

Consider Phlebas Culture 1 Iain M Banks

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

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.

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.

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.

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.

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.

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.

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

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

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.

Originally published: London: Orbit, 1998.

In the second book of The Inhibitor Trilogy, Alastair Reynolds pushes the boundaries of science fiction and "confirms his place among the leaders of the hard-science space-opera renaissance" (Publishers Weekly). Late in the twenty-sixth century, the human race has advanced enough to accidentally trigger the Inhibitors -- alien killing machines designed to detect intelligent life and destroy it. The only hope for humanity lies in the recovery of a secret cache of doomsday weapons -- and a renegade named Clavain who is determined to find them. But other factions want the weapons for their own purposes -- and the weapons themselves have another agenda altogether . . .

Pushing Ice is the brilliant tale of extraordinary aliens, glittering technologies, and sweeping space opera from award-winning science fiction author Alastair Reynolds. 2057. Humanity has raised exploiting the solar system to an art form. Bella Lind and the crew of her nuclear-

powered ship, the Rockhopper, push ice. They mine comets. And they're good at it. The Rockhopper is nearing the end of its current mission cycle, and everyone is desperate for some much-needed R & R, when startling news arrives from Saturn: Janus, one of Saturn's ice moons, has inexplicably left its natural orbit and is now heading out of the solar system at high speed. As layers of camouflage fall away, it becomes clear that Janus was never a moon in the first place. It's some kind of machine -- and it is now headed toward a fuzzily glimpsed artifact 260 light-years away. The Rockhopper is the only ship anywhere near Janus, and Bella Lind is ordered to shadow it for the few vital days before it falls forever out of reach. In accepting this mission, she sets her ship and her crew on a collision course with destiny -- for Janus has more surprises in store, and not all of them are welcome.

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 1987 publication of Iain M. Banks's *Consider Phlebas* helped trigger the British renaissance of radical hard science fiction and influenced a generation of New Space Opera masters. The thirteen SF novels that followed inspired an avid fandom and intense intellectual engagement while Banks's mainstream books vaulted him to the top of the Scottish literary scene. Paul Kincaid has written the first study of Iain M. Banks to explore the confluence of his SF and literary techniques and sensibilities. As Kincaid shows, the two powerful aspects of Banks's work flowed into each other, blurring a line that critics too often treat as clear-cut. Banks's gift for black humor and a honed skepticism regarding politics and religion found expression even as he orchestrated the vast, galaxy-spanning vistas in his novels of the Culture. In examining Banks's entire SF oeuvre, Kincaid unlocks the set of ideas Banks drew upon, ideas that spoke to an unusually varied readership that praised him as a visionary and reveled in the distinctive character of his works. Entertaining and broad in scope, Iain M. Banks offers new insights on one of the most admired figures in contemporary science fiction.

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.

Hard-drinking petty thief Dellaria Wells is down on her luck in the city of Leiscourt -- again. Then she sees a want ad for a

female bodyguard, and she fast-talks her way into the high-paying job. Along with a team of other women, she's meant to protect a rich young lady from mysterious assassins. At first Delly thinks the danger is exaggerated, but a series of attacks shows there's much to fear. Then she begins to fall for Winn, one of the other bodyguards, and the women team up against a mysterious, magical foe who seems to have allies everywhere.

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.

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

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

Thomas Senlin and his crew of outcasts have been separated, and now they must face the dangers of the labyrinthine tower on their own in this third book in the word-of-mouth phenomenon fantasy series. "One of my favorite books of all

time." - Mark Lawrence on *Senlin Ascends* Fearing an uprising, the Sphinx sends Senlin to investigate a plot that has taken hold in the kingdom of Pelphia. Alone in the city, Senlin infiltrates a bloody arena where hods battle for the public's entertainment. But his investigation is quickly derailed by a gruesome crime and an unexpected reunion. Posing as a noble lady and her handmaid, Voleta and Iren attempt to reach Marya, who is isolated by her fame. While navigating the court, Voleta attracts the unwanted attention of a powerful prince whose pursuit of her threatens their plan. Edith, now captain of the Sphinx's fierce flagship, joins forces with a fellow wakeman to investigate the disappearance of a beloved friend. She must decide who to trust as her desperate search brings her nearer to the Black Trail where the hods climb in darkness and whisper of the Hod King. As Senlin and his crew become further dragged in to the conspiracies of the Tower, everything falls to one question: Who is The Hod King? *The Books of Babel: Senlin Ascends* *Arm of the Sphinx* *The Hod King*

The Singularity. It is the era of the posthuman. Artificial intelligences have surpassed the limits of human intellect. Biotechnological beings have rendered people all but extinct. Molecular nanotechnology runs rampant, replicating and reprogramming at will. Contact with extraterrestrial life grows more imminent with each new day. Struggling to survive and thrive in this accelerated world are three generations of the Macx clan: Manfred, an entrepreneur dealing in intelligence amplification technology whose mind is divided between his physical environment and the Internet; his daughter, Amber, on the run from her domineering mother, seeking her fortune in the outer system as an indentured astronaut; and Sirhan, Amber's son, who finds his destiny linked to the fate of all of humanity. For something is systematically dismantling the nine planets of the solar system. Something beyond human comprehension. Something that has no use for biological life in any form...

