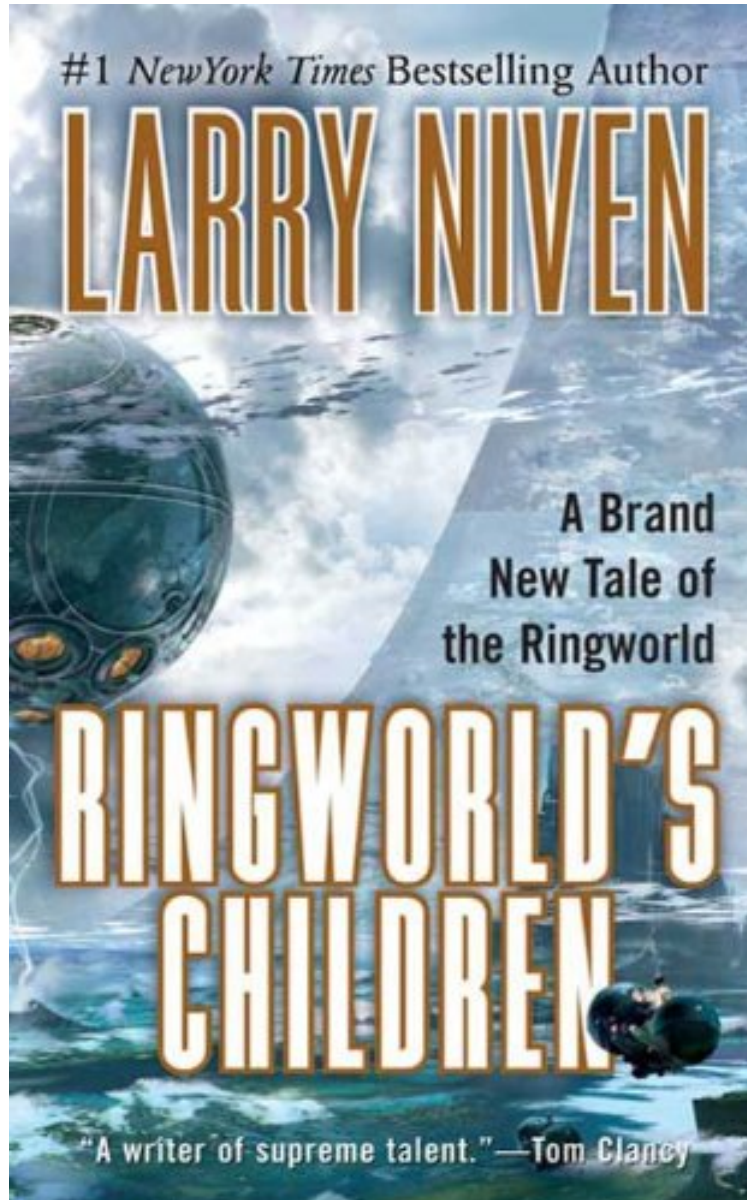


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## Ringworld's Children

Von Larry Niven

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**Von Larry Niven : Ringworld's Children** before purchasing it in order to gage whether or not it would be worth my time, and all praised Ringworld's Children:

KundenrezensionenHilfreichste Kundenrezensionen11 von 12 Kunden fanden die folgende Rezension hilfreich. Fast-paced, but inconsistent to early Ringworld titlesVon Schnukkidu"Ringworld's Children" continues where "The Ringworld Throne" left off: Louis Wu awakes from the autodoc, with Tunesmith in command of the Ringworld. The

