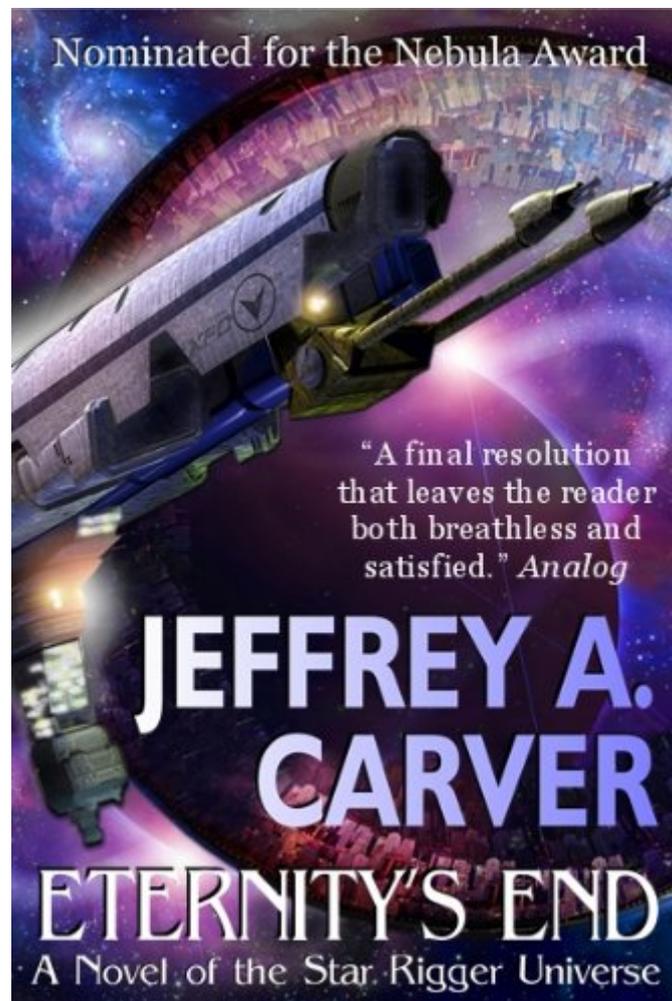


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Eternity's End (Star Rigger Universe)



Synopsis

The Flying Dutchman of the stars! Rigger and star pilot Renwald Legroeder undertakes a search for the legendary ghost ship *Impris* and her passengers and crew whose fate is entwined with interstellar piracy, quantum defects in space-time, galactic coverup conspiracies, and deep-cyber romance. A stand-alone Star Rigger novel, and an excellent starting point for readers new to the Star Rigger Universe. A Nebula Award finalist, from the author of *The Chaos Chronicles*. Original print publication by Tor Books. DRM-free ebook edition. Edition 3 features improved formatting; the text is unchanged. Reviews and Quotes for *Eternity's End*: "True love, cognitive dissonance, divisions among the enemy, ambitious schemes, another mission this one deeper than anyone has ever gone before into the substrata of the Flux and a final resolution that leaves the reader both breathless and satisfied." "Analog" "You don't want to wait for the paperback." "Science Fiction Chronicle" "A mesmerizing tale of human perseverance and courage under pressure that updates the legend of the Flying Dutchman." "Library Journal" "Carver never runs out of new plot twists to keep the reader coming back for more." "The Washington Post

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Customer Reviews

I was pulled into *Eternity's End* by the notion of a Flying Dutchman spaceship, and found so much more than I expected. I just loved this book. The Flux and the Flux interface fascinate me. Carver pulls off the admirable feat of making something illusory, subjective, and "virtual" feel utterly real and yet profoundly unknowable--he vividly describes what is essentially indescribable. The frisson of the unknown grows persistently more eerie the deeper the characters go. I loved the Narseil, and the process of getting to know them through Legroeder's eyes (and especially the mild estrangement from human culture that I felt at one point, making me realize how immersed we'd gotten in Narseil culture). I enjoyed the heck out of the pirates and the cyber enhancements. The opening chase scene is only the beginning of a wild roller-coaster ride--you get a breath to look around now and then and ponder some intriguing new information, and then the author throws the next twist at you and you're off again. There are "silent running" scenes with all the tense appeal of the best submarine adventures, and exhilarating dogfights, and character interactions fraught with intense and complex psychology. This is topnotch space adventure and an edge-of-your-seat thriller, but it works on many deeper levels, too. I am dying to read a sequel. Please write one, Jeffrey Carver!

