

1: Windows Of The Soul Novel, Windows of the Soul Part 8

Windows Of The Soul - Larry Niven, Paul Chafe. Most just survived and carried on in a grimmer world. Forty years later, Earth attacked with lightspeed missiles.

The series can be broadly split into two groups: Before humans met the Kzin, warfare had been purged - through rewriting history and complete control over the implements of war, an improbably powerful U. Having no contact with alien species, humanity adopted the theory that any race advanced enough to achieve interstellar space flight would, by necessity, have become pacifistic. The Kzin, assessing their opponents by means of a telepath who determined the humans had no weapons, expected an easy victory. The Kzinti invaded Earth, expecting to quickly conquer the hairless monkeys who were timid enough to eat vegetables. Several Man-Kzin wars were fought, and although the Kzinti temporarily conquered some human colonies most notably Wunderland, the Kzinti lost a series of increasingly lopsided conflicts. Niven, in the first collection of the Man-Kzin Wars series, said he never felt up to the task of detailing the wars themselves. Hence, a shared world series of books in which multiple science-fiction authors were given the chance to flesh out this period of Known Space history. This is the ninth book in the series. This one consists of four stories that are probably novella length each. *Pele* by Poul Anderson: This is part of a longer series of stories relating to the travails of the Saxtorphs, a Wunderlander family during and after the occupation of that world in the first Man-Kzin War who drew the attention of the Kzinti overlords due to the astronomical observations of a member of the family who was taken on a long term survey of an astronomical anomaly he found. This story takes place after the war, during a follow-up mission to the anomaly where a gas giant is falling into its sun. The Kzinti send a survey too, on the premise that the humans might figure out a way to make this into a weapon. The writing is pretty good, but the plot is weak, and the captain of the Kzinti survey ship does something suicidal and dies for no apparent reason. This story follows the events immediately after the humans liberated Wunderland during the first Man-Kzin War. To preserve his honor, the sergeant is faced with a number of choices: He has to contend with the lack of ability of his own remaining forces, the newly ascendant Wunderlander resistance out for blood, and of course, the U. *Windows of the World* by Paul Chafe: Another good story, set during the latter stages of the first Man-Kzin War during the U. The investigation of the grisly murder of a young woman leads ARM Captain Joel Allson to uncover a ring of criminals killing people for their body parts - a crime called "organlegging". The crime had almost died out due to advances in medical technology, but shortages caused by corruption, indifference, and war preparations drive a group of Wunderlander Isolationist terrorists to revive the practice. It is the best story in the volume. *Fly-By-Night* by Larry Niven: A Kzinti warship overhauls the transport and takes Beowulf and Fly-By-Night prisoner, with the intent of forcing the telepath to work for the Kzin Empire. Kzin telepaths are not generally well-treated by the other Kzin, who addict them to drugs to improve their abilities. Beowulf and Fly-By-Night must free themselves and get help for the damaged transport. Overall, this is a decent addition to the Man-Kzin Wars series.

2: The World in Your Window () - IMDb

Windows of the Soul (Paul Chafe) Captain Joel Allson of the ARM has a murder on his hands with a dismembered body being found in a transport tube on the asteroid-come-space station world of Tiamat.

Ulf Reichstein-Markham - Wunderland resistance leader and, eventually, traitor. Dimity Carmody - Interpreter of the alien hyperdrive manual. Nils Rykermann - Biologist on Wunderland , later resistance leader, later Wunderland politician. Leonie Rykermann - Wife of Nils Rykermann. Vaemar-Riit - Son of Chuut-Riit. Leader of the "Wunderkzin". Overview[edit] There are a total of four Man-Kzin Wars, as well as major and minor "Kzinti incidents". The First War began circa By this time, Human space was in the middle of the "Long Peace". ARM , the United Nations security force, has completely suppressed all "dangerous" technologies, histories, mental illnesses, and media, leading to not only an end of war and almost all violent crimes, but a change in society so vast that most people have a difficulty even conceptualizing such things. The crew then warned Earth of the warlike aliens, although the transmissions were initially dismissed as an outbreak of psychosis. Then a similar encounter between another human ship and Kzin vessel led to the destruction of the more primitive human ship. In the course of the First Man-Kzin War, the Kzinti invaded and occupied the human colony of Wunderland, in the Alpha Centauri system, as a staging point for an attack on Earth. Human ships attempting escape back to Earth were shot down, but a single vessel managed to carry some refugees to the sister colony We Made It. The Kzinti fleet moved on to Earth, but in a replay of first contact, the peaceful humans used laser communications , fusion drives, and mass drivers to cut the first invasion fleet to ribbons. Over the next several decades, three more fleets were launched against Earth , and all were beaten back. In order to delay the next attack, a Terran Bussard ramjet starship was utilized to transport and deploy several relativistic kill vehicles in the Wunderland system. A number of specialists traveled aboard this ship, using Slaver stasis fields for lithobraking , and successfully assassinated the Kzin military leader on Wunderland, Chuut-Riit. Despite this setback for the Kzin cause, preparations for a fifth and decisive assault fleet were nearing completion. At this point, a passing Outsider ship sold the colony of We Made It the manual for a hyperdrive , a technology unknown to the Kzinti. Dimity Carmody, an escapee from Wunderland and a genius who had toyed with FTL drive concepts since before the occupation, managed to construct a working prototype drive using the manual. Hyperdrive ships were dispatched to Earth, where the faster-than-light drive was installed on several ships for a preemptive attack on the Fifth Invasion fleet. The attack hit the Kzin amidst internal struggles following the death of their leader. Due to the huge success, Wunderland was quickly liberated, freeing the fleet to attack other Kzinti worlds. The FTL drive allowed the human fleets to coordinate and concentrate their forces beyond anything the Kzinti could manage, even letting them outrun and jam the news of each successive Kzin defeat. The first indication the Kzinti Patriarchy had, that much of the Kzin empire was gone and that a significant percentage of all Kzinti had died was when human warships appeared in the skies above their homeworld. Meanwhile, however, on Wunderland, now liberated by humans, several surviving Kzin, led by Vaemar-Riit, last surviving kitten of Chuut-Riit, and with the cooperation of Dimity Carmody, Nils Rykermann, Leonie Rykermann and other humans, began to cautiously cooperate with humans and try to learn human ways. These became known as the Wunderkzin, and some later proved to be human allies. This slowly growing Man-Kzin co-operation was bitterly opposed both by many other Kzin and by many revanchist humans on Wunderland, while others among the human and kzin communities on Wunderland sought to manipulate the situation for their own ends. There were also ongoing human situations - for example Nils Rykermann, a Wunderland academic, in love with Dimity Carmody, married Leonie Rykermann, one of his students, during the occupation, believing Dimity to be dead. This situation has not been resolved. There was also a somewhat ambiguous growing relationship between Dimity and Vaemar-Riit; the two are depicted together on the cover of Man-Kzin Wars XI. Due to the treachery of Ulf Reichstein Markham, the Kzinti of Kzin gain access to hyperdrive designs and an engineer familiar with them in During this time, the Kdaptist religion spreads among the Kzinti. On Wunderland, an attempt is made to form a stable, democratic government. On Earth, although no one seriously believes the Kzin will stay

