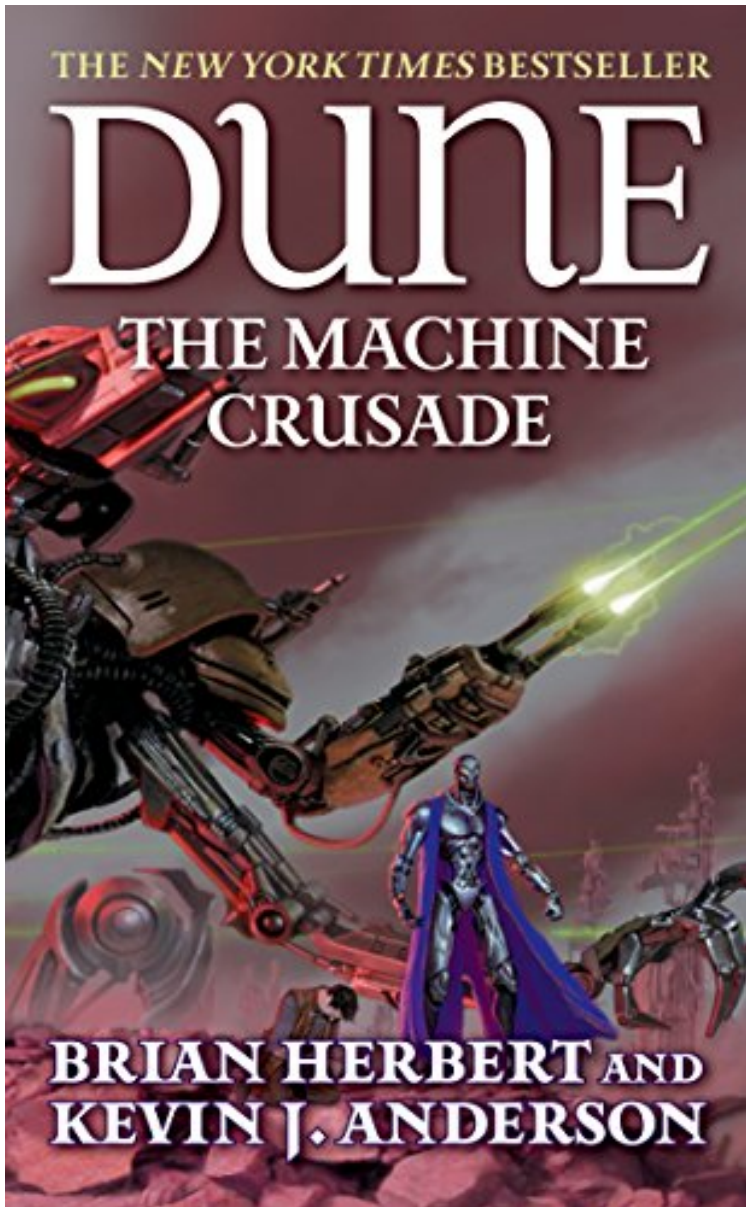


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Dune: The Machine Crusade: Book Two of the Legends of Dune Trilogy



Par Brian Herbert, Kevin J. Anderson
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Par Brian Herbert, Kevin J. Anderson : **Dune: The Machine Crusade: Book Two of the Legends of Dune Trilogy** before purchasing it in order to gage whether or not it would be worth my time, and all praised Dune: The Machine Crusade: Book Two of the Legends of Dune Trilogy:

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Description : Description du produithe incomparable vision and breathtaking detail of Dune: The Butlerian Jihad has made it one of speculative fiction's classic novels. Now, with all the vivid characters and complex plot twists beloved by legions of readers comes Dune: The Machine Crusade. The struggle against thinking robots has ground on for years, the forces led by Serena Butler have made only slight gains, and the human worlds grow weary of war. The fearsome Cymeks hatch new plots to regain their lost power from Omnium. The warriors of Ginaz forge themselves into an elite warrior class. Aurelius Venport and Norma Cenva are on the verge of the most important discovery in human history-a way to 'fold' space and travel

instantaneously to any place in the galaxy. And on the remote, nearly worthless planet of Arrakis, Selim Wormrider and his band of outlaws take the first steps toward making themselves the feared fighters who will change the course of history: the Fremen.

