

The Dying Earth 1 Jack Vance

In the Foreword, writing fifty years ago, the author describes his vision of a new space age; he predicts that by 1985 the age of space piracy will begin and that a Space Navy will be established, speculating that some of his younger readers might participate: "I hope that none of you serve with the pirates. The pay might not be so good in the Space Navy, but you'll live longer."

Arrabus on the planet Wyst is an "egalistic" nation, where everyone is supposedly equal to everyone else. Arrabins work only two hours per week ("drudge"), which is drawn at random each week. In return, they receive food in the form of gruff, deedle, and wobbly - all synthetically produced food - and are housed in gigantic block tenements. Natural food ("bonter") is very rare, resulting in a flourishing black market trade with the "Weirdlands", the lands beyond Arrabus. An executive committee of four, selected at random and known as the Whisperers, governs Arrabus.

Ausley Wyett's release from prison after sixteen years in prison is an event of many consequences for the residents of San Rodrigo County, California. Five men whose testimonies led to Wyett's conviction receive threatening letters, and one by one become victims of fatal accidents. But there is no evidence of murder. For Acting Sheriff Joe Bain, proving Wyett's guilt - or innocence - is more than a matter of justice; while campaigning to be elected Sheriff, he must stubbornly protect Wyett from townspeople who insist upon immediate arrest- or a lynching. A first-time compilation of a classic science fiction series gathers all four books of The Dying Earth series--The Dying Earth, The Eyes of the Overworld, Cugel's Saga, and Rialto the Magnificent--in which Earth, in the distant future, tries to survive the approaching death of its red sun. Reprint. 12,500 first printing.

A collection of some of Jack Vance's best short fiction, containing: Golden Girl Masquerade on Dicantropus Abercrombie Station Cholwell's Chickens The Mitr The World Between When the Five Moons Rise Meet Miss Universe The Insufferable Red-headed Daughter of Commander Tynnot, O.T.E.

"The Tree ruled the horizons, shouldered aside the clouds, and wore thunder and lightning like a wreath of tinsels. It was the soul of life, trampling and vanquishing the inert, and Joe understood how it had come to be worshipped by the first marvelling settlers on Kyril." Joe Smith is roaming the galaxy in search of the man who has stolen his love's heart. During his travels he becomes involved with a power struggle taking part between two worlds - one religious, the other cultural - over possession of a developing, but potentially lucrative, third.

Jack Vance has long been one of the most influential, admired and imitated writers in science fiction and fantasy literature, the award-winning author of such widely acclaimed works as The Dying Earth, the Lyonesse trilogy, the adventures of Cugel the Clever, the Demon Princes series, and many other masterful tales set among the stars, in exotic fantasy realms or on our own Earth. For much of his career, Vance has also been one of the field's most private writers, an author

who preferred to let his work speak for him. Now, at last, to coincide with the release of the tribute anthology *Songs of the Dying Earth*, Jack gives us this intimate and fascinating glimpse into his rich and eventful life, and a valuable insight into how he went about practicing his craft. For fans of the Grand Master's work, these memoirs are something to be treasured.

While in Rome, art student Chuck Musgrave is offered a job painting pictures of Positano, a picturesque town south of Naples. When Chuck arrives in Positano, strange things begin to happen. It becomes clear that not all foreigners living in Positano are there for the scenery!

The gigantic world known as Big Planet had become a wilderness of strange peoples and weird cultures as a result of having been the dumping ground for every crackpot and malcontent that ever emigrated from the Earth. Somewhere in its unmapped vastness a plot was being hatched to disturb the peace of the mother world's civilization. This novel was previously published under the titles *Planet of the Damned* and *Slaves of the Klau*. All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Marooned on the strange planet Tschai, Adam Reith agreed to lead an expedition to return the princess, the Flower of Cath, to her homeland halfway around the globe. Monsters of land and sea lay before them, and beings both human and alien who might rob, kill, or enslave them. *Big Planet* is Jack Vance's first major sf novel, and in the words of the *Encyclopedia of SF*, "provided an sf model for the planetary romance which has been of significant use for forty years". The huge world of the title is home to a range of colourfully detailed and imaginative human societies, which Vance explores with the zest and humour which are hallmarks of his work. All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps. *Big Planet* was cut almost in half for its first publication, but sadly the excised pages are lost.

