

## Planesrunner Everness 1 Ian Mcdonald

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[Science Fiction Audiobook] Humanity's survival in Space Book 2 (Scottish history) Lewis Grassie Gibbon - The Antique Scene Planesrunner Everness 1 Ian Mcdonald Buy Planesrunner: Book 1 of the Everness Series by McDonald, Ian (ISBN: 9781780876658) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders. Planesrunner: Book 1 of the Everness Series: Amazon.co.uk: McDonald, Ian: 9781780876658: Books

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I don't know if commercial considerations were a reason that Ian McDonald chose to write the Everness book Planesrunner and it's sequel Be My Enemy, which are both categorized as Young Adult fiction. As far as I can tell, the characteristics of Young Adult fiction are plots that involve teenagers, no explicit sex (but may

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include violence) and more straight forward english style.

~~Planesrunner: Book 1 of the Everness Series eBook ...~~

Ian McDonalds Planesrunner (Pyr, \$16.95, 268 pages) is more traditional, and more young adult than The Emperors Knife (which actually has some erotic moments), but it too comes to a conclusion at the end of the first book of the Everness series.

~~Planesrunner (Everness #1) by Ian McDonald~~

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Planesrunner (Everness) Hardcover - 20 Dec. 2011. by Ian McDonald (Author) > Visit Amazon's Ian McDonald Page. search results for this author. Ian McDonald (Author) 4.0 out of 5 stars 38 ratings. Book 1 of 3 in the Everness Series. See all formats and editions.

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~~Planesrunner (Everness) eBook: McDonald, Ian: Amazon.co.uk ...~~

Planesrunner is a 2011 young adult science fiction novel by British author Ian McDonald, and the first installment of the Everness series. The book follows British teenager Everett Singh as he travels between alternate universes in search of his missing theoretical physicist father.

~~Planesrunner—Wikipedia~~

Planesrunner (Everness #1), Be My Enemy (Everness, #2), and Empress of the Sun (Everness, #3) Home; ... Planesrunner. by Ian McDonald. 3.69 · 1099 Ratings · 200 Reviews · published 2011 · 18 editions. There is not one you. There are many yous. There i...

~~Everness Series by Ian McDonald—Goodreads~~

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Ian McDonald is the author of Planesrunner, Be My Enemy, and Empress of the Sun, in the Everness series. He has written thirteen science fiction novels--including the 2011 John W. Campbell Memorial Award winner for Best Novel, The Dervish House --as well as Brasyl, River of Gods, Cyberabad Days, Ares Express, Desolation Road, King of Morning, Queen of Day, Out on Blue Six, Chaga , and Kirinya .

~~Planesrunner (Everness, Book One): McDonald, Ian ...~~

Like Ian McDonald's earlier adult novel Brasyl, a core plot theme of the Everness books is the "many worlds" hypothesis of quantum mechanics. According to this (controversial) interpretation of quantum mechanics, parallel universes shard off from each other at every point where a random event determines one course or another.

~~Amazon.com: Customer reviews: Planesrunner (Everness, Book ...~~

Planesrunner: Book 1 of the Everness Series: Amazon.es: McDonald, Ian: Libros en idiomas extranjeros

~~Planesrunner: Book 1 of the Everness Series: Amazon.es ...~~

Ian McDonald is an award-winning writer of science fiction for adults, and he makes a smooth transition to the YA market with this opening installment in a new series. The action in PLANESRUNNER ramps up quickly and rarely diminishes, but McDonald takes care to do the necessary world-building that makes for a truly memorable yarn.

~~Planesrunner: Everness, Book 1 [node:field-reference ...~~

Planesrunner: Book 1 of the Everness Series [Paperback] [May 01, 2013] Ian McDonald,Ian McDonald: Ian McDonald,Ian McDonald: Amazon.com.mx: Libros

~~Planesrunner: Book 1 of the Everness Series [Paperback ...~~

Ian McDonald was born in 1960 in Manchester, England, to an Irish mother and a Scottish father. He moved with his family to Northern Ireland in 1965. He used to live in a house built in the back garden of C. S. Lewis's childhood home but has since moved to central Belfast, where he now lives, exploring interests like cats, contemplative religion, bonsai, bicycles, and comic-book collecting.

