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SANFORD
Science Fiction
Screenplay
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SIDNEY

Ready Player
One
Routledge

The complete,
uncut version
of Robert A.
Heinlein's all-
time

masterpiece, the brilliant novel that grew from a cult favorite to a bestseller to a science fiction classic. Raised by Martians on Mars, Valentine Michael Smith is a human who has never seen another member of his species. Sent to Earth, he is a stranger who must learn what it is to be a man. But his own beliefs and his powers far exceed the limits of humankind, and as he teaches them about

grokking and water-sharing, he also inspires a transformation that will alter Earth's inhabitants forever...

The Bladerunner

Penguin Canada
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 Post Cinematic Affect Holt Paperbacks The story of a man who said

he would stop the motor of the world--and did. This novel is the setting for the author's philosophy of objectivism. **From Alien to the Matrix** John Hunt Publishing A good old-fashion shoot-out in the American West of the frontier days serves as the springboard for this hyperkinetic adventure in which gunslingers, led by Kim Carson, fight for galactic freedom. The Place of Dead Roads is the

second novel in the trilogy with Cities of the Red Night and The Western Lands. **Brilliance** DigiCat All it takes to change the world is one visionary^{3/4}and a team of people to keep him alive. Kevin Heber had it good. He had his own lab, a colleague he could trust, and an idea that could make him millions. Using his father's breakthrough technology in direct neural interfacing, he and his friend

Taki have created a new entertainment media¾live action adventure in micro mechanical scale. Bug Park: The ultimate out of body experience. And Taki's uncle wants to take it public. Two problems: Kevin and Taki are teenagers. Somebody wants to squash Bug Park dead, and Kevin's father along with it. When you're a teenager, even a teenager with a rich, indulgent

parent, you don't have a lot of power. But when things get very small, the rules change. Physics changes. What every body knows, ain't so, the weak are mighty, and the mighty and the powerful can be brought down by those they thought they've already trodden underfoot. And even those who think they own the world can learn the hard way that innocence is

not another word for "stupid." At the publisher's request, this title is sold without DRM (Digital Rights Management). *Rogue One: A Star Wars Story* Random House Worlds Traces the impact of the Russian Revolution on three people who try to challenge the new regime **Cat on the Scent** Oxford University Press, USA With a new introduction. The Cambridge History of Science Fiction

<p>Penguin Four one-act plays. For contents, see Author Catalog. <i>A Clockwork Orange</i> W W Norton & Company Incorporated Captain Keyes captains the Providence, the last human ship not dependent on dark tech, which humanity has used to rule the galaxy for decades. When dark tech fails, allies become enemies. Meanwhile, humanity's oldest enemy is on the rise. The future</p>	<p>now depends on Captain Keyes and his misfit crew. <i>American Kingpin</i> Рипол Классик A law professor draws from social and cultural theory to defend her idea that that intellectual property law affects the ability of citizens to live a good life and prohibits people from making and sharing culture. <i>Bug Park</i> Dutton Adult Federal agent Nick Cooper draws on his supernatural ability to</p>	<p>eliminate terrorists to hunt down a dangerous man who committed a horrific massacre on Wall Street that left hundreds dead and injured. <i>The Return of the Primitive</i> Penguin Long ago, in a distant part of the galaxy, two alien races met—and fought a war of mutual extinction. The sole legacy of that war was the weapon that ended it: the death machines, the</p>
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BERSERKERS. Guided by self-aware computers more intelligent than any human, these world-sized battle craft carved a swath of death through the galaxy—until they arrived at the outskirts of the fledgling Empire of Man. These are the stories of the frail creatures who must meet this monstrous and implacable enemy—and who, by fighting it to a

standstill, become the saviors of all living things. This is Saberhagen's classic book length collection of the first eleven Berserker stories. Meet Berserker hunter extraordinaire Johann Karlsen, his evil brother Felipe Nogara, The Third Historian of the Carpan Race, gallant fighters of the killer machines and the deranged killer machine, Mr. Jester. **I and You** Wesleyan

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA Today • "As one adventure leads expertly to the next, time simply evaporates." —Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when

he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals

who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—Huff Post "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN

"A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a

rich and plausible picture of future friendships in a world not too distant from our own.”—iO9
The Anthem Sprinters
 RosettaBooks
 Anthem takes place at some unspecified future date when mankind has entered another dark age. Technological advancement is now carefully planned and the concept of individuality has been eliminated where instead of names people are

called by numbers and always use pronouns like we, us, they. In such a controlling society can mankind ever find its own individuality again?_x000D
 _ Ayn Rand (1905–1982) was a Russian-American novelist, philosopher, playwright, and screenwriter. She is known for her two best-selling novels, *The Fountainhead* and *Atlas Shrugged*, and for developing a philosophical

system she called Objectivism. *Anthem* is a dystopian fiction novella by Ayn Rand, written in 1937 and first published in 1938 in England._x000D
 D_ [Between Sanity and Madness](#)
 William D. Richards, LLC
 From the #1 New York Times bestselling author of *Anthem*, *Reamde*, and *Cryptonomicon* comes an exciting and thought-provoking science fiction epic—a grand