away, the ARM returns to its old habits of trying to eliminate all knowledge and technology of war. We Made It continues to create hyperdrives, as the Human military forces attempt to reverse-engineer Kzinti gravity technology. They also attempt to locate and form an anti-Kzin alliance with the Pierin aliens although according to the Ringworld RPG , the Pierin may already be enslaved at this point. They devise two ways to help prepare the rest of the human military: Written by Clandeboye, they are a fictionalized account of the diary of his cousin, Nora Argamentine, a U. The book becomes extremely popular and helps raise morale, as well as the belief that the Kzin will attack again. According to the Known Space novel Juggler of Worlds, it started in At the end of the war, the Wunderland Treatymaker weapon is used on the Kzinti fortress-world of Warhead, creating a huge, habitable canyon on the otherwise Mars -like world. Warhead is annexed by the humans and renamed Canyon. During the war, human adventurers engage in similar suicide attacks on Kzinti harems. The war ends in with the signing of the Covenants of Shasht, named after a Kzinti world which is annexed by Humans and later renamed Fafnir. The Kzinti are disarmed and restricted to police weapons only. This restriction was still in effect as late as , as specified in The Soft Weapon. Aftermath[edit] Over the next decades and centuries, some Kzinti dream of another war, and go through great lengths such as piracy, seeking Slaver stasis boxes, and going to Ringworld in an attempt to gain enough of an upper hand to begin one. There is at least one "major incident" after the Fourth War, which some humans describe as another "war" see Flatlander. At the time of Ringworld, Kzinti numbers are still less than an eighth of what they were when they first encountered humans. The Puppeteers viewed the Kzin as too dangerous and hoped a series of wars in which generations of the most aggressive Kzinti males were killed off by humans would help breed reason into the Kzinti as the preferred alternative over outright extermination. To that end, the Puppeteers used a starseed lure on Procyon to ensure that the Outsiders would equip mankind with hyperdrives, knowing that it would be the tool that would allow victory for humans.

3: Man-Kzin Wars IX by Larry Niven | LibraryThing

Excerpt: Windows of the soul Paul chafe for Christian, with love transport tunnel nineteen is one of thirty-two that run the fifty-kilometer length of tiamat's axis to link the docking hubs. Normally it's full of twenty-meter cargo containers, gliding in virtual weightlessness. Last night a roller.

