

# Ringworld

## Ringworld

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.

## Ringworld's Children

Welcome to a world like no other. The Ringworld: a landmark engineering achievement, a flat band 3 million times the surface area of Earth, encircling a distant star. Home to trillions of inhabitants, not all of which are human, and host to amazing technological wonders, the Ringworld is unique in all of the universe. Explorere Louis Wu, an Earth-born human who was part of the first expedition to Ringworld, becomes enmeshed in interplanetary and interspecies intrigue as war, and a powerful new weapon, threaten to tear the Ringworld apart forever. Now, the future of Ringworld lies in the actions of its children: Tunesmith, the Ghould protector; Acolyte, the exiled son of Speaker-to-Animals, and Wembleth, a strange Ringworld native with a mysterious past. All must play a dangerous in order to save Ringworld's population, and the stability of Ringworld itself. Blending awe-inspiring science with non-stop action and fun, Ringworld's Children, the fourth installment of the multiple award-winning saga, is the perfect introduction for readers new to this New York Times bestselling series, and long-time fans of Larry Niven's Ringworld. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## Ringworld

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 far 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?

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## Fleet of Worlds

A brand-new novel set in Niven's Known Space, two hundred years before the discovery of the Ringworld.

## **Fate of Worlds**

For decades, the spacefaring species of Known Space have battled over the largest artifact and grandest prize in the galaxy: the all-but-limitless resources and technology of the Ringworld. Without warning the Ringworld has vanished, leaving behind three rival war fleets.

## **The Guide to Larry Niven's Ringworld**

Fleeing the supernova chain reaction at the galactic core, the cowardly Puppeteers of the Fleet of Worlds have---just barely---survived. They've stumbled from one crisis to the next: The rebellion of their human slaves. The relentless questing of the species of Known Space. The spectacular rise of the starfish-like Gw'oth. The onslaught of the genocidal Pak. Catastrophe looms again as past crises return---and converge. Who can possibly save the Fleet of Worlds from its greatest peril yet? Louis Wu? Trapped in the Wonderland civil war, all he wants is to go home---but the only possible escape will plunge him into unknowable danger. Ol'tro? The Gw'oth ensemble mind fled across the stars to establish a colony world free from tyranny. But some problems cannot be left behind, and other problems---like the Fleet of Worlds itself---are racing straight at them. Achilles? Despite past disgrace, the charismatic Puppeteer politician knows he is destined for greatness. He will do anything to seize power---and to take his revenge on everyone who ever stood in his way. Nessus? The insane Puppeteer scout is out of ideas, out of resources, with only desperation left to guide him. Their hopes and fears, dreams and ambitions are about to collide. And the winner takes . . . worlds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **Betrayer of Worlds**

The future is a strange and dangerous place. Chaz Kato can testify to that. He is a citizen of Xanadu, a city-sized artificial island populated by some of the wealthiest men and women on future Earth. A place filled with hidden wonders and dark secrets of technology gone awry. Lenore Myles is a student when she travels to Xanadu and becomes involved with Chaz Kato. She is shocked when she uses Kato's access codes to uncover the grizzly truth behind Xanadu's glittering facade. Not knowing who to trust, Lenore finds herself on the run. Saturn, a mysterious entity, moves aggressively to break the security breach. With interests of the world's wealthiest people at stake, and powerful technology at its fingertips, Saturn, puts Lenore racing for her life, against a truly formidable foe. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **Saturn's Race**

The third book in the trilogy--following \"Fleet of Worlds\" and \"Juggler of Worlds--Destroyer of Worlds\" is set 200 years before the discovery of Ringworld.

## **Destroyer of Worlds**

From the Nebula-Award-winning author of *The Art of Starving* comes Sam J. Miller's sci-fi time traveling tale, \"Let All the Children Boogie,\" a Tor.com Original As the Cold War stalls and the threat of nuclear warfare dominates the news, small-town misfits Laurie and Fell bond over a shared love of music and the mystery of the erratic radio messages that hint at the existence of a future worth reaching out for. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **Let All the Children Boogie**

Created by the bestselling SF novelist Jerry Pournelle, *THERE WILL BE WAR* is a landmark science fiction anthology series that combines top-notch military science fiction with factual essays by various generals and military experts on everything from High Frontier and the Strategic Defense Initiative to the aftermath of the

