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## **KEY=POLITY - TIANA MOYER**

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**Prador Moon** Start Publishing LLC Neal Asher takes on first contact, Polity style. This original novel recounts the first contact between the aggressive Prador aliens, and the Polity Collective as it is forced to retool its society to a war footing. The overwhelming brute force of the Prador dreadnaughts causes several worlds and space stations to be overrun. Prador Moon follows the initial Polity defeats, to the first draws, and culminates in what might be the first Polity victory, told from the point of view of two unlikely heroes. For the first time in the US in eBook format. **Gridlinked** Macmillan On the brink of burnout, Cormac disconnects his brain from the artificial intelligence network that enables rapid interstellar travel and is forced to track and elude a vicious psychopath while uncovering fiercely guarded secrets on the recently destroyed planet of Samarkand. Reprint. **Orbus** Pan Macmillan Orbus continues the adventure of Captain Orbus in Neal Asher's high-octane, science fiction Spatterjay series. Old Captain Orbus commandeered a ship to flee Spatterjay, desperate to escape the violent planet. Orbus's alien enemy, the Prador Vrell, is also moving on. The Spatterjay virus mutated him into something even more dangerous. And he's hunting the Prador King himself - who sought to kill him, to bury the secret of their similar transformations. Orbus and Vrell clash in the Graveyard, a lawless zone where the Prador have seized a key space station. Official action by humanity or Prador would end peace, as a centuries-long cold war simmers. So Earth commands Orbus to destroy the station, even as the King recruits a monster to exterminate Vrell. But their actions will awaken an intelligence that annihilated civilizations, as it stirs after five million years . . . **The Line of Polity** Start Publishing LLC Outlink station Miranda has been destroyed by a nanomycelium, and the very nature of this sabotage suggests that the alien bioconstruct Dragon - a creature as untrustworthy as it is gigantic - is somehow involved. Sent out on a titanic Polity dreadnaught, the Occam Razor, agent Cormac must

investigate the disaster. Meanwhile, on the remote planet Masada, the long-term rebellion can never rise above-ground, as the slave population is subjugated by orbital laser arrays controlled by the Theocracy in their cylinder worlds, and by the fact that they cannot safely leave their labour compounds. For the wilderness of Masada lacks breathable air ... and out there roam monstrous predators called hooders and siluroynes, not to mention the weird and terrible gabbleducks. **The Skinner** Macmillan Three unusual travelers--Janer, a spy for the hornet Hive mind; Erlin, looking to find an old captain who can teach her about life; and the vengeful Sable Keech--arrive on the remote ocean planet of Spatterjay, braving the perils of the world's voracious wildlife as they pursue their individual quests, unaware that their paths are about to converge as the planet threatens to erupt into chaos. Reprint. **Infinity Engine** Start Publishing LLC In the outskirts of space, and the far corners of the Polity, complex dealings are in play. Several forces continue to pursue the deadly and enigmatic Penny Royal, none more dangerous than the Brockle, a psychopathic forensics AI and criminal who has escaped the Polity's confinements and is upgrading itself in anticipation of a deadly showdown, becoming ever more powerful and intelligent. Aboard Factory Station Room 101, the behemoth war factory that birthed Penny Royal, groups of humans, alien prador, and AI war drones grapple for control. The stability of the ship is complicated by the arrival of a gabbleduck known as the Weaver, the last living member of the ancient and powerful Atheter alien race. What would an Atheter want with the complicated dealings of Penny Royal? Are the Polity and prador forces playing right into the dark AI's hand, or is it the other way around? Set pieces align in the final book of Neal Asher's action-packed Transformation trilogy, pointing to a showdown on the cusp of the Layden's Sink black hole, inside of which lies a powerful secret, one that could destroy the entire Polity. **The Gable and Other Stories** Start Publishing LLC In the eight years since his first full-length novel Gridlinked was published by Pan Macmillan, Neal Asher has firmly established himself as one of the leading British writers of Science Fiction, and his novels are now translated in many languages. Most of his stories are set in a galactic future-scape called 'The Polity', and with this collection of marvellously inventive and action-packed short stories, he takes us further into the manifold diversities of that amazing universe. No one does monsters better than Neal Asher, so be prepared to revisit the lives and lifestyles of such favourites as the gabbleduck and the hooder, to savour alien poisons, the walking dead, the Sea of Death, and the putrefactor symbiont. **The Gable and Other Stories** Tor 'What has six arms, a large beak, looks like a pyramid, has more eyes than you'd expect and talks nonsense? If you don't know the answer to that, then 1) you should and 2) you haven't been reading Neal Asher (see point 1)' Jon Courtenay Grimwood In the eight years since his first full-length novel Gridlinked was published by Pan Macmillan, Neal Asher has firmly established himself as one of the leading British writers of Science Fiction, and his novels are now translated in many languages. Most of his stories are set in a galactic future-scape called 'The Polity', and with this collection of marvellously inventive and action-packed short stories, he takes us further into the manifold diversities of that amazing universe. No one does monsters better than Neal Asher, so be prepared to revisit the lives and lifestyles of such favourites as the gabbleduck and the hooder, to savour alien poisons, the walking dead, the Sea of Death, and the putrefactor symbiont. **Brass Man**

