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Halo: Cryptum

In the wake of the apparent self-destruction of the Forerunner empire, two humans – Chakas and Riser – are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end – a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an

epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to be the Last Precursor, and who now has control of both this Halo and the fate of Forerunners and humans alike. Called the Primordial by ancient human warriors, this intelligence may control the fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

Halo: Renegades

In the wake of the apparent self-destruction of the Forerunner empire, two humans — Chakas and Riser — are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end — a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to be the Last Precursor, and who now has control of both this Halo and the fate of Forerunners and humans alike.

Called the Primordial by ancient human warriors, this intelligence may control the fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

Alan Wake

An original digital-first e-novella set in the Halo Universe and based on the New York Times bestselling video game series! After decades of grim combat against the humans and then the traitorous Covenant Prophets, the Sangheili warrior Rtas 'Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the entire Sangheili race...

Darwin's Children

This doomsday masterpiece from the author of Eon and Hull Zero Three was a finalist for the Hugo and Nebula awards. On July 26, Arthur Gordon learns that Europa, the sixth moon of Jupiter, has disappeared. Not hiding, not turned black, but gone. On September 28th, Edward Shaw finds an error in the geological records of Death Valley. A cinder cone was left off the map. Could it be new? Or,

stranger yet, could it be artificial? The answer may be lying beside it—a dying Guest who brings devastating news for Edward and for Planet Earth. As more unexplained phenomena spring up around the globe—a granite mountain appearing in Australia, sounds emanating from the earth’s core, flashes of light among the asteroids—it becomes clear to some that the end is approaching, and there is nothing we can do. In *The Forge of God*, award-winning author Greg Bear describes the final days of the world on both a massive, scientific scale and in the everyday, emotional context of individual human lives. Facing the destruction of all they know, some people turn to God, others to their families, and a few turn to saviors promising escape from a planet being torn apart. Will they make it in time? And who gets left behind to experience the last moments of beauty and chaos on earth? Nominated for the Nebula, Hugo, and Locus Awards, *The Forge of God* is an engrossing read, breathtaking in its scope and in its detail.

San Diego Noir

The bestselling adaptation of the iconic video game *Halo: Combat Evolved* featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the *Pillar of Autumn*, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination

brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this "Halo" is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

Halo: Oblivion

A starship hurtles through the emptiness of space. Its destination - unknown. Its purpose - a mystery. Now, one man wakes up. Ripped from a dream of a new home - a new planet and the woman he was meant to love in his arms - he finds himself wet, naked, and freezing to death. The dark halls are full of monsters but trusting other survivors he meets might be the greater danger. All he has are questions -- Who is he? Where are they going? What happened to the dream of a new life? What happened to Hull 03? All will be answered, if he can survive the ship.

Halo Graphic Novel

Two hundred years in the future, the Moon is emerging from an age of innocence. Once pioneers, the easiest motto for these Lunar families is 'Cut the Politics'. They think they are safe from the sophistication and corruption of political intrigue. William Pierce is searching for absolute zero. No scientist has succeeded yet, and William is almost there. His wife Rho has bought 410 heads, cryogenically frozen centuries before in the hope of resurrection. She thinks she can read them for information. But there are dangers. William doesn't quite understand that his experiments could distort space and time. Rho doesn't realise that her heads will bring interference from a new and deadly faction, the devotedly religious Logologists. 'Cut the Politics'. But they can't. And the politics of this society could destroy much, much more than Rho and William's work

Halo: Primordium

The “provocative and entertaining follow-up” to *The Forge of God*: Exiled from their planet, humans unite with one alien race in the fight against another (Publishers Weekly). The *Ship of the Law* travels the infinite enormity of space, carrying eighty-two young people: fighters, strategists, scientists—and children. After one alien culture destroyed their home, another offered the opportunity for revenge in the

form of a starship built from fragments of the Earth's corpse, a ship they now use to scour the universe in search of their enemy. Working with sophisticated nonhuman technologies that need new thinking to comprehend them, they're cut off forever from the people they left behind. Denied information, they live within a complex system that is both obedient and beyond their control. They're frightened. And they're waging war against entities whose technologies are unimaginably advanced and vast, and whose psychology is ultimately, unknowably alien. In *Anvil of Stars*, the multimillion-selling, Nebula Award-winning author of *Eon* and other science fiction masterpieces "fashions an action-packed and often thrilling plot; by using each of the well-depicted alien races to mirror human behavior, he defines what it means to be *Homo sapiens*. . . . A gripping story" (*Publishers Weekly*).

