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KEY=BANKS - PHOEBE BRENDEN

Canal Dreams

Abacus Hisako Onoda, world famous cellist, refuses to fly. And so she travels to Europe as a passenger on a tanker bound through the Panama Canal. But Panama is a country whose politics are as volatile as the local freedom fighters. When Hisako's ship is captured, it is not long before the atmosphere is as flammable as an oxy-acetylene torch, and the tension as sharp as the spike on her cello... **CANAL DREAMS** is a novel of deceptive simplicity and dark, original power: stark psychological insights mesh with vividly realised scenarios in an ominous projection of global realpolitik. The result is yet another major landmark in the quite remarkable career of an outstanding modern novelist.

Canal Dreams B Special

Orbit Books

Book People Banks Triple Pack Canal Dreams, Song of Stone, Espedair Street

Novels by Iain Banks

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

University-Press.org 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 Drezen. 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...

The Steep Approach To Garbadale

Abacus 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.

Transition

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.

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.

Matter

Orbit 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 one brother it means a desperate flight, and a search for the one — maybe two — people who could clear his name. For his brother it means a life lived under constant threat of treachery and murder. And for their sister, even without knowing the full truth, it means returning to a place she'd thought abandoned forever. Only the sister is not what she once was; Djan Seriy Anaplian has changed almost beyond recognition to become an agent of the Culture's Special Circumstances section, charged with high-level interference in civilizations throughout the greater galaxy. Concealing her new identity — and her particular set of abilities — might be a dangerous strategy, however. In the world to which Anaplian returns, nothing is quite as it seems; and determining the appropriate level of interference in someone else's war is never a simple matter. 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

Surface Detail

Orbit 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.

Consider Phlebas

Orbit 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.

Complicity

Simon and Schuster 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.

Against a Dark Background

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

The Quarry

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

The Bridge

Harpercollins

The Hydrogen Sonata

Orbit 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 Player of Games

Orbit 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

Look to Windward

Simon and Schuster 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.

Dead Air

Abacus Iain Banks' daring new novel opens in a loft apartment in the East End, in a former factory due to be knocked down in a few days. Ken Nott is a devoutly contrarian vaguely left wing radio shock-jock living in London. After a wedding breakfast people start dropping fruits from a balcony on to a deserted carpark ten storeys below, then they start dropping other things; an old TV that doesn't work, a blown loudspeaker, beanbags, other unwanted furniture...Then they get carried away and start dropping things that are still working, while wrecking the rest of the apartment. But mobile phones start ringing and they're told to turn on a TV, because a plane has just crashed into the World Trade Centre... At ease with the volatility of modernity, Iain Banks is also our most accomplished literary writer of narrative-driven adventure stories that never ignore the injustices and moral conundrums of the real world. His new novel, displays his trademark dark wit, buoyancy and momentum.

Use of Weapons

Orbit 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 State of the Art

Night Shade Iain M. Banks' only short-story collection, never before published in the US. Contents: * Road of Skulls * A Gift from the Culture * Odd Attachment * Descendant * Cleaning Up * Piece * The State of the Art * Scratch * A Few Notes On the Culture Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

The Business

Hachette UK Kate Telman is a senior executive officer in *The Business*, a powerful and massively discreet transglobal organisation. Financially transparent, internally democratic and disavowing conventional familial inheritance, the character of *The Business* seems, even to Kate, to be vague to the point of invisibility. It possesses, allegedly, a book of Leonardo cartoons, several sets of Crown Jewels and wants to buy its own State in order to acquire a seat at the United Nations. Kate's job is to keep abreast of current technological developments and her global reach encompasses Silicon Valley, a ranch in Nebraska, the firm's secretive Swiss headquarters, and a remote Himalayan principality. In the course of her journey Kate must peel away layers of emotional insulation and the assumptions of a lifetime. She must learn to keep her world at arm's length. To take control, she has to do *The Business*.

Espedair Street

Abacus Daniel Weir used to be a famous - not to say infamous - rock star. Maybe still is. At thirty-one he has been both a brilliant failure and a dull success. He's made a lot of mistakes that have paid off and a lot of smart moves he'll regret forever (however long that turns out to be). Daniel Weir has gone from rags to riches and back, and managed to hold onto them both, though not much else. His friends all seem to be dead, fed up with him or just disgusted - and who can blame them? And now Daniel Weir is all alone. As he contemplates his life, Daniel realises he only has two problems: the past and the future. He knows how bad the past has been. But the future - well, the future is something else.

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.