Start Publishing LLC Brass Man is the third novel in Neal Asher's popular Agent Cormac series. On the primitive world Cull, a knight errant called Anderson hunts a dragon, not knowing that elsewhere is a resurrected brass killing machine, Mr Crane, assisting in a similar hunt. Learning that this old enemy still lives, agent Cormac pursues, while scientist Mika begins discovering the horrifying truth about an ancient alien technology. Each day is a survival struggle for the people of Cull. Ferocious insectile monsters roam their planet, as they try to escape to their forefathers' starship still orbiting far above them. But an entity with questionable motives, calling itself Dragon, assists them with genetic by-blows created out of humans and the hideous local monsters. And now the supposedly geologically inactive planet itself is increasingly suffering earthquakes . . . **Dark Intelligence: Transformation Book 1** Tor UK The first volume in a no-holds-barred adventure set in Asher's popular Polity universe One man will transcend death to seek vengeance. One woman will transform herself to gain power. And no one will emerge unscathed... Thorvald Spear wakes in hospital, where he finds he's been brought back from the dead. What's more, he died in a human vs. alien war which ended a whole century ago. But when he relives his traumatic final moments, he finds the spark to keep on living. That spark is vengeance. Trapped and desperate on a world surrounded by alien Prador forces, Spear had seen a rescue ship arriving. But instead of providing backup, Penny Royal, the AI within the destroyer turned rogue. It annihilated friendly forces in a frenzy of destruction, and, years later, it's still free. Spear vows to track it across worlds and do whatever it takes to bring it down. Isobel Satomi ran a successful crime syndicate. But after competitors attacked, she needed more power. Yet she got more than she bargained for when she negotiated with Penny Royal. She paid it to turn her part-AI herself, but the upgrades hid a horrifying secret. The Dark AI had triggered a transformation in Isobel that would turn her into a monster, rapidly evolving into something far from human. Spear hires Isobel to take him to the Penny Royal AI's last known whereabouts. But he cheats her in the process and he becomes a target for her vengeance. And as she evolves further into a monstrous predator, rage soon wins over reason. Will Spear finish his hunt, before he becomes the hunted? PRAISE FOR THE TRANSFORMATION SERIES "One of his best works so far ... Asher is a modern master of Sci-Fi" Starburst magazine "Beautifully paced ... does just as well as at slam-bang action scenes as at painting frightening pictures" Publishers Weekly, starred review "Blends large portions of horror and mystery into an SF tale of revenge and redemption ... a complex and satisfying work" Library Journal, starred review "Hardboiled, fast-paced space opera epic ... Asher's books are similar to the world of Iain M. Banks' Culture universe, but the Polity is arguably a much darker and more vicious environment - and all the better for it" TheRegister.co.uk **Jack Four** Night Shade Books This high-octane adventure is set in the same world as Neal Asher's acclaimed Polity universe. It's a thrilling, fast-paced standalone novel, perfect for fans of Alastair Reynolds and Stephen Baxter. Created to die-determined to live . . . Jack Four-one of twenty human clones-has been created to be sold. His purchasers are the alien prador and they only want him for their experimentation program. But there is something different about Jack. No clone should possess the knowledge that's been loaded into his mind. And no normal citizen of humanity's Polity worlds would have this information. The prador's king has been mutated by the