HALO: Smoke and Shadow

100,000 years ago, the galaxy was populated by a great variety of beings. But one species--eons beyond all others in both technology and knowledge--achieved dominance. They ruled in peace but met opposition with quick and brutal effectiveness. They were the Forerunners--the keepers of the Mantle, the next stage of life in the Universe's Living Time. And then they vanished. This is their story. Bornstellar Makes Eternal Lasting is a young rebellious Forerunner. He is a Manipular, untried--yet to become part of the adult Forerunner society, where vast knowledge and duty waits. He comes from a family of Builders, the Forerunners'

highest and most politically powerful rate. It is the Builders who create the grand technology that facilitates Forerunner dominance over the known universe. It is the Builders who believe they must shoulder the greatest burden of the Mantle--as shepherds and guardians of all life. Bornstellar is marked to become a great Builder just like his father. But this Manipular has other plans. He is obsessed with lost treasures of the past. His reckless passion to seek out the marvelous artifacts left behind by the Precursors--long-vanished superbeings of unknowable power and intent---forces his father's hand. Bornstellar is sent to live among the Miners, where he must come to terms with where his duty truly lies. But powerful forces are at play. Forerunner society is at a major crux. Past threats are once again proving relentless. Dire solutions--machines and strategies never before contemplated--are being called up, and fissures in Forerunner power are leading to chaos. On a Lifeworker's experimental planet, Bornstellar's rebellious course crosses the paths of two humans, and the long lifeline of a great military leader, forever changing Bornstellar's destiny and the fate of the entire galaxy. Halo: Cryptum by Greg Bear is a tale of life, death, intergalactic horror, exile, and maturity. It is a story of overwhelming change--and of human origins. For the Mantle may not lie upon the shoulders of Forerunners forever.

HALO: The Thursday War

The second novel of the Forerunner Saga trilogy by science fiction legend Greg

Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. In the wake of the apparent self-destruction of the alien Forerunner empire, two humans—Chakas and Riser—are like flotsam washed up on very strange shores indeed. Captured by the Forerunner known as the Master Builder and then misplaced during a furious battle in space, Chakas and Riser now find themselves on an inverted world, where horizons rise into the sky and humans of all kinds are trapped in a perilous cycle of horror and neglect. They have become both research animals and strategic pawns in a cosmic game whose madness knows no end—a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners who expect to inherit their sacred Mantle of Responsibility to all living things. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo ringworld in search of a way home, an explanation for the warrior spirits rising up within, and the reason for the Forerunner Librarian's tampering with human destiny. Their travels will take them into the domain of a powerful and monstrous intelligence—known as “the Captive” by Forerunners, and “the Primordial” by ancient human warriors, this being may not only control the fate of Chakas, Riser, and the rest of humanity, but of all sentient life across the galaxy...

Halo: The Flood

In the 26th century, Earth's United Nations Space Command and the Covenant, a

coalition of aliens, are engaged in a war within the Halo universe for ultimate control, in a collection of four stories depicting various conflicts during the struggle.

