

## The Wasp Factory A Novel By Iain Banks Summary Study Guide

Isis Whit, a member of the Luskentyrian Sect, a small religious cult in Stirling, is sent into the techno-ridden spiritual barrenness of nineties Britain to bring her wayward cousin back to the fold.

"Fielding expects his cousin to help convince the rest of the Wopulds not to sell their shares, but Alban knows that his first obligation at Garbadale, the family's Scottish Highlands estate, is to confront two painful events from his past: his ill-fated love affair with his beautiful cousin Sophie and his mother's suicide. An unexpected revelation by Grandma Win, however, will forever alter Alban's perspective."--BOOK JACKET.

Once a warrior-spy and combat leader on the planet Golter, Sharrow lives in semi-retirement, but suddenly finds herself the target of the Huhsz, a religious cult, and realizes that she has to find and reform her old team if she has any hope of survival. By the author of *The Wasp Factory*.

Originally published: London: Macmillan, 1987.

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* 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

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 Twin Novae battle had been one of the last of the Idiran war, and one of the most horrific: desperate to avert their inevitable defeat, the Idirans had induced not one but two suns to explode, snuffing out worlds and biospheres teeming with sentient life. They were attacks of incredible proportion—gigadeathcrimes. But the

war ended, and life went on. Now, eight hundred years later, light from the first explosion is about to reach the Masaq' Orbital, home to the Culture's most adventurous and decadent souls. There it will fall upon Masaq's 50 billion inhabitants, gathered to commemorate the deaths of the innocent and to reflect, if only for a moment, on what some call the Culture's own complicity in the terrible event. Also journeying to Masaq' is Major Quilan, an emissary from the war-ravaged world of Chel. In the aftermath of the conflict that split his world apart, most believe he has come to Masaq' to bring home Chel's most brilliant star and self-exiled dissident, the honored Composer Ziller. Ziller claims he will do anything to avoid a meeting with Major Quilan, who he suspects has come to murder him. But the Major's true assignment will have far greater consequences than the death of a mere political dissident, as part of a conspiracy more ambitious than even he can know—a mission his superiors have buried so deeply in his mind that even he cannot remember it. Hailed by SFX magazine as "an excellent hopping-on point if you've never read a Banks SF novel before," *Look to Windward* is an awe-inspiring immersion into the wildly original, vividly realized civilization that Banks calls the Culture.

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...

"Horza est en guerre contre la Culture. Dans le grand conflit interplanétaire qui met aux prises celle-ci avec les puissants Idirans, lui a choisi de combattre la Culture, qui a ses yeux représente la fin de l'Histoire, le contraire de la vie. Horza est l'un des derniers métamorphes : il peut changer de visage à volonté. Et il peut porter un coup fatal à son ennemi en capturant un Mental en difficulté qui s'est caché sur une planète interdite. Mais la Culture a plus d'un tour dans son sac ...

The first ever collection of Iain Banks' 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' staggering talent.

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.

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.

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*

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.

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

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.

It begins in the realm of the Real, where matter still matters. 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. 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.

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.

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.

As a young woman, Roseanne McNulty was one of the most beautiful and beguiling girls in County Sligo, Ireland. Now, as her hundredth year draws near, she is a patient at Roscommon Regional Mental Hospital, and she decides to record the events of her life.

Stewart Gilmour is back in Stonemouth. After five years in exile his presence is required at the funeral of patriarch Joe Murston, and even though the last time Stu saw the Murstons he was running for his life, staying away might be even more dangerous than turning up. An estuary town north of Aberdeen, Stonemouth, with its five mile beach, can be beautiful on a sunny day. On a bleak one it can seem to offer little more than seafog, gangsters, cheap drugs and a suspension bridge irresistible to suicides. And although there's supposed to be a temporary truce between Stewart and the town's biggest crime family, it's soon clear that only Stewart is taking this promise of peace seriously. Before long Stu steps back into the minefield of his past to confront his guilt and all that it has lost him, uncovering ever darker stories. Soon his homecoming takes a more lethal turn than even he had anticipated. Tough, funny, fast-paced and touching, *Stonemouth* cracks open adolescence, love, brotherhood and vengeance in a rite of passage novel like no other.

Traveling by tanker to her European tour, cellist Hisako Onodo finds herself in the middle of a political maelstrom when tensions in Latin America force her ship to drop anchor in a Panamanian lake, and its passengers and crew are taken hostage

"In a world renowned even within a galaxy full of wonders, a crime within a war. For one man it means a desperate flight, and a search for the one - maybe two - people who could clear his name. For his brother it means a life lived under constant threat of treachery and murder. And for their sister, it means returning to a place she'd thought abandoned for ever." "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 civilisations 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."--P. [4] of container.

When Prentice McHoan returns to his home town of Gallanach he meets a former girlfriend of his missing uncle Rory, who provides him with a folder of Rory's writings that inspires him to seek out the man who had disappeared eight years earlier.

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.

The Wasp Factory Little Brown GBR

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

Dark family secrets, a long-lost love affair and a multi-million pound gaming business lie at the heart of Iain Banks' fabulous new novel. The Wopuld family built their fortune on a board game called Empire! - now a wildly successful computer game. So successful the American Spraint Corp wants to buy the Wopulds out. Young renegade Alban, who has been evading the family tentacles for the last few years, thinks Spraint should be treated with suspicion - but he also has other things on his mind. What drove his mother to take her own life? And is he yet over Sophie, his bewitching cousin and teenage love, who'll be present at the forthcoming family gathering - part birthday party, part Extraordinary General Meeting - at Garbadale, their highland castle?

'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.

This futuristic novel tells the story of a burned-out secret agent who is called back to work and thinks about getting back at employers who took advantage of him in the past  
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.

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.

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.

The Scavenger species are circling. It is, truly, the End Days for the Gzilt civilisation. An ancient people, organised 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 civilisations: 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 civilisation are likely to prove its most perilous.

Science fiction-novel.

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 civilization. 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. 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. 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.

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