wants to be her little sister, Pen tries to make the best of it. She uses the semi to rescue quiet James, who is interested enough in her that he’s willing to join her crew, even though he’d prefer not to do anything actually illegal. When she convinces James and the truck to help her, the plan fails spectacularly and her mismatched team is torn apart. Will Pen claim the riches of her dreams, or will a unique friendship give her something money can’t buy? Semi/Human is an action-packed science fiction adventure. If you like quirky characters, hilarious road trips, and awesome high-tech heists, then you’ll love Erik Hanberg’s fast-paced caper. Buy Semi/Human to pull off the perfect crime today!

A small town cop with an unexpected gift A shadowy government agency on the side of justice A call no good man could turn away When vampires attack David White’s small town, only Luck, firepower, and the intervention of an elite government task force save his life. The aftermath of the attack leaves him in the middle of the world’s biggest secret: the existence of government agencies that regulate the supernatural. They insist that David’s “luck” is actually a supernatural gift, and he’s immediately recruited into ONSET, the most shadowy part of America’s thin blue line of police protectors. Questioning both his gifts and the agency he now serves, David is drawn into an escalating battle that threatens all of humanity. If he isn’t what ONSET thinks he is, the entire world may pay the price.

Secrets have been unleashed Worlds have fallen A Mage-King has died But the war rages on! Secrets and warships combined to turn the tide of the Siege of Legatus, delivering the capital of the Republic of Faith and Reason into the hands of their enemies. With Damien Montgomery called away to lead the entire Protectorate of Mars, fighting the war falls to Mage-Admiral Jane Alexander and Mage-Lieutenant Roslyn Chambers. As the Martian Second Fleet moves against the remaining Republic worlds, Captain Kelly Lafonte’s covert stealth ship sweeps the worlds away from the conflict, searching for the Republic’s government-in-hiding and a chance to end the bloody conflict. But this war began in the shadows, and the secrets hidden in those shadows threaten to turn the tide of the war once more-and bring it to the heart of the Protectorate!

Fifty thousand years ago, the Precursors broke the universe Now great powers and small alike fight over their wreckage But in the midst of the chaos, there is a question no one asks... Why? Morgan Casimir, commander of the AIToI Imperial cruiser Defiant, has seen the works of the Precursor aliens known as the Alava. She has seen their accidents threaten worlds and consume entire star fleets. Charged by her Empress to prevent a conspiracy of profiteers from finding and using a lost fleet of Alava warships, she knows unimaginable catastrophe looms if she fails. With her lover, xenarcheologist Dr. Rin Dunst, at her side, she is sent to a hot zone on the edge of war to once again achieve the impossible. But as they search along a border flaring in violence, Morgan discovers that if the worst comes to pass, her orders are to destroy the ships rather than allow them to be taken...and she realizes that there just might be a reason seemingly godlike aliens lost an entire fleet.

The Service of Mars

Blood Ward

In Valen’s Name

ONSET: Blood of the Innocent

UnArcana Stars

A pirate attack with only one survivor A conspiracy woven across the planets A vengeance that will not be denied When pirates seize the inter-planetary freighter owned by Brad Mantruso’s family, he is dumped into space. Saved from death by a passing Fleet ship, he is left with nothing but his skills, a gun, and a burning desire for vengeance. Acquiring a ship, he reinvents himself as the mercenary Captain Brad Madrid. Before he can pursue his enemies, however, he finds himself dragged into an unexpected conflict when his ship’s history draws new enemies to him. Beset by pirates, slavers, and a woman who might be his savior-but definitely is a spy-it will take all of his skill, cunning, and new friends to claim his revenge!