Presentation de l'auteurThe breathtaking vision and incomparable storytelling of Brian Herbert and Kevin Anderson's *Dune: The Butlerian Jihad*, a prequel to Frank Herbert's classic *Dune*, propelled it to the ranks of speculative fiction's classics in its own right. Now, with all the color, scope, and fascination of the prior novel, comes *Dune: The Machine Crusade*. More than two decades have passed since the events chronicled in *The Butlerian Jihad*. The crusade against thinking robots has ground on for years, but the forces led by Serena Butler and Irbis Ginjo have made only slight gains; the human worlds grow weary of war, of the bloody, inconclusive swing from victory to defeat. The fearsome cymeks, led by Agamemnon, hatch new plots to regain their lost power from Omnium--as their numbers dwindle and time begins to run out. The fighters of Ginaz, led by Jool Noret, forge themselves into an elite warrior class, a weapon against the machine-dominated worlds. Aurelius Venport and Norma Cenva are on the verge of the most important discovery in human history--a way to "fold" space and travel instantaneously to any place in the galaxy. And on the faraway, nearly worthless planet of Arrakis, Selim Wormrider and his band of outlaws take the first steps to making themselves the feared fighters who will change the course of history: the Fremen. Here is the unrivaled imaginative power that has put Brian Herbert and Kevin Anderson on bestseller lists everywhere and earned them the high regard of readers around the globe. The fantastic saga of *Dune* continues in *Dune: The Machine Crusade*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From Publishers Weekly SF space opera titans Herbert and Anderson continue to investigate the tantalizing origins of Frank Herbert's *Dune* universe, this time achieving mixed results in their fifth action-packed collaboration, the bloated but occasionally brilliant second installment of the trilogy that started with *Dune: The Butlerian Jihad* (2002). Twenty-four years have passed since the independent Thinking Machine, Erasmus, killed Serena Butler's son and began a bloody Holy War against Omnium, a computer "evermind." Leading the League's Army of the Jihad are Primeros Xavier Harkonnen and Vorian Atreides, the son of cymek (human brain/robotic body) General Agamemnon, who, along with his fellow "semi-immortals," shares the computer evermind's wish to eradicate all unnecessary humans but secretly also wants to destroy Omnium. Harkonnen and Atreides loyally report to their Priestess leader, unknowingly the political puppet of Grand Patriarch Iblis Ginjo, a former Earth slave-master. Unfortunately, the short spacehopping chapters neglect some characterizations and more intriguing story lines, such as the Arrakis conflicts swirling around Selim Wormrider's growing outlaw band and the relationship of Erasmus with his human "son," in favor of too long battle segments and extraneous details about the emotionally remote Ginaz mercenary, Jool Noret. Despite the flaws, *Dune* fans will still enjoy the sweeping philosophical power that surfaces, invoking the senior Herbert's remarkable vision. Copyright 2003 Reed Business Information, Inc. From AudioFile Scott Brick returns as narrator for the second installment in this three-part prequel to the classic science fiction series *Dune*. Brick picks up where he left off, with continuity of characterization and the same decisive control over the complex events in the continuing crusade against the thinking machines.

Both the military forces and citizens following Sarena Butler are weary. Will she be forced to accept an offering of peace? Is the groundwork being laid for an obscure group of outlaws to come to the fore in the final chapter of the trilogy? At the end of the final disc, the authors discuss how they came to collaborate on their prequels and provide some observations on the series' allegory and impact. J.E.M. 2004 Audie Award

Finalist AudioFile 2004, Portland, Maine-- Copyright AudioFile, Portland, Maine