Vietnam War. It features some of the greatest military science fiction ever published, such as Orson Scott Card's "Ender's Game" in Volume I and Joel Rosenberg's "Cincinnatus" in Volume II. Many science fiction greats were featured in the original nine-volume series, which ran from 1982 to 1990, including Robert Heinlein, Arthur C. Clarke, Philip K. Dick, Gordon Dickson, Poul Anderson, John Brunner, Gregory Benford, Robert Silverberg, Harry Turtledove, and Ben Bova. 33 years later, Castalia House has teamed up with Dr. Pournelle to make this classic science fiction series available to the public again. THERE WILL BE WAR is a treasure trove of science fiction and history that will educate and amaze new readers while reminding old ones how much the world has changed over the last three decades. Most of the stories, like war itself, remain entirely relevant today. This omnibus edition contains THERE WILL BE WAR Volumes I and II. Volume I is edited by Jerry Pournelle and John F. Carr, and features 23 stories, articles, and poems. Of particular note are "Reflex" by Larry Niven and Jerry Pournelle, the original "Ender's Game" novella by Orson Scott Card, "The Defenders" by Philip K. Dick, and a highly influential pair of essays devoted to the then-revolutionary concept of "High Frontier" by Robert A. Heinlein and Lt. General Daniel Graham. Volume II is edited by Jerry Pournelle and features 19 stories, articles, and poems. Of particular note are "Superiority" by Arthur C. Clarke, "In the Name of the Father" by Edward P. Hughes, "Caster" by Eric Vinicoff, "Cincinnatus" by Joel Rosenberg, "On the Shadow of a Phosphor Screen" by William Wu, and "Proud Legions," an essay on the Korean War by T.R. Fehrenbach.

## **There Will Be War Volumes I & II**

Science fiction-roman.

## **The Mote in God's Eye**

In the Retro Hugo Award–nominated novel that inspired the Syfy miniseries, alien invaders bring peace to Earth—at a grave price: “A first-rate tour de force” (The New York Times). In the near future, enormous silver spaceships appear without warning over mankind’s largest cities. They belong to the Overlords, an alien race far superior to humanity in technological development. Their purpose is to dominate Earth. Their demands, however, are surprisingly benevolent: end war, poverty, and cruelty. Their presence, rather than signaling the end of humanity, ushers in a golden age . . . or so it seems. Without conflict, human culture and progress stagnate. As the years pass, it becomes clear that the Overlords have a hidden agenda for the evolution of the human race that may not be as benevolent as it seems. “Frighteningly logical, believable, and grimly prophetic . . . Clarke is a master.” —Los Angeles Times

## **Childhood's End**

To house the dying Earth's inhabitants, a huge architectural ring is constructed in outer space. With gravity, an atmosphere, and a temperate climate, Ringworld gives humanity a new lease on life, but not without frightening consequences.

## **The Ringworld Engineers**

The #1 New York Times–bestselling author presents twenty-six tales and vignettes from this interplanetary gathering place: “A must for Nivenites” (Booklist). 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, opened the Draco Tavern, a public house catering to all species of visiting aliens. In “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. Rick Schumann is invited to hunt with five folk aliens in “Table Manners”, but he begins to wonder if he will be the hunted. And in the never-before-published tale “Losing Mars”, a group of Martians arrive at the Tavern only to find that humans have mostly forgotten about their neighboring planet.

## **The Draco Tavern**

For too long, the Puppeteers have controlled the fate of worlds. Now Sigmund is pulling the strings... Covert agent Sigmund Ausfaller is Earth's secret weapon, humanity's best defense against all conspiracies, real and potential - and imaginary - of foes both human and alien. Who better than a brilliant paranoid to expose the devious plots of others? He may finally have met his match in Nessus, representative of the secretive Puppeteers, the elder race who wield vastly superior technologies. Nessus schemes in the shadows with Earth's traitors and adversaries, even after the race he represents abruptly vanishes from Known Space. As a paranoid, Sigmund had always known things would end horribly for him. Only the when, where, how, why, and by whom of it all had eluded him. That fog has begun to lift... But even Sigmund has never imagined how far his investigations will take him - or that his destiny is entwined with the fates of worlds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **Juggler of Worlds**

Thirteen tales of man's expansion and colonization throughout the galaxy.

## **Tales of Known Space**

Rocket with a group of intergalactic explorers to the Ringworld, a massive artificial world looped like a giant ribbon the size of Earth's orbit around the sun. Ringworld: The Graphic Novel, Part Two, based on Larry Niven's classic and illustrated by the talented manga artist Sean Lam, is the conclusion to the most exciting, action-packed science fiction adventure ever conceived! Stranded on this bizarre world, they soon discover that what was once conceived as a Garden of Eden has now reverted to savagery. Civilization has disappeared, leaving powerful machines in charge. Vast ruins litter the surface where mighty floating cities fell from the sky, deadly plants use sunlight to kill, terrifying hurricanes the size of worlds swallow everything in their paths, while roaming gangs of native humanoids stand ready to attack. Louis must now face the greatest challenge of his life. How can he and his friends possibly escape such a hostile place? What happened to the extraordinary treasures of this world? What kind of incredibly powerful alien could destroy the mightiest of the universe's worlds? And what happened to the legendary engineers who built the Ring?

## **Ringworld: The Graphic Novel, Part Two**

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."

## **The Best of Larry Niven**

Howl Down the Galaxy! The plan: wipe out and enslave those weed-eating, monkey-spawn humans and march on toward galactic domination! Easy, right Not quite. Now the smarter Kzin see the writing on the wall and form alliances of convenience with humans. But the battle rage on! A strange OLD world seemingly settled by pre-Romans is about to have the honor of Kzin enslavement<sup>3/4</sup>unless a human and mercenary-Kzin team can stop it. A human secret agent with wiped memories must evade a Kzin assassin until he can rediscover his mission and save himself. And a Kzin horde is racing toward a huge anti-matter cache in deep space as one reluctant human protector stands against this ultimate threat! A hard-hitting, spellbinding addition to the 'Man-Kzin Wars' shared universe 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). "[The Man-Kzin Wars series is] excellent . . .gripping . . .and expands well on Larry Niven's universe . . .]" <sup>3/4</sup>Locus

## **Man-Kzin Wars XII**

Jaybee Corbell awoke after more than 200 years as a corpsicle -- 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!