Trapped between two peoples Erik Tarverto is a half-breed raised as a smith in the human city of Vidran. Hounded for his mixed blood and denied mastery in his craft, he leaps at the chance to join his father’s people in the Sky City of Newport. There, he learns he is the only heir of an ancient and noble line. His father’s name opens doors and gathers allies, but Erik must still struggle to understand both this strange new culture and his place within it. Fate will deny him a peaceful understanding, though, as the clouds of war gather -and his father’s enemies have laid their eyes upon his City in the Sky. This, the author’s bestseller, Ender’s Game by Orson Scott Card comes to the screen at last in a major motion picture event in November 2013. Starring Hugo’s Asa Butterfield, Harrison Ford, and Ben Kingsley, the movie is sure to inspire a new audience of fans to read the book that started it all. Once again, Earth is under attack. An alien species is poised for a final assault. The survival of humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for military training by the world government, Ender’s childhood ends the moment he enters his new home: Battle School. Among the elite recruits Ender proves himself to be a genius among geniuses. He excels in simulated war games. But is the elite pressure and loneliness taking its toll on Ender? Simulations are one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn’t it?

A science fiction epic from “the best writer in America” (Tom Clancy)—Hugo and Nebula award-winning author John Varley. Fleeing Earth after an alien invasion, the human race stands on the threshold of evolution. Their new home is Luna, a moon colony blessed with creature comforts, prolonged lifespans, digital memories, and instant sex changes. But the people of Luna are bored, restless, suicidal—and so is the computer that monitors their existence...

Steel Beach

Shadows of the Fall

Hollywood Harmony

Book One in the Duchy of Terra

To Serve and Protect

A small town cop with an unexpected gift A shadowy government agency on the side of justice A call no good man could turn away When vampires attack David White’s small town, only Luck, firepower, and the intervention of an elite government task force save his life. The aftermath of the attack leaves him in the middle of the world’s biggest secret: the existence of government agencies that regulate the supernatural. They insist that David’s “luck” is actually a supernatural gift, and he’s immediately recruited into ONSET, the most shadowy part of America’s thin blue line of police protectors. Questioning both his gifts and the agency he now serves, David is drawn into an escalating battle that threatens all of humanity. If he isn’t what ONSET thinks he is, the entire world may pay the price.

Voice of Mars

Starship’s Mage is set in a future we would never have predicted: where humanity’s far flung interstellar colonies are tied together by the Protectorate of the Mage King of Mars and the magic of the Jump Mages. Damien Montgomery is a newly-trained member of this elite order. Unable to find a ship to take him on, he joins the crew of a freighter as desperate as he is – without looking hard enough at why they’re desperate. Thus begins an adventure that will take him to the edges of known space and to the limits of his own magic. Starship’s Mage: Episode 1 is a 20,789 word novella, the first of five in a serial story. Episodes 2 and 3 are out now!

“PlanetSide is a smart and fast-paced blend of mystery and boots-in-the-dirt military SF that reads like a high-speed collision between Courage Under Fire and Heart of Darkness.” – Marko Kloos, bestselling author of the Frontline series A seasoned military officer uncovers a deadly conspiracy on a distant, war-torn planet... War heroes aren’t usually called out of semi-retirement and sent to the far reaches of the galaxy for a routine investigation. So when Colonel Carl Butler answers the call from an old and powerful friend, he knows it’s something big—and he’s not alone. He’s got the best intel in the galaxy. A high councillor’s son has gone MIA out of Cappa Base, the space station orbiting a battle-ravaged planet. The young lieutenant had been wounded and evacuated—but there’s no record of him having ever arrived at hospital command. The colonel quickly finds Cappa Base to be a labyrinth of dead ends and sabotage: the hospital commander stonewalls him, the Special Ops leader won’t come off the planet, witnesses go missing, radar data disappears, and that’s before he encounters the alien enemy. Butler has no choice but to drop down onto a hostile planet—because someone is using the war zone as a cover. The answers are there—Butler just has to make it back alive...“Not just for military SF fans—although military SF fans will love it—PlanetSide is an amazing debut novel, and I’m looking forward to what Mammy writes next.” – Tanya Huff, author of the Confederation and Peacekeeper series

Hand of Mars

Drifter’s Folly

Forbidden System

Stellar Fox

Vigilante Duology

When an alien armada destroys the United Earth Space Force and takes control of the human homeworld, newly reinstated Captain Annette Bond must take her experimental hyperspace cruiser Tornado into exile as Terra’s only interstellar privateer.

