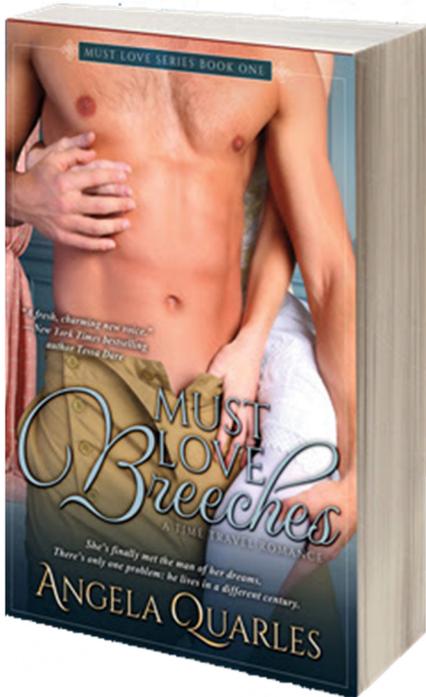


MUST LOVE Breeches

A TIME TRAVEL ROMANCE

media kit



She's finally met the man of her dreams. There's only one problem: he lives in a different century.

"A fresh, charming new voice" – New York Times bestselling author Tessa Dare

HOW FAR WOULD YOU TRAVEL FOR LOVE?

A mysterious artifact zaps Isabelle Rochon to pre-Victorian England, but before she understands the card case's significance a thief steals it. Now she must find the artifact, navigate the pitfalls of a stiffly polite London, keep her time-traveling origins a secret, and resist her growing attraction to Lord Montagu, the Vicious Viscount so hot, he curls her toes.

To Lord Montagu nothing makes more sense than keeping his distance from the strange but lovely Colonial. However, when his scheme for revenge reaches a stalemate, he convinces Isabelle to masquerade as his fiancée. What he did not bargain on is being drawn to her intellectually as well as physically.

Lord Montagu's now constant presence overthrows her equilibrium and her common sense. Isabelle thought all she wanted was to return home, but as passion flares between them, she must decide *when* her true home—as well as her heart—lies.



Angela Quarles has a B.A. in Anthropology and International Studies with a minor in German from Emory University, and a Masters in Heritage Preservation from Georgia State University. She currently resides in a historic house in the beautiful and quirky town of Mobile, AL.



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Shelving: Romance / Paranormal /
Time Travel
Readers: Historical romance
readers, fans of Jane Austen, fans of
Outlander by Diana Gabaldon, fans of
Ada Lovelace
Story Themes: Finding love,
finding yourself, what is your true
home?

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About Angela Quarles

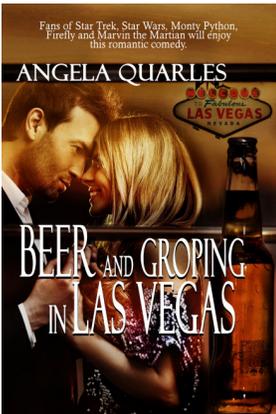
Angela is a geek girl romance writer. What makes her romances geeky? Whether it's fan girling over Ada Lovelace by having her as a secondary character in *Must Love Breeches*, or outright geek references with geek types in her romantic comedy with paranormal elements, *Beer and Groping in Las Vegas*, or going all Southern steampunk in *Steam Me Up, Rawley*, she likes to have fun with her romances and hopes her readers do too.

Angela works at an independent bookstore and lives in a historic house in the beautiful and quirky town of Mobile, AL. When she's not writing, she enjoys the usual stuff like gardening, reading, hanging out, eating, drinking, chasing squirrels out of the walls and creating the occasional knitted scarf. She's had a varied career, including website programming and directing a small local history museum, and has discovered that writing allows her to explore all her interests.

She's an admitted geek and is proud to be among the few but mighty Browncoats who watched *Firefly* the first night it aired. She was introduced to the wonderful world of science fiction by her father, by way of watching reruns of the original *Star Trek* in her tweens and later giving her a copy of Walter M. Miller Jr's *A Canticle for Leibowitz* as a teenager. She hasn't looked back since.

She has a B.A. in Anthropology and International Studies with a minor in German from Emory University, and a Masters in Heritage Preservation from Georgia State University. She was an exchange student to Finland in high school and studied abroad in Vienna one summer in college.