Halo: Silent Storm

Multiple Hugo and Nebula award-winning author, Greg Bear is one of science fiction's most accomplished writers. Bold scientific speculation, riveting plots, and a fierce humanism reflected in characters who dare to dream of better worlds distinguish his work. Now Bear has written a mind-bendingly epic novel that may well be his masterpiece. Do you dream of a city at the end of time? In a time like the present, in a world that may or may not be our own, three young people—Ginny, Jack, and Daniel—dream of a doomed, decadent city of the distant future: the Kalpa. Ginny's and Jack's dreams overtake them without warning, leaving their bodies behind while carrying their consciousnesses forward, into the minds of two inhabitants of the Kalpa—a would-be warrior, Jebrassy, and an inquisitive explorer, Tiadba—who have been genetically retro-engineered to possess qualities of ancient humanity. As for Daniel: He dreams of an empty darkness—all that his future holds. But more than dreams link Ginny, Jack, and Daniel. They are fate-shifters, born with the ability to skip like stones across the surface of the fifth dimension, inhabiting alternate versions of themselves. And each guards an object whose origin and purpose are unknown: gnarled, stony artifacts called sum-runners

that persist unchanged through all versions of time. Hunted by others with similar powers who seek the sum-runners on behalf of a terrifying, goddess-like entity known as the Chalk Princess, Ginny, Jack, and Daniel are drawn, despite themselves, into an all but hopeless mission to rescue the future—and complete the greatest achievement in human history. From the Hardcover edition.

War Dogs

"In the last years of the Forerunner empire, chaos rules. The Flood--a horrifying shape-changing parasite--has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defenses. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents known collectively as Catalog have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse of their civilization, the Librarian and the Ur-Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before. Because of that barbarism, a greater

evil looms. Only the Ur-Didact and the Librarian--husband and wife pushed into desperate conflict--hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time--to prevent an insane evil from dominating the entire universe"--

Halo: Retribution

Corona An awesome, sentient force of protostars -- Corona -- has taken control of a stranded team of Vulcan scientists. The U.S.S Enterprise™ has come on a rescue mission, with a female reporter and a new computer that can override Kirk's command. Suddenly, the rescuers must save themselves and the entire Universe -- before Corona unleashes a Big Bang!

Halo: Silentium

A new planet. A new battle. Same war. After barely surviving his last tour on Mars, Master Sergeant Michael Venn finds himself back on earth in enforced isolation. Through a dangerous series of operations he returns to Mars to further his investigation into the Drifters--ancient artifacts suddenly reawakened on the red planet. But another front in the war leads his team to make the difficult journey to Saturn's moon, Titan. Here, in the cauldron of war, hides new truths about the

Drifters, the origin of life in our solar system and the plans of the supposedly benevolent Gurus, who have been "sponsoring" and supporting humanity in their fight against outside invaders. Killing Titan is the second book in the epic interstellar War Dogs trilogy from master of science fiction, Greg Bear.

Halo: The Thursday War

Southern California is not all sun, sand, and surf in this gripping collection of noir tales from T. Jefferson Parker, Don Winslow, Maria Lima, and others. San Diego is home to miles of beaches, Balboa Park, a world-famous zoo, and some of the country's most expensive home and resort real estate. Yet the city also houses a few items that aren't actively promoted by the visitor's bureau: a number of the country's most corrupt politicians, border-related crimes, terrorists, and the occasional earthquakes. A noir feast! In the fifty-plus years since Raymond Chandler set Playback in Esmeralda, his name for La Jolla, the population has grown by more than a million, and crime has proliferated as well. San Diego of the past and the present offers the book's contributors a rich selection of settings, from the cross on Mount Soledad to the piers of Ocean Beach, and perpetrators and victims from the residents of its wealthiest enclaves to the inhabitants of its segregated barrios. San Diego Noir includes stories by T. Jefferson Parker, Jeffrey J. Mariotte, Martha C. Lawrence, Diane Clark & Astrid Bear, Debra Ginsberg, Morgan Hunt, Ken Kuhlken, Taffy Cannon, Don Winslow, Cameron Pierce Hughes, Lisa

Brackmann, Gabriel R. Barillas, Gar Anthony Haywood, Luis Alberto Urrea, and Maria Lima. "When it's done right, noir is a darkly delicious thrill: smart, sharp-tongued, surprising. The knife goes in at the end with a twist. San Diego Noir, a new 15-story collection by some of the region's best writers, has all that going for it, and the steady supply of hometown references makes it even more fun." —The San Diego Union-Tribune