Dit vierde en laatste boek met verhalen van de Stervende Aarde vertelt de avonturen van Rhialto, bijgenaamd 'de Schitterende', en het collectief van kibbelende en intrigerende magiers aangevoerd door Ildefonse de Preceptor. De Murthe - De op wraak beluste Witte Heks Llorio keert terug uit ballingschap en alle magiers worden ongemerkt door haar beskwalmd. Rhialto en Ildefonse besluiten Llorio's oude vijand, de aartsmagier Calanctus, weer tot leven te wekken. Fader's Vlaag - Rhialto wordt door diens grote rivaal Hache-Moncour in diskrediet gebracht en onderneemt een schier hopeloze queeste door het verleden: op zoek naar het Blauwe Perciplex dat zijn onschuld moet aantonen. Morreion - Onder het mom de legendarische Morreion van het 'Niets' te willen redden, maar in werkelijkheid gedreven door hebzucht naar de krachtige IOUN-stenen, vaart Ildefonse's magierscollectief in het vliegende paleis van Vermoulian de Droomloper naar de verste rand van het heelal... Rhialto de Schitterende is deel 29 van Het Verzameld Werk van Jack Vance, uitgegeven door Spatterlight. Omslagillustratie: Konstantin Korobov. Interne illustraties: Stephen Fabian. Deze vertaling van Jaime Martijn verscheen eerder bij Meulenhoff, Amsterdam 1985. De tekst van de Spatterlight editie is op diverse punten gecorrigeerd en aangepast aan de hedendaagse spelling.

This volume includes Vance's first published story ("The World-Thinker") and a selection of other stories including the novella "Telek". Contents: The World-Thinker, Dream Castle ("I'll

Build Your Dream Castle"), Seven Exits from Bocz, The God and the Temple Robber ("The Temple of Han"), Telek, Men of The Ten Books, D.P., Noise ("Music of the Spheres"), The Absent Minded Professor ("First Star I See Tonight"; "Murder Observed"), The Devil On Salvation Bluff, Where Hesperus Falls, The Phantom Milkman, A Practical Man's Guide, The House Lords, The Secret All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Travel out along the galaxy's Perseid Arm. Branch off to follow the ten thousand stars of Mircea's Wisp. Eventually you will come to the Purple Rose System - three stars, Lorca, Sing and Syrene, that seem about to drift away into the void. Three planets circle Syrene. On one, Cadwal, there is Life. Long ago the Naturalist Society of Earth had listed Cadwal as a natural preserve. An administration centre had been set up and staffed to protect the planet from all exploitation. Araminta Station. Now, centuries later, the young Glawen Clattuc is beginning to wonder what the future may hold for him in the hierarchic, carefully ordered hereditary society that is life on Cadwal.

This sequel to "Araminta Station", features the character of Glawen Clattuc, who helped save the unique planet Cadwal. The charter that granted Cadwal conservation has disappeared - and Glawen and Wayness Tamm are sent across a variety of planets to try and retrieve it. The Pnume were an ancient race of the planet Tschai, living underground in a vast network of caverns with their human slave-species, the Pnumekin: The Pnume were the historians of Tschai, collecting its past with ruthless and scholarly dedication. Surface-dwellers never saw the Pnume - if they were lucky. Adam Reith was not so fortunate. The Pnume had heard rumors of a strange man, claiming to have come from the planet Earth, and they wanted him for Foreverness, the museum of Tschai life. Adam Reith was about to become an alien exhibit. When an out-worlder's body was found in the river, Thissel knew where the criminal was - behind one of the masks worn by the remaining out-worlders on Sirene. But how could he tell which one, on a world where everybody lived behind masks, where men never spoke but sang to instruments, and where any act of intervention with another man's business was punishable by death!

