

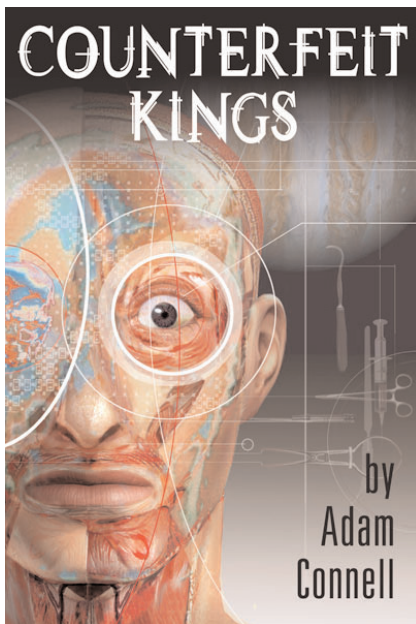
COUNTERFEIT KINGS



by
Adam
Connell

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COUNTERFEIT KINGS HERALDS A NEW TALENT IN SPECULATIVE LITERATURE

New from Phobos Books, author Adam Connell's novel *Counterfeit Kings* announces the arrival of an exciting new talent in the field of science fiction. In the tradition of science fiction pioneers Alfred Bester and Dan Simmons, *Counterfeit Kings* is a bold novel that examines the human fear of change and the desperate struggle to hold onto one's identity in the face of catastrophe.

The protagonist in *Counterfeit Kings* is Horrocks, a former bodyguard who is now married and expecting a child. He has disavowed his violent past and is working as a foreman on a colony of gas mines. The mines hover in the corrosive clouds over Io, Jupiter's volcanic moon. When the colony's leader, known to everyone as "the king", is almost assassinated and goes into hiding, a cadre called the Ringers—new bodyguards surgically altered to resemble the king—throw the colony into chaos. Horrocks' pursuit of the king and the Ringers forces him to revive his suppressed ferocity, and leads him to question the unjust way of life that he is fighting to preserve.

Counterfeit Kings is a novel about brutality, betrayal, and redemption. Said Phobos Books editor Keith Olexa, "*Counterfeit Kings* is the opposite of a space opera. Gone are the chrome-plated dreadnoughts, world-shattering energy weapons, and crisply defined views of good and evil. In their place are ships held together with duct tape, and people held together with scraps of decency. This story has a compelling arc and 'Tarantino-esque' action. It's an intellectual bullet to the gut."

Phobos Books has plans to publish Connell's second novel, to be titled *Cold Tonnage*. Said Phobos Books publisher Sandra Schulberg, "Sometimes a writer comes along who is fully developed, even at a young age. Adam's a unique voice, and we anticipate his work will generate controversy."

Previous Phobos titles include the anthologies *Empire of Dreams and Miracles* and *Hitting the Skids in Pixeltown*, collections of new voices in science fiction edited and selected by Orson Scott Card, Larry Niven, and other luminaries in the field; and the Comic Book Novel *Nobody Gets the Girl* by James Maxey, with an introduction by the legendary Jim Shooter.

Counterfeit Kings goes on sale in bookstores nationwide May 2004. Extensive promotions and an author tour will help introduce Connell to the reading public. Phobos books are distinguished not only by exceptional new writing, but by world-class original cover art. The cover art for *Counterfeit Kings* is by award-winning artist and movie and game designer Stephan Martiniere.

Counterfeit Kings by Adam Connell

ISBN 0-9720026-4-2 | 380 pages | \$14.95 | May 2004

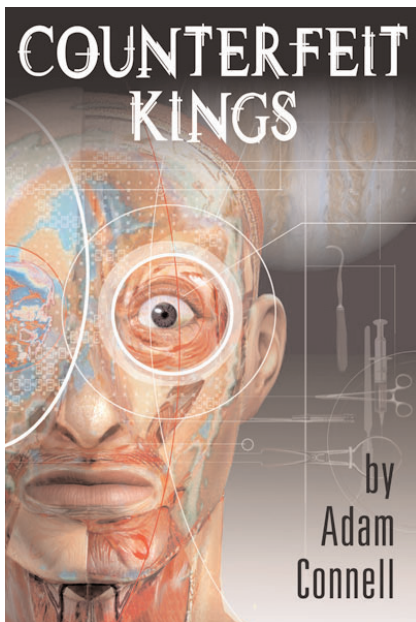
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For further information or to arrange an interview with the author please contact Andy Heidel, Phobos' Director of Publicity, at 718-789-1391 or andy.heidel@verizon.net.



