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KEY=IAIN - SASHA AUGUST

THE PLAYER OF GAMES

Hachette UK 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 SERIES OF IAIN M. BANKS

A CRITICAL INTRODUCTION

McFarland 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.

USE OF WEAPONS

Hachette UK The third Culture novel from the awesome imagination of Iain M. Banks, a modern master of science fiction. 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. 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*

INVERSIONS

Hachette UK 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

SURFACE DETAIL

Hachette UK The ninth Culture book from the awesome imagination of Iain M. Banks, a modern master of science fiction. It begins in the realm of the Real, where matter still matters. Lededje Y'breg 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. It begins in the realm of the Real. It begins with a murder. And it will not end until the Culture has gone to war with death itself. 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

NOTES AND DRAWINGS

Orbit Books

CONSIDER PHLEBAS

Hachette UK 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.

EXCESSION

Hachette UK 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 STATE OF THE ART

Hachette UK 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 TRANSGRESSIVE IAIN BANKS

ESSAYS ON A WRITER BEYOND BORDERS

McFarland This collection of 12 new essays brings together prominent literary experts to explore the importance of Scottish writer Iain (M.) Banks, both his mainstream and science fiction work. It considers Banks as a habitual border crosser who makes things fresh and new by subversive and transgressive strategies. The essays are divided into four thematic areas—the Scottish context, the geographies of his writing, the impact of genre and a combined focus on gender, games and play—and will be of particular interest to scholars of contemporary literature, Scottish literature and science fiction.

LOOK TO WINDWARD

Hachette UK The seventh Culture book from the awesome imagination of Iain M. Banks, a modern master of science fiction. It was one of the less glorious incidents of a long-ago war. It led to the destruction of two suns and the billions of lives they supported. Now, eight hundred years later, the light from the first of those ancient mistakes has reached the Culture Orbital, Masag'. The light from the second may not. 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

MATTER

Hachette UK The eighth Culture book from the awesome imagination of Iain M. Banks, a modern master of science fiction. In a world renowned 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, it means returning to a place she'd thought abandoned forever. Only the sister is not what she once was; Djan Seriy Anaplian has become an agent of the Culture's Special Circumstances section, charged with high-level interference in civilisations throughout the greater galaxy. Concealing her new identity - and her particular set of abilities - might be a dangerous strategy. 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. 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

AGAINST A DARK BACKGROUND

Hachette UK 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.

MISTBORN TRILOGY

THE FINAL EMPIRE, THE WELL OF ASCENSION, THE HERO OF AGES

Tor Books This discounted ebundle includes: *Mistborn: The Final Empire*, *The Well of Ascension*, *The Hero of Ages* From #1 New York Times bestselling author Brandon Sanderson, the Mistborn trilogy is a heist story of political intrigue and magical, martial-arts action. For a thousand years the ash fell and no flowers bloomed. For a thousand years the Skaa slaved in misery and lived in fear. For a thousand years the Lord Ruler, the "Sliver of Infinity," reigned with absolute power and ultimate terror, divinely invincible. This saga dares to ask a simple question: What if the hero of prophecy fails? *Mistborn: The Final Empire* — Kelsier, a brilliant thief has turned his talents to the ultimate caper, with the Lord Ruler as the mark. Kel's plan is the ultimate long shot, until luck brings a ragged girl named Vin into the fold. But she will have to learn to trust if she is to master powers of which she never dreamed. *The Well of Ascension* — Evil has been defeated; the war has just begun. Vin, the street urchin who has become the most powerful Mistborn in the land, and Elend Venture, the idealistic young nobleman who loves her, must build a healthy new society in the ashes of an empire. *The Hero of Ages* — The Deepness has returned, along with unusually heavy ashfalls and powerful earthquakes. Humanity appears to be doomed. Vin and Elend investigate the past to save the future, and in the end, sacrifices must be made. Other Tor books by Brandon Sanderson *The Cosmere* *The Stormlight Archive* *The Way of Kings* *Words of Radiance* *Edgedancer (Novella)* *Oathbringer* *The Mistborn trilogy* *Mistborn: The Final Empire* *The Well of Ascension* *The Hero of Ages* *Mistborn: The Wax and Wayne series* *Alloy of Law* *Shadows of Self* *Bands of Mourning* *Collection Arcanum* *Unbounded* Other Cosmere novels *Elantris* *Warbreaker* *The Alcatraz vs. the Evil Librarians series* *Alcatraz vs. the Evil Librarians* *The Scrivener's Bones* *The Knights of Crystallia* *The Shattered Lens* *The Dark Talent* *The Rithmatist series* *The*

Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

BALD NEW WORLD

John Hunt Publishing From the author of the bestselling *United States of Japan*, and longlisted for the 2015 Folio Prize, *Bald New World* is a dark exploration of human vanity in a hairless world. What if you woke up one morning and everyone in the world lost their hair? In *Bald New World*, that very event happens and overnight, religion, politics, and fashion undergo dramatic shifts. Nick Guan and his friend Larry Chao are a pair of eccentric filmmakers who choose to explore the existential angst of their balding world through cinema. Larry is heir to one of the most lucrative wig companies in the world. Nick is a man who's trying to make sense of the tatters of his American Dream. Taking place throughout China and America, the pair set off on a series of misadventures involving North Korean spies, veterans of an African War, and digital cricket fighters. Their journey leads them to discover some of the darkest secrets behind wig-making and hair in a hairless world.

THE CULTURE OF 'THE CULTURE'

UTOPIAN PROCESSES IN IAIN M. BANKS'S SPACE OPERA SERIES

In a career that spanned over thirty years, Iain M. Banks became one of the best-loved and most prolific writers in Britain, with his space opera series concerned with the pan-galactic utopian civilisation known as 'the Culture' widely regarded as his most significant contribution to science fiction. *The Culture of 'The Culture'* is the first critical monograph to focus solely on this series, providing a comprehensive, thematic analysis of Banks's Culture stories from *Consider Phlebas* to *The Hydrogen Sonata*. It explores the development of Banks's political, philosophical and literary thought, arguing that the Culture offers both an image of a harmonious civilisation modelled on an alternative socialist form of globalisation and a critique of our neo-liberal present. As Joseph S. Norman explains, the Culture is the result of an ongoing utopian process, attempting through the application of technoscience to move beyond obstacles to progress such as imperialism, capitalism, the human condition, religious dogma, patriarchy and crises in artistic representation. *The Culture of 'The Culture'* defines Banks's creation as culture: a utopian way of doing, of being, of seeing: an approach, an attitude and a lifestyle that has enabled, and is evolving alongside, utopia, rather than an image of a static end-state.

THE QUARRY

Hachette UK Kit doesn't know who his mother is. What he does know, however, is that his father, Guy, is dying of cancer. Feeling his death is imminent, Guy gathers around him his oldest friends - or at least the friends with the most to lose by his death. Paul - the rising star in the Labour party who dreads the day a tape they all made at university might come to light; Alison and Robbie, corporate bunnies whose relationship is daily more fractious; Pris and Haze, once an item, now estranged, and finally Hol - friend, mentor, former lover and the only one who seemed to care. But what will happen to Kit when Guy is gone? And why isn't Kit's mother in the picture? As the friends reunite for Guy's last days, old jealousies, affairs and lies come to light as Kit watches on.

WALKING ON GLASS

Hachette UK 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.

FEERSUM ENDJINN

Hachette UK 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 the crypt... And everything is about to change... For this is the 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 still 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 all their futures. 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

AWESOME IMAGINATION

Tyson Greenfield loves to create amazing things with his Lego. He loves learning interesting facts about life, enjoys riding his electric scooter, loves the solar system, and enjoys spending time with his family.

TRANSITION

Hachette UK 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.

IAIN M. BANKS

University of Illinois Press 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.