There is not just one you, there are many yous. We're part of a multiplicity of universes in parallel dimensions - and Tejendra Singh has found a way in. But he's been kidnapped, and now it is as though Tejendra never existed. Yet there is one clue for his son, Everett, to follow: a mysterious app, the Infundibulum. The app is a map, not just to the Ten Known Worlds, but to the entire multiverse - and there are those who want to get their hands on it very badly. If Everett's going to keep it safe and rescue his father, he's going to need friends: like Captain Anastasia Sixsmyth, her adopted daughter, Sen, and the crew of the airship Everness.

The rave reviews for John Wright's science fiction trilogy, *The Golden Age*, hail his debut as the most important of the new century. Now, in *The Last Guardian of Everness*, this exciting and innovative writer proves that his talents extend beyond SF, as he offers us a powerful novel of high fantasy set in the modern age. Young Galen Waylock is the last watchman of the dream-gate beyond which ancient evils wait, hungry for the human world. For a thousand years, Galen's family stood guard, scorned by a world which dismissed the danger as myth. Now, the minions of Darkness stir in the deep, and the long, long watch is over. Galen's patient loyalty seems vindicated. That loyalty is misplaced. The so-called Power of Light is hostile to modern ideas of human dignity and liberty. No matter who wins the final war between darkness and light, mankind is doomed either to a benevolent dictatorship or a malevolent one. And so Galen makes a third choice: the sleeping Champions of Light are left to sleep. Galen and his companions take the forbidden fairy-weapons themselves. Treason, murder, and disaster follow. The mortals must face the rising Darkness alone. An ambitious and beautifully written story, *The Last Guardian of Everness* is an heroic adventure that establishes John Wright as a significant new fantasist. It is just the start of a story that will conclude in the companion volume, *Mists of Everness*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The airship *Everness* makes a Heisenberg Jump to an alternate Earth unlike any her crew has ever seen. Everett, Sen, and the crew find themselves above a plain that goes on forever in every direction without any horizon. They've arrived on an Alderson Disc, an astronomical megastructure of incredibly strong material reaching from the orbit of Mercury to the orbit of Jupiter. Who could have built such a thing? The Jiju, the dominant species on a plane where the dinosaurs didn't die out. They evolved, diversified, and have a twenty-five million year technology head-start on humanity. If they ever get off their plane, and into the worlds of the Plenitude... *Everness* has jumped right into the midst of a faction fight between rival nations, but can anyone be safe among the warring Jiju, and what is the price of their help? The crew of the *Everness* is divided in a very alien world, a world fast approaching the point of apocalypse. And back in the Plenitude of Known Worlds, Charlotte Villiers gathers allies and works her way deep into the corridors of power. Praise for *Empress of the Sun* "YA or not, the *Everness* series may be the most enjoyable ongoing series that SF currently has to offer." —Locus "The marvelous *Everness* series takes readers to a world with highly evolved dinosaurs in this third voyage through parallel universes... McDonald lets his imagination run rampant without abandoning credibility, tackling real scientific concepts such as confirmation bias, a feature lacking in far too much science fiction... Endlessly fascinating and fun." —Kirkus (Starred Review) "With strong characters covering all ages and genders, fine action sequences, and enough cool SF concepts that could fill a volume twice its size, *EMPRESS OF THE SUN* is an excellent entry in one of my favorite SF series." —SF Signal

Everett Singh has escaped with the *Infundibulum* from Charlotte Villiers but at a terrible price. His father is lost, banished to one of the billions of parallel universes of the Panoply of All World, and Everett and the crew of the airship *Everness* have taken a wild Heisenberg Jump to a frozen earth far beyond the Plenitude of Known Worlds, he plans to rescue his family. It's deadly chase from the frozen wastes of

iceball earth; to Earth 4 (like ours, except that the alien Thryn Sentiency occupied the moon in 1964); to the dead London of the forbidden plane of Earth 1, where the remnants of humanity battle a terrifying nanotechnology run wild. Everett has the love and support of Sen, Captain Anastasia Sixsmyth, and the rest of the crew of Everness, but will that be enough when your deadliest enemy isn't the Order or the world-devouring nanotech Nahn—it's yourself. Because the villainous Charlotte Villiers is always one step ahead. Praise for *Be My Enemy* “Absolutely triumphant sequel... tremendous action scenes, cunning escapes, genius attacks on the ways that multidimensional travel might be weaponized, horrific glimpses of shadowy powers and sinister technologies... a gifted ear for poeise that makes the English language sing, the unapologetic presumption of the reader's ability to understand what's going on without a lot of hand-holding, and a technological mysticism that never explicitly says when the literal stops and the fantasy starts...” —Boing Boing “Smart, clever and abundantly original, with suspense that grabs your eyeballs, this is real science fiction for all ages. More! More!” —Kirkus “WA blast from start to finish. As far as I’m concerned, Ian McDonald could write another dozen or so of these Everness novels, and I’d happily read them all.” —SF Signal

