

Consider Phlebas A Culture Novel Culture Series Book 1

A Chelgrian emissary is sent to the Masaq' Orbital to bring Ziller, a famous but reclusive Chelgrian composer, home, on a mission that also has a top-secret purpose that will take him on a haunting odyssey into his own past and into memories of terrible war that cost billions of lives and whose legacy threatens the present. Reprint.

In Scotland, a self-appointed executioner dispenses justice to fit the crime. Thus the lenient judge who let a rapist go is punished by being raped, while a man who killed is killed in turn.

The man known as Cheradenine Zakalwe was one of Special Circumstances' foremost agents, changing the destiny of planets to suit the Culture through intrigue, dirty tricks and military action. The woman known as Diziet Sma had plucked him from obscurity and pushed him towards his present eminence, but despite all their dealings she did not know him as well as she thought. The drone known as Skaffen-Amtiskaw knew both of these people. It had once saved the woman's life by massacring her attackers in a particularly bloody manner. It believed the man to be a lost cause. But not even its machine could see the horrors in his past. Ferociously intelligent, both witty and horrific, *USE OF WEAPONS* is a masterpiece of science fiction.

The fifth Culture book from the awesome imagination of Iain M. Banks, a modern master of science fiction. Two and a half millennia ago, the artifact appeared in a remote corner of space, beside a trillion-year-old dying sun from a different universe. It was a perfect black-body sphere, and it did nothing. Then it disappeared. Now it is back. Praise for the Culture series: 'Epic in scope, ambitious in its ideas and absorbing in its execution' Independent on Sunday 'Banks has created one of the most enduring and endearing visions of the future' Guardian 'Jam-packed with extraordinary invention' Scotsman 'Compulsive reading' Sunday Telegraph The Culture series: Consider Phlebas The Player of Games Use of Weapons The State of the Art Excession Inversions Look to Windward Matter Surface Detail The Hydrogen Sonata Other books by Iain M. Banks: Against a Dark Background Feersum Endjinn The Algebraist

Only nine people have ever been chosen by renowned children's author Laura White to join the Rabbit Back Literature Society, an elite group of writers in the small town of Rabbit Back. Now a tenth member has been selected: a young literature teacher named Ella. Soon Ella discovers that the Society is not what it seems. What is its mysterious ritual known as "The Game"? What explains the strange disappearance that occurs at Laura White's winter party? Why are the words inside books starting to rearrange themselves? Was there once another tenth member, before her? Slowly, as Ella explores the Society and its history, disturbing secrets that had been buried for years start to come to light. . . . In Pasi Ilmari Jääskeläinen's chilling, darkly funny novel, *The Rabbit Back Literature Society*, praised as "Twin Peaks meets the

Brothers Grimm" (The Telegraph), the uncanny brushes up against the everyday in the most beguiling and unexpected of ways.

From New York Times bestseller and Hugo Award-winner John Scalzi, a wild-and-woolly caper novel of interstellar diplomacy A human diplomat creates an interstellar incident when he kills an alien diplomat in a most . . . unusual . . . way. To avoid war, Earth's government must find an equally unusual object: a type of sheep ("The Android's Dream"), used in the alien race's coronation ceremony. To find the sheep, the government turns to Harry Creek, ex-cop, war hero and hacker extraordinaire, who, with the help of a childhood friend turned artificial intelligence, scours the earth looking for the rare creature. But there are others with plans for the sheep as well. Mercenaries employed by the military. Adherents of a secret religion based on the writings of a 21st century SF author. And alien races, eager to start a revolution on their home world and a war on Earth. To keep our planet from being enslaved, Harry will have to pull off a grand diplomatic coup, a gambit that will take him from the halls of power to the lava-strewn battlefields of alien worlds. There's only one chance to get it right, to save the life of the sheep—and to protect the future of humanity. Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts 1. Lock In 2. Head On The Interdependency Sequence 1. The Collapsing Empire 2. The Consuming Fire Old Man's War Series 1. Old Man's War 2. The Ghost Brigades 3. The Last Colony 4. Zoe's Tale 5. The Human Division 6. The End of All Things At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"A man lies in a coma after a near-fatal accident. His body broken, his memory vanished, he finds himself in the surreal world of the bridge, a world free of the usual constraints of time and space"--Page 4 of cover.

