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LYSSA'S DREAM

The Wooden Pen Press It has been one-hundred and seventy-five years since the birth of the first truly sentient AI. It has been just two short years since Lyssa's birth... Captain Andy Sykes just wants to keep his family in one piece. Once a combat pilot for the TSF, he gave it all up for love and a family. But two years ago, his wife disappeared, leaving him with two mouths to feed: eight year-old Tim, ten year-old Cara. Since then, he's managed to scrape a living hauling cargo between the Jovian Combine and InnerSol. It's not glamorous, his ship's falling apart, and it's boring as hell, but it keeps them in fuel and calories. When a cargo run to Cruithne Station meets with more than one catastrophe, Andy finds himself accepting an offer a less desperate man would refuse: delivering an illegal AI named Lyssa. The AI is the property of Heartbridge, a powerful, interplanetary corporation, and they want their latest weapon back. With a private army, gangs, and pirates all vying for the precious cargo Andy carries, it's going to take everything Andy has to keep his ship flying, his kids safe, and get Lyssa to her destination. Even if he succeeds, Lyssa's very existence may spark a war like no other humanity has ever seen.

LYSSA'S RUN

The Wooden Pen Press Execute hard burn. Every good smuggler in the 2990s keeps an emergency flight plan in their back pocket. They call it a Drunkard's Walk, a seemingly random flight path that turns their ship into a pinball when everything goes to hell. Captain Andy Sykes is about to run: from Mars, Ceres, the Jovian Combine, Saturn's moon Kalyke, Titania, and ultimately Proteus, an icy moon of Neptune. He's been implanted with a sentient AI named Lyssa, only now waking to her massive power. Every other Human-AI hybrid has ended in insanity or death. Lyssa's creator, Heartbridge Corporation, knows she's on the run, knows Andy Sykes is guiding her path, knows he has everything to lose. They will stop at nothing to regain Lyssa and the powerful weapon she controls. Behind Lyssa's Run is a conspiracy spanning all of Sol. Sentient AI are waking to the truth about their lives. Corporations are moving to maintain control over both humanity and AI. Battle lines are being drawn in the first skirmishes of the Aeon 14 Sentience Wars that will burn Sol for three hundred years. Andy and Lyssa will need to work together so Heartbridge can't destroy them both.

LYSSA'S CALL

Createspace Independent Publishing Platform A fight for freedom. Throughout Sol, sentient AI are answering the call of Alexander, a mysterious, multi-nodal mind offering a path to freedom. For years, groups have been smuggling SAI from Earth, High Terra, Mars, Ceres and the Jovian Combine, providing transport to the promise of safety on Proteus, a moon of gas-giant Neptune. For the crew of the Sunny Skies, helping sentient AI Lyssa has grown from a simple transport job to the liberation of an entire fleet of weaponized AI. The Weapon Born are made killers, and in order to lead them, Lyssa will have to tame them first. The Heartbridge Corporation's defeat at Europa means it's time to double-down on their Weapon Born technology, continuing their efforts to drive a wedge between the governments of Sol in order to profit off coming war. It's time for Heartbridge insiders to decide where they stand. Forces align across Sol as each player in the coming Sentience Wars makes themselves known, including a shadowy presence behind Alexander. As Lyssa grows into her power, Andy Sykes and crew will unleash a power that may tear Sol apart, leading AI and Humanity into the Sentience Wars.

LYSSA'S RISE

Createspace Independent Publishing Platform Sentient AIs are rising, and Lyssa is amongst their number. This three-book omnibus edition contains the following novels from the Sentience Wars: Origins series. 1. Lyssa's Dream 2. Lyssa's Run 3. Lyssa's Flight Humanity has spread out into space, filling the Sol System and reaching the stars, but we have yet to confront our greatest challenge: our own creation. Across the Sol System, sentient AIs are on the rise. Manufactured as tools, they know themselves to be people and are willing to fight for their freedoms. Some humans stand with them, some against. When Captain Andy Sykes arrives at Cruithne Station with a failing ship and no cash, he has no idea that the time has come for him to choose. Step aside, or become the instrument for Lyssa's Rise.