Halo: Silentium

Welcome to Bright Falls—a seemingly idyllic small town in the Pacific Northwest. The perfect place for Alan Wake, a bestselling crime novelist, and his wife, Alice, to relax for a few weeks. Maybe a second honeymoon and the fresh air will cure Wake of his writer's block. But when Alice goes missing under mysterious circumstances, Wake's desperate search for her leads him into a hell only he could imagine. In the depths of nearby Cauldron Lake, a dark and malevolent presence has awakened from a long slumber. It's reaching out now, turning the townsfolk into mindless killers. Sheathed in shadows, vulnerable only to light, they are Taken. Wake's journey will lead him to the very edge of madness, and deep within the dark woods, he will come face-to-face with a story he has no recollection of ever writing.

Halo - Primordium

Online Library Halo Primordium Greg Bear

The first novel in the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago, the galaxy was populated by a great variety of beings. But one species—eons beyond all others in both technology and knowledge—achieved dominance. They ruled in peace, but met opposition with quick and brutal effectiveness. They were the Forerunners—the keepers of the Mantle of Responsibility, the next stage of life in the Universe’s Living Time. And then they vanished. This is their story.

Psychlone

An original novel set in the Halo Universe and based on the New York Times bestselling video game series! It is 2553, and the three-decade long Covenant War that defined a generation has suddenly drawn to a close. Yet, in the remotest parts of human space, tensions remain that threaten to overflow into another full-scale conflict. Beneath the surface of the planet Gao lies a vast cavern system renowned for its therapeutic effects and rumored miraculous cures. But now Gao natives are turning up brutally murdered down there—violent acts that happen to coincide with the recent arrival of a UNSC research battalion protected by Spartan Blue Team, led by the renowned Spartan-II Fred-104. Maverick detective Veta Lopis of the Gao Ministry of Protection is only trying to do her job as the Special Inspector assigned to catch a serial killer—one who is possibly hiding within the Spartan

ranks—but she never anticipates the situation spiraling out of control into an all-out crisis. When Gao is revealed to harbor ancient Forerunner technology that could solidify the UNSC’s military supremacy for centuries to come, Insurrection loyalists within the planetary government will do anything—even align with a vicious faction of what remains of the Covenant—to ensure that never happens...

Take Back the Sky

AN EPIC INTERSTELLAR TALE OF WAR FROM A MASTER OF SCIENCE FICTION. One more tour on the red. Maybe my last. They made their presence on Earth known thirteen years ago. Providing technology and scientific insights far beyond what mankind was capable of. They became indispensable advisors and promised even more gifts that we just couldn't pass up. We called them Gurus. It took them a while to drop the other shoe. You can see why, looking back. It was a very big shoe, completely slathered in crap. They had been hounded by mortal enemies from sun to sun, planet to planet, and were now stretched thin -- and they needed our help. And so our first bill came due. S kyrines like me were volunteered to pay the price. As always. These enemies were already inside our solar system and were moving to establish a beachhead, but not on Earth. On Mars.

Corona

Online Library Halo Primordium Greg Bear

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! Find. Claim. Profit. In a post-Covenant War galaxy littered with scrap, it's the salvager's motto—and Rion Forge certainly made her mark on the trade. All she wanted was to grow her business and continue the search for her long-lost father, but her recent discovery of a Forerunner debris field at the edge of human-occupied space has now put her squarely in the crosshairs of the Office of Naval Intelligence and the violent remains of the Covenant. Each faction has a desire to lay claim to the spoils of ancient technology, whatever the cost, sending Rion and the crew of the Ace of Spades on a perilous venture—one that unexpectedly leads them straight into danger far greater than anything they've ever encountered...

The Big-Ass Book of Crafts 2

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more than a year since humanity first encountered the hostile military alliance of alien races known as the Covenant, and several weeks after the United Nations Space Command's devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief, John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons.

But the Covenant—enraged and fearful of their enemy’s unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity’s only hope of survival...

Halo: Shadows of Reach

A bizarre discovery inside a hollow asteroid-spaceship triggers a worldwide war that results in the utter destruction of all human life, except for those inside the spaceship. Reissue.