The first ever collection of Iain M. Banks's short fiction, this volume includes the acclaimed novella, The State of the Art. This is a striking addition to the growing body of Culture lore, and adds definition and scale to the previous works by using the Earth of 1977 as contrast. The other stories in the collection range from science fiction to horror, dark-coated fantasy to morality tale. All bear the indefinable stamp of Iain Banks's staggering talent. Praise for the Culture series: 'Epic in scope, ambitious in its ideas and absorbing in its execution' Independent on Sunday 'Banks has created one of the most enduring and endearing visions of the future' Guardian 'Jam-packed with extraordinary invention' Scotsman 'Compulsive reading' Sunday Telegraph The Culture series: Consider Phlebas The Player of Games Use of Weapons The State of the Art Excession Inversions Look to Windward Matter Surface Detail The Hydrogen Sonata Other books by Iain M. Banks: Against a Dark Background Feersum Endjinn The Algebraist

A fiercely satirical novel by one of the Britain's greatest living writers chronicles the behind-the-scenes machinations of a secretive organization with plans to dominate the world. By the author of A Song of Stone and The Wasp Factory.

Reprint. 12,500 first printing.

The New York Times bestselling Culture novel... The Scavenger species are circling. It is, truly, provably, the End Days for the Gzilt civilization. An ancient people, organized on military principles and yet almost perversely peaceful, the Gzilt helped set up the Culture ten thousand years earlier and were very nearly one of its founding societies, deciding not to join only at the last moment. Now they've made the collective decision to follow the well-trodden path of millions of other civilizations; they are going to Sublime, elevating themselves to a new and almost infinitely more rich and complex existence. Amid preparations though, the Regimental High Command is destroyed. Lieutenant Commander (reserve) Vyr Cossont appears to have been involved, and she is now wanted - dead, not alive. Aided only by an ancient, reconditioned android and a suspicious Culture avatar, Cossont must complete her last mission given to her by the High Command. She must find the oldest person in the Culture, a man over nine thousand years old, who might have some idea what really happened all that time ago. It seems that the final days of the Gzilt civilization are likely to prove its most perilous.

Welcome back to the brash, brutal new world of the twenty-fifth century: where global politics isn't just for planet Earth anymore; and where death is just a break in the action, thanks to the techno-miracle that can preserve human consciousness and download it into one new body after another. Cynical, quick-on-the-trigger Takeshi Kovacs, the ex-U.N. envoy turned private eye, has changed careers, and bodies, once more . . . trading sleuthing for soldiering as a warrior-for-hire, and helping a far-flung planet's government put down a bloody revolution. But when it comes to taking sides, the only one Kovacs is ever really on is his own. So when a rogue pilot and a sleazy corporate fat cat offer him a lucrative role in a treacherous treasure hunt, he's only too happy to go AWOL with a band of resurrected soldiers of fortune. All that stands between them and the ancient alien spacecraft they mean to salvage are a massacred city bathed in deadly radiation, unleashed nanotechnology with a million ways to kill, and whatever surprises the highly advanced Martian race may have in store. But armed with his genetically engineered instincts, and his trusty twin Kalashnikovs, Takeshi is ready to take on anything—and let the devil take whoever's left behind.

The polarizing literary debut by Scottish author Ian Banks, *The Wasp Factory* is the bizarre, imaginative, disturbing, and darkly comic look into the mind of a child psychopath. Meet Frank Cauldhame. Just sixteen, and unconventional to say the least: Two years after I killed Blyth I murdered my young brother Paul, for quite different and more fundamental reasons than I'd disposed of Blyth, and then a year after that I did for my young cousin Esmerelda, more or less on a whim. That's my score to date. Three. I haven't killed anybody for years, and don't intend to ever again. It was just a stage I was going through.