NOVELS FOR A NEBULA AWARD: Walter Jon Williams’ classic science fantasy Metropolis is once again available for a new generation of readers. Aiah has fought her way from poverty and discovered a limitless source of pleasure, the mysterious substance that powers the world-city. Her discovery soon involves her with Constantine, the charismatic, dangerous, seductive revolutionary who plans to overthrow, not simply the government, but the cosmic order... “A spectacular blend of fantastic science, high politics, and low intrigue... Williams’ world and characters are richly imagined yet utterly real.” —Melissa Scott “Entertaining... Williams understands that science fiction can breathe life into language... [His] writing is always lean, lively and engaging.” New York Times Book Review “Blends SF aspects with noir stylings to create a potent atmosphere or urban dystopia... Ever the expert storyteller, Williams provides more than enough suspense.” Publishers Weekly

Film music often tells us how to feel, but it also guides us how to hear. Filming is an intensely musical experience, one in which the soundtrack structures our interpretations and steers our emotions. Hollywood Harmony explores the inner workings of film music, bringing together tools from music theory, musicology, and music psychology in this first ever book-length analytical study of this culturally central repertoire. Harmony, and especially chromaticism, is emblematic of the “film music sound,” and it is often used to evoke that most cinematic of feelings-wonder. To help parse this familiar but complex musical style, Hollywood Harmony offers a first-of-its-kind introduction to neo-Riemannian theory, a recently developed and versatile method of understanding music as a dynamic and transformational process, rather than a series of inert notes on a page. This application of neo-Riemannian theory to film music is perfect way in for curious newcomers, while also constituting significant scholarly contribution to the larger discipline of music theory. Author Frank Lehman draws from his extensive knowledge of cinematic history with case-studies that range from classics of Golden Age Hollywood to massive contemporary franchises to obscure cult-films. Special emphasis is placed on scores for major blockbusters such as Lord of the Rings, Star Wars, and Inception. With over a hundred meticulously transcribed music examples and more than two hundred individual movies discussed, Hollywood Harmony will fascinate any fan of film and music.

A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Mage-Provocateur

Last Stand

Conviction

Heart of Vengeance

From the artistic genius to the tarot reader, a sense of communication with another order of reality is commonly affirmed; this ‘other’ may be termed god, angel, spirit, muse, daimon or alien, or it may be seen as an aspect of the human imagination or the ‘unconscious’ in a psychological sense. This volume of essays celebrates the daimonic presence in a diversity of manifestations, presenting new insights into inspired creativity and human beings’ relationship with mysterious and numinous dimensions of reality. In art and literature, many visual and poetic forms have been given to the daimonic intelligence, and in the realm of new age practices, encounters with spirit beings are facilitated through an increasing variety of methods including shamanism, hypnotherapy, mediumship and psychedelics. The contributors to this book are not concerned with ‘proving’ or ‘disproving’ the existence of such beings. Rather, they paint a broad canvas with many colours, evoking the daimon through the perspectives of history, literature, encounter and performance, and showing how it informs, and has always informed, human experience.

A chosen servant left for dead A pair of hunters with hidden secrets A fateful choice of who to trust... The young cowboy Teer has joined the rogue El-Spehari demigod Kard in his work as a bounty hunter. Both have powers they conceal, but they are determined to guard the people of the Unity’s Eastern Territories. When a favored servant of the Unity’s Spehari ruler is beaten and left for dead, the two bounty hunters are hired to track the attacker into the wilderness. The Unity has betrayed them both, but they still believe in justice. Capturing the fugitive is only the first step. Teer faces a harsh question: when a beautiful young woman begs for protection, what is more important-her crimes...or why she committed them?

A starfighter squadron driven to desertion Hunted by friends and enemies alike With one final hope for a new beginning

YOU CAN NEVER GO HOME When accusations of piracy and mass murder are laid against his homeworld, Damien Montgomery is sent to resolve the crisis. As counter-accusations fly and an old flame re-enters his life, the newest Hand of the Mage-King of Mars finds himself in the midst of a bloody interstellar shadow war. With the death toll mounting, Damien must decide whether he should trust the world he came from - or the world that asked for his help. The wrong choice will trigger a civil war that could shatter human civilization. No pressure. Voice of Mars is book 3 of the Starship’s Mage series.