Other Books by Angela Quarles



Beer and Groping in Las Vegas

Publisher: Secret Cravings Publishing

Pub Date: December 19, 2012

Can a djinn and a magic slot machine bring two geeks together?

Riley McGregor is a geek trapped in a Good Ole Boy body and as owner of a microbrewery, smart chicks never look at him twice.

Rejected by a geek who wanted to “trade up,” Mirjam Linna would rather immerse herself in work than be the girlfriend-of-the-moment. Stranded in a Vegas hotel, she makes a wish—a night of hot sex with the man of her dreams. It's granted. She agrees to dinner, but afterward, she'll say thanks, but no thanks,

and see what's on the Syfy channel. But when they meet, they're surprised to find they had a shared connection in their past. Sparks fly as these two learn to be in the moment, be themselves and find love.

Fans of Star Trek, Star Wars, Monty Python, Firefly and Marvin the Martian will enjoy this romantic comedy.

Author Q & A

Q Where did you get the idea for this book?

A The original germ for this story was wondering who would be cool to meet if I went back in time. I'd originally conceived to go back to Jane Austen's era, but that idea has been well-trodden. When I came across Ada Lovelace, I had my answer. Born Augusta Ada Byron, she is the only legitimate daughter of the famous poet and bad boy Lord Byron and his wife, Annabella Milbanke. What a tumultuous and intriguing marriage that was! I had a hard time reining in Lady Byron in this story, as my interpretation of her personality is not favorable, and she was just oh-so annoying to me. I had many more scenes with her, as she lent herself easily to being an antagonist, but this story isn't supposed to be a rant about her and they were cut. Ada had such a sad childhood, and while her adulthood contained many amazing accomplishments, she died unpardonably young at thirty-six from uterine cancer. I think a lot her troubles stemmed from the tyranny of her mother, and in this novel, I took the liberty of giving her an alternate life through meeting Isabelle where she didn't die of cancer and had a happier life. In the end, this is a work of fiction, and my imagination, and I wanted to give this alternate life to her. I picked 1834 because it was the first year that Ada Byron was 'out' (having her Season in public). It was after her second Season that she married her husband William King, becoming Baroness King. In 1838, her husband became the Earl of Lovelace, and so that's why she's commonly called Ada Lovelace.

Q What other historical figures are featured in your book?

A Charles Babbage makes an appearance in one scene, as Isabelle (the heroine) and Ada attend one of his infamous Saturday Night soirees. Mary Somerville is also pulled from history; she was one of Ada's tutors and at the time of this novel, had become a good friend and mentor. Ada often visited the Somerville home in Chelsea and attended Babbage's soirees with the Somerville family. In this novel, the heroine stays at Mary Somerville's house. Others get mentioned in passing, like Michael Faraday, and the French chemist Mrs. D'Arconville. The hero and heroine go to see *King Lear* and the actor, William Charles Macready, is discussed as is Nahum Tate.

Q Why writing? And why your chosen genre.

A I think it offered an opportunity for me to use my creativity and imagination in a way that was challenging enough to keep my interest. Plus, it allows me to use and fuse my interests in different ways and in different stories. It's a way for me to "act" out other characters and personalities and to time travel :) If there was one sub-genre under romance that would cover what I write it'd be paranormal. Mainly time travel, but also other types of romance where I can incorporate something a little out of the ordinary, whether it's a wish-granting djinn, or steampunk, or meta fiction—a 'What If' that can't actually happen in real life. Usually, though, it's a little dabble that is inserted into the normal world, but has big consequences. In my time travel romance, *Must Love Breeches*, it's a wish made on a calling card case that brings her back in time, but then that's it as far as paranormal events.

With *Beer and Groping in Las Vegas*, it's an accidental wish made with a djinn, and except for little things they notice during the story, it takes place in our normal world.

Q How important is humor in your work?

A Very. If I can't have humor in it, I don't think I want to write it. Of course, what I find funny, others might not, so I'm fully prepared for some to not find it to their taste at all, and that's okay. But for those others who have the same sense of humor, I hope they find my stories funny and entertaining. Some of my fave authors don't have humor, but many do, and it's them that inspire me. Even Jane Austen has humor in her work. It's satirical, not slapstick, and sometimes very subtle, but it's there, much to my delight. If I can make a reader smile, I've accomplished what I want to.