Consider Phlebas is a space opera of stunning power and awesome imagination, from a modern master of science fiction. The war raged across the galaxy. Billions had died, billions more were doomed. Moons, planets, the very stars themselves, faced destruction, cold-blooded, brutal, and worse, random. The Idirans fought for their Faith; the Culture for its moral right to exist. Principles were at stake. There could be no surrender. Within the cosmic conflict, an individual crusade. Deep within a fabled labyrinth on a barren world, a Planet of the Dead proscribed to mortals, lay a fugitive Mind. Both the Culture and the Idirans sought it. It was the fate of Horza, the Changer, and his motley crew of unpredictable mercenaries, human and machine, to actually find it - and with it their own destruction. Praise for the Culture series 'Epic in scope, ambitious in its ideas and absorbing in its execution' Independent on Sunday 'Banks has created one of the most enduring and endearing visions of the future' Guardian 'Jam-packed with extraordinary invention' Scotsman 'Compulsive reading' Sunday Telegraph The Culture series: Consider Phlebas The Player of Games Use of Weapons The State of the Art Excession Inversions Look to Windward Matter Surface Detail The Hydrogen Sonata Other books by Iain M. Banks: Against a Dark Background Feersum Endjinn The Algebraist

Strange visitors throw a planet of refugees into chaos in this science fiction adventure by the author of New York Times bestseller The Uplift War. Book One in the Uplift Storm Trilogy Centuries ago, the Buyur race abandoned Jijo. Now off-limits to settlers, it's warded by guardian machines who will protect the planet until the Institutes of the Five Galaxies declare Jijo ready—in another million years—for new civilization. But mere laws and guardians can't keep out the desperate. Clandestine bands of "sooners" have sneaked down to the lonely planet. Six intelligent races—all refugees—have bickered . . . then built a new society in the wilds of Jijo, hidden beneath forest canopies. Together they live in harmony—and in fear of the day their illegal colony will be discovered and judgment from the Five Galaxies will rain down upon them. One day a strange starship finally does appear on Jijo. But its owners do not bring law or judgment. Only dire secrets. And they'll do whatever it takes to keep them . . . This ebook features a new introduction by the author. Hugo Award Finalist "A captivating read . . . Brightness Reef leaves you looking forward to more. It's a worthy addition to what promises to be a great science fiction series." —Star Tribune "Brin is a skillful storyteller. . . . There is more than enough action to keep the book exciting, and like all good serials, the first volume ends with a bang." —The Plain Dealer "A universe that's immensely appealing, leaving readers hungry for more of this exciting, epic adventure." —Publishers Weekly "Tremendously inventive, ambitious work." —Kirkus Reviews "A timely, science fictional contemplation of the refugee experience."—Santa Fe Reporter

The ruling Laow on Imperium sends Jon lehard, a human slave, after Eblis Bey, a terrorist from Old Earth who knows how to destroy their empire

The inside story of the booming video game industry from the late 1990s to the present, as told by the Managing Director of Ubisoft's Massive Entertainment (The Division, Far Cry 3, Assassin's Creed: Revelations). At Massive Entertainment, a Ubisoft studio, a key division of one of the largest, most influential companies in gaming, Managing Director Polfeldt has had a hand in some of the biggest video game franchises of today, from Assassin's Creed to Far Cry to Tom Clancy's The Division, the fastest-selling new series this generation which revitalized the Clancy brand in gaming. In The Dream Architects, Polfeldt charts his course through a charmed, idiosyncratic career which began at the dawn of the Sony PlayStation and Microsoft Xbox era -- from successfully pitching an Avatar game to James Cameron that will digitally create all of Pandora to enduring a week-long survivalist camp in the Scandinavian forest to better understand the post-apocalyptic future of The Division. Along the way, Polfeldt ruminates on how the video game industry has grown and changed, how and when games became art, and the medium's expanding artistic and storytelling potential. He shares what it's like to manage a creative process that has ballooned from a low-six-figure expense with a team of a half dozen people to a transatlantic production of five hundred employees on a single project with a production budget of over a hundred million dollars. A rare firsthand account of the golden age of game development told in vivid detail, The Dream Architects is a seminal work about the biggest entertainment medium of today.