In the forests of the night, What immortal hand or eye Could frame thy fearful symmetry? In what distant deeps or skies Burnt the fire of thine eyes? On what wings dare he aspire? What the hand dare seize the fire? When thy heart began to beat, What dread hand? In what furnace was thy brain? What dread grasp Dare its deadly terrors clasp? Did He who made the lamb make thee? The kzinti culture is both more homogenous and richer than human culture. In a very real sense there are not one but many human cultures, since civilization arose not once but several times on Earth, each time in complete isolation and independence, separated by insurmountable geographic barriers. By contrast, both linguistic, historical and where available genetic evidence indicate that civilization arose on Kzinhome only once. This is caused by the denser atmosphere and the tropical wind belt phenomenon, which acts to pump heat from the equator to the mid-latitudes. This arrangement can be expected to have facilitated the movement of trade and technology over isoclimatic lines with relative rapidity. At some point relatively early in the civilization cycle the primary kzinti culture was established and thriving planetwide. On genetic evidence it is certain that the kzinti species passed through a population bottleneck approximately ten thousand generations ago for unknown reasons. Given the evidence of a single start point for kzinti civilization, we can argue that an evolutionary stress caused the bottleneck and triggered runaway sexual selection of intelligence with resultant rapid and concurrent development of bi-quadrupedal posture, language, and tool use as species traits. This posited orbital shift, occurring approximately , years ago, would have increased average solar flux, in turn increasing the average surface temperature as much as 3 degrees Celsius, extending growing seasons and accelerating the rate of water circulation through the atmosphere and hydrosphere. The combination of these effects formed extensive rainforests throughout the tropical and temperate zones. Simultaneously large sections of the continental interiors were reduced to desert. A general rule of planetary evolution states that the average mass of animal species increases with increased solar energy flux. This is due to both the greater availability of food through increased plant growth, which supports a heavier food chain, and the greater availability of oxygen due to increased photosynthesis, which allows the high metabolic rates necessary for large, active animals to exist. Although humans are accustomed to seeing the two-meter kzinti as large predators, in their native ecosystems they are small in relation to most high order fauna in their ecological range, small with respect to their primary prey species and small with respect to other predators with which they compete. Typically, large land predators take prey no more than twice their weight, and usually less than their weight. In most cases where evolutionary forces lead to an increase in prey species size we expect to see the predator species increase along with them. This suggests that the kzinti were forced into the intelligence niche because their customary prey animals increased in size with the climate change but they themselves could not because the large predator niches were already occupied. As their prey grew larger the large predators flourished at the expense of the smaller early pre-kzin, driving them to the edge of extinction. This would have pushed the pre-kzin toward the cooperative hunter niche, which requires the development of complex signaling and a basic social structure. These developments set the stage for the evolution of intelligence. This picture is plausible but incomplete, and it is important to understand that while the individual links in this chain of reasoning have all been verified, to the extent possible through kzinti documentation, the actual proof of the cause and effect relationships asserted will have to await detailed research on Kzinhome itself. Regardless of the root causes of the genetic bottleneck event, the effects on kzinti development are clear. The kzinti speak a single language, although there are many dialects, and extremely separated dialects have difficulty communicating. Given the limits imposed by speed-of-light communications in an interstellar empire, identical linguistic groups have had ample time to diverge but have not. It could be argued that this lack of linguistic flexibility is evidence of a more instinctive, less flexible language facility, hinting that kzinti are less intelligent than humans. Further,

kzinti are gifted mathematicians, which again requires thought processes capable of handling problems of arbitrary complexity. In addition, both the language areas and visual cortex in the kzin brain are highly developed and both larger and more finely structured than in humans. It is known that the kzin population is richer in telepathic adepts than the human population, and it is known that the brain processes used in telepathy make extensive use of both language and visual circuits in humans. In the visual system this is known to correspond to the high demands of the active predator ecological niche. The low genetic diversity of the kzin race may have facilitated the emergence of a telepathic sense due to the high degree of correlation of thought and emotional processes between individuals. There is then a natural evolutionary pathway toward making use of the processing power of both visual and language brain circuits in order to extract increasingly detailed information from the telepathic sense. This development can in turn have locked in those brain circuits to the demands of telepathic processing. This is the case in humans, and human languages drift and evolve rapidly. However, in kzinti we may conjecture that the telepathic sense has effectively locked in the language centers to its still poorly understood demands, which would go far toward explaining both kzin linguistic homogeneity and telepathic prowess. As a side note, hallucinatory experiences are common in human telepathic adepts, which may be due to the telepathic and other senses competing for the same brain processor resources. Kzinti telepaths also suffer from numerous cognitive difficulties, and this may explain why telepathy evolves rarely and is seldom a highly developed sense in any species despite its obvious evolutionary advantages: Its cognitive costs simply outweigh its survival benefits. The largest exceptions to this rule, the now extinct Slavers and the sessile Grogs, both show clearly the cognitive drawbacks of a highly developed telepathic sense. Kzinti share with humans the ability to form hierarchical mass societies, but they are orders of magnitude less social. Any society can be seen as a series of opportunities to cooperate or compete, and in kzinti the balance falls more heavily on competition than in human society. This fact imposes strict limits on the forms of society that the kzinti can successfully use, and in fact we can see that kzinti culture shows much less variation than human culture does in terms of structure. The reasons for this are complex, but ultimately, for any evolved organism, the final measure of success is the number of offspring injected into future generations in relation to the number of offspring injected by competitors. There are two basic strategies available to achieve this, and we may categorize species as K named because the population total is characterized by K, the carrying capacity of the environment and r named because the population total is characterized by r, the reproductive rate. K species are characterized by a small number of large offspring, long lifetimes with late maturity, and high levels of parental care. Type r species have a large number of small offspring, short lifetimes with early maturity, and low or no parental care. In species with sexual reproduction we see two strategies, individuals who produce a small number of large gametes females and those who produce a large number of small gametes males. This tendency usually generalizes so that we see females invest a large amount to ensure the success of a small number of offspring, and males invest a small amount in any given offspring in order to maximize the total number of offspring. Since the child-bearing capacity of females is the ultimate limit on the reproductive potential of any given generation, we usually see a situation in which males compete for females. There are exceptions to this rule. In some bird species the male and female form long-term pair bonds and there is very little although not zero mate competition. As a result males and females are nearly identical in body plan and require an expert or a con specific to differentiate them. In a few fish species the technical details of reproduction dictate that males provide all or the bulk of parental care, and in these cases females compete aggressively for access to males, reversing the normal pattern. In almost all mammalian species, males compete for females, but humans are an extreme case of the K strategy and this changes the equation. Due to the limitations of the female pelvis and the human specialization of large brain size, human infants are born almost completely helpless and require two decades to reach full maturity. This tremendous reproductive burden requires the dedicated assistance of the male to ensure the survival of the offspring in a primitive environment, and the males best able to provide this assistance then become objects of competition for females. Because of this almost unheard-of female competition, the degree of male competition is reduced. As a result male humans mass only about 50 percent more than females and females possess secondary sexual attractant displays that are almost universally confined to males in other mammals.