RAW SPIRIT

IN SEARCH OF THE PERFECT DRAM

Random House 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 STEEP APPROACH TO GARBADALE

Abacus Dark family secrets and a long-lost love affair lie at the heart of a fabulous new novel by the author of Matter and The Wasp Factory The Wopuld family built its fortune on a board game called Empire!, now a hugely successful computer game. So successful, in fact, that the American Spraint Corp wants to buy the firm out. Young renegade Alban, who has evaded the family clutches for years, is 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 forever.

FUN!

WHAT ENTERTAINMENT TELLS US ABOUT LIVING A GOOD LIFE

Springer Combining media effects with aesthetic approaches this book offers the first substantial, systematic and coherent account of fun and its importance. But what exactly is fun and what purposes does it serve? Fun is a vital element of entertainment, and entertainment is the most important form of culture in modern Western democracies. It demonstrates that fun is at the heart of entertainment's effects - entertainment both offers its consumers fun and provides them with the intellectual materials to think about the nature of fun. More than this, the book argues that entertainment shows us that fun - pleasure without purpose - is at the heart of living a good life. Illustrated with detailed examples from entertainment - from the Urban Dictionary to The Simpsons, to the Culture novels of Iain M Banks - this book is intelligent, original, and even (dare we say it) fun.

THE ALGEBRAIST

Hachette UK 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

MODERN GOTHIC

A READER

Manchester University Press This lively collection of essays aims to chart the survival of the gothic strain - the dark, the forbidding, the alienated, the fantastic - in a spectrum of popular and 'high cultural' forms of representation.

THE CROW ROAD

'ONE OF THE BEST OPENING LINES OF ANY NOVEL' (GUARDIAN)

Hachette UK 'His masterpiece' Jay Rayner 'One of the best opening lines of any novel... a warm, witty and ultimately very poignant book' *Guardian* An outstanding contemporary novel, about which readers say: 'Banks' masterpiece' 'Iain Banks at his best' 'Read this immediately' 'A story full of wonderful characters' 'It was the day my grandmother exploded. I sat in the crematorium, listening to my Uncle Hamish quietly snoring in harmony to Bach's Mass in B Minor, and I reflected that it always seemed to be death that drew me back to Gallanach.' Prentice McHoan has returned to the bosom of his complex but enduring Scottish family. Full of questions about the McHoan past, present and future, he is also deeply preoccupied: mainly with death, sex, drink, God and illegal substances...

THE FAR RIGHT TODAY

John Wiley & Sons The far right is back with a vengeance. After several decades at the political margins, far-right politics has again taken center stage. Three of the world's largest democracies - Brazil, India, and the United States - now have a radical right leader, while far-right parties continue to increase their profile and support within Europe. In this timely book, leading global expert on political extremism Cas Mudde provides a concise overview of the fourth wave of postwar far-right politics, exploring its history, ideology, organization, causes, and consequences, as well as the responses available to civil society, party, and state actors to challenge its ideas and influence. What defines this current far-right renaissance, Mudde argues, is its mainstreaming and normalization within the contemporary political landscape. Challenging orthodox thinking on the relationship between conventional and far-right politics, Mudde offers a complex and insightful picture of one of the key political challenges of our time.

SCOTLAND AS SCIENCE FICTION

Rowman & Littlefield Scots like Iain N. Banks and Ken MacLeod lead in a futuristic tradition, for from MacDonald, Barrie, and Stevenson onwards, Scots have been speculating in ways derived from their unique circumstances lacking political power, they imagine future spaces and different places and151;with a twist. Nineteenth-century thermodynamics (theorized in Scotland), Celtic Otherworlds, and a Scotland always on the other side of history open unusual futures for Mitchison, Spark, Lindsay, Mitchell, MadDiarmid, Morgan, Crumey, Fitt, and Gray.

THE WASP FACTORY

A NOVEL

Simon and Schuster 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.