Dark family secrets and a long-lost love affair lie at the heart of Iain Banks's fabulous new novel. The Wopuld family built its fortune on a board game called Empire! - now a hugely successful computer game. So successful, the American Spraint Corp wants to buy the firm out. Young renegade Alban, who has been evading the family clutches for years, is run to ground and persuaded to attend the forthcoming family gathering - part birthday party, part Extraordinary General Meeting - convened by Win, Wopuld matriarch and most powerful member of the board, at Garbadale, the family's highland castle. Being drawn back into the bosom of the clan brings a disconcerting confrontation with Alban's past. What drove his mother to take her own life? And is he ready to see Sophie, his beautiful cousin and teenage love? Grandmother Win's revelations will radically alter Alban's perspective for ever.

Stewart Gilmour is back in Stonemouth. After five years in exile his presence is required at the funeral of patriarch Joe Murston, and even though the last time Stu saw the Murstons he was running for his life, staying away might be even more dangerous than turning up. Although there's supposed to be a temporary truce between Stewart and the town's biggest crime family, it's soon clear that only Stewart is taking this promise of peace seriously. As he steps back into the minefield of his past to confront his guilt and all that it has lost him, Stu uncovers ever darker stories, and his homecoming takes a more lethal turn than even he had anticipated. Tough, funny, fast-paced and touching, Stonemouth cracks open adolescence, love, brotherhood and vengeance in a rite of passage novel like no other.

Consider PhlebasOrbit

The first book in Iain M. Banks's seminal science fiction series, The Culture. Consider Phlebas introduces readers to the utopian conglomeration of human and alien races that explores the nature of war, morality, and the limitless bounds of mankind's imagination. The war raged across the galaxy. Billions had died, billions more were doomed. Moons, planets, the very stars themselves, faced destruction,

cold-blooded, brutal, and worse, random. The Idirans fought for their Faith; the Culture for its moral right to exist. Principles were at stake. There could be no surrender. Within the cosmic conflict, an individual crusade. Deep within a fabled labyrinth on a barren world, a Planet of the Dead proscribed to mortals, lay a fugitive Mind. Both the Culture and the Idirans sought it. It was the fate of Horza, the Changer, and his motley crew of unpredictable mercenaries, human and machine, actually to find it, and with it their own destruction.

There is a world that hangs suspended between triumph and catastrophe, between the dismantling of the Wall and the fall of the Twin Towers, frozen in the shadow of suicide terrorism and global financial collapse. Such a world requires a firm hand and a guiding light. But does it need the Concern: an all-powerful organization with a malevolent presiding genius, pervasive influence and numberless invisible operatives in possession of extraordinary powers? Among those operatives are Temudjin Oh, of mysterious Mongolian origins, an un-killable assassin who journeys between the peaks of Nepal, a version of Victorian London and the dark palaces of Venice under snow; Adrian Cubbish, a restlessly greedy City trader; and a nameless, faceless state-sponsored torturer known only as the Philosopher, who moves between time zones with sinister ease. Then there are those who question the Concern: the bandit queen Mrs. Mulverhill, roaming the worlds recruiting rebels to her side; and Patient 8262, under sedation and feigning madness in a forgotten hospital ward, in hiding from a dirty past. There is a world that needs help; but whether it needs the Concern is a different matter.

Sharrow was once the leader of a personality-attuned combat team in one of the sporadic little commercial wars in the civilization based around the planet Golter. Now she is hunted by the Huhsz, a religious cult which believes that she is the last obstacle before the faith's apotheosis, and her only hope of escape is to find the last of the apocalyptically powerful Lazy Guns before the Huhsz find her. Her journey through the exotic Golterian system is a destructive and savage odyssey into her past, and that of her family and of the system itself.

