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www.goodreads.com/author/show/7035 089.Michael\_Cairns

# **Author Bio**

Michael Cairns was born at a young age and could write even before he could play the drums, but that was long ago, in the glory days – when he actually had hair.

He loves pineapple, playing gigs and outwitting his young daughter (the scores are about level but she's getting smarter every day).

Michael is currently working hard on writing, getting enough sleep and keeping his hair. The first is going well, the other two...not so much.

Do you like your reads fast paced, action packed and with compelling real world characters? Then Epic Fantasy and Science Fiction by Michael Cairns is for you.

Twists and cliffhangers will keep you on the edge of your seat throughout the Novella series A Games of War. Season One is out now, with Season Two coming spring 2014.

Also out now is Book One of The Assembly Trilogy, with characters *to die* for. An epic fantasy adventure set on earth that pits urban warriors with extraordinary powers against an invading alien foe.

The Spirit Room will be out in print in April 2014.

Michael also posts regular short stories on the Cairns Writes blog and a weekly Podcast downloadable from iTunes or the blog.

**Books by Michael Cairns** 

## The Assembly Trilogy

'The Avengers meets Magician, The Assembly trilogy is superhero conflict on a global scale...'



The Spirit Room, the first book in The Assembly Trilogy is out now.

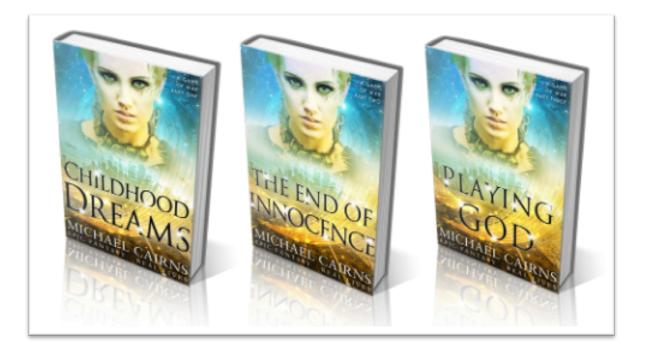
Action, Adventure, Aliens, Magic, Mayhem & Modern day superheroes...you know...cool stuff...

- An ancient cadre of magicians
- A select team of extra-ordinary warriors
- An unseen foe

As two ancient forces battle for control, reality as we know it is being

torn apart. Caught somewhere in the middle, and tasked with ridding the world of the insidious alien intelligence are The Planets. Neptune hails from Rio, the gay daughter of strict catholic parents. Mars, from Ireland, still missing the sister he lost years ago. Uri grew up on the streets of New York, and Venus... well, no one knows and she isn't telling. Imbued with extra-ordinary powers, these highly trained individuals take the fight across the globe. With startling and unnerving revelations at every turn, the depth of deception is only now becoming clear...'

The current novella series available for download is **A Game of War**, a fast paced, Sci-Fi action adventure. A Game of War is currently in 6 parts with Season 1 available now, Season 2 coming from March 2014.



A fast paced sci-fi adventure, A Game of War blends dizzying excitement with a whirlpool of emotions to keep you gripped from beginning to end. Like 'The Hunger Games'? You'll love this!

"This is a real page turner, characters you can believe in, horrible bad guys and cool action. Perfect for fans of Suzanne Collins or anyone who likes their sci-fi to have a human edge.

Praise for A Game of War

"Now hang on just a cotton-pickin' minute here mister author! You cannot, can NOT just end the book with a cliffhanger the size of the Grand Canyon! Do you know what this will do for my sanity, having to wait until April 1st?... Oh my goodness, what an awesome read that was - I am salivating for the next book in the series. You are indeed Mr Cairns on my top ten author list now :) " Ingrid

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I decided to read this book to try and persuade myself to read more. I became so stuck to the book that I managed to finish it in two nights, every time I wanted to put it down, something happened in the book to made me want to read it even more !! Overall this book is brilliant and I can't wait for the next one. it is one of very few books that has inspired me to read more and I would recommend this book to anyone. **Robert** - young adult reviewer "CAN'T WAIT TILL THE 6 MAY! Put me out of my misery. I'll even pay to proof read for you!" Ed, after reading part two.

A Game of War Season One, Episode One - Childhood Dreams

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Available free on <u>Smashwords</u> and <u>Cairns Writes</u>

Ally flies and dad shoots. She's got a gift for flying, always has, even before she joined the Game.

The Game?

A weekly contest between slaves, winner takes all, losers get to walk home, assuming they survive that is. The slaves are owned by The Lords, aliens with something to hide, and spaceships like you wouldn't believe. This is the first part in the story of Ally's life; her first flight, her first love, aliens with attitude and a whole load of bad-ass flying and shooting. With the amount she's done, you'd be forgiven for thinking her life was nearly over. Turns out it's only just beginning. Join Ally as she remembers the first 16 years of an extraordinary life.

**ISBN for Kindle:** 978-1-909699-00-7 **ISBN for Smashwords:** 978-1-909699-01-4

# A Game of War Season One, Episode Two - The End of Innocence

## Available on Amazon and Smashwords

The game keeps changing. Either you change with it, or you die. But for Ally and Stem, the changes are greater than they ever thought possible and now, there are no rules. In part two of 'A Game of War', Ally and Stem discover something incredible about themselves. The discovery gives them the power to fight back at the fickle creatures that keep them enslaved. But nothing is ever simple, and what begins with hope may end in tragedy. The End of Innocence sees Ally and Stem take the fight to the Lords. After countless centuries of enslavement, pioneers for the human race are finally fighting back for its freedom.