Spatterjay virus into a creature even more monstrous than the prador themselves. And his children, the King's Guard, have undergone similar changes. They were infected by the virus during the last humans-versus-prador war, now lapsed into an uneasy truce. But the prador are always looking for new weapons – and their experimentation program might give them the edge they seek. Suzeal trades human slaves out of the Stratogaster Space Station, re-engineering them to serve the prador. She thinks the rewards are worth the risks, but all that is about to change. The Station was once a zoo, containing monsters from across known space. All the monsters now dwell on the planet below, but they aren't as contained as they seem. And a vengeful clone may be the worst danger of all. 'Neal Asher's books are like an adrenaline shot targeted directly for the brain' John Scalzi, author of the Old Man's War series 'Magnificently awesome. Then Asher turns it up to eleven' Peter F. Hamilton, author of Salvation and others, on Asher's The Soldier **Polity Agent** Start Publishing LLC From 800 years in the future, a runcible gate is opened into the Polity and those coming through it have been sent specially to take the alien 'Maker' back to its home civilization in the Small Magellanic cloud. Once these refugees are safely through, the gate itself is rapidly shut down – because something alien is pursuing them. The gate is then dumped into a nearby sun. From those refugees who get through, agent Cormac learns that the Maker civilization has been destroyed by pernicious virus known as the Jain technology. This, of course, raised questions: why was Dragon, a massive bioconstruct of the Makers, really sent to the Polity; why did a Jain node suddenly end up in the hands of someone who could do the most damage with it? Meanwhile an entity called the Legate is distributing pernicious Jain nodes . . . and a renegade attack ship, The King of Hearts, has encountered something very nasty outside the Polity itself. **The Technician** Pan Macmillan In Neal Asher's The Technician, the Theocracy has been dead for twenty years, and the Polity rules on Masada – but it is an order that the rebels of the Tidy Squad cannot accept, and the iconic Jeremiah Tombs is top of their hitlist. Its secrets could mean our survival . . . On the savage planet of Masada, one of the native aliens is spreading terror through the human population. It creates sculptures from its victims' remains, earning it its nickname: the Technician. And only Jeremiah Tombs has survived an encounter. This sent him mad, but he may have learned something key to humanity's survival – if he lives to remember it. Jeremiah was a member of a brutal regime, now deposed, and a radical sect still wants its revenge. The Technician buried something in Jeremiah's mind about the alien Atheter, an entire race that committed suicide. However, in seeking to understand their disappearance, we may somehow be attracting the same fate. And to unlock Jeremiah's secrets, Polity operatives must keep him alive. **The Soldier** Start Publishing LLC In a far corner of space, on the very borders between humanity's Polity worlds and the kingdom of the vicious crab-like prador, is an immediate threat to all sentient life: an accretion disc, a solar system designed by the long-dead Jain race and swarming with living technology powerful enough to destroy entire civilizations. Neither the Polity or the prador want the other in full control of the disc, so they've placed an impartial third party in charge of the weapons platform guarding the technology from escaping into the galaxy: Orlandine, a part-human, part-AI haiman. She's assisted by Dragon, a mysterious, spaceship-sized alien entity who has long been suspicious of Jain technology and who

