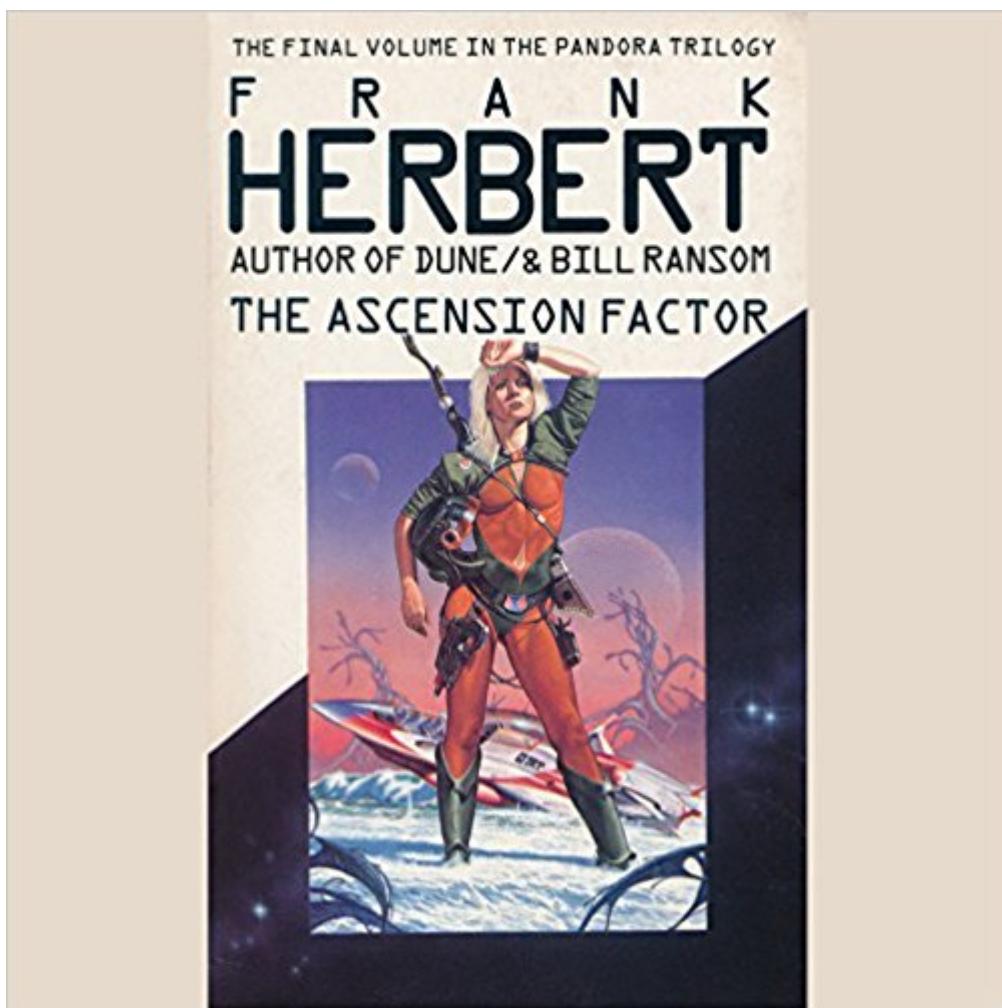


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The Ascension Factor (Pandora Sequence)



Synopsis

Set twenty-five years after *The Lazarus Effect*, this final book in the *Destination: Void* collaboration between Frank Herbert and Bill Ransom concludes the story of the planet Pandora. Pandora's humans have been recovering land from its raging seas at an accelerated pace since *The Lazarus Effect*. The great kelp of the seas, sentient but electronically manipulated by humans, buffers Pandora's wild currents to restore land and facilitate the booming sea trade. New settlements rise overnight, but children starve in their shadows. An orbiting assembly station is near completion of Project Voidship, which is the hope of many for finding a better world. Pandora is under the fist of an ambitious clone from hibernation called the Director, who rules with a sadistic security force led by the assassin Spider Nevi. Small resistance groups have had little effect on his absolute power. The Director controls the transportation of foodstuffs; uprisings are punished with starvation. The resistance fighters' main hope is Crista Galli, a woman believed by some to be the child of God. Crista pools her talents with Dwarf MacIntosh, Beatriz Tatoosh, and Rico LaPush to transcend the barriers between the different species and overthrow the Director and the sinister cabal with which he rules.