The Culture - a human/machine symbiotic society - has thrown up many great Game Players, and one of the greatest is Gurgeh. Jernau Morat Gurgeh. The Player of Games. Master of every board, computer and strategy. Bored with success, Gurgeh travels to the Empire of Azad, cruel and incredibly wealthy, to try their fabulous game...a game so complex, so like life itself, that the winner becomes emperor. Mocked, blackmailed, almost murdered, Gurgeh accepts the game, and with it the challenge of his life - and very possibly his death. Praise for Iain M. Banks: "Poetic, humorous, baffling, terrifying, sexy -- the books of Iain M. Banks are all these things and more" -- NME "An exquisitely riotous tour de force of the imagination which writes its own rules simply for the pleasure of breaking them." -- Time Out

Her eyes were black, wide as though with some sustained surprise, the skin from their outer corners to her small ears taut. Her lips were pale, and nearly too full for her small mouth, like something bled but bruised. He had never seen anyone or anything quite so beautiful in his life.' Graham Park is in love. But Sara Fitch is an enigma to him, a creature of almost perverse mystery. Steven Grout is paranoid - and with justice. He knows that They are out to get him. They are. Quiss, insecure in his fabulous if ramshackle castle, is forced to play interminable impossible games. The solution to the oldest of all paradoxical riddles will release him. But he must find an answer before he knows the question. Park, Grout, Quiss - no trio could be further apart. But their separate courses are set for collision.

This critical history of Iain M. Banks' Culture novels covers the series from its inception in the 1970s to the *The Hydrogen Sonata* (2012), published less than a year before Banks' death. It considers Banks' origins as a writer, the development of his politics and ethics, his struggles to become a published author, his eventual success with *The Wasp Factory* (1984) and the publication of the first Culture novel, *Consider Phlebas* (1987). His 1994 essay "A Few Notes on the Culture" is

included, along with a range of critical responses to the 10 Culture books he published in his lifetime and a discussion of the series' status as utopian literature. Banks was a complex man, both in his everyday life and on the page. This work aims at understanding the Culture series not only as a fundamental contribution to science fiction but also as a product of its creator's responses to the turbulent times he lived in.

CONSIDER PHLEBAS The war raged across the galaxy. Billions had died, billions more were doomed. Moons, planets, the very stars themselves, faced destruction, cold-blooded, brutal, and worse, random. The Idirans fought for their Faith; the Culture for its moral right to exist. Principles were at stake. There could be no surrender. Within the cosmic conflict, an individual crusade. Deep within a fabled labyrinth on a barren world, a Planet of the Dead proscribed to mortals, lay a fugitive Mind. Both the Culture and the Idirans sought it. It was the fate of Horza, the Changer, and his motley crew of unpredictable mercenaries, human and machine, actually to find it, and with it their own destruction.

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Multiple Hugo Award winner Vernor Vinge takes readers on a fifty-million-year trip to a future where humanity's fate will be decided in a dangerous game of high-tech survival. In this taut thriller, a Hugo finalist for Best Novel, nobody knows why there are only three hundred humans left alive on the Earth fifty million years from now. Opinion is fiercely divided on whether to settle in and plant the seed of mankind anew, or to continue using high-energy stasis fields, or "bobbles," in venturing into the future. When somebody is murdered, it's obvious someone has a secret he or she is willing to kill to preserve. The murder intensifies the rift between the two factions, threatening the survival of the human race. It's up to 21st century detective Wil Brierson, the only cop left in the world, to find the culprit, a diabolical fiend whose lust for power could cause the utter extinction of man. Filled with excitement and adventure, Vinge's tense SF puzzler will satisfy

readers with its sense of wonder and engaging characters, one of whom is a murderer with a unique modus operandi. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The “cool and scary”(San Francisco Chronicle) New York Times bestseller from the author of Pattern Recognition and Neuromancer. • spook (spo?ok) n.: A specter; a ghost. Slang for “intelligence agent.” • country (?k?n-tr?) n.: In the mind or in reality. The World. The United States of America, New Improved Edition. What lies before you. What lies behind. • spook country (spo?ok ?k?n-tr?) n.: The place where we all have landed, few by choice. The place we are learning to live. Hollis Henry is a journalist, on investigative assignment for a magazine called Node, which doesn't exist yet. Bobby Chombo apparently does exist, as a producer. But in his day job, Bobby is a troubleshooter for military navigation equipment. He refuses to sleep in the same place twice. He meets no one. And Hollis Henry has been told to find him... “A devastatingly precise reflection of the American zeitgeist.”—The Washington Post Book World

