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176 - REILLY ELVIS

Il dottor Eric Sweetscent ha molti problemi. Il suo pianeta è coinvolto in una guerra impossibile da vincere. Sua moglie è mortalmente dipendente da una droga che trascina chiunque ne faccia uso avanti e indietro nel tempo, e che sta portando anche lui in una spirale autodistruttiva. L'ultimo paziente che Eric ha in cura, inoltre, non è solo l'uomo più potente del tumultuoso pianeta Terra, ma probabilmente è anche il più malato. Il segretario delle Nazioni Unite Gino Molinari, infatti, ha trasformato la sua malattia mortale in uno strumento di controllo politico, ed Eric non sa se con il proprio lavoro deve provare a guarirlo o continuare a tenerlo sospeso a un passo dall'aldilà. Il romanzo di Philip K. Dick che stravolge i confini tra il possibile e l'inevitabile, e ci presenta ciò che consideriamo normale più che mai transitorio e fragile, spingendoci a domandarci se davvero la realtà è quella che vediamo con i nostri occhi.

Louis Rosen's company creates historically accurate simulacra of people, such as Abraham Lincoln, but a billionaire's secret plans for them could cause trouble for Louis

A wry look at how different people see the world, told in the caustically fun style of award-winning science fiction novelist Philip K. Dick.

Thors Provoni è una figura leggendaria per quasi tutta la razza umana: partito per le stelle in cerca di aiuto per la Terra, però, è ormai dato per disperso nelle profondità cosmiche. Non è ancora stata trovata alcuna prova dell'esistenza di una qualsiasi altra razza intelligente e comunque, anche se esistesse, resta da verificare se sia disposta a venire in soccorso dell'homo sapiens su un pianeta in cui questi non è altro che un cittadino di seconda classe. Nel XXI secolo, infatti, il dominio delle vicende umane è saldamente nelle mani di un gruppo di freaks, mutanti che surclassavano i loro fratelli 'normali'. Di fronte a mezzi come la telepatia, precognizione e mirabolanti computer, gli umani ordinari non hanno alcuna possibilità di riconquistare il governo del mondo. Ma ecco arrivare un inaspettato messaggio dal nulla: è la voce di Thors Provoni, che afferma di aver trovato amici per l'umanità sul lontano pianeta Frolix 8, e di stare tornando assieme a un alieno. Una scrittura grottesca e parodica, che mette in discussione il potere illimitato dei capi.

Irene's family has moved to Evreux, Normandy. Soon after arriving at her new home, she is approached by a mysterious woman who mutters some strange words about Irene's mother being in danger, before vanishing into thin air. It's just the first in a series of unsettling events that Irene, Sherlock, and Lupin must decipher. The three sleuths questions will lead them to a secret crypt far beneath the streets of Paris and to an ancient relic that it is rumored to be worth a fortune. But how far will someone go to obtain the priceless treasure? Secrets and twists await the young detectives at every turn as they solve the case of The Cathedral of Fear.

Science fiction-roman om livet på Jorden efter en altødelæggende krig, hvor de få overlevende kommer i konflikt med de menneskelignende robotter, androider, som de selv har skabt

The sun went down behind the storm clouds, and stained them with its blood, then the rain fell upon the ship in torrents. Solid sheets of water hammered the wooden decks so hard that the din drowned the men's voices and blotted out their vision. They leave as brothers. They must return as men. Famed sailor Hal Courtney is now a man of land and family. But when the King orders him to sail to Madagascar and stop the pirates responsible for looting the finest trading ships of the East India Trading Company and bringing ruin to them all, Hal must travel with his three younger sons on a journey that will shape the young men forever. In this swashbuckling adventure of marauders and slave-traders, love and treasure, the brothers will face duels, chases, betrayals and battles - and see their fates cast in ways they could never have imagined... A Courtney Series adventure - Book Two in the Birds of Prey trilogy

1992: Humanity now enjoys a range of psychic abilities. Glen Runciter runs his own organization employing inertials - those capable of blocking telepathic and precognitive waves - to enforce people's privacy. When he and a hand-picked team travel to the moon in order to secure a business magnate's lunar facilities, they walk straight into an explosive trap. And now Runciter is dead. Or is he? SOMEONE died in the bomb blast. But his mourning employees are receiving bewildering messages from him. And the world around them is warping and regressing in ways which suggest that their own time is running out...