protector Louis Wu has equipped himself with all the technology Needle of Inquiry brought, and he needs it: around the universe's biggest credible artifact, Kzinti and humans and Trinocs and Puppeteers are waging the Fringe War, the greatest threat to the Ringworld yet. Is Tunesmith fit to save the world he's been given to protect? The answers to these questions lead Louis Wu on the arc of the Ringworld all the way up to the Other Ocean, confront him eye to eye with the ARM, and let him uncover quite a few surprises, until he meets Proserpina, the last of the Pak. The story of "Ringworld's Children" focuses exclusively on the actions of Louis Wu. It is mostly about scheming, intrigue and politics, similar to "The Ringworld Throne". And the book is not only repetitive here: generally, it awkwardly explains too much about events earlier in the known space series, and that the Ringworld can be treated as a suspension bridge with no endpoints, that protectors are too intelligent to have freedom of choice, that Teela must have been a statistical fluke - really, I've read it already a dozen times in exactly the same words Niven uses in "Ringworld's Children". There are other issues: in "Flatlander"'s afterword, Larry Niven elaborates how important internal consistency is for sf stories. But like "The Ringworld Throne", "Ringworld's Children" does not go into any effort to stay true to its predecessors. Instead, conflicts with established events are explained away in a superficial manner. In the afterword to "Tales of Known Space", Niven explains how "unlikely miracles" have made writing additional stories in known space difficult. His reasoning is good, but it is all the more strange that in "Ringworld's Children", he creates scores of those unreasonably strong problem solvers which, should there ever be more stories set after "Children", will have to be researched as to why they are not going to solve all future problems. If you liked "Ringworld Throne", then chances are good "Ringworld's Children" is the book for you. It is fast-paced and basically a good read, since it completely lacks the lengths which were so characterizing for its predecessors. But for me, as an admitted fan of all Known Space stories, the whole series' culmination lay in the moment where Louis Wu faced off with his nemesis under the map of Mars in "Engineers". It was my favourite moment, without which I'd never have read "Protector", "Tales" or "Neutron Star". Since then, "Throne" and now "Children" have consequently diminished this event. One might say it was necessary for writing more Ringworld sequels: the events in "Engineers" were so big, it must be difficult to top them. However, the political scheming of "Throne" and "Children" has never been able to compete with the mindblowing, sheer size of the events in the first two novels, of which the eventual moving of the Ringworld in "Children" is only a faint shadow. Same picture if you compare Hanuman, Proserpina and Tunesmith to Psssthpok, Brennan and Teela. Even Bram was a better protector. My only consolation is the small innuendo where Niven hints in the direction of the plot outline for "Down in Flames", his yet-to-be-written novel that'd sum up all of known space.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Bisher schwächster Ringwelt-Roman  
Von S. Daum  
Ja, es ist auch nach all den Jahren immer wieder unterhaltsam mit Louis Wu die Ringwelt zu bereisen. Das liegt zum Teil am Charakter, zum Teil am Gesamtkonzept von Ringwelt und Pak-Protector. Aber... Vorweg, wer die Vorgänger nicht gelesen hat dürfte schnell nur noch Bahnhof verstehen. Aber selbst wenn man die gelesen hat bleibt das Gefühl dass sich Larry Niven langsam in der Größe seines Projekts verheddert. Man schaue sich nur die Charaktere an. Gut, Louis ist noch mehr oder weniger der Alte, aber da hört es auch schon auf. Die neuere Charaktere sind gesichtslos, austauschbar. Im ersten Buch gabs gegen Ende ne (mehr oder weniger) Auerirdische mit frchterlich kompliziertem ellenlangen Namen, und trotzdem konnte man den klar zuordnen. Sich merken. Klappt jetzt nichtmal bei stinknormalen Menschnamen. Mit ein-zwei Ausnahmen scheinen alle Neueinführungen nur noch lebende Requisiten zu sein. Erfüllen ihre Funktion, haben gewisse Eigenschaften, aber von Krachern wie der Crew aus dem ersten Roman oder Tunesmith aus Children of the Ringworld (der immerhin noch mit von der Partie ist) sind sie weit entfernt. War leider abzusehen, man schaue sich an wie schon die jeweiligen direkten Nachfolger von Nessus und Speaker-to-animals/Chmee eher belanglos waren. Das wre an und für sich vielleicht gar nicht so schlimm, man hätte immerhin zwei Protagonisten. Oder Antagonisten. Aber man bruchte ne Story. Und so faszinierend das Konzept ist, so beeindruckend immer wieder die schiere Größe der Ringwelt ist, Ringworld's Children ist storytechnisch das Equivalent eines völlig verbockten Films vor grandioser Kulisse. Lohnt sich ihn wegen den Bildern anzuschauen. Ohne bisher ein Nicht-Ringwelt-Buch von Larry Niven gelesen zu haben scheint es doch ein generelles Problem des Autors zu sein. Das Grundkonzept der Welt ist großartig, würde Raum für Buchzyklus auf Buchzyklus liefern. Wenn man Geschichten schreiben könnte, und daran scheitert Niven in zunehmendem Maße. Der WOW!-Bonus ist langsam raus, es muss immer alles nochmal ne Nummer größer sein, nochmal größer, und nochmal, die Charaktere sind zunehmend eindimensional, die Wendungen der Story sind teilweise beim besten Willen nicht nachvollziehbar, die Motivation der Charaktere völlig rätselhaft und teilweise grundlos schwankend... es gibt durchaus wieder ein paar tolle Momente (für die praktisch ausschließlich Tunesmith verantwortlich ist, während Niven anscheinend keine Ahnung hat welchen Sinn Louis Wu für die Story hat, er muss trotzdem mit), aber anstatt sich auf diese zu konzentrieren gibts ein gutes Stück unmotivierte

