

Blindsight Firefall 1 Peter Watts

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Blindsight is the Hugo Award–nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

February 13, 2082, First Contact. Sixty-two thousand objects of unknown origin plunge into Earth's atmosphere - a perfect grid of falling stars screaming across the radio spectrum as they burn. Not even ashes reach the ground. Three hundred and sixty degrees of global surveillance: something just took a snapshot. And then... nothing. But from deep space,

whispers. Something out there talks - but not to us. Two ships, Theseus and the Crown of Thorns, are launched to discover the origin of Earth's visitation, one bound for the outer dark of the Kuiper Belt, the other for the heart of the Solar System. Their crews can barely be called human, what they will face certainly can't. 'A tour de force, redefining the First Contact story for good' Charles Stross. 'If you only read one science fiction novel this year, make it this one! ... it puts the whole of the rest of the genre in the shade ... It deserves to walk away with the Clarke, the Hugo, the Nebula, the BSFA, and pretty much any other genre award for which it's eligible. It's off the scale ... F**king awesome!' Richard Morgan. 'State-of-the-art science fiction: smart, dark and it grabs you by the throat from page one' Neal Ascher.

Prepare for a different kind of singularity in Peter Watts' Echopraxia, the follow-up to the Hugo-nominated novel Blindsight It's the eve of the twenty-second century: a world where the dearly departed send postcards back from Heaven and evangelicals make scientific breakthroughs by speaking in tongues; where genetically engineered vampires solve problems intractable to baseline humans and soldiers come with zombie switches that shut off self-awareness during combat. And it's all under surveillance by an alien presence that refuses to show itself. Daniel Bruks is a living fossil: a field biologist in a world where biology has turned computational, a cat's-paw used by terrorists to kill thousands. Taking refuge in the Oregon desert, he's turned his back on a humanity that shatters into strange new subspecies with every heartbeat. But he awakens one night to find himself at the center of a storm that will turn all of history inside-out. Now he's trapped on a ship bound for the center of the solar system. To his left is a grief-stricken soldier, obsessed by whispered messages from a dead son. To his right is a pilot who hasn't yet found the man she's sworn to kill on sight. A vampire and its entourage of zombie bodyguards lurk in the shadows behind. And dead ahead, a handful of rapture-stricken monks takes them all to a meeting with something they will only call "The Angels of the Asteroids." Their pilgrimage brings Dan Bruks, the fossil man, face-to-face with the biggest evolutionary breakpoint since the origin of thought itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

MANHATTAN IS UNDER NEW MANAGEMENT. THEY ' RE NOT FROM AROUND HERE. Welcome to the Big Apple, son. Welcome to the city that never sleeps: invaded by monstrous fusions of meat and machinery, defended by a private army that makes Blackwater look like the Red Cross, ravaged by a disfiguring plague that gifts its victims with religious rapture while it eats them alive. You ' ve been thrown into this meat grinder without warning, without preparation, without a clue. Your whole squad was mowed down the moment they stepped onto the battlefield. And the chorus of voices whispering in your head keeps saying that all of this is on you: that you and you alone might be able to turn the whole thing around if you only knew what the hell was going on. You ' d like to help. Really you would. But it ' s not just the aliens that are gunning for you. Your own kind hunts you as a traitor, and your job might be a bit easier if you didn ' t have the sneaking suspicion they could be right. . . .

Colonel Keaton is in trouble. His wife has retreated into a virtual heaven and his son remains missing after joining an extrasolar mission to track down an alien race. He is presently tasked by his superiors with the threat assessment of hived human intelligences, one of which successfully attacks a compound under his watch. Now, one of the strongest hive minds in the world approaches Keaton with an offer that could completely change his world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Skillfully combining complex science with finely executed prose, these edgy, award-winning tales explore the always-shifting border between the known and the alien. The beauty and peril of technology and the passion and penalties of conviction merge in stories that are by turns dark, satiric, bold, and introspective. A seemingly humanized monster from John Carpenter's *The Thing* reveals the true villains in an Antarctic showdown. An artificial intelligence shields a biologically-enhanced prodigy from her overwhelmed parents. A deep-sea diver discovers that her true nature lies not within the confines of her mission but in the depths of her psyche. A court psychologist analyzes a psychotic graduate student who has learned to reprogram reality itself. A father tries to hold his broken family together in the wake of an ongoing assault by sentient rainstorms. Gorgeously saturnine and exceptionally powerful, these collected fictions are both intensely thought-provoking and impossible to forget.