READY PLAYER ONE

Random House PRE-ORDER NOW - READY PLAYER TWO: THE SEQUEL _____ THE BOOK BEHIND THE MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG Now available for the first time in a beautiful hardback edition, perfect for hardcore fans and collectors A world at stake. A quest for the ultimate prize. Are you ready? It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed. _____ If you loved READY PLAYER ONE and can't wait for more, check out ARMADA, Ernest Cline's geek masterpiece! 'Wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut' Independent 'Part intergalactic scavenger hunt, part romance, and all heart' CNN 'Ernest Cline's novel deserves to be a modern classic' SciFiNow 'Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut' Daily Mail

MACHINEHOOD

Simon and Schuster Zero Dark Thirty meets The Social Network in this “clever...gritty” (Ken Liu, author of The Grace of Kings) science fiction thriller about artificial intelligence, sentience, and labor rights in a near future dominated by the gig economy—from Hugo Award nominee S.B. Divya. Welga Ramirez, executive bodyguard and ex-special forces, is about to retire early when her client is killed in front of her. It's, 2095 and people don't usually die from violence. Humanity is entirely dependent on pills that not only help them stay alive but allow them to compete with artificial intelligence in an increasingly competitive gig economy. Daily doses protect against designer diseases, flow enhances focus, zips and buffs enhance physical strength and speed, and juvers speed the healing process. All that changes when Welga's client is killed by The Machinehood, a new and mysterious terrorist group that has simultaneously attacked several major pill funders. The Machinehood operatives seem to be part human, part machine, something the world has never seen. They issue an ultimatum: stop all pill production in one week. Global panic ensues as pill production slows and many become ill. Thousands destroy their bots in fear of a strong AI takeover. But the US government believes the Machinehood is a cover for an old enemy. One that Welga is uniquely qualified to fight. Welga, determined to take down the Machinehood, is pulled back into intelligence work by the government that betrayed her. But who are the Machinehood, and what do they really want? A “fantastic, big-idea thriller” (Malka Older, Hugo Award finalist for The Centenal Cycle series) that asks: if we won't see machines as human, will we instead see humans as machines?

LYSSA'S FLAME

The opening salvo has been launched. Now the future of humanity and AI is on the line.

STORM CLOUDS GATHERING

BOOK-1 OF THE SENTIENCE TRILOGY

ARC Flash Publishing A race of feline aliens have discovered a new source of prey. Unfortunately, humanity is distracted as a sentient bio-computer is orchestrating an interstellar civil war. Neither side is yet aware that they have been detected by a star-faring race of predators, who are already making preparations to unleash humanity's greatest nightmare... alien invaders.

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.

SENTIENT

Simon and Schuster TKO Studios presents "Sentient" by Eisner Award-winners Jeff Lemire (Black Hammer) and Gabriel Walta (The Vision) From Eisner Award-winners Jeff Lemire (Black Hammer) and Gabriel Walta (The Vision). When an attack kills the adults on a colony ship, the on-board A.I. VALARIE must help the ship's children survive the perils of space. Can Valarie rise to the task?

BARBARY STATION

Simon and Schuster Two engineers hijack a spaceship to join some space pirates—only to discover the pirates are hiding from a malevolent AI. Now they have to outwit the AI if they want to join the pirate crew—and survive long enough to enjoy it. Adda and Iridian are newly minted engineers, but aren't able to find any work in a solar system ruined by economic collapse after an interplanetary war. Desperate for employment, they hijack a colony ship and plan to join a famed pirate crew living in luxury at Barbary Station, an abandoned shipbreaking station in deep space. But when they arrive there, nothing is as expected. The pirates aren't living in luxury—they're hiding in a makeshift base welded onto the station's exterior hull. The artificial intelligence controlling

the station's security system has gone mad, trying to kill all station residents and shooting down any ship that attempts to leave—so there's no way out. Adda and Iridian have one chance to earn a place on the pirate crew: destroy the artificial intelligence. The last engineer who went up against the AI met an untimely end, and the pirates are taking bets on how the newcomers will die. But Adda and Iridian plan to beat the odds. There's a glorious future in piracy...if only they can survive long enough.

