



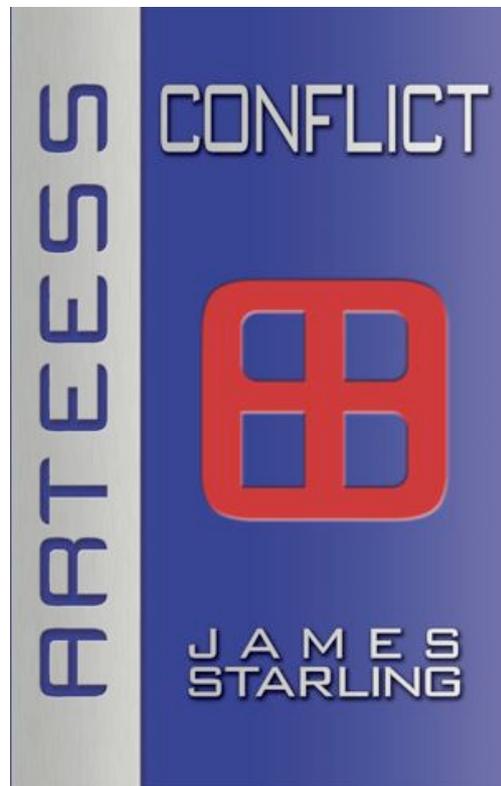
# Elsewhen Press

*a small independent publisher specialising in Speculative Fiction*

# ADVANCE INFORMATION

## ARTEESS: CONFLICT

### JAMES STARLING



#### PRINT EDITION

**PUB DATE:** 10 NOVEMBER 2013  
**EXTENT:** 256PP  
**FORMAT:** DEMY (215 X 135MM) PAPERBACK  
**PRICE:** £9.99 / €11.99 / \$17.99  
**ISBN:** 978-1-908168-20-7

#### ELECTRONIC EDITION

**PUB DATE:** 26 JULY 2013  
**FORMATS:** EPUB, KINDLE  
**PRICE:** £2.99 / €3.49 / \$3.99  
**ISBN:** 978-1-908168-30-6

**RIGHTS:** WORLDWIDE

**MARKET RESTRICTIONS:** NONE

**BIC CODES:** FL SCIENCE FICTION

**BISAC CODES:** FIC028010, FIC028050, FIC036000

**FICTION / SCIENCE FICTION / ADVENTURE**

**FICTION / SCIENCE FICTION / MILITARY**

**FICTION / TECHNOLOGICAL**

*Arteess: conflict* is the first in a new science fiction series where much of the action takes place inside a game. But surviving the game is not child's play. We learn of science, betrayal, power and progress – from the perspective of innocent, but nevertheless accomplished gamers

Created as an experiment into the nature of time itself, the virtual world of Arteess exists, in the near future, as a private digital realm. A full-body virtual reality experience where the talented, the shrewd and the lucky are invited to participate in an international war zone of nomadic factions. We are introduced into the world of Arteess alongside the Shard squad, a group of friends specialising in conflict arenas. Though each member possesses unique talents, they are ultimately defined by their personalities, their own personal battles and the moral choices they make in the consequence-free virtual environment.

Surrounded by sociopathic technicians, facetious pilots and a potentially insane commander, they must carve out a place for themselves while surviving the onslaught of rivals and the antics of the rest of their own faction. But, hey, it's only a game, isn't it?

*"An impressive debut novel"*

James Starling bridges the chasm-like void between literature and gaming, bringing together both the disturbingly amusing black humour of the gaming community and the focus, scope and monumental scale possible within modern literature.

James Starling is, by any definition of the word, a gamer. From the mean inhospitable streets of a lovely little community nestled deep within the Devon coastline, James finds himself caught between two distant generations. Dragged along with the modern and the technological, he revels in the virtual environments and endless community entertainment of this millennium's gaming scene. However you view it, he's certainly caught up in the rush of gaming to the point where it's become a bit of an obsession.

Prices shown are typical retail price. Actual sale price may vary by retailer. Electronic edition UK and EU prices include VAT.

FOR A REVIEW COPY, OR FOR FURTHER INFORMATION, CONTACT  
ELSEWHEN PRESS, PO BOX 757, DARTFORD, KENT DA2 7TQ

EMAIL [INFO@ELSEWHEN.CO.UK](mailto:INFO@ELSEWHEN.CO.UK)

OR VISIT [ELSEWHEN.CO.UK](http://ELSEWHEN.CO.UK)