Earth has been invaded - but one human terrorist has discovered a weapon which might change the course of the war! Earth has been taken over by the Ganymedians, a race of telepathic worm-like aliens whose instinct for survival has overridden any human attempt to resist their rule. But there is one man who may have discovered a way to defeat them. Dr Balkani has created a machine which distorts reality, and therefore will allow a determined human to avoid the Ganymedians' telepathic oversight. But there is one problem - Balkani is a worm-kisser, a servant of the invaders, and may not allow his invention to be used against them...

This middle grade mystery adventure, told in a unique format including diary entries, maps and photos, takes readers along on the harrowing journeys of two twelve-year-old siblings, separated just before the Nazi siege of their city and each desperate to reunite with one another. Twins Viktor and Nadya are twelve years old when Hitler's Germany declares war on the Soviet Union. With little notice, the city's children are evacuated on trains that are meant to take them to safety. Shockingly, Viktor and Nadya are separated, and disaster befalls them both. As the terrible conflict rages, each embarks on a desperate race across snow and ice, struggling through the destruction in an effort to be reunited. Their chances are slim, but they never lose hope. In an original format--using the kids' diary entries, with historical photos, maps, and drawings throughout, this fictionalized account of the Nazi siege of Leningrad during the Second World War, this heart-stopping story of danger, courage and bravery emphasizes the power of truth and what it means to be a hero.

Mary Anne Reynolds is a young and vulnerable woman, determined to make her own way in the world. But Pacific Park, California, in the 1950s is not really the place for Mary. Her relationship with a black singer offends against the small town's views on sexual mores and exposes its bigoted views on race.

Analyses by author, title and key word of books published in Italy.

Substance D -- otherwise known as Death -- is the most dangerous drug ever to find its way on to the black market. It destroys the links between the brain's two hemispheres, leading first to disorientation and then to complete and irreversible brain damage. Bob Arctor, undercover narcotics agent, is trying to find a lead to the source of supply, but to pass as an addict he must become a user, and soon, without knowing what is happening to him, he is as dependent as any of the addicts he is moni-

toring.

In a few minutes of overwhelming violence, the Council's air-dreadnought fleet has destroyed Fiz Gorgo's defences. Flydd, Irisis and their small band of rebels are to be executed in a brutal aerial spectacle designed to reinforce Chief Scrutator Ghorr's power and majesty. Nish is their one remaining hope. But Nish is trapped in a burning watchtower, and hunted by both the scrutators and his tormented former lover, Ullii, whose twin brother he accidentally killed. Before Nish can hope to rescue his friends, he must convince Ullii to spare him, then overcome the most powerful cabal of wizards in the world - as well as the Council's four hundred crack guards. Yet even if he succeeds, to win the war the rebels still have to defeat the scrutators and overthrow Nennifer, the corrupt Council's dread bastion, before the rampaging Lyrinx overwhelm all Santhenar. You won't want to miss this edge-of-the-seat epic fantasy series by a million-selling author. What reviewers say about the Three Worlds books "A compelling adventure in a landscape full of wonders." - Locus "A page-turner of the highest order ... Formidable!" - SFX on Geomancer "It is the most engrossing book I've read in years." - Van Ikin, Sydney Morning Herald "Readers of Eddings, Goodkind and Jordan will lap this one up." - Starlog "Utterly absorbing." Stephen Davenport, Independent Weekly "For sheer excitement, there's just no one like Irvine." SFX on The Destiny of the Dead "As good as anything I have read in the fantasy genre." - Adelaide Advertiser Reviews and Honours for The Well of Echoes Scrutator, Honourable Mention, 2003 Aurealis Award for best fantasy novel. Also listed in the Sydney Morning Herald's BEST BOOKS OF 2003. Chimaera listed in the Sydney Morning Herald's BEST BOOKS OF 2004. "Ian Irvine has produced one of those rarities in the fantasy genre, and that is a unique, well-thought-out world coupled with a well-written storyline. A gripping read." Enigma "Irvine mixes in plenty of interesting characters of uncertain moral fibre to create a compelling adventure in a landscape full of wonders." Locus. "The final payoff is fantastic. The most unflaggingly inventive storyteller we've seen in years. Chimaera brings his Well of Echoes saga to a spectacular and satisfying conclusion, confirming his reputation for first-rate fantasy page turners." Van Ikin, Sydney Morning Herald. "A page-turner of the highest order ... Irvine can now consider himself comfortably ranked next to the works of Robert Jordan and David Eddings and, more appropriately, the mighty Anne McCaffrey. Formidable!" SFX "A story that is begging to be filmed. Very enjoyable. The action doesn't flag." - Sue Davies, SF Crowsnest.