A huge international corporation has developed a facility along the Juan de Fuca Ridge at the bottom of the Pacific Ocean to exploit geothermal power. They send a bio-engineered crew--people who have been altered to withstand the pressure and breathe the seawater--down to live and work in this weird, fertile undersea darkness. Unfortunately the only people suitable for long-term employment in these experimental power stations are crazy, some of them in unpleasant ways. How many of them can survive, or will be allowed to survive, while worldwide disaster approaches from below? *Starfish*, the first installment in Peter Watts' *Rifters Trilogy* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Second in the *Rifters Trilogy*, Hugo Award-winning author Peter Watts' *Maelstrom* is a terrifying explosion of cyberpunk noir. This is the way the world ends: A nuclear strike on a deep sea vent. The target was an ancient microbe—voracious enough to drive the whole biosphere to extinction—and a handful of amphibious humans called rifters who'd inadvertently released it from three billion years of solitary confinement. The resulting tsunami killed millions. It's not as though there was a choice: saving the world excuses almost any degree of collateral damage. Unless, of course, you miss the target. Now North America's west coast lies in ruins. Millions of refugees rally around a mythical figure mysteriously risen from the deep sea. A world already wobbling towards collapse barely notices the spread of one more blight along its shores. And buried in the seething fast-forward jungle that use to be called Internet, something vast and inhuman reaches out to a woman with empty white eyes and machinery in her chest. A woman driven by rage, and incubating Armageddon. Her name is Lenie Clarke. She's a rifter. She's not nearly as dead as everyone thinks. And the whole damn world is collateral damage as far as she's concerned. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

“ This—THIS—is the cutting edge of science fiction. ” —Richard K. Morgan, author of *Altered Carbon* How do you stage a mutiny when you're only awake one day in a million? How do you conspire when your tiny handful of potential allies changes with each job shift? How do you engage an enemy that never sleeps, that sees through your eyes and hears through your ears, and relentlessly, honestly, only wants what's best for you? Trapped aboard the starship *Eriophora*, Sunday Ahzmundin is about to discover the components of any successful revolution: conspiracy, code—and unavoidable casualties. Note from the publisher: The red letters in the print edition (highlighted letters in the e-book) indicate special bonus content.

Lenie Clarke--amphibious cyborg, Meltdown Madonna, agent of the Apocalypse--has grown sick to death of her own cowardice. For five years (since the events recounted in Maelstrom), she and her bionic brethren (modified to work in the rift valleys of the ocean floor) have hidden in the mountains of the deep Atlantic. The facility they commandeered was more than a secret station on the ocean floor. Atlantis was an exit strategy for the corporate elite, a place where the world's Movers and Shakers had hidden from the doomsday microbe Behemoth--and from the hordes of the moved and the shaken left behind. For five years "rifters" and "corpses" have lived in a state of uneasy truce, united by fear of the outside world. But now that world closes in. An unknown enemy hunts them through the crushing darkness of the Mid-Atlantic Ridge. Behemoth--twisted, mutated, more virulent than ever--has found them already. The fragile armistice between the rifters and their one-time masters has exploded into all-out war, and not even the legendary Lenie Clarke can take back the body count. Billions have died since she loosed Behemoth upon the world. Billions more are bound to. The whole biosphere came apart at the seams while Lenie Clarke hid at the bottom of the sea and did nothing. But now there is no place left to hide. The consequences of past acts reach inexorably to the very floor of the world, and Lenie Clarke must return to confront the mess she made. Redemption doesn't come easy with the blood of a world on your hands. But even after five years in pitch-black purgatory, Lenie Clarke is still Lenie Clarke. There will be consequences for anyone who gets in her way--and worse ones, perhaps, if she succeeds... Behemoth: Seppuku concludes the final act (begun in Behemoth: ß-Max) of Peter Watts's chilling and powerful Rifters series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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