

Consider Phlebas A Culture Novel

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 persuded 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 wLL radically alter Alban's perspective for ever.

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 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.

Originally published: London: Orbit, 1998.

Novels by Iain Banks

Against a Dark Background

The Quarry

A Critical Introduction

Hard as Nails

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 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

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.

CONSIDER PHLEBAS. The war raged across the galaxy. The Idirans fought for their Faith; the Culture for its moral right to exist. 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. 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. 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. Gurgeh accepts the game, and with it the challenge of his life -- and very possibly his death. 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 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.

The State of the Art

Novels by Iain M. Banks

The Business

Schild's Ladder

A Culture Novel

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.

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.

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.

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.

Transition

The the Culture, Consider Phlebas, Excession, Idiran-Culture War, Orbital, the Player of Games, Use of Weapons

The Dream Architects

Excession

Starhammer

A superb standalone novel from the awesome imagination of Iain M. Banks, a master of modern science fiction. Count Sessine is about to die for the very last time... Chief Scientist Gadfium is about to receive the mysterious message she has been waiting for from the Plain of Sliding Stones... And Bascule the Teller, in search of an ant, is about to enter the chaos of time of the encroachment and, although the dimming sun still shines on the vast, towering walls of Serehfa Fastness, the end is close at hand. The King knows it, his closest advisers know it, yet sill they prosecute the war against the clan Engineers with increasing savagery. The crypt knows it too: so an emissary has been sent, an emissary who holds the key to a 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 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. "Unexpectedly savage, emotionally powerful, and impossible to forget." —The Times In a world renowned even within a galaxy full of wonders, a crime within a war 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. 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.

Use of Weapons The State of the Art Excession Inversions Look to Windward Matter Surface Detail The Hydrogen Sonata 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, see 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

Iain M. Banks: Against a Dark Background Feersum Endjinn The Algebraist

Surface Detail

Look to Windward

Marooned in Realtime

The Space Opera Renaissance

Feersum Endjinn

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

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Commentary (novels not included).
Pages: 23.
Chapters:
Novels by Iain M. Banks, The Wasp Factory, The Crow Road, Consider Phlebas, Excession, The Player of Games, Espedair Street, Use of Weapons, Whit, Look to Windward, Inversions, Dead Air, Feersum Endjinn, Against a Dark Background, Matter, The Bridge, Surface Detail, The Algebraist, Transition, Complicity, The Business, Walking on Glass, A Song of Stone, The Steep Approach to Garbadale, Canal Dreams.
Excerpt:
Inversions is a science fiction novel by Scottish writer Iain M. Banks, first published in 1998. It is implied to be set in his Culture universe. However, this is not made explicit within the book, and unlike most other recent editions of Banks' science fiction novels, does not carry the tag 'A Culture Novel' on the cover. Banks has said "Inversions was an attempt to write a Culture novel that wasn't." The book takes place on a fictional planet based on late-Middle Ages Europe. It alternates chapter-by-chapter between two concurrent storylines. The first storyline is presented as a written account from Oelph, publicly a doctor's assistant, but privately a spy for an individual identified only as "Master," to whom much of the account is addressed. Oelph is the assistant to Vosill, the personal doctor to King Quience of Haspidus and a woman. The latter is unheard of in the patriarchal kingdom, and is tolerated only because Vosill claims citizenship in the far-off country of Drezén. The King himself is appreciative of her and her talents, but nonetheless her elevated position in defiance of the kingdom's social mores inspires hostility among others of the court. Oelph's account follows Vosill as she attends to the King regularly, as well as more charitable ministrations to the impoverished and those in need. Her methods are unconventional by kingdom standards, for example...

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.

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

A Novel

The Forge of God

Consider Phlebas, Player of Games and Use of Weapons

Iain M. Banks

The State Of The Art

The sixth Culture book from the awesome imagination of Iain M. Banks, a modern master of science fiction. In the winter palace, the King's new physician has more enemies than she at first realises. But then she also has more remedies to hand than those who wish her ill can know about. In another palace across the

mountains, in the service of the regicidal Protector General, the chief bodyguard, too, has his enemies. But his enemies strike more swiftly, and his means of combating them are more traditional. Spiralling round a central core of secrecy, deceit, love and betrayal, INVERSIONS is a spectacular work of science fiction, brilliantly told and wildly imaginative, from an author who has set genre fiction alight. 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

"Space opera", once a derisive term for cheap pulp adventure, has come to mean something more in modern SF: compelling adventure stories told against a broad canvas, and written to the highest level of skill. Indeed, it can be argued that the "new space opera" is one of the defining streams of modern SF. Now, World Fantasy Award-winning anthologists David G. Hartwell and Kathryn Cramer have compiled a definitive overview of this subgenre, both as it was in the days of the pulp magazines, and as it has become in 2005. Included are major works from genre progenitors like Jack Williamson and Leigh Brackett, stylish midcentury voices like Cordwainer Smith and Samuel R. Delany, popular favorites like David Drake, Lois McMaster Bujold, and Ursula K. Le Guin, and modern-day pioneers such as Iain M. Banks, Steven Baxter, Scott Westerfeld, and Charles Stross. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

* The long-awaited and stunning new novel from the unrivalled Iain Banks - a high-definition, hyper-real apocalyptic fable for our times.