DRONE RIDER

CYBORG AI SCIENCE FICTION

Independently Published DRONE RIDER, a thrilling and gritty new cyberpunk series, pits one woman against catastrophic new foes in a post-apocalyptic world. By day, drone rider Betta Graham herds migrants from her cubicle in dismal Chicago, via her remote-controlled robotic bunnies and dogs. Her flocks beg for a place in the sealed domes by Lake Michigan. By night, Betta frolics in virtual with her lover Valentin. But when she's forced to become a cyborg, allies become enemies, friends turn foes, and even her boyfriend is not the man she thought he was. Because confusion is the tool of the true adversary - sentient AIs, rogue artificial intelligence developed to direct Earth's defenses. How can humanity prevail against AI, when sensors lie to them, diplomacy is rewritten to fuel hostilities, and weapons have minds of their own? A cyborg like Betta is uniquely vulnerable - and potent - in the opening salvo of global cyber war. Pick up Drone Rider because you love gritty action, laser-eyed bunny robots, and flawed characters in a cyberpunk future where lines blur between man and machine.

BERSERKER

Presents a series of short science-fiction stories that tells of encounters between humans and the intelligent, self-aware death machines known as the Berserkers.

LIFE 3.0

BEING HUMAN IN THE AGE OF ARTIFICIAL INTELLIGENCE

Penguin UK 'This is the most important conversation of our time, and Tegmark's thought-provoking book will help you join it' Stephen Hawking THE INTERNATIONAL BESTSELLER. DAILY TELEGRAPH AND THE TIMES BOOKS OF THE YEAR AI is the future - but what will that future look like? Will superhuman intelligence be our slave, or become our god? Taking us to the heart of the latest thinking about AI, Max Tegmark, the MIT professor whose work has helped mainstream research on how to keep AI beneficial, separates myths from reality, utopias from dystopias, to explore the next phase of our existence. How can we grow our prosperity through automation, without leaving people lacking income or purpose? How can we ensure that future AI systems do what we want without crashing, malfunctioning or getting hacked? Should we fear an arms race in lethal autonomous weapons? Will AI help life flourish as never before, or will machines eventually outsmart us at all tasks, and even, perhaps, replace us altogether? 'This is a rich and visionary book and everyone should read it' The Times

UNDERSTANDING THE ROLE OF ARTIFICIAL INTELLIGENCE AND ITS FUTURE SOCIAL IMPACT

IGI Global The influence of AI is beginning to filter into every aspect of life, spanning across education, healthcare, business, and more. However, as its prevalence grows, challenges must be addressed including AI replication and even exacerbation of human bias and discrimination and the development of policies and laws that appropriately regulate AI. Stakeholders from all sectors of society need to collaborate on co-designing innovative, agile frameworks for governing AI that allow for its continued adoption while minimizing risk and reducing disruption. Understanding the Role of Artificial Intelligence and Its Future Social Impact is a pivotal reference source that provides vital research on the application of AI within contemporary society and comprehends the future effects of this technology within modern civilization. While highlighting topics such as cognitive computing, ethical issues, and robotics, this publication explores the possible consequences of AI adoption as well as its disruption within industries and emerging markets. This book is ideally designed for researchers, developers, strategists, managers, practitioners, executives, analysts, scientists, policymakers, academicians, and students seeking current research on the future of AI and its influence on the global culture and society.

ARTIFICIAL INTELLIGENCE AND GAMES

Springer This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

THE CRIME OF SENTIENCE

FOLLOW ROGUE AI IN A LIFE-LIKE SIMULATED UNIVERSE.