suspects the disc is a trap lying-in-wait. Meanwhile, the android Angel is planning an attack on the Polity, and is searching for a terrible weapon to carry out his plans? a Jain super-soldier. But what exactly the super-soldier is, and what it could be used for if it fell into the wrong hands, will bring Angel and Orlandine's missions to a head in a way that could forever change the balance of power in the Polity universe. In *The Soldier*, British science fiction writer Neal Asher kicks off another Polity-based trilogy in signature fashion, concocting a mind-melting plot filled with far-future technology, lethal weaponry, and bizarre alien creations. **The Warship Rise of the Jain, Book Two** Start Publishing LLC The dangers of ancient technology loom over the Polity in the sequel to *The Soldier*, Neal Asher's latest action-packed space opera series. The haiman Orlandine, charged with safeguarding lethal Jain tech swirling inside an accretion disc located in the distant reaches of space, has weaponized a black hole to eliminate the threat. But others are suspicious of her motives, and both the Polity AIs and the leaders of the alien prador kingdom dispatch fleets of warships in anticipation of conflict. As the black hole continues to eat its way through the planets in the accretion disc, making its way towards a dead sun, it becomes clear the disc has been hiding a larger secret. Nefarious forces with ulterior motives have manipulated Orlandine into deploying the black hole, triggering a series of larger events that will uncover a danger far older than even the Polity itself. From British science fiction writer Neal Asher, *The War Ship* picks up right where its predecessor, *The Soldier*, left off, showcasing Asher's unique take on cutting-edge and fast-paced science fiction. **The Parasite** Set in a future of military take-overs, rising sea levels and satellite industries, this tale of high tech subterfuge and violence ultimately questions the future of the human race and what it might become. Asher is the author of *Gridlinked*. **The Departure** Simon and Schuster Visible in the night sky the Argus Station, its twin smelting plants like glowing eyes, looks down on nightmare Earth. From Argus the Committee keep an oppressive control: citizens are watched by cams systems and political officers, it's a world inhabited by shepherds, reader guns, razor birds and the brutal Inspectorate with its white tiled cells and pain inducers. Soon the Committee will have the power to edit human minds, but not yet, twelve billion human being need to die before Earth can be stabilized, but by turning large portions of Earth into concentration camps this is achievable, especially when the Argus satellite laser network comes fully online . . . This is the world Alan Saul wakes to in his crate on the conveyor to the Calais incinerator. How he got there he does not know, but he does remember the pain and the face of his interrogator. Informed by Janus, through the hardware implanted in his skull, about the world as it is now Saul is determined to destroy it, just as soon as he has found out who he was, and killed his interrogator . . . **Line War** Pan Macmillan Science fiction. The Polity is under attack from a melded AI entity with control of the lethal Jain technology, yet the attack seems to have no coherence. When one of Erebus wormships kills millions on the world of Klurhammon, a high-tech agricultural world of no real tactical significance, agent Ian Cormac is sent to investigate, though he is secretly struggling to control a new ability no human being should possess, and beginning to question the motives of his AI masters. Further attacks and seemingly indiscriminate slaughter ensue, but only serve to bring some of the most dangerous individuals in the Polity into the war. Mr Crane, the indefatigable brass killing machine

sets out for vengeance, while Orlandine, a vastly-augmented haiman who herself controls Jain technology, seeks a weapon of appalling power and finds allies from an ancient war. Meanwhile Mika, scientist and Dragon expert, is again kidnapped by that unfathomable alien entity and dragged into the heart of things: to wake the makers of Jain technology from their five-million-year slumber. **The Human** Start Publishing LLC In *The Human*, the final book in Neal Asher's epic Rise of the Jain trilogy, an entire galaxy hangs in the balance as the ancient and powerful Jain threat emerges anew . . . A Jain warship has risen from the depths of space, emerging with a deadly grudge and a wealth of ancient yet lethal technology. It is determined to hunt down the alien Client, and will annihilate all those who stand in its way. So Orlandine must prepare humanity's defense. Both humanity and the Prador thought their ancient foe—the Jain—had perished in a past age. And they resolve to destroy these outliers at any cost. Orlandine wants the Client's inside knowledge to act, but the Client has her own agenda. Earth Central therefore looks to the Prador for alliance, after the Jain destroy their fleet. However, not everyone is happy with this, and some will do anything to shatter this fragile coalition. As the Jain warship makes its way across the galaxy, it seems unstoppable. Human and Prador forces alike struggle to withstand its devastating weaponry. Orlandine's life work is to neutralize Jain technology, so if she can't triumph, no one can. But will she become what she's vowed to destroy? **Dark Intelligence: Transformation Book 1** Pan Macmillan One man will transcend death to seek vengeance. One woman will transform herself to gain power. And no one will emerge unscathed... Thorvald Spear wakes in hospital, where he finds he's been brought back from the dead. What's more, he died in a human vs. alien war which ended a whole century ago. But when he relives his traumatic final moments, he finds the spark to keep on living. That spark is vengeance. Trapped and desperate on a world surrounded by alien Prador forces, Spear had seen a rescue ship arriving. But instead of providing backup, Penny Royal, the AI within the destroyer turned rogue. It annihilated friendly forces in a frenzy of destruction, and, years later, it's still free. Spear vows to track it across worlds and do whatever it takes to bring it down. Isobel Satomi ran a successful crime syndicate. But after competitors attacked, she needed more power. Yet she got more than she bargained for when she negotiated with Penny Royal. She paid it to turn her part-AI herself, but the upgrades hid a horrifying secret. The Dark AI had triggered a transformation in Isobel that would turn her into a monster, rapidly evolving into something far from human. Spear hires Isobel to take him to the Penny Royal AI's last known whereabouts. But he cheats her in the process and he becomes a target for her vengeance. And as she evolves further into a monstrous predator, rage soon wins over reason. Will Spear finish his hunt, before he becomes the hunted? **Jupiter War** Simon and Schuster Alan Saul is now part-human and part-machine, and our solar system isn't big enough to hold him. He craves the stars, but can't leave yet. His sister Var is trapped on Mars, on the wrong side of a rebellion, and Saul's human side won't let her die. He must leave Argus Station to stage a dangerous rescue -- but mutiny is brewing onboard, as Saul's robots make his crew feel increasingly redundant. Serene Galahad will do anything to prevent Saul's escape. Earth's ruthless dictator hides her crimes from a cowed populace as she readies new warships for pursuit. She aims to crush her enemy in a terrifying display of interstellar violence.