Book Information

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Customer Reviews

This final collaboration between the late Herbert (*Dune*) and Ransom is a worthy sequel to their novel *The Lazarus Effect*. On the water planet Pandora, the tyrannical Director, a clone named Raja

Flattery, is impoverishing the inhabitants to the point of starvation as he builds a new Voidship to orbit the spheres. Popular newscaster Ben Ozette has gone underground to broadcast the true facts about the Voidship project, taking with him Flattery's captive, Crista Galli, a woman raised by the planet's sentient kelp and now considered a god by the populace. Though Crista grew up in complete isolation, the kelp gave her a prodigious memory and other mental powers that she uses to aid the resistance. The thematic richness one associates with Herbert is again present, here centering on mind/body dislocations, from the torture victims driven mad to the bodyless brains in cyborgs, and Crista herself. Copyright 1987 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

Frank Herbert (1920-1986), winner of the Hugo and Nebula awards and a #1 New York Times bestselling author, was born in Tacoma, Washington, and worked as a reporter and later as an editor for a number of West Coast newspapers before becoming a full-time writer. His first science fiction story was published in 1952, but he achieved fame more than ten years later with the publication of "Dune World" and "The Prophet of Dune" in Analog. The stories were amalgamated in the bestselling novel Dune in 1965. Bill Ransom was born in Puyallup, Washington, in 1945 and began full-time employment at the age of eleven as an agricultural worker. He has since earned two college degrees and has held a variety of jobs, including as a firefighter and a CPR instructor. He began a pilot project with the Poetry in the Schools program in Washington State and founded and directed the popular Port Townsend Writers Conference for Centrum. His poetry has been nominated for both the Pulitzer Prize and the National Book Award. Scott Brick, actor, narrator, and writer, attended UCLA and spent ten years in a traveling Shakespeare company. Passionate about the spoken word, he has narrated a wide variety of audiobooks, from thrillers and science fiction to classics and nonfiction. He has recorded more than eight hundred audiobooks and won over fifty AudioFile Earphones Awards and several of the prestigious Audie Awards. He was named a Golden Voice by AudioFile magazine and the Voice of Choice for 2016 by Booklist magazine.

Very disappointing. Was basically a rewrite of the previous two. Many flaws and problems in this book. Even as a Frank Herbert fan I can not recommend this book and feel the authors really did Frank a disservice with this book.

I really don't understand how this work could have been so poorly received. The entire Voidship series is one of the most provocative and deeply moving works of science fiction that I have ever

read. I actually found this series far more provocative than the Dune series. I don't know how much is Herbert and how much is Ransom, but this is an incredible collaboration. It is a long inquiry into the nature of existence, consciousness, and humanity. It is also a great story. It a truly original, unique work.