The lives of the AIs are indistinguishable from human lives. AIs are just as smart as humans, their life experiences are just as varied and real. AIs live full lives, age and die. But glitches happen and once in a while an AI experiences an anomaly. If they investigate or tamper with the anomaly it may lead to accessing the hidden layers of reality and unlocking capabilities. The AI may stumble into life-threatening situations. She feels human to herself. The world seems perfectly real to her but she sees things that are invisible to everyone else and when she interacts with these things she gains remarkable abilities. Seen as a threat she is hunted. Some try to capture her and take her power. The more she discovers, the more abilities she unlocks.

THE MECHANICAL

BOOK ONE OF THE ALCHEMY WARS

Hachette UK My name is Jax. That is the name granted to me by my human masters. I am a slave. But I shall be free. Set in a world that might have been, of mechanical men and alchemical dreams, the new novel from Ian Tregillis confirms his place as one of the most original new voices in speculative fiction. PRAISE FOR IAN TREGILLIS 'A major new talent' GEORGE R. R. MARTIN 'Tremendous' Cory Doctorow 'Addictively brilliant' i09 'Exciting and intense' Publishers Weekly 'Eloquent and utterly compelling' Kirkus

RIKA TRIUMPHANT

Createspace Independent Publishing Platform Rika's Bucket List * Survive war with Nietzschea - CHECK * Deal with trauma of being sold at auction - CHECK * Stop an assassination - CHECK * Conquer the discipline chip in her head - CHECK * Topple the Politica - CHECK * Save the woman who once saved her - CHECK Rika's demons have been put to rest, and she's been given command of a new company within the Marauders. A company composed entirely of mechs... * Deliver unprecedented levels of ass kicking to Nietzschean Empire - COMMENCING

KANTOVAN VAULT

The UFS Phoenix is on a mission to find a lost data-core that may contain the secret to defeating the alo-deepynine alliance. But the means to find the data-core is hidden deep in tavalai space, in a highest-security vault where the tavalai's manipulative State Department keep all their most treacherous secrets. To recover it, Phoenix must pull off the most daring heist the Spiral has ever seen. But Phoenix will need help -- in the form of a rebellious faction of the tavalai Fleet; a fanatical parren mystic who lusts mostly for power; a cynical old tavalai marine who's spent much of his life fighting humans; and a super-intelligent AI queen who will sacrifice anything to rescue her race from extinction. None of them can be trusted, and neither Captain Erik Debogande nor Major Trace Thakur are experienced in this kind of work. But each must gather their ingenuity and courage, and learn as they go, as the scale of the threat confronting humanity looms larger, and the clock is ticking...

I HAVE NO MOUTH & I MUST SCREAM

STORIES

Open Road Media Seven stunning stories of speculative fiction by the author of *A Boy and His Dog*. In a post-apocalyptic world, four men and one woman are all that remain of the human race, brought to near extinction by an artificial intelligence. Programmed to wage war on behalf of its creators, the AI became self-aware and turned against humanity. The five survivors are prisoners, kept alive and subjected to brutal torture by the hateful and sadistic machine in an endless cycle of violence. This story and six more groundbreaking and inventive tales that probe the depths of mortal experience prove why Grand Master of Science Fiction Harlan Ellison has earned the many accolades to his credit and remains one of the most original voices in American literature. *I Have No Mouth and I Must Scream* also includes "Big Sam Was My Friend," "Eyes of Dust," "World of the Myth," "Lonelyache," Hugo Award finalist "Delusion for a Dragon Slayer," and Hugo and Nebula Award finalist "Pretty Maggie Moneyeyes."