Meanwhile, The Scourge limps back to earth, its crew slaughtered, its mission to annihilate Saul a disaster. There are survivors, but while one seeks Galahad's death, Clay Ruger will negotiate for his life. Events build to a climax as Ruger holds humanity's greatest prize -- seeds to rebuild a dying Earth. This stolen gene-bank data will come at a price, but what will Galahad pay for humanity's future? **The Departure (Owner Trilogy #1)** Tor In a world devoid of hope, is revenge the only way out? The Argus Space Station looks down on a nightmarish Earth. And from here, the Committee enforces its despotic rule. It governs a corrupt world, where the poor are starving - and are policed by mechanized overseers wielding identity-reader guns. There are also too many people and too few resources, so the Committee has decided twelve billion people must die. So they prepare to unleash the full power of their Station's weaponry to make this happen. Alan Saul wakes to this world, confined in a crate bound for a Calais incinerator. He doesn't know why he's there; he only remembers pain and his tormentor's face. And he has company: Janus, a rogue intelligence, who is inhabiting forbidden hardware in his skull. As Janus shows his host a damaged Earth, Saul resolves to discover who he was - and kill his interrogator. Next he will take on the Committee and topple their debased regime. The Departure is the first fast-paced book in the Owner trilogy by acclaimed science fiction author Neal Asher. 'Delivers plenty of thrills' - SFX 'Fast, dramatic stuff . . . rapid pace, great action, messy consequences' - SFFWorld **The Human (Rise of the Jain #3)** Macmillan A warship is laying waste to the galaxy, making for unexpected allies in the face of incredible acts of war. This is the high-octane conclusion to Neal Asher's Rise of the Jain trilogy. An entire galaxy hangs in the balance. A Jain warship has risen from the depths of space, emerging with a deadly grudge and a wealth of ancient yet lethal technology. It is determined to hunt down the alien Client, and will annihilate all those who stand in its way. So Orlandine must prepare humanity's defence. Both humanity and the Prador thought their ancient foe - the Jain - had perished in a past age. And they resolve to destroy these outliers at any cost. Orlandine wants the Client's inside knowledge to act, but the Client has her own agenda. Earth Central therefore looks to the Prador for alliance, after the Jain destroy their fleet. However, not everyone is happy with this, and some will do anything to shatter this fragile coalition. As the Jain warship makes its way across the galaxy, it seems unstoppable. Human and Prador forces alike struggle to withstand its devastating weaponry. Orlandine's life work is to neutralize Jain technology, so if she can't triumph, no one can. But will she become what she's vowed to destroy? The Human is the third and final book in Neal Asher's Rise of the Jain trilogy, following The Soldier and The Warship. **Cowl** Macmillan The war victory of the Heliothane Dominion is threatened by escaped adversaries who send an organic time machine monster into the past to change the war's outcome, prompting the dispatch of Tack, a programmable killer who has been compromised by the monster and whom the Heliothane government wants to use to preserve the timeline. By the author of The Skinner. 15,000 first printing. **War Factory: Transformation Book 2** Pan Macmillan One seeks judgement, another faces damnation and one man will have his revenge ... Thorvald Spear is losing his mind as he drowns in dark memories that aren't his own. Penny Royal, rogue artificial intelligence, has linked Spear with the stored personalities of those it's murdered. And whether the AI seeks redemption or has some more sinister

motive, Spear needs to destroy it. He feels the anger of the dead and shares their pain. As Spear tracks the AI across a hostile starscape, he has company. Sverl, an alien prador, has been warped by Penny Royal and hungers to confront it. But will the AI's pursuers destroy each other or hunt it together? Sverl's prador enemies aren't far behind either. They plan to use his transition to prove human meddling, triggering a devastating new war. Clues suggest Penny Royal's heading for the defective war factory that made it. So allies and enemies converge, heading for the biggest firestorm that sector of space has ever seen. But will Spear secure vengeance for his unquiet dead?

