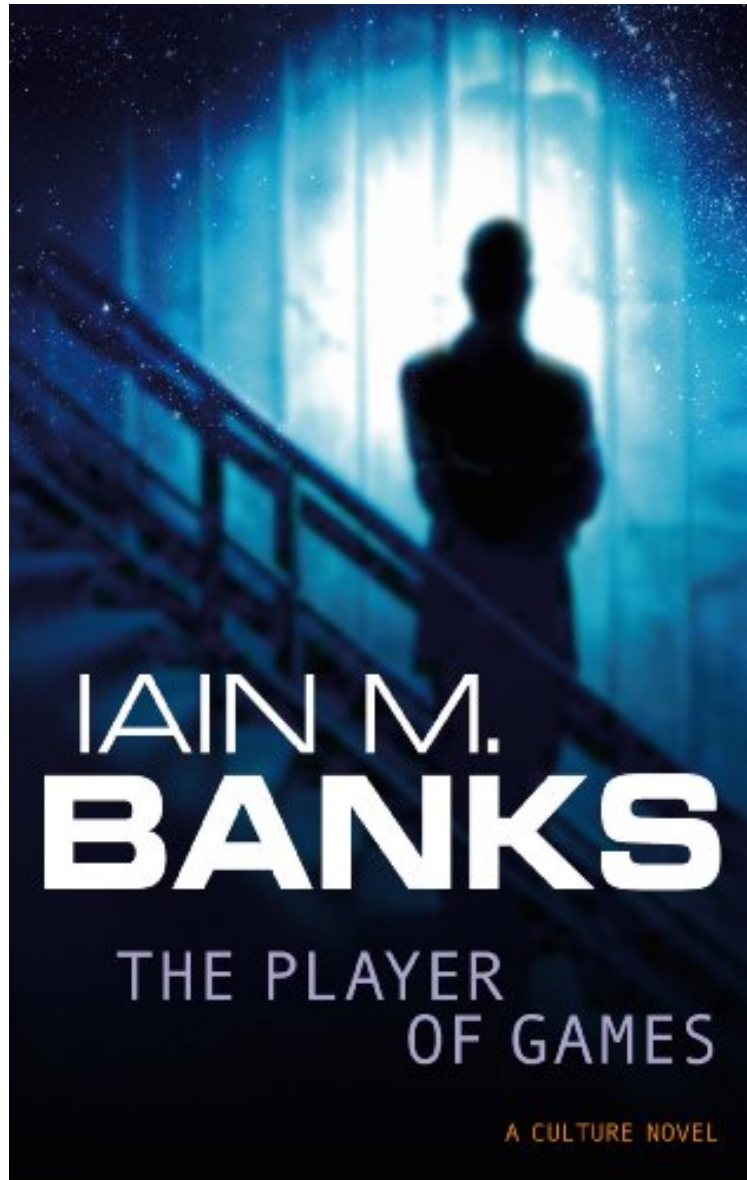


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The Player Of Games: A Culture Novel (Culture series)

Von Iain M. Banks

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Von Iain M. Banks : The Player Of Games: A Culture Novel (Culture series) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Player Of Games: A Culture Novel (Culture series):

Kundenrezensionen Hilfreichste Kundenrezensionen 5 von 5 Kunden fanden die folgende Rezension hilfreich. Packend und elegant Von Kindle-Kunde Nach dem enttäuschenden und zerfahrenen ersten Band (Consider Phlebas) gelingt dem

Autor mit "The Player of Games" ein elegantes, ansantes und packendes kleines Kunstwerk. Aus dem Blickwinkel eines Kulturbewohners wird ein fremdes Imperium vorgestellt, das einen sehr archaischen Wertekanon besitzt und ber ein mittelalterliches Regierungs- und Justizsystem verfgt. Der Protagonist ist hin- und hergerissen zwischen Faszination und Abscheu. Im Hintergrund zieht "Contact", die einem Verteidigungsministerium entsprechende Organisation der Kultur, die Fden, und es entwickelt sich ein spannendes Verwirrspiel. Ich habe das Buch sehr genossen. Man kann meiner Ansicht nach auch sehr gut mit diesem zweiten Band in den Kulturzyklus einsteigen und sich Teil 1 sparen.1 von 2 Kunden fanden die folgende Rezension hilfreich. A great Sci-fi book, one of the best I've readVon Ein KundeThis book was amazing. It was my second Iain M. Banks book after 'Against a Dark Background'. I'd found that one rather tedious after the beginning and I wasn't expecting much from 'The Player of Games'. I was proved very wrong. This book combines the best elements of Sci-fi and creates a deep, philosophical yet action-filled medley. It poses questions about our society and reflects our world using the supposedly 'perfect' society called the culture.I hardly ever give 5 Stars but this book deserves 6, it was one of the best books I have ever read. If you like sci-fi, you'll love it, even if you don't you may get converted with this.9 von 9 Kunden fanden die folgende Rezension hilfreich. Great hard-SF ideas after a long time!Von Sumit ChowdhuryThis was the first Banks book I've read and it is really mindblowing technological SF. Not much in the way of "new" physics, but the best mix of space tech, AI, advanced civilizations and conflict that I've read in quite a while. The canvas is huge, the machines are cool and the society is totally where we wish we were. If you're into SF you may have seen some of these ideas in other books, but this is one which integrates all those things into a single volume. Definitely a "buy" recommendation - unless you have a short attention span and prefer TV. I guess I want to see more of Banks' books and it helps if my reco makes it profitable enough for him to revisit his marvellous universe.

KurzbeschreibungThe 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..deIn The Player of Games, Iain M. Banks presents a distant future that could almost be called the end of history. Humanity has filled the galaxy, and thanks to ultra-high technology everyone has everything they want, no one gets sick, and no one dies. It's a playground society of sports, stellar cruises, parties, and festivals. Jernau Gurgeh, a famed master game player, is looking for something more and finds it when he's invited to a game tournament at a small alien empire. Abruptly Banks veers into different territory. The Empire of Azad is exotic, sensual, and vibrant. It has space battle cruisers, a glowing court--all the stuff of good old science fiction--which appears old-fashioned in contrast to Gurgeh's home. At first it's a relief, but further exploration reveals the empire to be depraved and terrifically unjust. Its defects are gross exaggerations of our own, yet they indict us all the same. Clearly Banks is interested in the idea of a future where everyone can be mature and happy. Yet it's interesting to note that in order to give us this compelling adventure story, he has to return to a more traditional setting. Thoughtful science fiction readers will appreciate the cultural comparisons, and fans of big ideas and action will also be rewarded. --Brooks Peck.co.ukIn The Player of Games, Iain M. Banks presents a distant future that could almost be called the end of history. Humanity has filled the galaxy, and thanks to ultra-high technology everyone has everything they want, no one gets sick, and no one dies. It's a playground society of sports, stellar cruises, parties, and festivals. Jernau Gurgeh, a famed master game player, is looking for something more and finds it when he's invited to a game tournament at a small alien empire. Abruptly Banks veers into different territory. The Empire of Azad is exotic, sensual and vibrant. It has space battle cruisers, a glowing court-- all the stuff of good old science fiction--which appears old-fashioned in contrast to Gurgeh's home. At first it's a relief, but further exploration reveals the empire to be depraved and terrifically unjust. Its defects are gross exaggerations of our own, yet they indict us all the same. Clearly Banks is interested in the idea of a future where everyone can be mature and happy. Yet it's interesting to note that in order to give us this compelling adventure story, he has to return to a more traditional setting. Thoughtful science fiction readers will appreciate the cultural comparisons, and fans of big ideas and action will also be rewarded. -- Brooks Peck