Under these conditions cooperative, coalitional behaviors in both sexes are cost effective, and it is these behaviors that make human society possible. Through this process intelligence itself has become a sexually selected characteristic as well as a naturally selected characteristic. At this point in human evolutionary history it seems likely that sexual selection has become the dominant driving force behind the development of human intelligence, as witnessed by the tremendous costs involved in bearing large-brained infants including a significant death-in-labor and infant mortality rate under primitive conditions and rearing them to adulthood. Such high-cost evolutionary features, like peacock tails and moose antlers, are generally only seen in cases of runaway sexual selection, where a trait evolves until the evolutionary cost of displaying it counterbalances the tremendous reproductive advantage it confers. The kzinti are even more extreme K strategists than humans. A fertile female kzin may have only three or four estrus cycles in her lifetime. As a result kzin population growth is extremely slow and kzin males compete strenuously both for females and for the resources to support them. A high proportion of kzin male deaths are due to challenge duels resulting from this competition, and in the adult population females outnumber males in a ratio of between two to one and three to one. In other words, between 50 and 75 percent of male kzin kits can expect to die in combat. Combat death among males begins in late adolescence and rises to a peak in young adulthood, declining steadily thereafter. This single fact dominates the entire kzinti social structure, and in fact the entire Patriarchy is built around the requirement to redirect the aggression of young males outward to prevent them from completely destabilizing the hierarchy. It is this high death rate that allows the extended polygamous mating structure that is the core of kzinti social life. Paradoxically this system has given the kzinti 50, years of cultural stability and an interstellar empire unmatched in Known Space. Unfortunately these achievements are little comfort to any particular adolescent kzin who, regardless of station of birth, can only look forward to a lifetime of status-driven combat with a better than even chance of violent death. We are Kzin-ti because we are hunters swift and silent, cunning and strong. We are Kzin-ti because we are warriors, with honor won in battle and proved in blood. We are Kzin-ti, we are the hunters, we are Kzin-ti. The beast seemed nervous, as though it sensed something wrong, but after a long moment it lowered its head to the rivulet to drink. Watching from his concealment on a rock behind a spreading burstflower bush, Pouncer twitched his tail unconsciously, eyes locked on his prey. It was a good four leaps away, drinking where the little stream narrowed and speeded up before disappearing around a bend in the canyon. Had it scented him? No, the light breeze was still in his face, and it would not have stayed if it knew a predator was in the area. Its nervousness was just well applied caution. Would it come closer? The air smelled of ozone, alive with the promise of a gathering storm, but overhead the sun burned hot in clear blue sky flecked with a few white clouds. Somewhere nearby a charge suppressor was neutralizing high-altitude ions to prevent the clouds from building up to thunderheads. That allowed the wind to carry the uncondensed moisture over the high Long Range mountains to moisten the Plain of Stgrat beyond them, but the ground here in the foothills was parched as a result. The zitragor was feeling the effects of the drought, and it was thirsty, very thirsty. Pouncer settled lower on his rock, his hunt-cloak blending with the vegetation around him. It needed to come closer. Pouncer looked up sharply, ready to run, but it was alone. The zitragor looked up again and seemed to hesitate. Had it seen his motion? Four leaps was a long way to go if he wanted to ensure his kill.

4: 10 Restaurants Near Window of The World Station | OpenTable

"Windows to the Teenage Soul" is a unique collection of poems that offers fresh perspectives and varied "windows" into what today's teens think about life, love, identity, emotions, nature, social issues, and more!

