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# Consider Phlebas Culture 1 Iain M Banks

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## ALLEN OCONNELL

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**The Culture Series of Iain M. Banks** Mulholland Books  
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. Consider Phlebas - a space opera of stunning power and awesome imagination.

### **A Novel** Abacus

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.

#### A Culture Novel Redhook

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.

#### Simon and Schuster

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.

#### *Iain M. Banks* Orbit

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.

Marooned in Realltime Orbit

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. The author covers 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.

*Against a Dark Background* McFarland

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*

**The Culture** Orbit

*Consider Phlebas* Orbit

Matter Greg Egan

Originally published: London: Orbit, 1998.

A Novel Orbit

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  
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 Algebraist

*Iain M. Banks Orbit Books*

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.

Complicity Hachette UK

The polarizing literary debut by Scottish author Iain 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.

Mistborn Trilogy Orb Books

If you're going to shoot Joe Kurtz, you'd better shoot to kill. Ex-PI Joe Kurtz's survival is on the line when an ambush leaves him badly wounded and his parole officer, Peg O'Toole, clinging to life. Their respective professions have ensured that neither suffers from a shortage of enemies, so narrowing down the suspects isn't easy. But Kurtz knows who's at the head of his list: Angelina Farino Ferrara, the lethal beauty who leads the Farino crime family, and her mob rival, Toma Gonzaga. The odd thing is, each would rather hire Joe Kurtz than fire at him. Someone's causing trouble beneath the gray skies of western New York, and it's drawn the notice of the mobs and the cops. Kurtz is caught in the middle along with the rest of them, and no one knows who's tightening the vise.

**The Culture Boxed Set** Tor Books

The man who wakes up in the extraordinary world of a bridge has amnesia, and his doctor doesn't seem to want to cure him. Does it matter? Exploring the bridge occupies most of his days. But at night there are his dreams... Dreams in which desperate men drive sealed carriages across barren mountains to a bizarre rendezvous; an illiterate barbarian storms an enchanted tower under a stream of verbal abuse; and broken men walk forever over bridges without end, taunted by visions of a doomed sexuality. Lying in bed unconscious after an accident wouldn't be much fun, you'd think. Oh yes? It depends who and what you've left behind. Which is the stranger reality, day or night? Frequently hilarious and consistently disturbing, *THE BRIDGE* is a novel of

outrageous contrasts, constructed chaos and elegant absurdities. Why customers are loving *The Bridge*: "Banks' *Wasp Factory* is frequently called 'One of the 20th century's 100 greatest novels'. It pales in comparison to *The Bridge*!" - Amazon Reviewer, 5 stars "Mindblowing! This is the first Iain Banks novel I have read and needless to say I'll be back for more." - Amazon Reviewer, 5 stars  
*The State of the Art Orbit*

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.

**The Forge of God** Orbit Books

Revenge has never been served so cold. Joe Kurtz, former

investigator and convicted felon, is on parole. But the years he spent in Attica didn't make his old haunts any safer. Back on the streets of Buffalo, he's already marked by a local Mafia don. As if watching his back weren't enough work, Kurtz has also been hired by a gravely ill John Frears, whose daughter met a grisly fate at the hands of a murderer. Frears wants one thing before he dies: for Kurtz to find the fiend that the authorities couldn't. But the calculating killer--a master at changing identities--has a little unfinished business of his own. Dodging a contract on his head and tracking a serial killer on the loose, Kurtz plunges headfirst into the icy waters of revenge as both victim and avenger.

Use of Weapons Macmillan

An early novel from Science Fiction legend Kim Stanley Robinson, now available for the first time in decades: *Icehenge*. On the North Pole of Pluto there stands an enigma: a huge circle of standing blocks of ice, built on the pattern of Earth's Stonehenge--but ten times the size, standing alone at the farthest reaches of the Solar System. What is it? Who came there to build it? The secret lies, perhaps, in the chaotic decades of the Martian Revolution, in the lost memories of those who have lived for centuries. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Hard Freeze** McFarland

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.

#### Schild's Ladder Simon and Schuster

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

#### **Icchenge** Open Road Media

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.