## **A World Out of Time**

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

## **Fallen Angels**

In her short story collection, *Even Greater Mistakes*, Charlie Jane Anders upends genre clichés and revitalizes classic tropes with heartfelt and pants-wettingly funny social commentary. The woman who can see all possible futures is dating the man who can see the one and only foreordained future. A wildly popular slapstick filmmaker is drawn, against his better judgment, into working with a fascist militia, against a background of social collapse. Two friends must embark on an Epic Quest To Capture The Weapon That Threatens The Galaxy, or else they’ll never achieve their dream of opening a restaurant. The stories in this collection, by their very outrageousness, achieve a heightened realism unlike any other. Anders once again proves she is one of the strongest voices in modern science fiction, the writer called by Andrew Sean Greer, “this generation’s Le Guin.”

## **World of Ptavvs**

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).

## **Ringworld Throne**

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.

## **Even Greater Mistakes**

This retrospective collection of stories from all phases of Niven's writing career is rich with gossip, storytelling vigor, and sheer science-fictional play.

## **The Man-Kzin Wars**

Two masterworks of science fiction at one low price, from award-winning authors Larry Niven and Edward M. Lerner! *Ringworld's Children* The Ringworld is a landmark engineering achievement, a flat band three million times the surface area of Earth, encircling a distant star. Home to trillions of inhabitants, not all of whom are human, and host to amazing technological wonders, the Ringworld is unique in all of the universe. Explorer Louis Wu, an Earth-born human who was part of the first expedition to Ringworld, becomes enmeshed in interplanetary and interspecies intrigue as war and a powerful new weapon threaten to tear the Ringworld apart forever. Now, the future of Ringworld lies in the actions of its children. All must play a dangerous game in order to save Ringworld's population and the stability of Ringworld itself. *Fleet of Worlds* It is two hundred years before the discovery of the Ringworld. Humanity has been faithfully serving the Citizens for years, and Kirsten Quinn-Kovacks is among the best and the brightest of the humans. She gratefully serves the race that rescued her ancestors from a dying starship, gave them a home world, and nurtures them still. When a chain reaction of supernovae at the galaxy's core unleashes a wave of lethal radiation that will sterilize the galaxy, the Citizens flee, taking their planets, the Fleet of Worlds, with them. Someone must scout ahead, and Kirsten and her crew eagerly volunteer. Under the guiding eye of Nessus, their Citizen mentor, they explore for any possible dangers in the Fleet's path--and uncover long-hidden truths that will shake the foundations of worlds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **Inferno**

Trained by The Company as a botanist and rendered immortal, Mendoza is sent back amidst the turmoil of Renaissance England with the assignment to safeguard a species of holly that contains properties to cure cancer for future generations.

## **N-Space**

*A Fire Upon the Deep* is the big, breakout book that fulfills the promise of Vinge's career to date: a gripping tale of galactic war told on a cosmic scale. Thousands of years hence, many races inhabit a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures and technology can function. Nobody knows what strange force partitioned space into these \"regions of thought,\" but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing the threat, a family of scientists, including two children, are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. A rescue mission, not entirely composed of humans, must rescue the children--and a secret that may save the rest of interstellar civilization. *A Fire Upon The Deep* is the winner of the 1993 Hugo Award for Best Novel.

## Strata

Michael Poole's wormholes constructed in the orbit of Jupiter had opened the galaxy to humankind. Then Poole tried looping a wormhole back on itself, tying a knot in space and ripping a hole in time. It worked. Too well. Poole was never seen again. Then from far in the future, from a time so distant that the stars themselves were dying embers, came an urgent SOS--and a promise. The universe was doomed, but humankind was not. Poole had stumbled upon an immense artifact, light-years across, fabricated from the very string of the cosmos. The universe had a door. And it was open...

## The Integral Trees

What would you do if the world was going to end in ten years? For Jennifer Epstein, a by-the-books senior researcher at SETI, there is only one answer: prevent the apocalypse from happening. Pluto, Neptune, and Uranus were destroyed by an alien threat. The deck was stacked against humanity before the cards came out of the box. But Jennifer isn't alone. She has Samantha Monroe, her excitable but brilliant colleague. From South Africa, CEO Muzikayise Khulu of Khulu Global supplies his vast resources to the ultimate race for survival. The three find themselves in an unlikely alliance while political brinkmanship, doomsday cults, and untested technologies form ever-growing obstacles. Will humanity unite to face the greatest challenge of their time, or will it destroy itself before the alien ship arrives?

## Ringworld's Children and Fleet of Worlds

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

## In the Garden of Iden

A Fire Upon The Deep

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