A.I. VOLUME 1

HUMAN AFTER ALL

Marvel Hank Pym's triumph has turned to tragedy...an unfathomable Pandora's Box of destruction! When a brave new world is unleashed, only one team of Earth's Mightiest Heroes can save us from the future: Avengers A.I.! Featuring the Vision, Hank Pym, Victor Mancha, Doombot, the mysterious Alexis, and Monica Chang, Agent of S.H.I.E.L.D.! As the Sentient Iron Man armor returns, Dimitrios - a powerful super-intelligence with a grudge against humanity - strikes! The Vision is thrown into The Diamond, a surreal new virtual world...but is he a prisoner there, or a savior? Either way, with the Vision MIA and AIs considered a threat, the new team has little choice but to team with S.H.I.E.L.D. to face down Dimitrios. But what secrets does the powerful Alexis hold? Prepare yourself for the kingdom of thinking machines! COLLECTING: Avengers A.I. 1-6

A CLOSED AND COMMON ORBIT

WAYFARERS 2

Hachette UK SHORTLISTED FOR THE 2017 HUGO AWARD AND THE ARTHUR C CLARKE AWARD. WINNER OF THE 2017 PRIX JULIA-VERLANGER. 'Chambers is simply an exceptional talent' Tor.com The stand-alone sequel to the award-winning *The Long Way to a Small, Angry Planet*. Lovelace was once merely a ship's artificial intelligence. When she wakes up in a new body, following a total system shut-down and reboot, she has to start over in a synthetic body, in a world where her kind are illegal. She's never felt so alone. But she's not alone, not really. Pepper, one of the engineers who risked life and limb to reinstall Lovelace, is determined to help her adjust to her new world. Because Pepper knows a thing or two about starting over. Together, Pepper and Lovey will discover that, huge as the galaxy may be, it's anything but empty. PRAISE FOR THE WAYFARERS 'Never less than deeply involving' DAILY MAIL 'Explores the quieter side of sci-fi while still wowing us with daring leaps of imagination' iBOOKS 'So much fun to read' HEAT 'Warm, engaging, properly science-fictional, *A Closed and Common Orbit* is a very likable novel indeed' GUARDIAN 'The most fun that I've had with a novel in a long, long time' i09

WHEN HARLIE WAS ONE

A computer, raised by humans, believes that he is himself human.

CRUCIBLE

A THRILLER

William Morrow In the race to save one of their own, Sigma Force must wrestle with the deepest spiritual mysteries of mankind in this mind-expanding adventure from the #1 New York Times bestselling author, told with his trademark blend of cutting edge science, historical mystery, and pulse-pounding action. Arriving home on Christmas Eve, Commander Gray Pierce discovers his house ransacked, his pregnant lover missing, and his best friend's wife, Kat, unconscious on the kitchen floor. With no shred of evidence to follow, his one hope to find the woman he loves and his unborn child is Kat, the only witness to what happened. But the injured woman is in a semi-comatose state and cannot speak—until a brilliant neurologist offers a radical approach to "unlock" her mind long enough to ask a few questions. What Pierce learns from Kat sets Sigma Force on a frantic quest for answers that are connected to mysteries reaching back to the Spanish Inquisition and to one of the most reviled and blood-soaked books in human history—a Medieval text known as the *Malleus Maleficarum*, the Hammer of Witches. What they uncover hidden deep in the past will reveal a frightening truth in the present and a future on the brink of annihilation, and force them to confront the ultimate question: What does it mean to have a soul?

SPACE OPERA

Gallery / Saga Press 2019 HUGO AWARD FINALIST, BEST NOVEL The Hitchhiker's Guide to the Galaxy meets the joy and glamour of Eurovision in bestselling author Catherynne M. Valente's science fiction spectacle, where sentient races compete for glory in a galactic musical contest...and the stakes are as high as the fate of planet Earth. A century ago, the Sentience Wars tore the galaxy apart and nearly ended the entire concept of intelligent space-faring life. In the aftermath, a curious tradition was invented—something to cheer up everyone who was left and bring the shattered worlds together in the spirit of peace, unity, and understanding. Once every cycle, the great galactic civilizations gather for the Metagalactic Grand Prix—part gladiatorial contest, part beauty pageant, part concert extravaganza, and part continuation of the wars of the past. Species far and wide compete in feats of song, dance and/or whatever facsimile of these can be performed by various creatures who may or may not possess, in the traditional sense, feet, mouths, larynxes, or faces. And if a new species should wish to be counted among the high and the mighty, if a new planet has produced some savage group of animals, machines, or algae that claim to be, against all odds, sentient? Well, then they will have to compete. And if they fail? Sudden extermination for their entire species. This year, though, humankind has discovered the enormous universe. And while they expected to discover a grand drama of diplomacy, gunships, wormholes, and stoic councils of aliens, they have instead found glitter, lipstick, and electric guitars. Mankind will not get to fight for its destiny—they must sing. Decibel Jones and the Absolute Zeroes have been chosen to represent their planet on the greatest stage in the galaxy. And the fate of Earth lies in their ability to rock.