Edit Kzinti and Humans have a similar biochemistry which hints the existence of a common ancestor in the remote past. The yeast was one of the only living organisms to survive the Slaver War so it is a safe assumption that most species share this common ancestor. Kzinti are larger than humans, standing around eight feet 2. They have large membrane ears with fur only on the outside of the ear and only about half way up the ear itself, usually appear pink; they can fold back flat against the head for protection during a fight. Their noses are black. They stand on two legs like humans no digitigrade or "backwards-bending" legs , their feet have five toes, their hands end in three fingers and an opposable thumb. Both their hands and feet have retractable claws that are described as "razor-sharp". Kzinti are covered with a thick coat of long fur except the ears, the tail, palms and soles [1] that comes in various combinations of orange, yellow, and black, with orange being the most common. Though full black coats are rare, and most who have them are taken by the black priests. Kzinti rarely wear any clothing preferring the covering of their own fur. There are exceptions to this however such as a Kzin wearing a vest in order to store items in the pockets. Also, the nobility of Hssin were known to not only wear clothes, but to dress rather foppishly when attending social events. Cooked meat actually makes Kzinti physically ill, although they are able to consume some plant based matter such despite their supposed inhibitions against it. Venous blood is orange while arterial blood is purple. They are the first on-going alien contact that humanity has met within the Known Space universe. The first contact with humanity ends the human golden era of peace. In this way humanity contacts the Pierin and Kdatlyno , former slave species, and takes over worlds such as Canyon formerly Warhead and Fafnir formerly Shasht. During wartime, and at other times, Kzinti interrogate humans using a device called the hot needle of inquiry , which is also used to punish Kzinti who violate their code of honor. The ship piloted by Speaker-to-Animals is called the Hot Needle of Inquiry in honor of this torture device. The Puppeteers had hoped that the culling of a quarter to a third of the more aggressive members of the Kzinti with every war would result in a more peaceful race, or at least one that was capable of coexisting with other species without trying to kill and eat them at every turn. In fact, a fringe faction of the Kzinti known as the Kdaptists , frustrated with the reversals their race had suffered against humanity, went so far as to adopt the human concept that God had created humanity not Kzinti in His image, and that He favors and protects humans over other races. As the Puppeteers expected, a form of "natural" selection occurred, with the more mindlessly aggressive Kzinti dying in ill-advised wars and the more moderate, intelligent, and cautious Kzinti surviving, presumably to think long and hard about the consequences of starting yet another war. By the time the Kzinti attained the level of sophistication and foresight needed to win against humans, they no longer had the numbers or the drive to do so. When the youngster asked "Are they good to eat? Wu muses that it would be safer for the young Kzin to eat arsenic than a human being. Part of the reason humanity is such a dangerous enemy is the psychological blind spot the Kzinti have toward human females. Since the Kzinti have bred intelligence out of their own females, an inexperienced Kzin is sometimes careless enough to leave human females to their own devices, usually with fatal results to that particular Kzin. The Kzinti term for any particularly competent human female soldier is "Manrret" singular or "Manrretti" plural , so named out of a sense of gallows humor regarding lethal encounters with same. This gives some Kzin reason for considering each of the genders of humanity to be a separate alien species. At the end of the last Man-Kzin War, around , Kzin was occupied and disarmed by human armies. Culture Edit Kzinti society is extremely male-dominated and aggressive [1]. Their empire is called the Patriarchy and is ruled by a single Kzintosh who is referred to only as the Patriarch, a hereditary title. All conquests by the Kzin are made in the name of the Patriarch although the religious institution of the Patriarchy also exerts a strong influence. Honor Edit The Kzin call themselves "Heroes" or the "HeroicRace" and because they believe themselves to be "heroes", their society places a very high value on "acting Heroic" and behaving in a heroic fashion. The word Kzinti actually means Hero in the Kzin tongue. To Kzin society,