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

Adventures in the Video Game Industry

Inversions

The Bridge

The Algebraist

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.

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 1987 publication of Iain M. Banks' 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.

Consider PhlebasOrbit

Matter

Complicity

The Player of Games

The Culture

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.

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.

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 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

Novels by Iain M. Banks, the Wasp Factory, the Crow Road, Consider Phlebas, Excession, the Player of Games, Espedai

The Steep Approach To Garbadale

Notes and Drawings

The Hydrogen Sonata

The Wasp Factory

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.

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

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.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Commentary (novels not included).
Pages: 47.
Chapters: The Culture, Consider Phlebas, Excession, Idiran-Culture War, Orbital, The Player of Games, Use of Weapons, The State of the Art, Look to Windward, Diziet Sma, Inversions, Feersum Endjinn, Against a Dark Background, Culture series, List of species, List of ships, Ship types, Mind, Special Circumstances, Matter, Surface Detail, GSV Sleeper Service, The Algebraist, The Sublimed, Bora Horza Gobuchul, GCU Grey Area, Contact, GSV Bora Horza Gobuchul, Perosteck Balveda.
Excerpt: The Culture is a fictional interstellar anarchic, socialist, and utopian society created by the Scottish writer Iain M. Banks which features in a number of science fiction novels and works of short fiction by him. The Culture is characterized by being a post-scarcity society (meaning that its advanced technologies provide practically limitless material wealth and comforts for everyone for free, having all but abolished the concept of possessions), by having overcome almost all physical constraints on life (including disease and death) and by being an almost totally egalitarian, stable society without the use of any form of force or compulsion, except where necessary to protect others. Minds, powerful artificial intelligences, have an important role to play in this society. They administer this affluence for the benefit of all. As one commentator has said, The novels of the Culture cycle, therefore, mostly deal with people at the fringes of the Culture: diplomats, spies, or mercenaries; those who interact with other civilizations, and who do the Culture's dirty work in moving those societies closer to the Culture ideal, sometimes by force. In this fictional universe, the Culture exists concurrently with human society on Earth. The time frame for the published Culture stories is from roughly AD 1300 to AD 2800, ..

The Culture Boxed Set

Hard Freeze

Use of Weapons

The Culture Series of Iain M. Banks

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.

For twenty thousand years, every observable phenomenon in the universe has been successfully explained by the Sarumpaet Rules: the laws governing the dynamics of the quantum graphs that underlie all the constituents of matter and the geometric structure of spacetime. Now Cass has stumbled on a set of quantum graphs that might comprise the fundamental particles of an entirely different kind of physics, and she has travelled three hundred and seventy light years to Mimosa Station, a remote experimental facility, in the hope of bringing this tantalising alternative to life. The "novo-vacuum" is predicted to begin decaying the instant it's created, but even a short-lived, microscopic speck could shed light on the origins of the universe, and test the Sarumpaet Rules more rigorously than ever before. Cass's experiment turns out to be more successful than anticipated: the novo-vacuum is more stable than the ordinary vacuum around it, and a region in which the new physics holds sway proceeds to expand out from Mimosa at half the speed of light. Six hundred years later, more than two thousand inhabited systems have been lost to the novo-vacuum. On the Rindler, a ship that has matched velocities with the encroaching border, people have come from throughout inhabited space to study the phenomenon. Most are Preservationists, hunting for a way to turn back the tide, but a few belong to another faction: Yielders, who believe that the challenge of adapting to survive on the far side of the border would reinvigorate a civilisation that has grown stale and insular. Tchicaya has come to the Rindler to join the Yielders, but when Mariama - a childhood friend whose example inspired him to abandon his own home world and traditions for a life of travel - arrives soon after, he is shocked to discover that she plans to help the Preservationists find a way to destroy the novo-vacuum. As a theoretical breakthrough leads to a sequence of experiments that begins to reveal the true richness of the world behind the border, tensions between the opposing factions grow. When a splinter group responds to these revelations with violent, unilateral action, Tchicaya and Mariama are forced into an uneasy alliance, and travel together through the border, balancing old and new loyalties against the fate of two incomparably different universes.