Mars is a desolate world. Largely forgotten by Earth, the planet remains helpless in the stranglehold of Arnie Kott, who as boss of the plumbers' union has a monopoly over the vital water supply. Arnie Kott is obsessed by the past; the native Bleekmen, poverty-stricken wanderers, can see into the future; while to Manfred, an autistic boy, time apparently stops. When one of the colonists, Norbert Steiner, commits suicide, the repercussions are startling and bizarre.

In the overcrowded world and cramped space colonies of the late twenty-first century, tedium can be endured through the use of the drug Can-D, which enables the user to inhabit a shared illusory world. But when industrialist Palmer Eldritch returns from an interstellar trip, he brings with him a new drug, Chew-Z, which is far more potent than Can-D. But could the permanent state of drugged illusion it induces be part of something much more sinister?

Dieter committed suicide by jumping off the school roof. Niklas knew him and cannot understand the reasons for his choice, so he decided to use his powers to investigate on it. Little did he know what he was about to discover. The superhero universe by Shockdom.

GUARITORE GALATTICO È UN VIAGGIO UNICO VERSO MONDI ALTERNATIVI DELLA FANTASIA DICKIANA NELLA NUOVA TRADUZIONE DI GIUSEPPE MANUEL BRESCIA. Siamo nel 2046, in un'America totalitaria nella quale lo Stato controlla le azioni, le parole e perfino i pensieri dei suoi cittadini, così come avviene ormai in tutto il mondo. Joe Fernwright è un guaritore di vasi, in grado di far tornare come nuovi i manufatti di ceramica che restaura. In un mondo dove tutto è fatto di plastica, però, Joe si ritrova disoccupato e depresso. Con un matrimonio fallito alle spalle, e senza prospettive, il suo unico divertimento è quello di dedicarsi, con alcuni amici sparsi in tutto il mondo, a quel che Joe chiama semplicemente il Gioco. Il Gioco consiste nel decifrare incomprensibili traduzioni automatiche di titoli di libri e film, e risalire al titolo originale. Un giorno, però, Joe viene contattato da Glimmung, un'entità dotata di poteri quasi divini, e insieme ad altre persone altrettanto depresse e alienate, e a una schiera di creature provenienti da tutta la galassia, si imbarca in una grande impresa: raggiungere un lontano pianeta per far riemergere un'antica cattedrale sommersa sul fondo dell'oceano.

Un lieu de vie peut être un espace restreint, clos et très délimité, ou il peut être aussi vaste que l'univers. Pourtant, il ne se limite pas à un espace géographique, il est aussi, parfois, un espace plus abstrait uniquement délimité par des liens sociaux. Enfin, il peut aussi être virtuel, fantasmé ou vécu comme tel. Les textes rassemblés dans cet ouvrage offrent des regards croisés sur les manières dont la science-fiction (quels que soient ses formes et supports) comprend et utilise la notion de « lieux de vie » pour la redéfinir, l'interroger et porter un autre regard sur notre monde dans ses différentes dimensions (sociale, politique, architecturale, urbaine, etc.).

Eleven side trips to the dark edge of imagination by master storyteller Harlan Ellison, From the Land of Fear presents some of the author's early work from his start in the late fifties. Here you can see a vibrant, imaginative young writer honing his craft and sowing the seeds of what would become his brilliant career, including the standout piece "Soldier," a clever antiwar tale included both in short-story form and as a screenplay for TV's The Outer Limits. True Ellison fans will enjoy this collection as a chance to see the writer's growth over time. As Roger Zelazny says in his wonderful Introduction, "He is what he is because of everything he's been up until the Now."

Sherlock Holmes, Arsene Lupin, and Irene Adler meet up in London only to find a strange chess problem in the Times signed by "The Black Friar." It's written in an unknown code which Sherlock is eager to solve. The next day, the city is rocked by the news of a rich merchant found murdered. On the merchant's desk was scarlet rose: the same flower used as the calling card for a brazen criminal group that haunted the streets of London twenty years ago. Could the Scarlet Rose Gang be back? Find out in this ebook from the Sherlock, Lupin and Me series.