"heroic" means being honorable and having integrity. This lack of subterfuge is evidenced in the favorite strategy of the Kzin Patriarch, commonly referred to as "Scream and Leap. For example if the patriarch gets meat from a sellers market stand the seller gains considerable strakh which will bring honour to the seller allowing him to get better customers which leads to more strakh, which gives the seller a higher status within the community. Females Edit Intelligent Kzinrett Once Kzin gained access to Jotoki genetic manipulation technology, they started manipulating themselves in order to bring out the most "heroic" qualities and recede undesired ones. To this end, because females are not valued except as bearers of children, the male-dominated Kzin society bred most of their own females into sub-sapience. In the novel Treasure Planet it is hypothesized that Kzin scientists genetically modified the females of the species as the differences between the brain chemistry and metabolism between the two genders were to radical to be explained by evolutionary means. Although such occurrences are rare, there seems to be a secret society of intelligent Kzinretti who play dumb while biding their time for a future when all Kzinretti can be restored to their normal state. Karan, the wife of Vaemar-Riit, as well as some of her descendants were intelligent Kzinretti. They are originally known by their relation to their father when they are kittens, although some kittens, especially those born into aristocratic families, were called by nicknames during adolescence. A Kzin who has performed a great deed will be granted a partial name by a superior; a further, greater deed earns a full name, the second of which is the family name. Only Heroes who have earned a partial name are allowed to breed. An example of the latter is the granting of a full name to Trainer-of-Slaves, who singlehandedly delivered a fully-working hyperdrive to the Patriarchy thus earning the full name Graaf-Nig. Third-Son of Khral-Hrag Occupation description: Frep-Hrag There were several notable exceptions to Kzin naming conventions, especially after the human liberation of Wunderland around C. For instance, some members of the -Riit family, who have held the office of Kzinti Patriarch for uncounted generations, retained names that they were given as mere kittens. Vaemar, Orlando, Orion, and Marthar all appear to have kept their childhood monikers. Examples include Raargh-Hero as well as Traat-Admiral. Part of this distinction was for Kzin on the outskirts of the Patriarchy to give themselves nicknames based on their own perceived attributes, or in some cases, even claim titles under dubious circumstances. Such behavior was more prevalent among the criminal element of the Kzin, especially pirates, and to break such social mores would have been unheard of on the Kzin home world. Their priesthood is comprised of all black members of the race, selected at birth. In fact, according the the priesthood, it is The Fanged God who has promised that all other species will be subjugated by the Kzin. This doctrine is sited by the Kzin to justify their conquering and destruction of other cultures, although many began to question the idea after the Patriarchy suffered its first real defeat at the hands of mankind. Kdaptism taught that the Fanged God was false, and that the true God was Bearded and resembled humans instead of Kzin. Though this religion was most often the venue of low-born families, there were a few Kzinti in the greater nobility who also subscribed to Kdaptism. In CE a member of the Kdaptist cult on Tiamet was implicated in the murder and mutilation of a human woman, although the allegations later proved to be false. Human psychologists suggest that hundreds of years of steady losses of their greatest warriors tore at the social and psychological infrastructure of the Kzinti race, who believed their destiny to be no less than domination of the universe. The disbelief created by the losses in turn created Kdaptism. Even the strongest telepaths avoid the drugs unless they are required to use them as the effects are so potent. One dose can last up to eight hours and requires an extensive period of recuperation if the telepath wishes to avoid serious irreversible damage to their system. The target will often experience seizure like systems and intense rolling pain in the head and neck, sometimes even leading to loss of consciousness. The drug enables a trained telepath to reach out and touch minds as far away as kilometers. No known sentient is immune to the effects of the Kzin telepaths with the exception of the Bandersnatchi and possibly the Thrint due to their own telepathic abilities. Telepaths are tolerated by the warrior class due to the specialized use of their skill, otherwise they endure a low-caste position in society, just above the status of slaves, with the occasional slave being considered of a higher social status. Kzinti telepaths are easily identified by their unkempt appearance, matted fur, and bouts of shivering. They sleep for most of their leisure hours. Their bedraggled, distraught appearance is shameful for a Kzinti. Since the end of the last Man-Kzin war, Kzin telepaths are only encountered in espionage operations, piracy, and other illegal

operations. Although new generations of Kzin born on Wunderland have set up their own Telepathic Investigation businesses. It is extremely difficult for Humans to learn, however the Kzinti show an affinity to learn alien languages. The differing physiologies of the two species also presented challenges when attempting to pronounce the others language so the Slaves Patois provided a more accessible means of communication between the two species, if an unequal one. Although they would not admit it, the Kzinti of Wunderland picked up many quirks and ideas from their enemies.

5: Science Fiction Timeline Site . . . Larry Niven's Known Space . . . Timeline . . . (minor frame)

Windows of the Soul - Paul Chafe Captain Joel Allson of the ARM has a murder on his hands when a dismembered body is found in a transport tube on the asteroid/space station world of Tiamat.

Cathouse - Dean Ing Following a Kzinti attack, a lone civilian is stranded on a distant planet, in what appears to be an alien zoo. Locklear leaves Scarface, Kit and Boots to explore the earthlike habitat of the mysterious alien zoo, and discovers that the stasis cave on that side of the force shield is full of Neanderthals. Stirling Chutt-Ritt, the new Kzin governor of Wunderland in the aftermath of the fourth attempt to invade Sol, proves to be such a cunning and dangerous enemy that Earth-based UN Forces send a small party to assassinate him. With its shifting alliances and rekindled romances, this story is a loving tribute to the classic "Casablanca. Meanwhile, an asteroid miner finds a very unusual rock and unwittingly awakens a deadly Slaver from his 1. This story introduces the Jotoki to Known Space and gives a detailed look into Kzin society, from the lowest ranks to the Patriarchy itself. Stirling Another slightly eerie story, this one about a human telepath posing as a Kzin and boarding one of their ships. In-Depth Review by Joel. Hey Diddle Diddle - Thomas T. Thomas The four crewmen of the Callisto are suffering from an acute case of cabin fever when the deep radar provides welcome relief from boredom: After crashlanding on the tree-covered world of Beanstalk, the crew set out to find the Slaver box before the Kzin detect it too. Unfortunately their efforts are somewhat hampered by a Bandersnatchi crushing their spaceship With its journey nearly complete at 0. After a little searching, he finds the account of a Colonel Vaughn, who battled with a "tiger man" in India during the earth year It is a tale that has generated much controversy among Niven fans, who argue whether it can be considered "canon" or not as it seems to contradict or rewrite many of the assumptions behind Known Space for example, it introduces the "Guardian" caste of Puppeteers, who seem to go against everything Niven wrote about the cowardly species. Here are further comments from Andrew S Duncan. Prisoner of War - Paul Chafe A surveillance trip into the Sol system by the Kzin scout ship Silent Prowler ends in disaster after a cat-and-mouse chase with the earth destroyer Excalibur. The Kzin Fleet Commander is the only survivor and is taken as a prisoner of war. Galley Slave - Jean Lamb When the Kzinti take over of a patrol ship in the vicinity of earth, a female computer programmer helps to defeat the invaders by reprogramming the food synthesizers to weaken her foes. This partially free story is available to read on-line. Very insight on early Kzinti civilization. Slowboat Nightmare - Warren W. James Another story about a slowboat taken over by a Kzin ship. The few human survivors must use every resource and weapon, and all their monkey cleverness, to take on the Kzin crew. In this sequel to "Inconstant Star" the star Pele, thirty light years from Earth, is about to undergo a major cataclysm: As the planet "Kumukhahi" begins its deadly spiral, science ships from Earth and Kzin and a passenger ship containing Tyra Nordbo arrive to witness the destruction. Man and Kzin make strange bedfellows in this noir-ish detective thriller. Shaeffer is taken prisoner and develops an unusual alliance with a non-practising Kzinti Telepath, "Fly-by-Night" and his octopus-like Jotoki slave, "Paradoxical". There are quite a few "in-jokes" to watch for in the story: The Kzin of the title using corks on his claws so he can use a human-designed laptop keyboard. A kzin using cheese as a face disguise! This proved difficult in the light of the ARM-censored culture on war information and weaponry. But despite the efforts of the Meteor Defense crews and the heroic bravery of the Serpent Swarm asteroid miners, Rykermann doubts that the Wunderland forces can keep the Kzinti at bay, and he takes to the hills to go into hiding with fellow scientist Dimity Carmody. This is the first time that the start of the Wunderland invasion has been touched on in the Man-Kzin Wars series. Thought cleverly-laid traps despatched over half the kzinti squads, the surviving Kzin leader earned himself a commission and his Name, Raargh. A later attack by the cave-dwelling Morlocks forces the Kzin and remaining humans to fight as one force to survive the onslaught, forging a permanent alliance between Raargh-Sergeant and Rykermann of the Resistance. Since then, Raargh and Vaemar have been living in the wildlands, hunting their own prey and doing an odd job or two for neighbouring farmers. But with the political situation on Wunderland finally stabilising, Vaemar is in danger of becoming a political tool to lead the Kzin on Wunderland to victory again. Raargh takes him to visit Professor Rykermann - now turned