Uncanny Intelligence

Interstellar Mage

Musical Wonder and the Sound of Cinema

A Guide to Japanese Role-Playing Games

Metropolitan

Seeking to escape the shadow of Annette Bond’s success, Captain Morgan Casimir has taken a posting on the far side of the AIToI Imperium. Here she hopes to begin a legend for herself that stands apart from her stepmother, the Duchess.

He’s the Black Mage and she’s the traitor to the Crown. Ryal’s world was shattered the night she discovered King Blayne’s nefarious plans. Now, she has to betray the one she loves most in order to save the realm from war. Torn between love and duty, Ry finds herself on a perilous mission to help the rebels and convince the kingdom of Pythus not to honor its pact with the corrupt king of Jerar—all the while deceiving the most powerful mage in the realm, the very man sworn to protect the Crown and hunt the rebels at all costs: her husband. She’s one step ahead, but sooner or later the curtain will fall. Sooner or later, she’ll have to fight. Witness the epic conclusion of The Black Mage series, and see just how far one girl will go to save her kingdom and the boy she loves—even when that boy has become the enemy.

A superintelligence called the Benevolence has ruled humanity for over three thousand years. Under its guidance we have spread amongst the stars and experienced an unprecedented age of peace, prosperity, and technological advancement. All of that is about to change. While on a covert mission to spy on the Krixis, a telepathic alien race, Empathic Services agent Eyana Ora uncovers a plot to destroy all mankind. She launches a desperate bid to stop a group of insurgents from obtaining a secret super-weapon stored within an Ancient outpost on world sacred to the Krixis. Gav Gendin is an archaeologist obsessed with the Ancients, an extinct race of highly advanced aliens. After years of searching, he locates one of their temples on an abandoned Krixis world. But when it turns out the system is guarded, his research expedition becomes a gamble that could cost him his life. Neither one of them has a hope of accomplishing their missions without Silky, a snarky near-interfacing AI companion. It’s his job to piece together the secrets they each unearth, secrets that will shape humanity’s future.

Aimed at avid and/or highly skilled video gamers, ‘Gaming Hacks’ offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming guru

Game Architecture and Design

The Terrain Privateer

Space Carrier Avalon

Oath of Vengeance

Onset

NAMED BY PUBLISHERS WEEKLY AS A BEST BOOK OF 2019 “Passionately brutal, fierce, and furious in voice and pace. It’s a particularly cinematic experience of war, Full Metal Jacket meets Edge of Tomorrow.” —The New York Times From the Hugo Award-winning author of The Stars Are Legion comes a science fiction thriller about a futuristic war during which soldiers are broken down into light in order to get them to the front lines on Mars. They said the war would turn us into light. I wanted to be counted among the heroes who gave us this better world. The Light Brigade: it’s what soldiers fighting the war against Mars call the ones who come back...different. Grunts in the corporate corps get busted down into light to travel to and from interplanetary battlefronts. Everyone is changed by what the corps must do in order to break them down into light. Those who survive learn to stick to the mission brief—no matter what actually happens during combat. Dietz, a fresh recruit in the infantry, begins to experience combat drops that don’t sync up with the platoon’s. And Dietz’s bad drops tell a story of the war that’s not at all what the corporate brass want the soldiers to think is going on. Is Dietz really experiencing the war differently, or is it combat madness? Trying to untangle memory from mission brief and survive with sanity intact, Dietz is ready to become a hero—or maybe a villain; in war it’s hard to tell the difference.

In this unprecedented collection of science fiction and fantasy quotations, the reader revisits the stunning moment when Mary Shelley’s Frankenstein monster first comes to life; witnesses the transformation of Robert Louis Stevenson’s Dr. Jekyll into Mr. Hyde; is present when Bruce Wayne resolves to become Batman; and overhears the cosmic conclusions of The Incredible Shrinking Man. Drawing upon two centuries of the vast and provocative literature of science fiction and fantasy, this comprehensive book presents more than 2,900 quotations from wide-ranging sources, including science fiction and fantasy stories, novels, films, and television programs. The quotations are organized by topic—alien worlds; darkness and light; robots, androids, and cyborgs; machines and technology; weapons; and more than one hundred others. The reader will encounter the wit and wisdom of renowned authors (H. G. Wells, Ray Bradbury, J. R. R. Tolkien, Ursula K. Le Guin) along with definitive versions of such important statements as Isaac Asimov’s Three Laws of Robotics and Star Trek’s Prime Directive. With its thorough index, this book is both an invaluable resource for the writer or scholar and an irresistible page-turner for the curious browser.