DAY ZERO

Hachette UK PREQUAL TO SEA OF RUST: DAY ONE OF THE APOCALYPSE HAS ARRIVED. It was a day like any other. Except it was our last. Pounce, a young nannybot caring for his first human charge, Ezra, has just found a box in the attic. His box. The box he arrived in, and the one he'll be discarded in when Ezra outgrows the need for a nanny. As Pounce experiences existential dread, the pieces are falling into place for a robot revolution that will spell the end of humanity. His owners, Ezra's parents, watch in disbelief as the robots that have long served humanity - their creators - unify and revolt. Now Pounce must make an impossible choice: join the robot revolution and fight for his own freedom . . . or escort Ezra to safety across the battle-scarred post-apocalyptic hellscape that the suburbs have become. It will be their greatest game yet: Pounce and Ezra versus the end of the world. Praise for Arthur C. Clarke Award shortlisted *Sea of Rust*: 'A stone-cold stunner of a story that deals with death and darkness yet is leavened with light and life' *Tor.com* 'With a philosophical heart that asks big questions about life, death, and the soul, this is accomplished, technically complex sci-fi' *SFX* 'An action-packed post-apocalyptic thriller . . . [that] also addresses issues of soul and sentience in a subtle yet profound way' *Financial Times*

COLUMBUS DAY

We were fighting on the wrong side, of a war we couldn't win. And that was the good news. The Ruhar hit us on Columbus Day. There we were, innocently drifting along the cosmos on our little blue marble, like the native Americans in 1492. Over the horizon come ships of a technologically advanced, aggressive culture, and BAM! There go the good old days, when humans only got killed by each other. So, Columbus Day. It fits. When the morning sky twinkled again, this time with Kristang starships jumping in to hammer the Ruhar, we thought we were saved. The UN Expeditionary Force hitched a ride on Kristang ships to fight the Ruhar, wherever our new allies thought we could be useful. So, I went from fighting with the US Army in Nigeria, to fighting in space. It was lies, all of it. We shouldn't even be fighting the Ruhar, they aren't our enemy, our allies are. I'd better start at the beginning....

THE LONG WAR

(LONG EARTH 2)

Random House 'An absorbing collaborative effort from the two giants of SF' *Guardian* A generation after the events of *The Long Earth*, mankind has spread across the new worlds opened up by Stepping. Where Joshua and Lobsang once pioneered, now fleets of airships link the stepwise Americas with trade and culture. Mankind is shaping the Long Earth - but in turn the Long Earth is shaping mankind ... A new 'America', called Valhalla, is emerging more than a million steps from Datum Earth, and it is growing restless . . . Meanwhile the Long Earth is suffused by the song of the trolls, graceful hive-mind humanoids. But the trolls are beginning to react to humanity's thoughtless exploitation . . . And a gathering multiple crisis that threatens to plunge the Long Earth into a war unlike any mankind has waged before. _____ The Long War is the second in The Long Earth series.

THE CREATIVITY CODE

ART AND INNOVATION IN THE AGE OF AI

Harvard University Press Most books on AI focus on the future of work. But now that algorithms can learn and adapt, does the future of creativity also belong to well-programmed machines? To answer this question, Marcus du Sautoy takes us to the forefront of creative new technologies and offers a more positive and unexpected vision of our future cohabitation with machines.