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INTERVIEW WITH ADAM CONNELL

Q: What kind of science fiction is *Counterfeit Kings*?

A: It's probably easier for me to tell you what it's not. *Counterfeit Kings* is not Hard SF. It's not traditional space opera. You won't find aliens or lasers or weird evolutionary leaps. I guess, if I can coin a phrase, it's space drama. The setting is a mining colony near Io, and there's plenty of conflict and action, but this book is really an examination of some truly desperate people. They've made sacrifice after sacrifice and now, in a time of crisis, they have almost nothing left to give.

Q: So technology has no part in *Counterfeit Kings*?

A: Not true. *[Laughs]* Technology is the foundation of the book's conflict. It's integral to the plot, otherwise you couldn't call it SF. I've extrapolated from current scientific knowledge—my explanation of the gas mines is a perfect example of this—but I haven't made quantum leaps of scientific assumption. When reading Hard SF, no matter how great the story's core idea, I sometimes lose interest.

Q: Because technology is so difficult to relate to?

A: Exactly. As a reader, I'm always looking for a reflection of the human condition. To date, I haven't found this in a description of Ion Drives, or in the appearance of some incredible alien device or artifact. As a writer, I craft my stories around *people*. Complex, original characters who are faced with tough, tough choices. The kind of people you can identify with, good and bad.

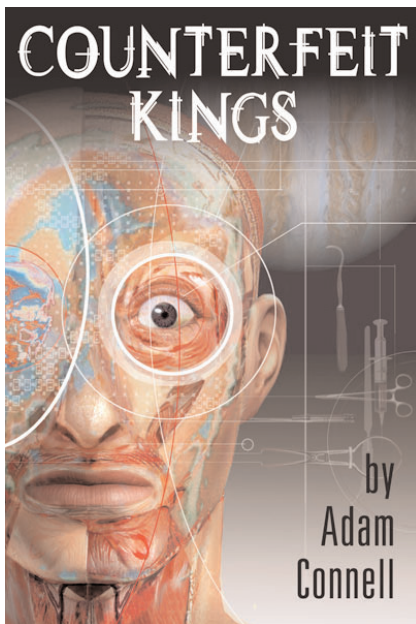
Q: The *Counterfeit Kings* environment—the ships and the mines—is quite gritty. Was this done intentionally?

A: Not consciously, not for the sake of being different. The environment had to be that way for the story to work. But I suppose on some level I was rebelling against standard SF fare. This is just my opinion, but the SF readership has been force-fed pristine, sanitized futures for too long, don't you think? I'm always hungry for a realistic future that's dangerous, something that's exciting and maybe a bit unclean. Something that has the texture of authenticity. I think the audience is hungry for this as well. Just look at the phenomenal success of Richard Morgan's *Altered Carbon*, or any of China Mieville's books.

Q: What is *Counterfeit Kings* really about?

A: If I had to boil it down, it's about bad choices. The way they can reverberate through the years and paint you into a corner. We've all of us made bad decisions. How we deal with the repercussions defines who we are.





ADAM CONNELL A BRIEF BIOGRAPHY

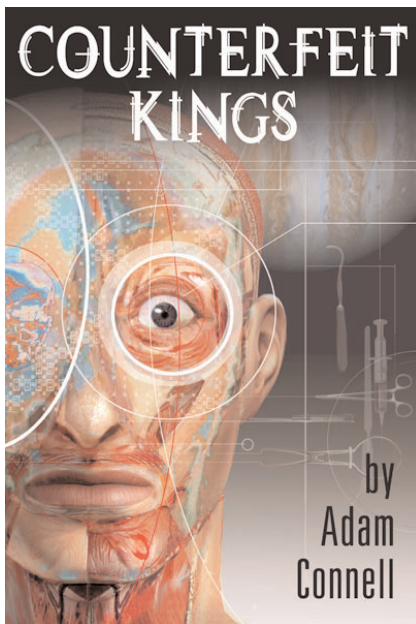
A fan of science fiction since the time he could read, Adam Connell devoured all things genre and promptly became the oddest kid in his class. “The book that influenced me the most was *Dune*,” Connell says. “It’s a literary landmark. It fulfills the kind of promise that only speculative fiction can deliver, by bringing new context and meaning to age-old human issues. By that I mean without the constraints of our current social and technological climate. For the author of genre fiction, there are millions of ways to dissect humanity.” Connell began writing science fiction at age fifteen, and since his graduation from college in 1995 he has written six novels—the first three have been completely destroyed to save him from future embarrassment.