Carver starts off this book with heart pumping action that doesn't stop for much all the way through. It's a good tale of adventure with a comfortable mix of pulp novel ingredients like private eyes, space pirates and a host of believable, if slightly two-dimensional characters, along with more up-to-date ideas like cyber augments and a bit of political intrigue that makes this mystery feel very much like a Grisham novel on LSD. I'm not comparing quality, but the plot was enough to keep me interested through the somewhat large number of pages. Despite a truly panoramic vision of the future, Carver stays on track and keeps the descriptive prose short and sweet. Like Asimov, he doesn't get lost in distracting details. Be warned, though, the numerous jaunts through the flux (hyperspace) can be somewhat unusual. The flux rigging is certainly his most original invention - a place where quantum indeterminacy allows the pilot's consciousness to have an incredible degree of control over the reality of the ship and its surroundings - but, to get the most out of the flux, the reader has to be willing to pump their imagination up to full volume. I recommend this book to anyone who likes a slightly dreamlike blaze through a galactic conspiracy. There's a measure of political and social commentary such as with the Fabri natives and the corrupt government officials, some highly fictional armchair cosmology such as with the Deep Flux, and the occasional car chase and love triangle thrown in for spice. Stylistically, it brings to mind the earlier work of Robert Heinlein with the fast-paced and occasionally sardonic surrealism. Readers who demand profound truths out

of every page might do well to steer clear of this one. But I enjoy a roller coaster ride as a lighter break from more serious books, and I'm going to be looking for more of Carver's books when such a break is needed. Eternity's End promised a breathtaking journey and Carver delivered.

I really enjoyed this book. The universe and history Carver created is interesting and believable. I like his interpretation on interstellar travel and his characters. The only thing I might fault it for is for a few chapters where reality pretty much follows no rules - which could ruin a story - but he doesn't do anything ridiculous with it. I definitely plan to seek out more books by him. This is apparently the sixth book of his to take place in the "Star Rigger Universe" - but it doesn't read like it's the sixth in a series. It firmly stands on its own as a novel.

I would say this is 3.5-star but I will round up to 4-star just because it was a welcome reminder that sci-fi can be fun, after trying to slog through bleak and dreary novels like "Revelation Space" and "Gateway". This book was too long by about a third. The climax came about 75% of the way through, with a really long falling action - wrapping up the plot, but with no real suspense because you know that after they "won" the author wasn't going to then let the whole thing fail on some minor plot point. The plot all works, basically, but it's not super tight. There's a main "mission", and then a bunch of stuff going on in the background which is sort of important, and sort of drives the action, but doesn't seem super important, and thus seems a bit of a distraction. Certain characters and plot lines which initially seem important, like Maris, become more of an afterthought. It seems like Legroeder rehashes certain things in his mind over and over. Do I trust so-and-so? Can I really trust so-and-so? and so forth. I never did get a real strong feeling for "the Flux" and "rigging" as a means of interstellar travel. Maybe it is better explained in earlier novels by this author (which I haven't read). It has a sort of mystical quality about it, which means I never really understood the "rules" for this universe. So this sounds kind of negative. But overall, this story was mostly fun, mostly easy reading, mostly engaging, with some decent characters, atmospheric settings, and a decent space-opera sort of plot with equal parts conspiracy and political intrigue, and grand cosmic events. Throw in some action and space battles, and yes even a talking dog, and this was pretty enjoyable to read.

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