A superb standalone novel from the awesome imagination of Iain M. Banks, a master of modern science fiction. It is 4034 AD. Humanity has made it to the stars. Fassin Taak, a Slow Seer at the Court of the Nasqueron Dwellers, will be fortunate if he makes it to the end of the year. The Nasqueron Dwellers inhabit a gas giant on the outskirts of the galaxy, in a system awaiting its wormhole connection to the rest of civilisation. In the meantime, they are dismissed as decadents living in a state of highly developed barbarism, hoarding data without order, hunting their own young and fighting pointless formal wars. Seconded to a military-religious order he's barely heard of - part of the baroque hierarchy of the Mercatoria, the latest galactic hegemony - Fassin Taak has to travel again amongst the Dwellers. He is in search of a secret hidden for half a billion years. But with each day that passes a war draws closer - a war that threatens to overwhelm everything and everyone he's ever known. As complex, turbulent and spectacular as the gas giant on which it is set, this novel from Iain M. Banks is space opera on a truly epic scale. Praise for Iain M. Banks: 'Epic in scope, ambitious in its ideas and absorbing in its execution' Independent on Sunday 'Banks has created one of the most enduring and endearing visions of the future' Guardian 'Jam-packed with extraordinary invention' Scotsman 'Compulsive reading' Sunday Telegraph The Culture series: Consider Phlebas The Player of Games Use of Weapons The State of the Art Excession Inversions Look to Windward Matter Surface Detail The Hydrogen Sonata Other books by Iain M. Banks: Against a Dark Background Feersum Endjinn The Algebraist

It begins in the realm of the Real, where matter still matters. It begins with a murder. And it will not end until the Culture has gone to war with death itself. Lededje Y'breq is one of the Intagliated, her marked body bearing witness to a family shame, her life belonging to a man whose lust for power is without limit. Prepared to risk everything for her freedom, her release - when it comes - is at a price, and to put things right she will need the help of the Culture. Benevolent,

enlightened and almost infinitely resourceful though it may be, the Culture can only do so much for any individual. With the assistance of one of its most powerful - and arguably deranged - warships, Lededje finds herself heading into a combat zone not even sure which side the Culture is really on. A war - brutal, far-reaching - is already raging within the digital realms that store the souls of the dead, and it's about to erupt into reality. It started in the realm of the Real and that is where it will end. It will touch countless lives and affect entire civilizations, but at the center of it all is a young woman whose need for revenge masks another motive altogether.

Originally published: London: Orbit, 1998.

Eighteen-year-old Kit is weird: big, strange, odd, socially disabled, on a spectrum that stretches from "highly gifted" at one end, to "nutter" at the other. At least Kit knows who his father is; he and Guy live together in a decaying country house on the unstable brink of a vast quarry. His mother's identity is another matter. Now, though, his father's dying, and old friends are gathering for one last time. "Uncle" Paul's a media lawyer now; Rob and Ali are upwardly mobile corporate bunnies; pretty, hopeful Pris is a single mother; Haze is still living up to his drug-inspired name twenty years on; and fierce, protective Hol is a gifted if acerbic critic. As young film students they lived at Willoughtree House with Guy, and they've all come back because they want something. Kit, too, has his own ulterior motives. Before his father dies he wants to know who his mother is, and what's on the mysterious tape they're all looking for. But most of all he wants to stop time and keep his father alive. Fast-paced, gripping and savagely funny, *The Quarry* is a virtuoso performance whose soaring riffs on the inexhaustible marvel of human perception and rage against the dying of the light will stand among Iain Banks' greatest work.