ISBN for Kindle: 978-1-909699-02-1 ISBN for Smashwords: 978-1-909699-03-8

## A Game of War Season One, Episode Three - Playing God

### Available on Amazon and Smashwords

Free at last, Ally and Stem have reached the war, but nothing is as it seems.

In part three of A Game of War, Ally discovers just how big the universe is; makes a friend who helps her discover the true extent of the power that she has locked within; and is introduced to The Master.

The Master is in a league of his own when it comes to power, and runs his own game, one that pits races from all over the universe against one another.

The prize? Knowledge, power, or simply pride. For Ally and Stem it is the chance to free the human race, and one they cannot pass up. But the stakes are high. This games ends not with a long walk, but with death.

With a choice that is no choice, they must once more step into the arena.

**ISBN for Kindle:** 978-1-909699-04-5

**ISBN for Smashwords:** 978-1-909699-05-2

A Game of War Season 2.



## Part Four, Breathing in Space, due out 14 March 2014

Part Five, Escape, due 15th April 2014

# Part Six, Gateway to Earth, due 15th May 2014

Michael Cairns is on Twitter and Facebook http://www.twitter.com/cairnswrites http://www.facebook.com/cairnswrites

## Social Media is buzzing about A Game of War

1	Ingrid Kennedy  Michael Cairns March 14 near North Shields, England *	×
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Like	Comment	
Mich	ael Cairns, Lynne Dixon and Eddie Stevens like this.	
e In	Michael Cairns Hehehehe Thanks, so glad you enjoyed it! It's only 13 days now じ March 15 at 8:54am via mobile - Like - む2	
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	Michael Cairns Hi Ingrid, I've just looked at this over m breakfast. What a wonderful way to start the day! Thanks so much, it's very kind of you and I'm s glad you're enjoying it. What other books in this genre are you particularly keen on? Also, would you mind if I quoted you on the website please? Thanks Mike March 12 at 8:17am via mobile - Like - s <sup>4</sup> 2	0
À	Ingrid Kennedy Hi Mike, I'd be honoured if you would like to use anything I wrote on your site, please copy and paste away, my friend! My Kindle is full of post-apocolyptic/dystopian/futuristic stories like the Gone series by Michael Grant, the obligatory Hunger Game See More March 12 at 10:56am · Like · #31	
	Michael Cairns Hi Ingrid, thanks your comment will appear on the website soon! Thanks for the reading list! Lots of stuff there I haven't read so very exciting. I'm with you on the series thing, I love it when a story keeps going. Good luck the slow reading, never been my strong point either! March 12 at 10:50pm via mobile - Like	on



## **Recent Press**

#### Q&A with Michael Cairns featured in <u>The April 2013 Issue of Book Pinning Magazine</u>.

#### How did you get published?

I'm proud to say that I am indie published. My wife Elizabeth and I set up a publishing company and have spent the last couple of years learning the ins and outs of the industry. We quickly appreciated the many advantages of going indie as a new author. We get to control the output, the speed, the quality, the timing, the pricing, the royalties, the branding and the marketing strategy.

It's been a really steep learning curve but very exciting and doesn't preclude a potential hybrid model of indie and traditional publishing down the line.

### What was your inspiration for Childhood Dreams.

I wanted to write a short story. When I sat down to write it, I returned to a couple of paragraphs I had jotted down a few years ago of a picture I'd had in my head. The image was of a line of people walking across a dusty planet. I asked myself the questions 'who are they?' 'where are they going and why?' and 'what are they doing there?' and it started coming together.

I realised very quickly that I really liked the character that I was writing and the world in which she is based, so I planned the cliffhanger as way for it to continue and the series idea was born.

### What is the most challenging part of being an author?

#### Time!

I work full time. I'm at work by 7.15 and get home around 5, spend a couple of hours with my wife and daughter then sit down to write at about 7pm. By 9 I'm generally exhausted. In that 2 hour window I have to create worlds, slay dragons, do battle with aliens,...you know, save the universe all in the name of nailing my weekly word count (10K/week minimum), plus all the usual marketing and promotional stuff.

### What is the best part of being an author?

I think just getting to create stuff, without guidelines, without compromise, just getting to sit down and write whatever is in my head. Why else would you want to write other than for the joy of creating and hopefully getting paid for making stuff up? My wife likes it when I get paid.

### What one thing have you done to get more readers?

Build trusted connections by helping people, supporting them and adding genuine value; then leveraged those connections for mutual benefit.

In other words, I asked the people who know and love me if they will support me by spreading the word. They have both been working really hard.

#### What is one thing readers would be surprised to know about you?

Before I became a teacher I made my living as a professional musician and still do, spending many weekends playing the drums in a number of different bands, I've played at places like the Albert hall. Oh and I can waggle my ears.

#### What is the importance of community as an author?

Community is everything. Writing and book publishing is a team sport. None of us can do it alone. We all need editors, cover artists, proof readers, critics, friends, readers, therapists. Our community is probably the biggest commodity we have. It keeps us sane, it builds our knowledge, it promotes best practice.