The first book in the 5 volume Demon Princes saga. The protagonists parents were murdered by a posse of 5 galactic criminals, the "demon princes". He vows revenge, and eliminates them one by one. In the process Vance does what he excels at: creating strange worlds, environments, customs, and adaptations that humans have made to live in these conditions. Tschai, the setting for the quartet of novels which commences with The Chasch (originally City of the Chasch), is a planet inhabited by a variety of alien species coexisting uneasily with humans - the Chasch, the Wannek, the Dirdir and the Pnume. All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Noel Hutson considers himself a gentleman adventurer-but running guns in Morocco during Algeria's revolution, he gets more than he bargained for. Noel goes missing, and his brother Darrell Hutson comes to Tangier to search. Darrell soon finds himself immersed in a shady world of ruthless smugglers and nationalist Muslim fanatics. When Noel disappeared, he took with him an enormous payment. Both sides think Darrell will lead them to it. The stakes are unimaginably high-and Darrell isn't the only one who could get hurt.

Far in the future, the craftsmen of the distant planet Halma create goods which are the wonder of the galaxy. But they know little of this. Their society is harshly regimented, its religion austere and unforgiving, and primitive - to maintain standards, even the most basic use of

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automation is punishable by death. When Amiante, a wood-carver, is executed for processing old documents with a camera, his son Ghyl rebels, and decides to bring down the system. To do so, he must first interpret the story of Emphyrio, an ancient hero of Halman legend. All Jack Vance titles in the SF Gateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

The Magnificent Showboats follows the farcical adventures of Apollon Zamp, owner of the showboat Miraldra's Enchantment, and his troupe of acrobats, magicians and actors. Zamp is invited by the King of Soyvanesse to travel up the river Vissel to the distant city of Mornune, there to participate in a contest. A rich prize awaits the showboat captain who stages the most spectacular performance and succeeds in entertaining the king.

In the dim far future of Earth, when the sun had shrunk to a small red disk in the dark sky and the race of man lived in isolated cities that echoed with the vastness of the world's history, science, myth and magic had become one. Sorcerors who read the books of ancient times held great power, and fearsome monsters created in ages long forgotten stalked the land. In this world of mystery and danger, the adventurer known as Cugel the Clever was forced to undertake a quest for Iucounu the Laughing Magician - a quest that was to take him to lands stranger than any he had dreamed of, and pit his wits and his sword against powers from beyond time itself. Previously published as *The Eyes of the Overworld*, this is the second of a quartet of titles sharing the same far-future setting first introduced in *The Dying Earth Contents: The Overworld, Cil, The Mountains of Magnatz, The Sorcerer Pharesm, The Pilgrims, The Cave in the Forest, The Manse of Iucounu*. All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

In the reaches of Mircea's Whips the convoluted plots and politics that have swirled around the House of Clattuc and the Conservancy of Cadwal are beginning to unravel. But what remains for Glawen Clattuc to discover could bring down a dozen powerful families on as many worlds. Throy concludes the Cadwal Chronicles, which began with *Araminta Station* and continued in *Ecce* and *Old Earth*.

In the aftermath of World War II, 8-year-old Luellen Enright is orphaned and shipped to San Francisco and the care of a covetous aunt, over-friendly uncle, and adolescent male cousins. Her only friend is a neighbor boy-the sickly and eccentric "Chickweed", who writes in his "Book of Dreams" and makes home movies. Lulu suffers indignities and all manner of abuse, is finally accused of murder, and sent to juvenile detention. Years later Lulu sets out to reclaim what was taken from her-a priceless Sung vase left by her missionary father, baldly stolen by her aunt. One of four Jack Vance mystery novels which never found a mainstream publisher, *The View from Chickweed's Window* tells in delicate detail the misery of a defenseless child in the hands of unpleasant adults, and cruel older children. In typical style Vance gives us a robust heroine who, rather than crushed by hardship-is instead motivated strongly to restore justice, with a focus on result over scruple!

Lying off the coast of Monterey, Bird Island is favored with tranquil beaches, coves and rocky hills. The island is home to a finishing school for girls, and a picturesque old hotel-in desperate need of repair. The hotel owner must sell plots of the island to finance renovation and enlargement. The buyers are an odd bunch: a whale hunter, an amateur photographer of artistic nudes, a fugitive from justice, a young poet who composes

rhymes for greeting cards, and an explorer, accompanied by his pet baboon. Everything goes wrong, to the extent that even Rexie, the cheese-loving hotel cat is affected! So much for tranquility, on Bird Island... First published as *Isle of Peril*, Bird Isle mixes intrigue with humor, inspired by the great P.G. Wodehouse.