Consider *Phlebas* *Orbit*

BANKS/STATE OF THE ART

This doomsday masterpiece from the author of *Eon* and *Hull Zero Three* was a finalist for the Hugo and Nebula awards. On July 26, Arthur Gordon learns that Europa, the sixth moon of Jupiter, has disappeared. Not hiding, not turned black, but gone. On September 28th, Edward Shaw finds an error in the geological records of Death Valley. A cinder cone was left off the map. Could it be new? Or, stranger yet, could it be artificial? The answer may be lying beside it—a dying Guest who brings devastating news for Edward and for Planet Earth. As more unexplained phenomena spring up around the globe—a granite mountain appearing in Australia, sounds emanating from the earth's core, flashes of light among the asteroids—it becomes clear to some that the end is approaching, and there is nothing we can do. In *The Forge of God*, award-winning author Greg Bear describes the final days of the world on both a massive, scientific scale and in the everyday, emotional context of individual human lives. Facing the destruction

of all they know, some people turn to God, others to their families, and a few turn to saviors promising escape from a planet being torn apart. Will they make it in time? And who gets left behind to experience the last moments of beauty and chaos on earth? Nominated for the Nebula, Hugo, and Locus Awards, *The Forge of God* is an engrossing read, breathtaking in its scope and in its detail.

A fascinating journey through Scotland's famous distilleries with legendary author Iain Banks. No true Scotsman can resist the allure of the nation's whisky distilleries. In an absorbing voyage as interesting to non-drinkers as to true whisky connoisseurs, sci-fi and literary author Iain Banks explores the rich heritage of Scottish whisky, from the largest and most famous distilleries to the smallest, most obscure operations. Whisky is more than a drink: it's a culture, a binder that joins together people, places and products far across Scotland's rugged terrain. Switching from cars to ferries to bicycles, Banks crisscrosses his homeland, weaving an engrossing narrative from the strange people, fascinating traditions, and downright bizarre places he encounters on his journey down Scotland's great golden road.

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.

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.

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. **USE OF WEAPONS** 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 or 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 burnt-out case. But not even its machine intelligence could see the horrors in his past. **THE PLAYER OF GAMES** 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.

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.

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.

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

Space is not the only void... In AD 2600 the human race is finally beginning to realize its full potential. Hundreds of colonized planets scattered across the galaxy host a multitude of prosperous and wildly diverse cultures. Genetic engineering has pushed evolution far beyond nature's boundaries, defeating disease and producing extraordinary spaceborn creatures. Huge fleets of sentient trader starships thrive on the wealth created by the industrialization of entire star systems. And throughout inhabited space the Confederation Navy keeps the peace. A true golden age is within our grasp. But now something has gone catastrophically wrong. On a primitive colony planet a renegade criminal's chance encounter with an utterly alien entity unleashes the most primal of all our fears. An extinct race which inhabited the galaxy aeons ago called it "The Reality Dysfunction." It is the nightmare which has prowled beside us since the beginning of history. THE REALITY DYSFUNCTION is a modern classic of science fiction, an extraordinary feat of storytelling on a truly epic scale.

From debut author Daniel Abraham comes A Shadow in Summer, the first book in the Long Price Quartet fantasy series. The powerful city-state of Saraykeht is a bastion of peace and culture, a major center of commerce and trade. Its economy depends on the power of the captive spirit, Seedless, an andat bound to the poet-sorcerer Heshai for life. Enter the Galts, a juggernaut of an empire committed to laying waste to all lands with their ferocious army. Saraykeht, though, has always been too strong for the Galts to attack, but now they see an opportunity. If they can dispose of Heshai, Seedless's bonded poet-sorcerer, Seedless will perish and the entire city will fall. With secret forces inside the city, the Galts prepare to enact their terrible plan. In the middle is Otah, a simple laborer with a complex past. Recruited to act as a bodyguard for his girlfriend's boss at a secret meeting, he inadvertently learns of the Galtish plot. Otah finds himself as the sole hope of Saraykeht, either he stops the Galts, or the whole city and everyone in it perishes forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Senlin continues his ascent up the tower in the word-of-mouth phenomenon fantasy series about one man's dangerous journey through a labyrinthine world. "One of my favorite books of all time" - Mark Lawrence on Senlin Ascends The Tower of Babel is proving to be as difficult

to reenter as it was to break out of. Forced into a life of piracy, Senlin and his eclectic crew are struggling to survive aboard their stolen airship as the hunt to rescue Senlin's lost wife continues. Hopeless and desolate, they turn to a legend of the Tower, the mysterious Sphinx. But help from the Sphinx never comes cheaply, and as Senlin knows, debts aren't always what they seem in the Tower of Babel. Time is running out, and now Senlin must choose between his friends, his freedom, and his wife. Does anyone truly escape the Tower? The Books of Babel
Senlin Ascends
Arm of the Sphinx
The Hod King

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.

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. 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.

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