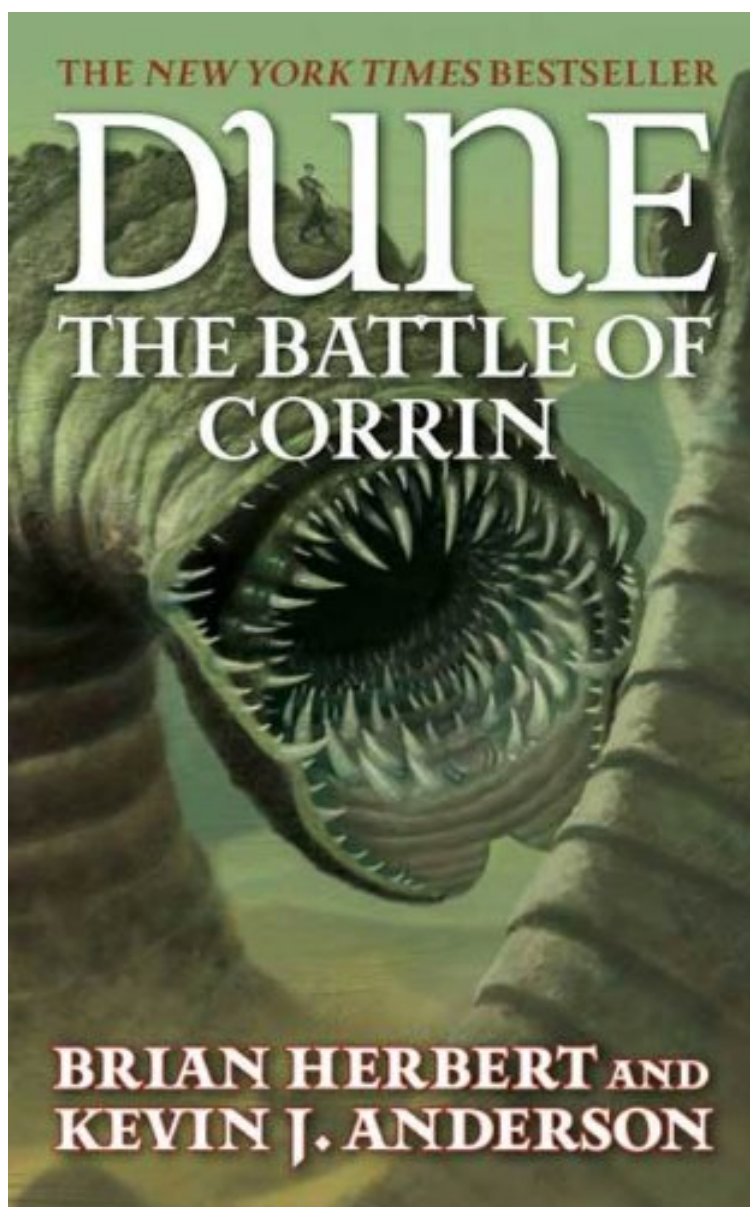


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Dune: The Battle of Corrin: Book Three of the Legends of Dune Trilogy



*Par Brian Herbert, Kevin J. Anderson
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Par Brian Herbert, Kevin J. Anderson :
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Description : Description du produitFollowing their internationally bestselling novels Dune: The Butlerian Jihad and Dune: The Machine Crusade, Brian Herbert and Kevin J. Anderson forge a final tumultuous finish to their prequels to Frank Herbert's Dune.Dune: The Battle of CorrinIt has been fifty-six hard years since the events of The Machine Crusade. Following the death of Serena Butler, the bloodiest decades of the Jihad take place. Synchronized Worlds and Unallied Planets are liberated one by one, and at long last, after years of victory, the human worlds begin to hope that the end of the centuries-long conflict with the thinking machines is finally in sight.Unfortunately, Omnium has one last, deadly card to play. In a last-ditch effort to

destroy humankind, virulent plagues are let loose throughout the galaxy, decimating the populations of whole planets . . . and once again, the tide of the titanic struggle shifts against the warriors of the human race. At last, the war that has lasted many lifetimes will be decided in the apocalyptic Battle of Corrin. In the greatest battle in science fiction history, human and machine face off one last time. . . . And on the desert planet of Arrakis, the legendary Fremen of Dune become the feared fighting force to be discovered by Paul Maud'Dib in Frank Herbert's classic, *Dune*.

Prsentation de l'diteur Following their internationally bestselling novels *Dune: The Butlerian Jihad* and *Dune: The Machine Crusade*, Brian Herbert and Kevin J. Anderson forge a final tumultuous finish to their prequels to Frank Herbert's *Dune*. *Dune: The Battle of Corrin* It has been fifty-six hard years since the events of *The Machine Crusade*. Following the death of Serena Butler, the bloodiest decades of the Jihad take place. Synchronized Worlds and Unallied Planets are liberated one by one, and at long last, after years of struggle, the human worlds begin to hope that the end of the centuries-long conflict with the thinking machines is finally in sight. Unfortunately, Omnius has one last, deadly card to play. In a last-ditch effort to destroy humankind, virulent plagues are let loose throughout the galaxy, decimating the populations of whole planets . . . and once again, the tide of the titanic struggle shifts against the warriors of the human race. At last, the war that has lasted many lifetimes will be decided in the apocalyptic Battle of Corrin. In the greatest battle in science fiction history, human and machine face off one last time. . . . And on the desert planet of Arrakis, the legendary Fremen of Dune become the feared fighting force to be discovered by Paul Muad'Dib in Frank Herbert's classic, *Dune*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From Publishers Weekly *Dune* addicts will happily devour Herbert and Anderson's spicy conclusion (after 2003's *Dune: The Machine Crusade*) to their second prequel trilogy, *Legends of Dune*. A fearsome robot-engineered plague opens the tumultuous Battle of Corrin, climaxing the century-long galactic war between humans and the computer Omnius's robotic Synchronized Empire. Vorian Atredies, supreme commander of the human Army of the Jihad, initiates the no-holds-barred feud between House Atreides and House Harkonnen by exiling Abulurd Harkonnen for cowardice, while Vorian's granddaughter Raquella molds the Sorceress survivors into a biochemically based sisterhood and Ishmael leads his people into Arrakis's sandwormy desert to become Fremen of Dune. All the *Dune* themes—religion and politics, fanaticism, ecology, opportunism, totalitarianism, the power of myth—exhaustively prepare the way for Frank Herbert's sweeping classic of corruptibility and survival. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From AudioFile Scott Brick brings to life this last of the prequels to Frank Herbert's *Dune* series. The complications between the thinking machines and the synchronized worlds and unallied planets are coming to a head, building to a great battle. Brick re-creates many of the characters who are familiar from prior books and creates personifications of new additions with dimension and personality. He is an enthusiastic and strong narrator who makes this long and complex book accessible. Brick is particularly adept at drawing out the personality of his characters, especially Omnius and eerily human-like robots. J.E.M. AudioFile 2004, Portland, Maine-- Copyright AudioFile, Portland, Maine