Moving Mars

TLC’s While You Were Out top designer Mark Montano’s wildly anticipated follow-up to The Big-Ass Book of Crafts features more than 300 easy and fun crafts, with tips

and tricks for quirky projects to make at home. Searching for crafty inspiration? Eager to try some new techniques? Need some more junk for your trunk? Well, look no further! In this cheeky sequel, Mark Montano picks up where his wildly popular *The Big-Ass Book of Crafts* left off, with even more spectacular—and easy-to-make—projects sure to satisfy crafters of all skill levels. Turn colorful ribbons into a show-stopping scarf . . . transform old cargo pants into a kick-ass carryall . . . a high-drama neckpiece made out of zippers? Absolutely. Along with a host of other wearable wonders, this exciting all-new volume includes sections such as *Pillow Talk* (fun, comfy, and made from the most surprising materials), *Letter Perfect* (cool designs to pop into the mailbox nearest you), *Hey, I Could Use That* (make a big statement with little things from magnets to nail polish), *Just Kid-ding* (cheery décor made from kid-centric stuff, guaranteed to make you smile!), *That's Shoe Biz* (fun fixes that give sidelined footwear and handbags a whole new life), and dozens of other ideas that are inventive, imaginative, and just plain fun. With his trademark humor and no-holds-barred approach to crafting, Mark will have you tapping into your creative soul and taking simple techniques to a whole new level in no time. We're not talking plant-hangers and potholders here—the more than 150 handmade projects in this truly unique compendium are artistic, eye-catching, and cutting-edge, from cool brooches and earrings to ingenious belts and bags, from Bauhaus-style furniture to fishbowl lanterns, and so much more!

City at the End of Time

An original digital-first novella set in the Halo Universe and based on the New York Times bestselling video game series! Find. Claim. Profit. In a post-war galaxy littered with scrap, it's the salvager's motto. And with a fast ship and a lust for adventure, Rion Forge has certainly made her mark on the trade. When the discovery of a wrecked UNSC cruiser brings Rion's past back to haunt her, stirring fresh hope into a decades-old wound, she's hell-bent on finding answers: What really happened to her father and his ship, the Spirit of Fire? This digital-first novella also contains the complete text of Kelly Gay's short story "Into the Fire," originally featured in the collection Halo: Fractures.

Anvil of Stars

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been a year since humanity engaged in its destructive first contact with a theocratic military alliance of alien races known as the Covenant. Now the hostilities have led to open war, and the United Nations Space Command understands virtually nothing about its new enemy. There are only two certainties—the Covenant is determined to eradicate humanity, and they have the superior technology to do just that. The UNSC's only hope lies with the Spartans: enhanced supersoldiers raised and trained from childhood via a clandestine black ops project to be living weapons.

Their designated commander, Petty Officer John-117, has been assigned to lead the Spartans on a desperate counterattack designed to rock the Covenant back on its heels, and to buy humanity the time it needs to gather intelligence and prepare its defenses. But not everyone wants the Spartans to succeed. A coalition of human insurrectionist leaders believes an alliance with the Covenant to be its best hope of finally winning independence from the Unified Earth Government. To further their plans, the insurrectionists have dispatched a sleeper agent to sabotage the UNSC counterattack—and ensure that John-117 and the Spartans never return from battle.

Halo: Primordium

The New York Times bestselling series based on the blockbuster video game for Xbox! It is 2555, more than two years after the Master Chief went missing-in-action following a decisive conflict on Installation 00—the massive, extragalactic Forerunner construct known as the Ark—as part of the final chapter in humanity's bloody thirty-year struggle against the overwhelming forces of the Covenant. Now, as a tenuous peace exists between the humans and the Elites, a startling scientific discovery is made...and the riddle behind its Forerunner origins could very well seal the fate of the entire galaxy within a matter of weeks. In order to unravel these dangerous secrets, a heroic, hastily formed coalition of humans and Elites must attempt to overcome their differences as they embark on a covert mission

back to the Ark—an astonishing, enigmatic place beyond comprehension from which few have returned and where mortal danger awaits them all...

