In **Haven**, the second in a series of time-travel adventure novels by Canadian author Graeme Bennett, the son of a ruthless executive and a brilliant programmer steal the world's most valuable intellectual property: a top-secret device capable of sending messages into the past. The story told in book one ("*Helix*") focused on the plight of refugees and the technologically disenfranchised. **Haven** brings a new perspective: that of the leaders and the wealthy. It's the other side of the story of the gap between the 'haves' and the 'have nots'—a view of how the customs and cultures of the world are rapidly changing due to the social and economic shifts we see today.

Whereas, in the first book, those adhering to a religious orthodoxy struggled to maintain their beliefs in the face of technological change as new disruptors such as artificial biodiversity and artificial intelligence further estranged them from the status quo, here we see the machinations of those actually pulling the strings and redefining the rules.

Haven is a 'social science fiction' story of how the wealthiest and most influential members of society are increasingly driving the cultural and societal shifts that lead to a world in which the political systems and market dynamics are largely controlled by an elite group of multinational corporations. Within **Haven** lie the artifacts and ruins of this possible future. Enjoy the dig.

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