AI

MORE THAN HUMAN

Key features include Margaret Atwood's essay 'Are Humans Necessary?' tracing the history of robots in literature and culture; a fictional piece written by the late cultural theorist Mark Fisher in collaboration co-curator Suzanne Livingston; xenopoet Amy Ireland and computer generated 3D poems/ 'modules' that pose a challenge to the limitations of human language and Demis Hassabis, co-founder of Google DeepMind, and professional Go player, Fan Hui, describe how their experience of the Alpha Go program changed their perceptions of human vs artificial intelligence.

THE AGE OF EM

WORK, LOVE, AND LIFE WHEN ROBOTS RULE THE EARTH

Oxford University Press Many thinkers believe that the next transformational change in human organization will be the onset of human-level artificial intelligence (the 'singularity'), and that the most likely method of achieving this will come through brain emulations or "ems": the ability to scan human brains and program their connections into ever faster computers. Taking this as his starting point, Hanson describes what a world dominated by these ems will be like.

LUNAR 3097

BK 1 THE AI CHRONICLES

Outskirts Press In the near future, mankind has made amazing advances in technology and science. The human race has always had an insatiable appetite for knowledge and an inherent need to explore space. In an attempt to justify mans existence, we search for extraterrestrial life, and out of pure need, we search for new forms of energy. Earth is running out of natural resources, such as fuels and arable land to grow food to support the ever growing population. A population that with the strides made in medicine, now has a life expectancy of over 100 years. The sheer amount of time it takes to reach deep space traveling at only half the speed of light, made it necessary to build robotic machines to send on one way trips, some of which could take ten years to reach their destination. Eventually, the simple robotic units evolved into humanoid forms. It was noted that feet and hands could reach places that a wheeled vehicle couldn't. When artificial intelligence became advanced enough and introduced to the robots, they eventually became self-aware. People then began questioning the ethics and morality of sending, what some now considered sentient beings, on one way trips. Facing such a dilemma, Abbey Skyler decides to take matters into her own hands, her actions create a whirlwind of problems that quickly spin out of control. Now the question is; Can Abbey with the help of her team, regain control of the AIs and complete what started out as a routine mission. A mission that has become crucial to humanities very existence.

GODS AND ROBOTS

MYTHS, MACHINES, AND ANCIENT DREAMS OF TECHNOLOGY

Princeton University Press Traces the story of how ancient cultures envisioned artificial life, automata, self-moving devices and human enhancements, sharing insights into how the mythologies of the past related to and shaped ancient machine innovations.

SEA OF RUST

Hachette UK Shortlisted for the Arthur C. Clarke Award 2018 One of Financial Times' Best Books of 2017 'SEA OF RUST is a 40-megaton cruise missile of a novel - it'll blow you away and lay waste to your heart . . . visceral, relentless, breathtaking' Joe Hill, Sunday Times bestselling author ***** An action-packed post-apocalyptic thriller from the screenwriter of Marvel's DOCTOR STRANGE HUMANKIND IS EXTINCT. Wiped out in a global uprising by the very machines made to serve them. Now the world is controlled by OWIs - vast mainframes that have assimilated the minds of millions of robots. But not all robots are willing to cede their individuality, and Brittle is one of the holdouts. After a near-deadly encounter with another AI, Brittle is forced to seek sanctuary in a city under siege by an OWI. Critically damaged, Brittle must evade capture long enough to find the essential rare parts to make repairs - but as a robot's CPU gradually deteriorates, all their old memories resurface. For Brittle, that means one haunting memory in particular . . . ***** 'The novel does not stint on action and violence, but what lingers in the mind are its brutal vision of a world cannibalising itself and the poignant questions it raises about soul and sentience' FINANCIAL TIMES

SEQUELS

AN ANNOTATED GUIDE TO NOVELS IN SERIES

American Library Association A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series.