Connell graduated from New York University with a degree in English and went on to a job in finance. This unusual career path was the result of happy accident, good fortune, and desperation. Throughout his seven years in finance, Connell was never completely happy. In 2002 he was contemplating a career change when his company made the decision for him. Connell was laid off with about 200 other employees.

After his “separation” from the finance industry, Connell hunted for work in the publishing field. During a phone interview with Sandra Schulberg, publisher of Phobos Books, Connell mentioned his passion for novel writing. Ms. Schulberg arranged for a second interview to be held in her office, and invited Connell to bring along two of his best manuscripts.

Instead of a job, Connell got two book contracts. The first contract was for *Counterfeit Kings*. His next novel, *Cold Tonnage*, will be published by Phobos Books in the spring of 2005. He lives in New York City. Visit him on the web at www.counterfeitkings.com.





COUNTERFEIT KINGS MARKETING & PROMOTIONS PLAN

Publication Date: May 2004

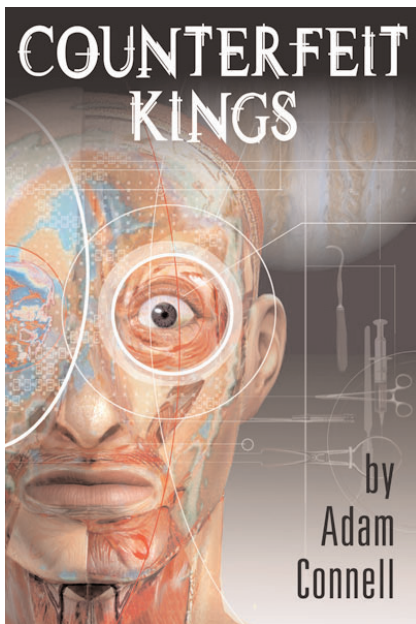
Media Campaign Dates: April 2004 — September 2004

- Major review attention
- Multi-city author tour: New York, Philadelphia, Seattle, Portland, San Francisco, Los Angeles, San Diego, and more
- Guest appearances on national and local radio programs
- National print advertising: *PW*, *Locus*, *Analog*, *Chronicle*, *Starlog*
- Intensive on-line marketing
- Featured appearances at regional book conventions
- Endorsements in print ads and on book jacket from celebrated SF authors
- Direct email campaign to specialty retailers, SF fan base, SF websites
- New York City launch party



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ABOUT PHOBOS BOOKS

Phobos Entertainment is dedicated to creating high-quality science fiction entertainment. From books and movies to TV and video games, Phobos is working with science fiction writers, artists, and multi-media creators to realize unique visions of the future. Veteran movie producer Sandra Schulberg and partner Moon Cho launched the Phobos mission in 2000 with support from a talented crew of true believers—and some very experienced business partners. Phobos is quietly emerging as a source of valuable and original properties.

Phobos Books, a division of Phobos Entertainment, was formed in 2001. Its first title, *Empire of Dreams and Miracles: The Phobos Science Fiction Anthology*, was published in September 2002. Edited by Orson Scott Card and Keith Olexa, the anthology collects the 12 winning short stories from the 1st Annual Phobos Fiction Contest and showcases the literary talents of emerging science fiction authors. The 2nd Annual Phobos Fiction Contest resulted in the 2nd anthology, titled *Hitting the Skids in Pixeltown*. The celebrity juries for the previous and forthcoming anthologies include *Ringworld* author Larry Niven, Nebula Award-winner Catherine Asaro, NASA astronaut Marsha Ivins, *The Matrix* executive producer Andrew Mason, Oscar-winning *Star Wars* designer Doug Chiang, legendary comic book editor and writer Jim Shooter, *Starlog* magazine editor Dave McDonnell, astrophysicist and author Lawrence Krauss, Sci Fi Channel Senior VP Thomas Vitale, *Analog* editor and author Stanley Schmidt, esteemed artist Vincent Di Fate and best-selling author Orson Scott Card.

In October 2003 Phobos Books published James Maxey's genre-bending novel *Nobody Gets the Girl. Absolutely Brilliant in Chrome*, the first book in a new anthology series called *Phobos Galaxy*, is slated for publication in March 2004.