Whit

Abacus A little knowledge can be a very dangerous thing... Innocent in the ways of the world, an ingenue when it comes to pop and fashion, the Elect of God of a small but committed Stirlingshire religious cult: Isis Whit is no ordinary teenager. When her cousin Morag - Guest of Honour at the Luskentyrian's four-yearly Festival of Love - disappears after renouncing her faith, Isis is marked out to venture among the Unsaved and bring the apostate back into the fold. But the road to Babylondon (as Sister Angela puts it) is a treacherous one, particularly when Isis discovers that Morag appears to have embraced the ways of the Unsaved with spectacular abandon... Truth and falsehood; kinship and betrayal; 'herbal' cigarettes and compact discs - Whit is an exploration of the techno-ridden barrenness of modern Britain from a unique perspective.

Excession

Orbit Books By the author of *Feersum Endjinn*. The Excession has returned but the only person who is aware of its potential is living out her death in the immense Sleeper Service ship. The Excession is something the culture must understand better - before it falls into less understanding hands.

A Song of Stone

A Novel

Portrays a band of guerrillas who force themselves on the aristocratic couple living in a rural castle, and subtly weaves sexual, physical, and political tension into an intricate literary web

Inversions

In a world with little technology, the elusive but effective Dr. Vosill has quickly established herself as physician to the king, and her enemies want to know why, while in another land across the mountains, the mysterious DeWar has also risen to power, but he too may have his own hidden agenda. Reprint.

The Crow Road

Abacus Software From its bravura opening onwards, *THE CROW ROAD* is justly regarded as an outstanding contemporary novel. '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 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.

Espedair Street

"Daniel Weir used to be a famous - not to say infamous - rock star. Maybe still is. At thirty-one he has been both a brilliant failure and a dull success. He's made a lot of mistakes that have paid off and a lot of smart moves he'll regret forever (however long that turns out to be). Daniel Weir has gone from rags to riches and back, and managed to hold onto them both, though not much else. His friends all seem to be dead, fed up with him or just disgusted - and who can blame them? And now Daniel Weir is all alone. As he contemplates his life, Daniel realises he only has two problems: the past and the future. He knows how bad the past has been. But the future - well, the future is something else."--Publisher description.

Stonemouth

After five years in exile, Stewart Gilmour is back in Stonemouth for the funeral of patriarch Joe Murston, and even though the last time Stu saw the Murstons he was running for his life, staying away might be even more dangerous than turning up. Although there's supposed to be a temporary truce between Stewart and the town's biggest crime family, it soon becomes clear that only Stewart is taking this promise of peace seriously. Before long he steps back into the minefield of his past to confront his guilt and all that it has lost him, uncovering ever darker stories.

Matter

Orbit Books The dazzling new Culture novel from a modern master of science fiction - a tour de force of brilliant storytelling, world-building and imagination.

The Wasp Factory

A Novel

Simon and Schuster 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.

Iain M. Banks

The New Science Fiction Novels

Orbit Books

Complicity

Abacus **COMPLICITY** n. 1. the fact of being an accomplice, esp. in a criminal act A few spliffs, a spot of mild S&M, phone through the copy for tomorrow's front page, catch up with the latest from your mystery source - could be big, could be very big - in fact, just a regular day at the office for free-wheeling, substance-abusing Cameron Colley, a fully paid-up Gonzo hack on an Edinburgh newspaper. The source is pretty thin, but Cameron senses a scoop and checks out a series of bizarre deaths from a few years ago - only to find that the police are checking out a series of bizarre deaths that are happening right now. And Cameron just might know more about it than he'd care to admit ... Involvement; connection; liability - **Complicity** is a stunting exploration of the morality of greed, corruption and violence, venturing fearlessly into the darker recesses of human purpose.

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.

The Wasp Factory

Little Brown GBR 'Two years after I killed Blyth I murdered my young brother Paul, for quite different 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.' Enter - if you can bear it - the extraordinary private world of Frank, just sixteen, and unconventional, to say the least.

The Business

Abacus Kate Telman is a senior executive officer in *The Business*, a powerful and massively discreet transglobal organisation. Financially transparent, internally democratic and disavowing conventional familial inheritance, the character of *The Business* seems, even to Kate, to be vague to the point of invisibility. It possesses, allegedly, a book of Leonardo cartoons, several sets of Crown Jewels and wants to buy its own State in order to acquire a seat at the United Nations. Kate's job is to keep abreast of current technological developments and her global reach encompasses Silicon Valley, a ranch in Nebraska, the firm's secretive Swiss headquarters, and a remote Himalayan principality. In the course of her journey Kate must peel away layers of emotional insulation and the assumptions of a lifetime. She must learn to keep her world at arm's length. To take control, she has to do *The Business*.

The Algebraist

Orbit Books 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, flamboyant and spectacular as the gas giant on which it is set, the new science fiction novel from Iain M. Banks is space opera on a truly epic scale.

Walking on Glass

Orbit Books A reissue of Iain Banks' second novel—three separate stories which unfold to come intricately and masterfully together 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, and 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.