Rhialto the Marvellous takes up the personal and political conflicts among a conclave of two dozen magicians of Ascolais and Almetry in the 21st Aeon. The shocking appearance of the Llorio the Murtha, a powerful female force from an earlier aeon threatens to unbalance nature by "ensqualming" or feminizing the magicians. This triggers a tremendous struggle for power and the other mages turn against Rhialto. Hoping to reestablish his rightful place, Rhialto travels to other aeons to restore the missing Perciplex which projects the Mostrament, the constitution of the association. In his final adventure, Rhialto must, ultimately, travel to the very ends of time and space to confront an old adversary whom he had wronged and must commit further misdeeds to restore order.

Seventeen-year old Ronald Wilby is an introverted young man with a protective single mother. Walking home one evening, Ronald stumbles into young Carol Mathews; in the encounter, Carol ends up assaulted and dead. Ronald leaves his jacket at the scene. Elaine Wilby is convinced that Carol's death was an accident, and converts a small part of the old house to a secret room where Ronald must hide-until she saves enough that they can move, and start over. She tells everyone that her son ran away. The plan works until Mrs. Wilby is taken by sudden illness. The house is sold to another family-a family with three pretty daughters... Lurking behind the walls, Ronald is tempted more than he can bear.

The inhabitants of a planet called Iszm, a species known as the Iszic, have evolved the native giant trees into living homes, with all needs and various luxuries supplied by the trees' own natural growth. The Iszic maintain a jealously-guarded monopoly, exporting only enough trees to keep prices high and make a great profit. The protagonist, Ailie Farr, is a human botanist who goes to Iszm (like many others before him, of many species) to steal a female tree, which might allow the propagation of the species off world and break the monopoly. This volume includes two short novels, previously published separately - the title story, and *Nopalgarth* (published as *The Brains of Earth*). The collection is rounded out by two of his best shorter works - "The Gift of Gab" and "The Narrow Land". "The Narrow Land" was the first of a proposed story sequence which was never completed. Contents: *The Houses of Iszm*, *The Gift of Gab*, *Nopalgarth (The Brains of Earth)*, *The Narrow Land* All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Nadat Samuel Langtry bij toeval de interstellaire ruimte-aandrijving ontdekte, zwermden zijn vijf zonen uit om de melkweg te koloniseren en hun eigen imperiums te stichten op nieuwe werelden: Shaul, Badau, Loristan, Koto en Alpheratz A. Twintig generaties later bewaken de Zonen van Langtry nog steeds angstvallig het geheim van de ruimte-stuwer en is de Aarde een achtergesteld gebied geworden dat maar met mondjesmaat stuwers toegewezen krijgt en zo economisch onder de knoet gehouden wordt. Paddy Blackthorn van Skibbereen in County Cork is vastbesloten om rijkdom te verwerven en

op Akhabats tunnelt hij zich een weg naar binnen in de hyperbeveiligde bunker van de Zonen om er ruimtestuwars te stelen. Maar een en ander verloopt niet volgens plan, en voor Paddy er erg in heeft wordt hij de meest gezochte en opgejaagde man uit de geschiedenis... De vijf gouden banden is deel 3 van Het Verzameld Werk van Jack Vance, uitgegeven door Spatterlight. Omslagillustratie: Howard Kistler. Een eerdere versie van de vertaling van Ivain Rodriguez de León verscheen bij Meulenhoff. De tekst van de Spatterlight editie is herzien en aangepast aan de hedendaagse spelling.