Vengeance hunts them. Rebellion seeks them. Loyalty commands them. The shadows will fear them. Captain David Rice and Mage Maria Soprano have made their choice, signing up with the Martian Interstellar Security Agency and converting Red Falcon into a covert operations ship for the Protectorate. Their new duties drag them back into the very underworld they once strove to escape, intentionally provoking the Azure Legacy into a renewed conflict. They find unexpected allies with secret agents from Legatus’s rebellion against Mars as they seek to stop Mikhail Azure’s Blue Star Syndicate from being reborn. The Azure Legacy wants revenge. Legatus wants blood. David and Maria are bound by the overriding duty of all officers of the Mage-King’s Protectorate: Protect the innocent.

Mars destroyed his ship -- but gave him a new one. Mars drafted his Mage -- for the good of humanity! He should have known that wouldn't be the end of it... Captain David Rice has a new ship, a new crew, and a new set of Jump Mages to carry him between the stars. All he wants is to haul cargo, make money and keep his head down. His past, however, is not so willing to let him go. An old enemy is reaching out from beyond the grave to destroy any chance of peace or life for Captain Rice--and old friends are only making things more complicated! All he wants is to be a businessman, but as the death toll mounts he must decide what is more important: his quiet life or the peace humanity has enjoyed for centuries...

Relics of Eternity

Voice of Mars

Semi/Human

The Light Brigade

Daimonic Imagination

A humanitarian mission into unfriendly stars A training cruise under the watch of a fortified fleet base The closing jaws of a trap years in the making

A war older than the nation An enemy with agents at every turn An ancient foe with an offer of peace The alliance with the Elfin Warriors has allowed the United States Government’s supernatural forces, the Omicron Branch, to hold the line against the demons and take the war to the Vampire Familias, defeating them in battle and reclaiming their resources. Victory against the vampires, however, leaves David White with a moral dilemma as he captures an entire convoy of freshly turned vampires: beyond saving, but innocent of their species’ crimes. Duty only allows one fate for them—but then an ancient vampire arrives to negotiate for their freedom. Letting them go drags David into the middle of a political nightmare as the Omicron branch must decide which is more important: Omicron’s authority and revenge for their dead, or the very Constitution and people they are sworn to defend...

A shackled Earth, ruled by an unstoppable tyrant An exiled son, and a one-way trip across the galaxy A perfect world, their last hope for survival Vice Admiral Isaac Gallant is the heir apparent to the First Admiral, the dictator of the Confederacy of Humanity. Unwilling to let his mother’s tyranny stand, he joins the rebellion and leads his ships into war against the might of his own nation. Betrayal and failure, however, see Isaac Gallant and his allies captured. Rather than execute her only son, the First Admiral instead decides to exile them, flinging four million dissidents and rebels through a one-shot wormhole to the other end of the galaxy. There, Isaac finds himself forced to keep order and peace as they seek out a new home without becoming the very dictator he fought against—and when that new home turns out to be too perfect to be true, he and his fellow exiles must decide how hard they are prepared to fight for paradise...against the very people who built it.

A defector with a dangerous lead A chance to speak for the silent A perilous quest into enemy stars

Word of Mars

Exile

Zero World

City in the Sky

Science Fiction Quotations

A mercenary with a secret past A pirate leader with a secret mission A clash that will shake planets Mercenary Captain Brad Madrid has spent years building the resources to go after the man who murdered his family. His new career has benefits—but also duties and responsibilities he cannot lightly brush aside. A new mission brings him once again into conflict with the Terror, however, and as friends and lovers alike perish around him, he realizes that responsibility and vengeance align. Neither the man he was nor the man he is can suffer the Terror to live. A spy, Brad will hunt his enemy across the Solar System, chasing down a final confrontation that will shake the foundations of humanity...and fulfil his Oath of Vengeance.

Starship’s Mage: Episode 1

PlanetSide

A Darker Magic

A Starship’s Mage Universe Novel