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Mindjammer (English Edition)



*Par Sarah Newton
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Par Sarah Newton : Mindjammer (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Mindjammer (English Edition):

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Description :

Prsentation de l'diteurIT IS THE SECOND AGE OF SPACE...In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old.In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart..."Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future."- Howard Andrew Jones,

author of *The Desert of Souls*"Science fiction like this never dies." - Chris Helton, *Dorkland*"Complex, gripping... the most original sci-fi you're likely to get..." - *G*M*S Magazine*"a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - *Stargazer's World*"William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*Prsentation de l'diteurIT IS THE SECOND AGE OF SPACE...In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old.In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart..."Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of *The Desert of Souls*"Science fiction like this never dies." - Chris Helton, *Dorkland*"Complex, gripping... the most original sci-fi you're likely to get..." - *G*M*S Magazine*"a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - *Stargazer's World*"William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*Biographie de l'auteurSarah is a writer of science-fiction and fantasy roleplaying games and fiction, including the transhuman space opera novel "*Mindjammer*", and the ENnie Award-winning RPG setting of the same name; the techno-fantasy RPG setting *The Chronicles of Future Earth*; and the *Legends of Anglerre* roleplaying game. Shes currently writing *Zero Point*, a series of globe-spanning World War 2 adventures for the *Achtung! Cthulhu* RPG setting, published by Modiphius; the *Great Game* campaign for the *Steampunk Leagues of Adventure* RPG from Triple Ace Games; and *The Worm Within*, the first *Chronicles of Future Earth* novel, to be published by Chaosium, Inc, in 2013. She lives in a field in rural France, surrounded by numerous farmyard animals.