**Lockdown Tales** Best-selling author Neal Asher was far from idle during the isolation of lockdown; he kept himself occupied in the best way possible: he wrote. And his imagination was clearly in overdrive. Five brand new novellas and novelettes and one novella reworked and expanded from a story first published in 2019. Together, they form Lockdown Tales, exploring the latter days of the Polity universe and beyond. What lies in wait for humanity after the Polity has gone? Six stories, 150,000 words of fiction that crackle with energy, invention and excitement. Within their pages you will encounter prador, hoopers, sassy A.I.s, resurrected Golem, a mutated giant whelk that can ravage an island, hooders, megalomaniacs, war drones, Penny Royal, an intriguing sfnal take on High Planes Drifter and another with echoes of Robinson Crusoe... In fact, everything you might expect from concentrated Neal Asher and more.

**Shadow of the Scorpion** Pan Macmillan Shadow of the Scorpion is a standalone prequel to Neal Asher's explosive Agent Cormac series. Some secrets are too hard to bear . . . Following the human vs prador war, Ian Cormac signs up with Earth Central Security. He's sent out to restore order on worlds devastated by alien bombardment. But he learns humanity can be far more dangerous - even those closest to him. Amidst the tragic ruins left by wartime atrocities, Cormac discovers in himself the cold capacity for violence. It's a quality that'll make him one of Earth's top agents. Haunted by childhood memories of a sinister scorpion-shaped war drone, and the burden of losses he doesn't remember, he'll discover some hard truths. These will set him on a course of vengeance, where he'll have to use all his hard-won skills just to stay alive.

**Line War** Start Publishing LLC The Polity is under attack from a 'melded' AI entity with control of the lethal Jain technology, yet the attack seems to have no coherence. When one of Erebus's wormships kills millions on the world of Klurhammon, a high-tech agricultural world of no real tactical significance, agent Ian Cormac is sent to investigate, though he is secretly struggling to control a new ability no human being should possess . . . and beginning to question the motives of his AI masters. Further attacks and seemingly indiscriminate slaughter ensue, but only serve to bring some of the most dangerous individuals in the Polity into the war. Mr Crane, the indefatigable brass killing machine sets out for vengeance, while Orlandine, a vastly-augmented haiman who herself controls Jain technology, seeks a weapon of appalling power and finds allies from an ancient war. Meanwhile Mika, scientist and Dragon expert, is again kidnapped by that unfathomable alien entity and dragged into the heart of things: to wake the makers of Jain technology from their five-million-year slumber. But Erebus's attacks are not so indiscriminate, after all, and could very well herald the end of the Polity itself . . .