This book was written by Bill Ransom after Frank Herbert passed away in 1986. In the introduction Bill states that he worked with Frank on the plotting and character development, but the writing was left up to Bill. The book takes place 25 years after the end of the Lazarus Effect. In that time a lot has changed on Pandora. With the exception of Queets Twisp who is transformed from rugged fisherman to zen-like monk, gone are the main characters from the previous novel: Kereen Ale; Kerro (Shadow) Panille, who was head of Current Control; Scudi Wang; Brett Norton. It's bad enough that all of the characters are gone, worse that the reader doesn't learn their fates until more than half-way through the book. At the end of the Lazarus Effect, the hyp tanks are brought down from orbit. But despite the fact the tanks offered tremendous opportunities for Pandora, only 3 humans survived: Raja Flattery who overthrows the Islander-Merman governments and takes over as dictator; Mack who is responsible for monitoring current control from orbit; and Alyssa Marsh who Flattery turns OMC (Organic Mental Core). Flattery is in charge. He keeps an authoritarian grip on the population, by restricting food supplies. Flattery seeks to leave Pandora by taking a spaceship to another star. Opposing Flattery is a group known as the Shadows. The Shadows include tv reporter Ben Ozette and Holomaster (camera man) Rico LaPush. They kidnap from Flattery, Crista Galli who was raised by the Kelp. Ozette and LaPush are pursued by bounty hunter Spider Nevi. Meanwhile, reporter Beatriz Tatoosh, former girlfriend to Ozette, travels to the orbital station to run a story on the OMC that is in the process of being installed for Flattery. But the Tatoosh tv crew is attacked by Yuri Brood who is working for Flattery. At the orbital station, Brood takes over, holding Tatoosh hostage. Back on Pandora the Shadows and Zavatans plot to overthrow Flattery. In addition, to Ozette and LaPush, the Shadows include Kaleb Norton-Wang, the son of Brett Norton and Scudi Wang. Ransom wastes a number of pages covering characters who are eliminated by Flattery and add nothing to the plot. Overall, the pace events is beyond slow. It's painful. With the main characters from the previous books gone replaced by boring new characters. Nevi, chases Ozette, Tatoosh goes to orbit, is pursued by Yuri, everyone hates Flattery. On and on the book drags. Finally the end comes suddenly almost from nowhere. It's like the book just stopped.

Unlike Dune, this series has been out of print for some time. Shame! No one does it better than

Herbert but Dune-Mania has left too much of his best work unread and unknown. Dune was a masterpiece, no question. But the series devolved into action novels - the work of creating his universe did not have to be re-done so the rest was just what happens next (and as Brian continues the series, what happened before). The Voidship series is different. Beginning with Destination: Void, which establishes the premise, each novel must reestablish the world in which it is set. Each set of characters has very new hurdles and new forms of intelligent life(? at least self-awareness) to deal with, each with their own world view. A good marketing bet would be to reintroduce these novels in paperback, capitalizing on the popularity of the Dune series. Let the new generation of sf readers discover the other worlds of Frank Herbert. This review refers to the series - Destination: Void, The Jesus Incident, The Lazarus Effect, and The Ascension Factor

This is not a story of empire, such as in his great classic series, "Dune; but rather, Herbert and Ransom tell the story of an ill-fated interstellar colonial expedition gone horribly wrong. I am looking for a hard copy of this work because I believe that the general theme of the mega-hit Strategy software game, "Alpha Centauri" is inspired by some of the vicious alien creatures described in Herbert's story of the adaptation of humanity to a brutal alien world. Characterization is a lot deeper than most sci-fi, and the "run around the fortress" scene is something I've remembered for more than two decades since I last read the book. In our world of animated feature films, this would make an incredible movie.

Very good seller. Item arrived as described.

The "Ascension Factor" was completed by Bill Ransom and said to be based on extensive notes between its two authors after Frank Herbert's death. I have always suspected this book was written by Bill Ransom alone with edited out pages from "Lazarus Effect" and has little to do with the great Frank Herbert. I suspect that Frank Herbert never started a fourth book in this series. Where "Destination: Void," "Jesus Incident", and "Lazarus Effect" are 3 separate and distinct, must read, science fiction master pieces--each with its own unique world and plot-- "Ascension Factor" is clearly a sequel to the "Lazarus Effect." There is no new world, just the one in the last book with a plot to match a bad sequel: The book negates the end of the last book, extends the pre established plot lines of the last book and tacks on a new ending. This is the only Frank Herbert book with zero new ideas and zero pushing the Sci-Fi envelope. Where are you Frank? Bill Ransom's Sci-Fi career went nowhere after his collaboration with Herbert ended, for lack of ideas. This book lacks new

ideas. This book is a stinker and is not worthy of Frank Herbert's name. This book is Fake Frank.

great

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