Q What was your journey as a writer?

A I dabbled in fan fiction (Jane Austen) in 2005 & 2006, but didn't really set out to write a novel until 2008. I completed my first novel in 2009, which is currently trunked :) I wrote the first draft of *Must Love Breeches* in 2010 and set about revising it.

Q Whom do you see as your ideal reader?

A Someone who loves history and its nuances, but also doesn't mind the occasional jaunt into modern times. But above all has a fun, quirky sense of humor.

Q Who are the authors who inspire you?

A Jane Austen, Umberto Eco, Christopher Moore, Kevin Hearne, Anne Rice.

Q Who or what has been your biggest influence in your writing, and how?

A Hmm. When this question is worded differently I usually answer Jane Austen, but for some reason the way this is phrased has given me pause. I'll fudge my answer and give not the biggest, but several. Austen, because I love her writing and her ability to so effortlessly capture the small human moments and make them filled with tension and meaning. And my first efforts at fiction were Austen fan fiction. But later, it was reading Christopher Moore and how much he made me laugh and how out there he was, that really made me want to try writing for real.

Q Describe the book's theme?

A I think the main theme is home. What is home to you? And secondarily, and tied to that, it's learning to find your true self

Q What did you want to be when you grew up? Are you there yet?

A Not close at all! But then again, it would've been impossible to be all the things I wanted to be. At any given time I wanted to be different things, but oddly they all started with A: Actor, Architect, Artist, Archaeologist, Astronaut. I ended up majoring in International Studies and Anthropology with a minor in German at Emory University. One of the other career paths I'd contemplated was going into the foreign service. After college, another was being a book editor for a publishing company (because a love of books has been a constant thread in my life), but being a writer wasn't on my radar. I think that's actually been beneficial now, because I didn't have this big weight of a dream of Being A Writer held since childhood that frankly would have made me afraid to even start writing. Since I didn't have this dream since I was little of writing the next Big American Novel, I was able to start on this journey without that burden.

Q You refer to yourself as a geek girl. What started you on the path to geekdom?

A My dad! We used to watch reruns of the original *Star Trek* when it came on Sunday evenings back in the 70s (man, I'm showing my age). I loved that show. If my brother and I weren't playing Cowboys and Indians, we were going on Away missions outside, with our bridge we made out of sticks and things. We ordered communicators and those plastic phasers, which shot little round discs, from ads in the back of comic books, and we used dad's light meter as our tricorder. I *really* wanted to order a pair of Vulcan ears, LOL. I also remember going on road trips and when my parents would say 'another hour' I'd run through in my head a *Star Trek* episode to pass the time.

Then in 1977, when I was ten, *Star Wars!* My brother and I saw it ten times in the theater that year. We got to a point where we could recite every line as we watched it, which I'm sure annoyed the other patrons. We ordered the *Star Wars* Fan Club kit and held our local chapter meetings (consisting of just my brother and I, you understand) on the floor of our kitchen.

My dad later introduced me to science fiction books, which I still love reading. It was my boyfriend after college that solidified my geekdom by introducing me to computer games, which has become one of my few addictions. Before that, computer games to me were games like Pong, or even back when I was really little, ones where my brother and I tried to play games by *typing in lines of Basic computer code from a little spiral-bound notebook* for our Commodore 64. But the boyfriend and I played an adventure game that took place in the Arthurian world (can't remember the name) and it would show a still image and a blank box beneath where you typed in what you wanted to do, like 'dig under stone' and I was hooked. We also played *Civilization* when it came out as a computer game; before that we used to gather with friends and play the board game in an all-day marathon.

Q Do you have a favorite writing spot?

A It really depends! If I'm writing the first draft, it's usually at my desk at home, but if it's the weekend, I sometimes go to Starbucks to get that word count in. For revising, I like to sit on my front porch, which is one of those old,

wide, deep Southern porches. If the weather is bad, then I have a table in a nook off the Library where I revise. Both spots are nowhere near my laptop, which is critical!

Q What do you enjoy most about writing?

A Coming up with the world I want to explore, researching it, and then trying to create that story I want to tell for the reader. Most of what I write are historicals, so I love to be able to try and paint the picture for the reader, weave in those little details. I love research!