The Moon wants to kill you. Whether it's being unable to pay your per diem for your allotted food, water, and air, or you just get caught up in a fight between the Moon's ruling corporations, the Five Dragons. You must fight for every inch you want to gain in the Moon's near feudal society. And that is just what Adriana Corta did. As the leader of the Moon's newest "dragon," Adriana has wrested control of the Moon's Helium-3 industry from the Mackenzie Metal corporation and fought to earn her family's new status. Now, at the twilight of her life, Adriana finds her corporation, Corta Helio, surrounded by the many enemies she made during her meteoric rise. If the Corta family is to survive, Adriana's five children must defend their mother's empire from her many enemies... and each other.

A superpower of two billion people, a dozen new nations from Kerela to the Himalayas, artificial intelligences, climate-change induced drought, water wars, strange new genders, genetically improved children that age at half the rate of baseline humanity, and a population where males outnumber females four to one. This is India in 2047, one hundred years after its birth. In the new nation of Bharat, in the face of the failure of the monsoon, nine lives are swept together — a gangster, a cop, his wife, a politician, a stand-up comic, a set designer, a journalist, a scientist, and a dropout — to decide the future of Mother India. *River of Gods* teems with the life of a country choked with peoples and cultures — one and a half billion people, twelve semi-independent nations, nine million gods. A war is fought, a love is betrayed, a mystery from a different world decoded, as the great river Ganges flows on. Praise for *River of Gods*: “[A] bold, brave look at India on the eve of its centennial, 41 years from now...McDonald takes his readers from India's darkest depths to its most opulent heights, from rioting mobs and the devastated poor to high-level politicians and lavish parties. He handles his complex plot with flair and confidence and deftly shows how technological advances and social changes have subtly changed lives. *RIVER OF GODS* is a major achievement from a writer who is becoming one of the best sf novelists of our time.” —Washington Post “[P]erhaps his most accomplished novel to date... reminiscent of William Gibson in full-throttle cultural-immersion mode, packed with technical jargon, religious and sociological observation and allusions to art both high and low... *RIVER OF GODS*

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amply rewards careful consideration and more than delivers its share of straight-ahead entertainment. Already a multiple-award nominee following its British publication, McDonald's latest ranks as one of the best science fiction novels published in the United States this year." —San Francisco Chronicle "A staggering achievement, brilliantly imagined and endlessly surprising ... A brave, brilliant and wonderful novel." —Christopher Priest, The Guardian

Think Bladerunner in the tropics... Be seduced, amazed, and shocked by one of the world's greatest and strangest nations. Past, present, and future Brazil, with all its color, passion, and shifting realities, come together in a novel that is part SF, part history, part mystery, and entirely enthralling. Three separate stories follow three main characters: Edson is a self-made talent impresario one step up from the slums in a near future São Paulo of astonishing riches and poverty. A chance encounter draws Edson into the dangerous world of illegal quantum computing, but where can you run in a total surveillance society where every move, face, and centavo is constantly tracked? Marcelina is an ambitious Rio TV producer looking for that big reality TV hit to make her name. When her hot idea leads her on the track of a disgraced World Cup soccer goalkeeper, she becomes enmeshed in an ancient conspiracy that threatens not just her life, but her very soul. Father Luis is a Jesuit missionary sent into the maelstrom of 18th-century Brazil to locate and punish a rogue priest who has strayed beyond the articles of his faith and set up a vast empire in the hinterland. In the company of a French geographer and spy, what he finds in the backwaters of the Amazon tries both his faith and the nature of reality itself to the breaking point. Three characters, three stories, three Brazils, all linked together across time, space, and reality in a hugely ambitious story that will challenge the way you think about everything.