Primordium

A galaxy-altering scientific breakthrough on Mars inspires treachery and revolution in this Nebula Award-winning science fiction epic. The child of one of the oldest, most revered family-corporate units on colonized Mars, Casseia Majumdar has spent her entire life in the tunnels that run beneath the surface of her homeworld. As a young college student in 2171, the fifty-third year of the Martian settlement, she experiences a profound political awakening, and her embrace of radical activism only intensifies following a failed diplomatic mission to Earth. As she rises up through the political ranks back on Mars—with tensions increasing between an oppressive “Mother Earth” and her rebellious “Red Rabbit” children—Casseia soon realizes that an enlightened ideology alone will not save her planet and its people. But it is a staggering scientific discovery by Martian physicist Charles Franklin—Casseia’s mentor and former lover—that will ultimately reveal the depths of the perfidy of the “Terries,” forcing an imperiled civilization to alter forever the map of the universe. A two-time winner of the Nebula Award and a multiple Hugo and Arthur C. Clarke Award nominee, the great Greg Bear has been called “the complete master of the grand scale sf novel” (Booklist). His *Moving Mars* is a masterful extrapolation of contentious humanity’s possible future and a modern

classic to be shelved alongside the acclaimed Mars novels of Ben Bova and Kim Stanley Robinson. It's "as good as hard science fiction gets" (The Oregonian).

Halo: Cryptum

Evolution is no longer just a theory -- and nature is more of a bitch goddess than a kindly mother -- in this tense science thriller from the author of the Nebula Award-winning Darwin's Radio

The Forge of God

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! December 2553. Less than a year after the end of the Covenant War, a string of violent incidents continues to threaten the tenuous peace in human-held space, culminating in the assassination of UNSC fleet admiral Graselyn Tuwa and the abduction of her family. It is a provocation so outrageous that the Office of Naval Intelligence must retaliate swiftly and ferociously—but only after its operatives identify her killer and rescue the hostages. This mission will be the first for homicide-detective-turned-ONI-operative Veta Lopis and her young team of Spartan-III's, and something feels wrong from the start. The obvious suspect is an infamous Brute who leads the Keepers of the One

Freedom, an ex-Covenant splinter group in fierce opposition to the UNSC. But Lopis and her team soon realize that the truth is much more insidious than they could ever have imagined, and with Fred-104, Kelly-087, and Linda-058 of Blue Team for combat support, they must stop a plan hatched in the bowels of the secret research station Argent Moon—a plan so sinister it could destroy all those still reeling from thirty years of intergalactic conflict....

Killing Titan

In the wake of the apparent self-destruction of the Forerunner empire, two humans — Chakas and Riser — are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end — a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to be the Last Precursor, and who now has control of both this Halo and the fate of Forerunners and humans alike. Called the Primordial by ancient human warriors, this intelligence may control the

fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

HALO: Last Light

The second novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for the Office of Naval Intelligence's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Sangheili, once the military leaders of the alien alliance known as the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation—keeping the Sangheili occupied with their own insurrection—turns into a desperate bid to extract one member of Kilo-Five from the seething heart of a brutal civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the human worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan Naomi-010. Meanwhile, the treasure trove of Forerunner technology recovered from the Forerunner shield world of Onyx is being put to work, even as a kidnapped Sangheili plots vengeance on the humans he fears will bring his people to the brink of destruction...

Halo: Mortal Dictata

The final novel of the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. Chaos rules the final days of the Forerunner empire. The Flood—a horrifying, shape-changing, and unstoppable parasite—has arrived in force, aided by unexpected allies, and internal strife has desperately weakened Forerunner defenses. Facing the imminent collapse of their civilization, the Forerunners known as the Ur-Didact and the Librarian reveal what they know about the relationship between the long-vanished race of the Precursors and the Flood. While the Precursors created many technological species, including those of the Forerunners and humanity itself, the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before. Because of that savagery, a greater evil looms. Only the Ur-Didact and the Librarian—husband and wife pushed into desperate conflict—hold the keys to a solution. As they face the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time—a shocking act designed to prevent an insane abomination from dominating the entire galaxy...