The Rapparee is Jack Vance's preferred title for the novel previously published as The Space Pirate and The Five Gold Bands. Five gold bracelets imprinted with cryptic messages were the clues that set Paddy Blackthorn off on a riotous galactic treasure hunt. But Paddy found himself not only the hunter but also the hunted for the armbands had been left to him by his would-be killers, the Rulers of the Five Planets. All Jack Vance titles in Gateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

Trullion - World 2262 of the Alastor Cluster - was a beautiful waterworld of fens, mists, idyllic islands set in clear oceans whose teeming richness provided food for the taking. The Trill were a carefree, easy-living race. But violence entered their lives during the raids of the galactic pirates known as the Starmenters. And there was also the planetwide game of hussade, when the Trill's ferocious passion for gambling drove them to risk all - even life itself - on the hazardous water-chessboard gaming fields. Their prize? The virginal body of the beautiful sheirl-maiden, the body any Trill is willing to die for.

The fantastic quests and adventures of Cugel: the greatest rogue in the realms of fantasy. For the second time, Cugel the Clever has been carried north over the Ocean of Sighs and dumped half a world away from home, on Shanglestone Strand. Swearing revenge on the Laughing Magician, Cugel sets off through mud pits and bars, through villages, manor houses and across the seas. At last, after many an extraordinary adventure, he comes once more to the land of Almerly and the chance to exact the vengeance he craves . . .

The second of the three 'Alastor' novels, a typical Vance story of a man who has lost his memory and is sent to the world Marune in the Alastor Cluster, which is believed to be his home. Once he has recovered his memory, he goes after the enemy who has caused its loss.

With the guidance of the Gray Prince, the fierce Uldrans prepare to reclaim their rule over the planet Koryphon, seizing power from the hands of the aristocratic Outkers. A space opera is what science fiction readers call an adventure in outer space and on alien planets. But a space opera could also be an opera, a musical work, that originated in outer space... Jack Vance's unique novel SPACE OPERA fits both definitions marvelously! Because it starts with the mysterious opera company from the equally mysterious planet Rlaru that arrives on Earth to astonish and infuriate music-lovers - and then disappears without trace! And when Roger Wool's wealthy aunt determined to reciprocate by bringing an Earthly operatic team into space and to the unknown world Rlaru, there unwinds a complex and surprising space opera of the first kind ...filled with enigmatic aliens, weird worlds, and all the special color and cunning that is the hallmark

of the best Jack Vance.

In the midpoint novel of the "Demon Princes" series, Kirth Gersen sets his sights upon the mysterious Violen Falushe. Vance describes this murderous creature as a "sybarite." "Sadistic pervert" would probably be a more apropos phrase. After several false leads, Gersen backtracks the villain to his point of origin - Earth, of all places! Then the trail moves outward again, to the starworlds and a place back of beyond where there is actually a physical Palace of Love.

At last a lone youth dares to challenge the unchallengeable, to defy the Anome. But first he must find him - and though all men obey his orders, no man knows his identity. He is the Faceless Man.

Kirth Gersen carries in his pocket a slip of paper with a list of five names written upon it - the names of five Demon Princes. The Demon Princes are a race of beings who disguise themselves as humans and delight in power and destruction. However, to Kirth they are merely murderers who killed his family and destroyed his home planet - and who deserve to die for those misdeeds. Three have already fallen at Kirth's hands, but there are two more names on the list.

The Potters of Firsk includes the majority of Vance's 'Magnus Ridolph' stories, previously collected in The Many Worlds of Magnus Ridolph. In the VIE edition this book is titled Gadget Stories. Contents: Planet of the Black Dust, Dead Ahead ("Ultimate Quest"), Hard Luck Diggings, Sanatoris Short-cut, The Unspeakable McInch, The Howling Bounders, The King of Thieves, The Sub-standard Sardines, To B or Not to C or to D ("Cosmic Hotfoot"), Spa of the Stars, The Enchanted Princess ("The Dreamer"), The Potters of Firsk, The Visitors ("Winner Lose All"), Plagian Siphon ("The Uninhibited Robot"; "The Planet Machine"), Dover Spargill's Ghastly Floater, Sabotage on Sulfur Planet, Three Legged Joe, Four Hundred Blackbirds, Sjambak, Parapsyche, Sail 25 ("Gateway to Strangeness"; "Dust of Far Suns"). All Jack Vance titles in the SFGateway use the author's preferred texts, as restored for the Vance Integral Edition (VIE), an extensive project masterminded by an international online community of Vance's admirers. In general, we also use the VIE titles, and have adopted the arrangement of short story collections to eliminate overlaps.

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