It all began thirty years ago on Mars, with a greenperson. But by the time it all finished, the town of Desolation Road had experienced every conceivable abnormality; from Adam Black's Wonderful Travelling Chautauqua and Educational 'Stravaganza (complete with its very own captive angel), to the Astounding Tatterdemalion Air Bazaar. Its inhabitants ranged from Dr. Alimantando, the town's founder and resident genius, to the Babooshka, a barren grandmother who just wants her own child - grown in a fruit jar; from Rajendra Das, mechanical hobo who has a mystical way with machines to the Gallacelli brothers, identical triplets who fell in love with - and married - the same woman. REVIEWS "Ian McDonald's Desolation Road is one of my most personally influential novels. It's an epic tale of the terraforming of Mars, whose sweep captures the birth and death of mythologies, economics, art, revolution, politics... Desolation Road pays homage to David Byrne's Catherine Wheel, to Ray Bradbury's entire canon and to Jack Vance, blending all these disparate creators in a way that surprises, delights, then surprises and delights again." - Cory Doctorow (Boing Boing) "McDonald's first novel, it absolutely bowled me over when it came out, and while I have read everything he's published since, and admire all of it and like most of it, this remains my favourite... some of the most beautiful prose imaginable... If you ever want to demonstrate how different science fiction can be, what an incredible range and sweep of things are published with a little spaceship on the spine, Desolation Road is a shining datapoint, because it isn't like anything else and yet it is coming from a knowledge of what the genre can do and can be and making something new out of it." - Jo Walton (Tor.com) "This is the kind of novel I long to find yet

seldom do. Desolation Road is a rara avis... Extraordinary and more than that!" - Philip José Farmer

"At once disturbing and beautiful . . . superbly realized." —The Times (London) Grandfather was a tree, Father grew trux, in fifteen colours. Mother could sing the double-helix song, sing it right into the hearts of living things and change them... The Land is a living, breathing, sentient world, where careful skills and talent can manipulate its very substance into a myriad different shapes and forms. This is the world in which Mathembe Fileli grows up, until the conflicts tearing her country apart shatter her village, her home and her family and scatter them to the four winds. Can Mathembe reunite her family in a world full of angels, talking trees, squalor and glory? "Ian McDonald takes on all the atrocity and strife of the 20th Century, radically displaces it, and dares to envision a means of change. It's a brilliant achievement." —Locus "McDonald is a superior writer." —Booklist

Cyberabad Days returns to the India of 2047 as featured in Ian McDonald's acclaimed novel River of Gods. A new, muscular superpower of two billion people in an age of new nations, artificial intelligences, climate-change induced drought, water wars, strange new genders, genetically improved children that age at half the rate of baseline humanity, and a population where males outnumber females four to one. Cyberabad Days is a cycle of seven stories, three Hugo nominees and one Hugo winner among them, as well as an original thirty-one-thousand-word novella. Welcome back to the fierce, dazzling, thrilling world of River of Gods. Featuring: Sanjeev and Robotwallah (selected for both The Year's Best Science Fiction: Twenty-Fifth Annual Collection and Year's Best SF 13): A boy-soldier roboteer from the War of Separation learns that war may be hell, but peace is harder. Kyle meets the River: A young American in Varanasi learns the true meaning of "nation building" in the early days of a new country. The Dust Assassin: In the time of water-wars, the daughter of a powerful water-rajah learns that revenge revenge is a slow and subtle art. An Eligible Boy: Love and marriage is never easy when there four men for every women. But it should be easy with an Artificial Intelligence matchmaker. Shouldn't it? The Little Goddess (Hugo nominee for best novella of 2006): In Kathmandu, a child-goddess discovers what lies on the other side of godhood and what divinity really means. The Djinn's Wife (Hugo for best novelette and BSFA short-fiction winner of 2007): A minor Delhi celebrity falls in love with an artificial intelligence, but is it a marriage of heaven and hell? Vishnu at the Cat Circus: A genetically improved "Brahmin" child finds himself left behind as he grows through the final generation of humanity. Praise for Cyberabad Days: "The sheer number of ideas and plotlines can sometimes make McDonald's novels seems dense, but the stories here are sharp, focused and witty." —BBCFocus "McDonald's India engulfs you with an overwhelming, perfumed, stinky embrace. A hugely impressive collection. Seven nifty, witty stories." —SFX "McDonald excels at conveying, in a gorgeous melange of sensory impressions, an India transformed by AIs, nanotech, robots and cybernetics: the subcontinent is chaotic and lurid, shot through with devotion to eternal Hindu gods and divided by internecine conflict. McDonald gives a refreshing take on the future from a non-western viewpoint." —The Guardian