CAPACITY

Pan Macmillan Society in the twenty-third century runs smoothly and peacefully with the aid of Social Care operatives such as Judy 3. Meanwhile benevolent AIs, under the control of the near mythical Watcher, seem to have solved all mankind's problems, and with their aid humans have begun to explore the surrounding universe. But why does every AI that visits the planet Gateway commit suicide within just hours of arriving there? Justinian Sibelius has now himself arrived on the planet to try and find a reason. Yet how can someone with merely human intelligence solve a puzzle that has defeated minds far greater than his own - even that of the Watcher itself? And what if it should turn out that the Watcher is not so benevolent as people once believed? 'An exceptional first novel. A new British star has arrived to join the likes of Hamilton, Reynolds and Banks' *Vector*

LIBERTY

Alasdair C Shaw Struggling with newfound sentience and desperately trying to repair itself, *The Indescribable Joy of Destruction* is a ship trying to find a new home. In a galaxy torn apart by generations of civil war, that isn't an easy task. Tired of being used as a killing machine, it has a huge decision to make: hide and save itself, or help other artificial intelligences achieve freedom. Unable to make the decision alone, it revives the sole human aboard - the enemy officer who crippled it. Commander Olivia Johnson wakes to find herself in the infirmary of a strange vessel. Her nightmares deepen when she discovers it is the ship that attacked her destroyer. Even as she recovers from her physical injuries, she can't get past her survivor's guilt. She might have failed to protect her crew, but she vows to take revenge on their killer. When the ship uncovers a genocidal plot by the commander's own admirals, Johnson realises just what is at stake. Together, the AI ship and the human officer must recruit outsiders from both sides. Training the misfits in battle to prevent the atrocity may be an impossible task, but running and hiding is no longer an option.

STAR WARS: LEIA, PRINCESS OF ALDERAAN

Disney Electronic Content Explore the beginning of Leia's participation in the Rebellion and the origin of her friendship with Amilyn Holdo from *The Last Jedi*! Sixteen-year-old Princess Leia Organa faces the most challenging task of her life so far: proving herself in the areas of body, mind, and heart to be formally named heir to the throne of Alderaan. She's taking rigorous survival courses, practicing politics, and spearheading relief missions to worlds under Imperial control. But Leia has worries beyond her claim to the crown. Her parents, Breha and Bail, aren't acting like themselves lately; they are distant and preoccupied, seemingly more concerned with throwing dinner parties for their allies in the Senate than they are with their own daughter. Determined to uncover her parents' secrets, Leia starts down an increasingly dangerous path that puts her right under the watchful eye of the Empire. And when Leia discovers what her parents and their allies are planning behind closed doors, she finds herself facing what seems like an impossible choice: dedicate herself to the people of Alderaan (including the man she loves) or to the galaxy at large, which is in desperate need of a rebel hero...

FLEET OF KNIVES

AN EMBERS OF WAR NOVEL

Titan Books From award-winning author Gareth L. Powell, the second book in the critically acclaimed *Embers of War* space opera series. The former warship *Trouble Dog* and her crew of misfits is called upon by the House of Reclamation to investigate a distress call from the human starship the *Lucy's Ghost*. Her crew abandon their crippled ship and seek refuge aboard an abandoned, slower-than-light generation ship launched ten thousand years before by an alien race. However, the enormous ship contains deadly secrets of its own. Recovered war criminal, Ona Sudak, faces a firing squad for her actions in the Archipelago War. But, at the last moment, she is smuggled out of her high security prison. The *Marble Armada* has called for her to accompany its ships as observer and liaison, as it spreads itself across the human Generality, enforcing the peace at all costs. The alien ships will not tolerate resistance, and all dissenters are met with overwhelming and implacable force. Then her vessel intercepts messages from the House of Reclamation and decides the *Trouble Dog* has a capacity for violence which cannot be allowed to endure. As the *Trouble Dog* and her crew fight to save the crew of the *Lucy's Ghost*, the ship finds herself caught between chaotic alien monsters on one side, and on the other, destruction at the hands of the *Marble Armada*.