In a world renowned even within a galaxy full of wonders, a crime within a war. For one man it means a desperate flight, and a search for the one - maybe two - people who could clear his name. For his brother it means a life lived under constant threat of treachery and murder. And for their sister, even without knowing the full truth, it means returning to a place she'd thought abandoned forever. Only the sister is not what she once was; Djan Seriy Anaplian has changed almost beyond recognition to become an agent of the Culture's Special Circumstances section, charged with high-level interference in civilizations throughout the greater galaxy. Concealing her new identity - and her particular set of abilities - might be a dangerous strategy, however. In the world to which Anaplian returns, nothing is quite as it seems; and determining the appropriate level of interference in someone else's war is never a simple matter. *MATTER* is a novel of dazzling wit and serious purpose. An extraordinary feat of storytelling and breathtaking invention on a grand scale, it is a tour de force from a writer who has turned science fiction on its head.

Portrays a band of guerrillas who force themselves on the aristocratic couple living in a rural castle, and subtly weaves

sexual, physical, and political tension into an intricate literary web

Science fiction magazine of fiction, poetry, artwork, interviews, reviews and more.

In M. John Harrison's dangerously illuminating new novel, three quantum outlaws face a universe of their own creation, a universe where you make up the rules as you go along and break them just as fast, where there's only one thing more mysterious than darkness. In contemporary London, Michael Kearney is a serial killer on the run from the entity that drives him to kill. He is seeking escape in a future that doesn't yet exist—a quantum world that he and his physicist partner hope to access through a breach of time and space itself. In this future, Seria Mau Genlicher has already sacrificed her body to merge into the systems of her starship, the White Cat. But the “inhuman” K-ship captain has gone rogue, pirating the galaxy while playing cat and mouse with the authorities who made her what she is. In this future, Ed Chianese, a drifter and adventurer, has ridden dynaflo ships, run old alien mazes, surfed stellar envelopes. He “went deep”—and lived to tell about it. Once crazy for life, he's now just a twink on New Venusport, addicted to the bizarre alternate realities found in the tanks—and in debt to all the wrong people. Haunting them all through this maze of menace and mystery is the shadowy presence of the Shrande—and three enigmatic clues left on the barren surface of an asteroid under an ocean of light known as the Kefahuchi Tract: a deserted spaceship, a pair of bone dice, and a human skeleton. Praise for *Light* “Uproarious, breath-taking, exhilarating . . . This is a novel of full spectrum literary dominance. . . . It is a work of—and about—the highest order.”—Guardian “An increasingly complex and dazzling narrative . . . *Light* depicts its author as a wit, an awesomely fluent and versatile prose stylist, and an SF thinker as dedicated to probing beneath surfaces as William Gibson is to describing how the world looks when reflected in them. . . . SF fans and skeptics alike are advised to head towards this *Light*.”—Independent “*Light* is a literary singularity: at one and the same time a grim, gaudy space opera that respects the physics, and a contemporary novel that unflinchingly revisits the choices that warp a life. It's almost unbearably good.”—Ken MacLeod, author of *Engine City*

Forty very short stories that reimagine the genre of crime writing from some of today's most imaginative and thrilling writers “An intriguing take on crime/noir writing, this collection of 40 very short stories by leading and emerging literary voices—Amelia Gray, Brian Evenson, Elizabeth Hand, Carmen Maria Machado, Benjamin Percy, Laura van den Berg and more—investigates crimes both real and imagined. Despite their diminutive size, these tales promise to pack a punch.” —Chicago Tribune, 1 of 25 Hot Books for Summer *Tiny Crimes* gathers leading and emerging literary voices to tell tales of villainy and intrigue in only a few hundred words. From the most hard-boiled of noirs to the coziest of mysteries, with diminutive double crosses, miniature murders, and crimes both real and imagined, *Tiny Crimes* rounds up all the usual suspects, and some unusual suspects, too. With illustrations by Wesley Allsbrook and flash fiction by Carmen Maria

Machado, Benjamin Percy, Amelia Gray, Adam Sternbergh, Yuri Herrera, Julia Elliott, Elizabeth Hand, Brian Evenson, Charles Yu, Laura van den Berg, and more, *Tiny Crimes* scours the underbelly of modern life to expose the criminal, the illegal, and the depraved.

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