politician - for his advice. Unfortunately Vaemar and Raargh are captured en route by a group of humans loyal to the memories of Chuut-Ritt. Peter Robinson - Hal Colebatch This last story is a little hidden gem. Set during the contemporary Known Space era of the Ringworld Throne, an expedition by the Institute of Knowledge on Jinx, funded by the Puppeteers sets of to explore a recently detected slaver stasis box. When arriving at the target, the team of explorers including Wunderlanders, a Jinxian and two Kzinti approach the stasis box, which is floating freely in space. Sensors detect that it is nine miles in diameter, the largest box ever discovered. The prologue and the first seven chapters of "One War for Wunderland" can be read at Baen. Teachers Pet - Matthew Joseph Harrington Fleeing the Kzinti, Peace Corben turns her stolen ship towards the failed colony planet of Home and discovers the real reason the world was abandoned. Read the story all the way through to learn more about the spread of the Kdaptist sect among the Kzin. The Hunting Park - Larry Niven A group of Kzin ambassadors gain valuable insight into humanity when they barely survive an African safari. Later they "recruited" a Roman Legion from Earth to help in the fight against the Kzinti. Centuries later, the descendants of that legion and the Jotoki who brought them are discovered on a distant Kzin colony world by a human who wants to bring them home. The smart-alec Protector recruits a small army of humans, as well as the young kzintosh Shleer, to fight a Thrint and his Tnuctipun thralls. Independent - Paul Chafe A single-ship pilot accused of killing his passenger remembers nothing about the trip and is forced to team up with a vengeful Kzin to clear his name. This title is now otherwise out of print. Annals of the Man-Kzin-Wars: Whilst in-depth and detailed, we do feel that some of the information contained inside has no doubt been researched from this very website.

Pele / Poul Anderson -- His Sergeant's honor / Hal Colebatch -- Windows of the world / Paul Chafe -- Fly-by-night / Larry Niven. Subject: Life on other planets > Fiction.