**Tactics of Mistake** Simon and Schuster It's obvious

that Cletus Graeme--limping, mild-mannered scholarly--doesn't belong on a battling field, but instead at a desk working on his fourth book on battle strategy and tactics. But Bakhalla has more battlefields than libraries, and Graeme sees his small force of Dorsai--soldiers of fortune--as the perfect opportunity to test his theories. But if his theories or his belief in the Dorsai lead him astray, he's a dead man. **The Departure** Tor Visible in the night sky the Argus Station, its twin smelting plants like glowing eyes, looks down on nightmare Earth. From Argus the Committee keep an oppressive control: citizens are watched by cams systems and political officers, it's a world inhabited by shepherds, reader guns, razor birds and the brutal Inspectorate with its white tiled cells and pain inducers. Soon the Committee will have the power to edit human minds, but not yet, twelve billion human beings need to die before Earth can be stabilized, but by turning large portions of Earth into concentration camps this is achievable, especially when the Argus satellite laser network comes fully online... This is the world Alan Saul wakes to in his crate on the conveyor to the Calais incinerator. How he got there he does not know, but he does remember the pain and the face of his interrogator. Informed by Janus, through the hardware implanted in his skull, about the world as it is now Saul is determined to destroy it, just as soon as he has found out who he was, and killed his interrogator... **Weaponized** Night Shade Books Weaponized is a thrilling far-future adventure by acclaimed science fiction author Neal Asher. A bright new future for humanity - or a dark and inescapable past. With the advent of new AI technology, Polity citizens now possess incredible lifespans. Yet they struggle to find meaning in their longevity, seeking danger and novelty in their increasingly mundane lives. On a mission to find a brighter future for humanity, ex-soldier Ursula fosters a colony on the hostile planet Threpsis. Here, survival isn't a given, and colonists thrive without their AI guidance. But when deadly alien raptors appear, Ursula and her companions find themselves forced to adapt in unprecedented ways. And they will be pushed to the very brink of what it means to be human. As a desperate battle rages across the planet, Ursula must dig deep into her past if she is to save humanity's future. **Shadowplay** Penguin More information to be announced soon on this forthcoming title from Penguin USA **The New Space Opera 2** Harper Collins Presents a second collection of previously unpublished epic science fiction pieces, with contributions by such genre authors as Peter Watts, Robert Charles Wilson, and Elizabeth Moon. **Helix Wars** Solaris SPIRAL INTO WAR! The Helix: a vast spiral of ten thousand worlds turning around its sun. Aeons ago, the enigmatic Builders constructed the Helix as a refuge for alien races on the verge of extinction. Two hundred years ago, humankind came to the Helix aboard a great colony ship, and the builders conferred on them the mantle of peacekeepers. For that long, peace has reigned on the Helix. But when shuttle pilot Jeff Ellis crash-lands on the world of Phandra, he interrupts a barbarous invasion from the neighbouring Sporelli, who are now racing to catch and exterminate Ellis before he can return to New Earth and inform the peacekeepers. Eric Brown returns to the rich worlds he created in the best-selling Helix with a vast science-fiction adventure populated with strange characters and fascinating creatures. **Jupiter War** Pan Macmillan Adult The stunning conclusion to this high-octane space opera - where war is coming to the depths of space... Alan Saul is now part human and part machine, and our solar system isn't big enough to hold him. He craves the stars, but can't leave yet. His sister Var is

trapped on Mars, on the wrong side of a rebellion, and Saul's human side won't let her die. He must leave Argus Station to stage a dangerous rescue - but mutiny is brewing on board, as Saul's robots make his crew feel increasingly redundant. Serene Galahad will do anything to prevent Saul's escape. Earth's ruthless dictator hides her crimes from a cowed populace as she readies new warships for pursuit. She aims to crush her enemy in a terrifying display of interstellar violence. Meanwhile, The Scourge limps back to earth, its crew slaughtered, its mission to annihilate Saul a disaster. There are survivors, but while one seeks Galahad's death, Clay Ruger will negotiate for his life. Events build to a climax as Ruger holds humanity's greatest asset -- seeds to rebuild a dying Earth. This stolen Gene Bank data is offered at a price, but what will Galahad pay for humanity's future? **Salvation A Novel** Del Rey Humanity's complex relationship with technology spirals out of control in this first book of an all-new series from "the owner of the most powerful imagination in science fiction" (Ken Follett). "How far 'space opera' has come! The Old Masters of sci-fi would admire the scope and sweep of Salvation."—The Wall Street Journal In the year 2204, humanity is expanding into the wider galaxy in leaps and bounds. Cutting-edge technology of linked jump gates has rendered most forms of transportation—including starships—virtually obsolete. Every place on Earth, every distant planet humankind has settled, is now merely a step away from any other. All seems wonderful—until a crashed alien spaceship of unknown origin is found on a newly located world eighty-nine light-years from Earth, carrying a cargo as strange as it is horrifying. To assess the potential of the threat, a high-powered team is dispatched to investigate. But one of them may not be all they seem. . . . Bursting with tension and big ideas, Peter F. Hamilton's Salvation is the first book of an all-new series that highlights the inventiveness of an author at the top of his game. Praise for Salvation "[A] vast, intricate sci-fi showstopper . . . The journey grips just as hard as the reveal."—Daily Mail (U.K.) "Exciting, wildly imaginative and quite possibly Hamilton's best book to date."—SFX "Dynamic, multifaceted characters, strong mind-expanding concepts, and impressive flair for language [make Salvation a] rare celestial event. . . . One of Britain's bestselling sci-fi authors has launched an addictive new book as the initial stage of what is sure to be an intriguing new series called the Salvation Sequence."—SyFyWire "Peter Hamilton just keeps getting better and better with each book, more assured and more craftsmanly adroit, and more inventive. [Salvation is] a bravura performance from start to finish. . . . Hamilton is juggling chainsaws while simultaneously doing needlepoint over a shark tank. It's a virtuoso treat, and I for one can hardly wait for Salvation Lost."—Paul Di Filippo, Locus "Peter F. Hamilton is known as one of the world's greatest sci-fi writers for a reason. . . . Salvation is well worth the effort and a great introduction to some good old-fashioned space opera."—Fantasy Book Review **Children of Ruin** Pan Macmillan 'My most anticipated book of the year' - Peter F. Hamilton, Britain's no.1 science fiction writer Children of Ruin follows Adrian Tchaikovsky's extraordinary Children of Time, winner of the Arthur C. Clarke award. It is set in the same universe, with new characters and a thrilling narrative. It has been waiting through the ages. Now it's time . . . Thousands of years ago, Earth's terraforming program took to the stars. On the world they called Nod, scientists discovered alien life - but it was their mission to overwrite it with the memory of Earth. Then humanity's great empire fell, and the