REALLY FREE CULTURE

PediaPress

THE BOOK OF THE NEW SUN

SWORD AND CITADEL

Gollancz An extraordinary epic, set a million years in the future, in the time of a dying sun, when our present culture is no longer even a memory. The torturer's apprentice, Severian, exiled from his guild after falling in love with one of his prisoners, is now the Lictor of Thrax, a city far distant from his home. But it is not long before Severian must flee this city, too, and journey again into the world. Embattled by friends and enemies alike, pursued by monstrous creatures, the one-time torturer's apprentice must overcome hitherto unimagined perils, as he moves closer to fulfilling his ultimate destiny. This edition contains the concluding two volumes of this four-volume novel, *The Sword of the Lictor* and *The Citadel of the Autarch*.

NATURE NOIR

A PARK RANGER'S PATROL IN THE SIERRA

Houghton Mifflin Harcourt A park ranger shares his experiences on the edge of civilization in the Sierras, including his confrontations with criminals and extreme sports enthusiasts, and his gruesome discovery of a female jogger who had been killed and partially consumed by a mountain lion. Reprint.

THE BRIDGE

Hachette UK 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

ENCYCLOPEDIA OF CONTEMPORARY BRITISH CULTURE

Routledge Boasting more than 970 alphabetically-arranged entries, the *Encyclopedia of Contemporary British Culture* surveys British cultural practices and icons in the latter half of the twentieth century. It

examines high and popular culture and encompasses both institutional and alternative aspects of British culture. It provides insight into the whole spectrum of British contemporary life. Topics covered include: architecture, pubs, film, internet and current takes on the monarchy. Cross-referencing and a thematic contents list enable readers to identify related articles. The entries range from short biographical synopses to longer overview essays on key issues. This Encyclopedia is essential reading for anyone interested in British culture. It also provides a cultural context for students of English, Modern History and Comparative European Studies.

THE DARKNESS THAT COMES BEFORE

Overlook Books In a world scarred by an apocalyptic past, four people are swept up in the launch of an imminent crusade, during which they are ensnared by mysterious traveler Anasûrimbor Kellhus, whose magical, philosophical, and military talents have origins in a distant time. Reprint.

A SONG OF STONE

Hachette UK The war is ending, perhaps ended. For the castle and its occupants the troubles are just beginning. Armed gangs roam a lawless land where each farm and house supports a column of dark smoke. Taking to the roads with the other refugees, anonymous in their raggedness, seems safer than remaining in the ancient keep. However, the lieutenant of an outlaw band has other ideas and the castle becomes the focus for a dangerous game of desire, deceit and death. Iain Banks' masterly novel reveals his unique ability to combine gripping narrative with a relentlessly voyaging imagination. The narrative technique and sheer brio of A SONG OF STONE reveal a great novelist at the height of his powers.

EDINBURGH COMPANION TO TWENTIETH-CENTURY SCOTTISH LITERATURE

Edinburgh University Press This volume considers the major themes, texts and authors of Scottish literature of the twentieth and, so far, twenty-first century. It identifies the contexts and impulses that led Scottish writers to adopt their creative literary strategies. Moving beyond traditional classifications, it draws on the most recent critical approaches to open up new perspectives on Scottish literature since 1900. The volume's innovative thematic structure ensures that the most important texts or authors are seen from different perspectives whether in the context of empire, renaissance, war and post-war, literary genre, generation, and resistance. In order to provide thorough coverage, these thematic chapters are complemented by chronological 'Arcade' chapters, which outline the contexts of the literature of the period by decades, and by 'Overview' chapters which trace developments across the century in theatre, language and Gaelic literature. Taken together, the chapters provide a thorough and thought-provoking account of the century's literature.

GAME PREVIEW

Nicolae Sfetcu A guide for game preview and rules: history, definitions, classification, theory, video game consoles, cheating, links, etc. While many different subdivisions have been proposed, anthropologists classify games under three major headings, and have drawn some conclusions as to the social bases that each sort of game requires. They divide games broadly into, games of pure skill, such as hopscotch and target shooting; games of pure strategy, such as checkers, go, or tic-tac-toe; and games of chance, such as craps and snakes and ladders. A guide for game preview and rules: history, definitions, classification, theory, video game consoles, cheating, links, etc.