Carpet seller Abdulla's dreams are ordinary enough - a castle, a princess and a lovely garden with bluebells. To realise them he's drawn into an unfamiliar realm of djinns, genies, sorcerers and bandits, each past masters at duplicity. A plot which begins with a slow smoulder soon fizzes and cracks into life as the reader is whizzed on a magic carpet into the stimulating, frantic sequence of events that characterises this author's work. My tester and I loved it.