Nella California del 1998 il tempo scorre in senso inverso. A causa di un bizzarro fenomeno scientifico chiamato 'Fase Hobart', i morti risorgono dalle tombe, diventano adulti, giovani, adolescenti, infanti, per poi tornare nel grembo da cui provengono. Le sigarette si fumano a partire dalle cicche, si saluta il prossimo con un 'addio' e ci si congeda con un 'ciao', a tavola si dà di stomaco invece di mangiare. Alcune ditte specializzate, i vitarium, si occupano di prelevare dai cimiteri i defunti che ritornano al mondo. Tra questi, è giunto il momento di un potente leader nero, fondatore di un culto popolarissimo, e la più temuta organizzazione del mondo, la Biblioteca, che ha il compito di cancel-

lare le testimonianze scritte degli eventi che non sono più accaduti, si accinge a eliminarlo prima che una nuova ondata di violenze razziali dilani il paese. Pubblicato nel 1967, In senso inverso tratteggia alcuni dei temi tipici di Dick: dall'ambiguità del potere alla dimensione mistica e metafisica del vivere quotidiano, contaminando il tutto con una forte dose di ironia e di gusto pulp.

A man at a train station first requests a destination which does not exist - then winks out of existence in a moment. The captain of an interstellar travel ship is hired to take a passenger to Earth - that legendary planet which never existed. A cynical father refuses to purchase a bomb shelter for his family - though his son is terrified of perishing in an upcoming war. The wife of a man recently returned from a different planet is convinced his mind has been taken over by some other being - but finds this new husband much preferable to the old one...

"At a time when most 20th-century science fiction writers seem hopelessly dated, Dick gives us a vision of the future that captures the feel of our time."--"Wired" In the future, most of humanity lives in massive underground bunkers, producing weapons for the nuclear war they've fled. Constantly bombarded by patriotic propaganda, the citizens of these industrial anthills believe they are waiting for the day when the war will be over and they can return aboveground. But when Nick St. James, president of one anthill, makes an unauthorized trip to the surface, what he finds is more shocking than anything he could imagine.

Irene Adler, Sherlock Holmes, and Arsène Lupin planned to reunite in London, but Lupin doesn't show up...his father, Théophraste, has been arrested for murder!

Networking means to create nets of relations, where the publisher and the reader, the artist and the audience, act on the same level. The book is a first tentative reconstruction of the history of artistic networking in Italy, through an analysis of media and art projects which during the past twenty

years have given way to a creative, shared and aware use of technologies, from video to computers, contributing to the creation of Italian hacker communities. The Italian network proposes a form of critical information, disseminated through independent and collective projects where the idea of freedom of expression is a central theme. In Italy, thanks to the alternative use of Internet, during the past twenty years a vast national network of people who share political, cultural and artistic views has been formed. The book describes the evolution of the Italian hacktivism and net culture from the 1980s till today. It builds a reflection on the new role of the artist and author who becomes a networker, operating in collective nets, reconnecting to Neoavant-garde practices of the 1960s (first and foremost Fluxus), but also Mail Art, Neoism and Luther Blissett. A path which began in BBSes, alternative web platforms spread in Italy through the 1980s even before the Internet even existed, and then moved on to Hackmeetings, to Teletstreet and networking art by different artists such as 0100101110101101.ORG, [epidemiC], Jaromil, Giacomo Verde, Giovanotti Mondani Meccanici, Correnti Magnetiche, Candida TV, Tommaso Tozzi, Federico Bucalossi, Massimo Contrasto, Mariano Equizzi, Pigreca, Molleindustria, Guerriglia Marketing, Sexyshock, Phag Off and many others.

Philip K. Dick was one of the most popular science fiction novelists of the 20th century, but the contradictory and wily writer has troubled critics who attempt encompassing explanations of his work. This book examines Dick's writing through the lens of ontological uncertainty, providing a comparative map of his oeuvre, tracing both the interior connections between books and his allusive intertextuality. Topics covered include time travel, alternate worlds, androids and simulacra, finite subjective realities and schizophrenia. Twenty novels are explored in detail, including titles that have received scant critical attention. Some of his most important short stories and two of his realist novels are also examined, providing a general introduction to Dick's body of work.