story of annihilation and survival spanning five thousand years. What would happen if the world were ending? A catastrophic event renders the earth a ticking time bomb. In a feverish race against the inevitable, nations around the globe band together to devise an ambitious plan to ensure the survival of humanity far beyond our atmosphere, in outer space. But the complexities and

unpredictability of human nature coupled with unforeseen challenges and dangers threaten the intrepid pioneers, until only a handful of survivors remain . . . Five thousand years later, their progeny—seven distinct races now three billion strong—embark on yet another audacious journey into the unknown . . . to an alien world utterly transformed by cataclysm and time: Earth. A writer

of dazzling genius and imaginative vision, Neal Stephenson combines science, philosophy, technology, psychology, and literature in a magnificent work of speculative fiction that offers a portrait of a future that is both extraordinary and eerily recognizable. As he did in *Anathem*, *Cryptonomicon*, the *Baroque Cycle*, and *Reamde*, Stephenson explores some of our biggest

ideas and perplexing challenges in a breathtaking saga that is daring, engrossing, and altogether brilliant.

The Death of Expertise

Brian McClellan
Essays exploring the relationship between environmental disaster and visions of apocalypse through the lens of science fiction

Micro Oxford University Press

An expert at simulated war games,
Andrew "Ender"

Wiggin believes that he is engaged in one more computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction.

Artemis Baen Publishing Enterprises
NEW YORK TIMES

BESTSELLER • Go beyond the film that introduced Star Wars fans to Cassian Andor with a novelization featuring new scenes and expanded material. "One

of the best movie adaptations yet."—Cineline
As the shadows of the Empire loom ever larger across the galaxy, so do deeply troubling rumors. The Rebellion has learned of a sinister Imperial plot to bring entire worlds to their knees. Deep in Empire-dominated space, a machine of unimaginable destructive power is nearing completion. A weapon too terrifying to contemplate .

. . . and a threat that may be too great to overcome. If the worlds at the Empire's mercy stand any chance, it lies with an unlikely band of allies: Jyn Erso, a resourceful young woman seeking vengeance; Cassian Andor, a war-weary rebel commander; Bodhi Rook, a defector from the Empire's military; Chirrut Îmwe, a blind holy man and his crack-shot companion, Baze Malbus; and K-2SO, a deadly Imperial droid turned against its former masters. In their hands rests the new hope that could turn the tide toward a crucial Rebellion victory—if only they can capture the plans to the Empire's new weapon. But even as they race toward their dangerous goal, the specter of their ultimate enemy—a monstrous world unto itself—darkens the skies. Waiting to herald the Empire's brutal reign with a burst of annihilation worthy of its dreaded name: Death Star.

Aggadeh Chronicles Book 2: Dragon JSS Literary Productions, LLC
"Between Sanity and Madness: Mental Illness from Homer to Neuroscience traces the extensive array of answers that various groups have provided to questions about the nature of mental illness and its

boundaries with sanity. What distinguishes mental illnesses from other sorts of devalued conditions and from normality? Should medical, religious, psychological, legal, or no authority at all respond to the mentally ill? Why do some people become mad? What treatments might help them recover? Despite general agreement across societies regarding

definitions about the pole of madness, huge disparities exist on where dividing lines should be placed between it and sanity and even if there is any clear demarcation at all. Various groups have provided answers to these puzzles that are both widely divergent and surprisingly similar to current understanding s"--
Stranger in a Strange Land
 Ballantine Books
 NEW YORK

TIMES BESTSELLER. The unbelievable true story of the man who built a billion-dollar online drug empire from his bedroom—and almost got away with it In 2011, a twenty-six-year-old libertarian programmer named Ross Ulbricht launched the ultimate free market: the Silk Road, a clandestine Web site hosted on the Dark Web where anyone could trade anything—drugs, hacking

software, forged passports, counterfeit cash, poisons—free of the government’s watchful eye. It wasn’t long before the media got wind of the new Web site where anyone—not just teenagers and weed dealers but terrorists and black hat hackers—could buy and sell contraband detection-free. Spurred by a public outcry, the federal government launched an epic two-year manhunt for

the site’s elusive proprietor, with no leads, no witnesses, and no clear jurisdiction. All the investigators knew was that whoever was running the site called himself the Dread Pirate Roberts. The Silk Road quickly ballooned into \$1.2 billion enterprise, and Ross embraced his new role as kingpin. He enlisted a loyal crew of allies in high and low places, all as addicted to the danger

and thrill of running an illegal marketplace as their customers were to the heroin they sold. Through his network he got wind of the target on his back and took drastic steps to protect himself—including ordering a hit on a former employee. As Ross made plans to disappear forever, the Feds raced against the clock to catch a man they weren’t sure even existed, searching for

a needle in the haystack of the global Internet. Drawing on exclusive access to key players and two billion digital words and images Ross left behind, Vanity Fair correspondent and New York Times bestselling author Nick

Bilton offers a tale filled with twists and turns, lucky breaks and unbelievable close calls. It's a story of the boy next door's ambition gone criminal, spurred on by the clash between the new world of libertarian-leaning, anonymous, decentralized

Web advocates and the old world of government control, order, and the rule of law. Filled with unforgettable characters and capped by an astonishing climax, American Kingpin might be dismissed as too outrageous for fiction. But it's all too real.