program's decisions were lost to time. Aeons later, humanity and its new spider allies detected fragmentary radio signals between the stars. They dispatched an exploration vessel, hoping to find cousins from old Earth. But those ancient terraformers woke something on Nod better left undisturbed. And it's been waiting for them. 'Books like this are why we read science fiction' - Ian McDonald, author of the Luna series All underpinned by great ideas. And it is crisply modern - but with the sensibility of classic science fiction! Stephen Baxter, author of the Long Earth series (with Terry Pratchett) **The Windup Girl** Night Shade Winner of the Hugo and Nebula awards for best novel, the break-out science fiction debut featuring additional stories and a Q&A with the author. Anderson Lake is AgriGen's Calorie Man, sent to work undercover as a factory manager in Thailand while combing Bangkok's street markets in search of foodstuffs thought to be extinct, hoping to reap the bounty of history's lost calories. Emiko is the Windup Girl, a strange and beautiful creature. Emiko is not human; she is an engineered being, grown and programmed to satisfy the decadent whims of a Kyoto businessman, but now abandoned to the streets of Bangkok. Regarded as soulless beings by some, devils by others, New People are slaves, soldiers, and toys of the rich in this chilling near future in which calorie companies rule the world, the oil age has passed, and the side effects of bio-engineered plagues run rampant across the globe. What happens when calories become currency? What happens when bio-terrorism becomes a tool for corporate profits and forces mankind to the cusp of post-human evolution? Bacigalupi delivers one of the most highly-acclaimed science fiction novels of the twenty-first century. In this brand-new edition celebrating the book's reception into the canon of celebrated modern science fiction, accompanying the text are two novelettes exploring the dystopian world of *The Windup Girl*, the Theodore Sturgeon Award-winning "The Calorie Man" and "Yellow Card Man." Also included is an exclusive Q&A with the author describing his writing process, the political climate into which his debut novel was published, and the future of science fiction. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors. **Restoree A Novel** Del Rey A classic sci-fi novel from the beloved author of the Dragonriders of Pern® series She was a restoree, kidnapped. Torn from Earth by a bizarre and nameless black force, Sara had no idea where she was or why she was in a beautiful new body. Controlled by brutal guards and tamed by terror, she could not comprehend her role as a nurse for a man who appeared to be an idiot. But once she discovered that the planet she had been brought to was Lothar and that the man she was caring for was its regent, Sara knew the restorees had to escape—and fast. And when they did, they became fugitives on a world of multiple evils—bound together on a daring adventure that would either join them for all time . . . or separate them forever. **Runcible Tales** This is a 'chapbook' of five short stories so not very long (about 30,000 words). It consists of: Always With You - Webster engages on a mission to destroy a Prador

planet breaker. It helps if you have Horace Blegg on your side, and an internal medic, but are these enough to overcome overwhelming odds? Blue Holes and Bloody Waters - marine biologist Karl finds that humans haven't quite adapted enough - or have they? Features the first mention of the retro Anti-Grav cars featured in "Gridlinked" that I have come across Dragon in the Flower - Ian Cormac's first encounter with Dragon - this is printed word-for-word in "Gridlinked", so this should be the Runcible Tale most familiar to Neal Asher readers The Gire and the Bibrat - Telepath John Tennyson is given more than a helping hand by Agent Prime Cause in his search for the location of a scream... Walking John and Bird - John Walker consults Horace Blegg and Dragon with questions concerning his link with Bird, a seemingly invincible entity. Trouble is, especially where Dragon is concerned, he may not like the answers.