The Ancient Device is the story of four somehow familiar, rather dishevelled, sometimes sympathetic characters: Hare, Fox-Owl, Ribbonhead and King John.

We meet this dysfunctional and longing band of players on their journey to a site in the English landscape where they are to give a performance of sorts.

Yet exactly who they are, where they are and what they are up to, becomes increasingly uncertain as the book draws us into the mist, exploring and experimenting with notions of narrative and plot, psychology and self, performance and place.

Like the characters themselves, readers are unlikely to come out as they went in.