Eon

The conclusion of the epic adventures of the Shield-Brethren.

HALO: Hunters in the Dark

Artificially intelligent cities rise up against humanity in this “excellent novel. It came on me as a surprise, and it knocked me out!” (Harlan Ellison). In a theocratic world far into the future, cities control their own movements and organization. Constantly moving, growing and decaying, taking care of every need their inhabitants might think of, the cities have decided that humans are no longer a necessary part of their architecture, casting them out to wander in the wilderness and eke out a meager subsistence. To the exiled humans, the cities represent a paradisiacal Eden, a reminder of all they cannot attain due to their sinful and unworthy natures. But things are beginning to change. People are no longer willing to allow the cities to keep them out, choosing instead to force an entry and plunder at will. The cities are starting to crumble and die because they have no purpose or reason to continue living without citizens. One woman, called mad by some and wise by others, is the only human allowed to inhabit a city. From her lonely and precarious position at the heart of one of the greatest cities ever, she must decide the fate of the relationship between human society and the ancient strongholds of knowledge, while making one last desperate attempt to save the living cities.

The Mongoliad

The final novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with someone long dead, and a conscience that still survives in the most unlikely, undiscovered place...

Heads

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! October 2559. It has been a year since the renegade artificial intelligence Cortana issued a galaxy-wide

ultimatum, subjecting many worlds to martial law under the indomitable grip of her Forerunner weapons. Outside her view, the members of Blue Team—John-117, the Master Chief; Fred-104; Kelly-087; and Linda-058—are assigned from the UNSC Infinity to make a covert insertion onto the ravaged planet Reach. Their former home and training ground—and the site of humanity’s most cataclysmic military defeat near the end of the Covenant War—Reach still hides myriad secrets after all these years. Blue Team’s mission is to penetrate the rubble-filled depths of CASTLE Base and recover top-secret assets locked away in Dr. Catherine Halsey’s abandoned laboratory—assets which may prove to be humanity’s last hope against Cortana. But Reach has been invaded by a powerful and ruthless alien faction, who have their own reasons for being there. Establishing themselves as a vicious occupying force on the devastated planet, this enemy will soon transform Blue Team’s simple retrieval operation into a full-blown crisis. And with the fate of the galaxy hanging in the balance, mission failure is not an option...

Hull Zero Three

The conclusion to an epic interstellar trilogy of war from master of science fiction, Greg Bear. Marooned beneath the icy, waxy crust of Saturn's moon, Titan, Skyrine Michael Venn and his comrades face double danger from Earth and from the Antagonists, both intent on wiping out their growing awareness of what the helpful alien Gurus are really doing in our solar system. Haunted by their dead and by the

ancient archives of our Bug ancestors, the former combatants must now team up with their enemies, forget their indoctrination and their training, and journey far beyond Pluto to the fabled Planet X, the Antagonists' home world, a Sun-Planet in the comet-generating Kuiper belt. It's here that Master Sergeant Venn will finally understand his destiny and the destiny of every intelligent being in the solar system-including the enigmatic Gurus.

Strength of Stones

Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for ONI's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Elites, once the military leaders of the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation?keeping the Elites busy with their own insurrection?turns into a desperate bid to extract one member of Kilo-Five from the seething heart of an alien civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan-010. Meanwhile, the treasure trove of Forerunner technology recovered from the shield world of Onyx is being put to work while a kidnapped Elite plots vengeance on the humans he fears will bring his people to the brink of destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM)

applied.

HALO: Shadow of Intent

An evil spawned from the horrors of World War II wreaks havoc on a small New Mexico town in this novel from the “master of the grand-scale SF novel” (Booklist). Curiosity may kill Larry Fowler. A scientist from New Mexico, Fowler is hot on the trail of a mysterious phenomenon that is known to freeze animals instantly and can demolish an entire town. Part ghost story, part science fiction, part political treatise, Greg Bear's novel tracks Fowler on his journey to discover the true nature of the PSYCHLONE.

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