Last night a roller jammed in section A near the down-axis hub. The Port Authority shut the tunnel down and sent in a tech. The problem was a body. Pathology said it had been there nine days and the Scene Team had all the evidence. There was no reason to go down there myself, but I did. Her dossier holo showed sparkling blue eyes and brown-gold hair. She was a Wunderlander, just arrived in the Swarm on a work-study deal with a spun metal fabricator called Trist Materials. Good looking, smart and last seen alive at a bounce-bar called the Inferno. The witnesses agreed on dark hair and a Wunderlander build but little else. A movement trace came up blank. That was nine days ago. Pathology had it right on the money. That was a good thing. She was slashed open from throat to groin and eviscerated, her skin was flayed off and her limbs were missing. Her empty eye sockets stared at nothing. The coroner listed cause of death as "unknown. They were closing down early, hampered by a swarm of Goldskin investigators. I grabbed the top cop. They were sitting on a couch in the reception area holding each other. He beckoned over a uniform to set me up with some cubic. I called up their dossiers on my beltcomp. Graduate Serpent Swarm Technical Institute. Physical engineer for Trist. Holder of a non-current belt navigation certificate rated for polarizers and fusion. No outstanding warrants, no criminal record. No warrants but he had a record, two hits, public mischief. I tabbed the entry for the details. Acquitted with a warning. Charged double back payments on his fares and five hundred hours community service. On a hunch, I punched up my desk from the beltcomp and did quick movement trace. Multiple hits-the pattern was clear. Jayce and Tanya traveled as a couple, starting three months ago. I scanned forward and found trouble in paradise-ten days with no visits. I called up the comm logs for the period. A few calls, all very short, then a long one. Right after that, the visits started again. I called up her comm logs and found long calls to both of them, starting her first day on station. The facts suggested a scenario. Jayce and Tanya have a good thing going, then pretty Miranda shows up and gets in the middle. A week later they sort out the triangle and go out for a no-hard-feelings party, which goes bad. Someone kills Miranda and the other gets involved. They make up the dark Wunderlander as cover. I stuck my head out the door and called Jayce over. I tapped record on my beltcomp and began. We went to the Inferno after work like we always did. She was dancing with this Wunderlander. After a while they left together. He was taken aback. That gives you a motive for murder. He felt he was digging himself in deeper with every word. If I was asking it, I must believe his story. He had a glowflow bodysuit, set to rainbow smears. The Goldskins would go over his statement and cross-check for inconsistencies. I just wanted a read on the first-pass prime suspects. Thank you for your help. I hoped he did too. My system told me that Jayce was telling the truth-mostly. He was hiding something about his relationship with Miranda. That concurred with my theory. There had been infidelity, a fight, a murder. I just needed the link. I had Tanya sent in. She was petite for a Belter-my height. Her eyes were red and she dabbed at them with a handkerchief. In other circumstances she would be pretty. Please sit down," I said in my best good-cop manner. She sat, giving me a forced, trembling smile. She was barely holding herself together. Sometimes a little nudge brings an easy confession, sometimes it catalyzes uncrackable resolve. *Maintien le droit*, the ARM motto cuts both ways. Tanya was a prime suspect. I would step softly, but I would find out what I needed to know. I just have a couple of questions for you, and then you can go. She nodded in response. I sat back, implications running through my brain while Tanya wept. No use questioning her further now, my theory was shot. I needed to reassess. This was her second time on Tiamat. That explained why Tanya was more upset than Jayce and where the spark for the expansion of their relationship had come from. And it told me what Jayce had been covering up about his relationship with Miranda. The information also offered some good motive possibilities-jealousy now for Jayce instead of Tanya or an old grudge rekindled for her. I needed another angle. After a while I got up and grabbed the tube back to my office. On the way, I thought about dossiers. Fingerprints, retina prints, gene scan. Date of birth, date of marriage, date of divorce. Medical history, educational records, details of promotion. Case reports from Bangkok, New Delhi and Berlin.

Commendations for service and commendations for bravery. Date of transfer outsystem. A good record, I was proud of it. Dossiers are the tools of my trade. They give me a skeleton-my job is putting flesh on the bones. I was one of the best. In deep-cover work, the line gets blurry. You make so many sacrifices you start to feel entitled to fringe benefits your cover requires you to take anyway. The Brandywine case cost me my marriage. When it blew up, my position was-confused. Prakit believed them because he believed in me but when the slot on Wunderland came up, he offered it, firmly.

7: Paul Chafe. Destiny's Forge-A Man-Kzin War Novel

Many series can't keep up a good story over books, the Man-Kzin Wars has managed to do it over the nine books I have read. This was done with multiple writers so that's even more impressive to me.

8: Larryniven dot net

In Paul Chafe's "Windows of the World," a member of the UN police, ARM captain Joel K. Allson, and Allson's Kzin partner confront a mysterious murder aboard an orbital habitat, along with several conspiracies and a beautiful suspect.

9: Man-Kzin Wars - Wikipedia

Windows on the World was one of the greatest restaurants New York City has ever seen. Located on the 110th floor of the World Trade Center, it offered guests soaring views of not only Manhattan.

Vascular alterations of the retina Continuation of present debt ceiling. The Bookstore Mouse Grandpa, Mordaunt, and I Microsoft workflow foundation tutorial The Death of Abbe Didier Sound transmission through buildings Harry potter books in german Freedom for Freedom The learning and development challenge On buying old books. Fourth Summer School in Analysis and Mathematical Physics Philip the Second and Macedonian Imperialism Ebook race and racisms The orphans wife Werewolf the forsaken war against the pure Ghiberti and the art of chasing Edilberto Formigli Grace Hudson: Artist of the Pomo Indians Foundations of manual lymph drainage Complete idiots guide to running injury-free Computer Simulation and Computer Algebra Great men and great ideas Communication for education One stroke amazing metallics Changes in working life Reels 90-93. Natchitoches (Agent and Assistant Subassistant Commissioner) Foss weather and water book Live Your Life for Half the Price Nutritional management and physical activity Examples of multi-process theories Instruments and Experimentation in the History of Chemistry (Dibner Institute Studies in the History of S The mothers recompense Governing Technology for Sustainability Batman 1989 script Essential calculus early transcendentals 2nd edition chapter 7 Basics 300 exercises and practice routines for the violin The Good Housekeeping Step-by-Step Great Main Dishes Morning Prayers, 190 P-prim. 3 We come and go. Considerations on the injustice and impolicy of punishing murder by death