08/15 ScienceFiction, Handlungsträger deren Handlungen vollkommen unverständlich bleiben... rgerlich. Sehr rgerlich. Da fällt es auch gar nicht mehr sooo negativ aus dass die einzelnen Bücher einander in gewisse Details widersprechen.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Good buy  
Von Richard G. Briers  
Good twist in the Ringworld saga. actually I thought I'd said enough but it seems the program demands even more words where

less is enough.

Kurzbeschreibung Welcome to a world like no other. The Ringworld: a landmark engineering achievement, a flat band 3 million times the surface area of Earth, encircling a distant star. Home to trillions of inhabitants, not all of which are human, and host to amazing technological wonders, the Ringworld is unique in all of the universe. Explorer Louis Wu, an Earth-born human who was part of the first expedition to Ringworld, becomes enmeshed in interplanetary and interspecies intrigue as war, and a powerful new weapon, threaten to tear the Ringworld apart forever. Now, the future of Ringworld lies in the actions of its children: Tunesmith, the Ghouled protector; Acolyte, the exiled son of Speaker-to-Animals, and Wembleth, a strange Ringworld native with a mysterious past. All must play a dangerous game in order to save Ringworld's population, and the stability of Ringworld itself. Blending awe-inspiring science with non-stop action and fun, Ringworld's Children, the fourth installment of the multiple award-winning saga, is the perfect introduction for readers new to this New York Times bestselling series, and long-time fans of Larry Niven's Ringworld. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

de Larry Niven may be America's greatest living hard-SF writer. Much of his SF belongs to his famous future history, the Tales of Known Space. His preeminent creation is the Ringworld: an immense, artificial, ring-shaped planet that circles a Known Space star. Possibly SF's greatest feat of world-building, the Ringworld is featured in four novels: the Hugo and Nebula Award winner Ringworld (1970); The Ringworld Engineers (1980); The Ringworld Throne (1996); and Ringworld's Children (2004). Ringworld's Children returns series protagonist Louis Wu to the titular world. Louis and his friend The Hindmost, an alien of the Pierson's puppeteer race, are prisoners of the Ghouled protector Tunesmith, a Ringworld native, who is deliberately provoking the warships that surround his world. All the star-faring races of Known Space have sent warships to the Ringworld, and they are already at the brink of war. If fighting breaks out, the near-indestructible Ringworld will be destroyed: dissolved by antimatter weapons. The Ringworld series is so complex and ambitious that Ringworld's Children opens with a glossary and a cast of characters, inclusions that even many Known Space fans will need. Newcomers to Niven's artificial planet should start with Ringworld. --Cynthia Ward

co.uk Ringworld's Children returns series protagonist Louis Wu to the titular world. Louis and his friend The Hindmost, an alien of the Pierson's puppeteer race, are prisoners of the Ghouled protector Tunesmith, a Ringworld native, who is deliberately provoking the warships that surround his world. All the star-faring races of Known Space have sent warships to the Ringworld, and they are already at the brink of war. If fighting breaks out, the near-indestructible Ringworld will be destroyed and dissolved by antimatter weapons. The Ringworld series is so complex and ambitious that Ringworld's Children opens with a glossary and a cast of characters, inclusions that even many Known Space fans will need. Newcomers to Niven's artificial planet should start with Ringworld. --Cynthia Ward, .com