Neuromancer (The Neuromancer Trilogy)

From his triumphant debut with Snow Crash to the stunning success of his latest novel, Quicksilver, Neal Stephenson has quickly become the voice of a generation. In this now-classic thriller, he and fellow author J. Frederick George tell a shocking tale with an all-too plausible premise. There's no way William A. Cozzano can lose the upcoming presidential election. He's a likable midwestern governor with one insidious advantage—an advantage provided by a shadowy group of backers. A biochip implanted in his head hardwires him to a computerized polling system. The moc brain. Forget issues. Forget policy. Cozzano is more than the perfect candidate. He's a special effect. "Complex, entertaining, frequently funny."—Publishers Weekly "Qualifies as the sleeper of the year, the rare kind of science-fiction thriller that evokes genuine laughter while simultaneously keeping the level of suspense cranked to the max."— San Diego Union-Tribune "A Manchurian Candidate for the computer age." —Seattle Weekly

Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

The term "cyberpunk" entered the literary landscape in 1984 to describe William Gibson's pathbreaking novel Neuromancer. Cyberpunks are now among the shock troops of postmodernism, Larry McCaffery argues in Storming the Reality Studio, marshalling the resources of a fragmentary culture to create a startling new form. Artificial intelligence, genetic engineering, multinational machinations, frenetic bursts of prose, collisions of style, celebrations of texture: although emerging largely from science fiction, these features of cyberpunk writing are, as this volume makes clear, innovations of the literary avant-garde. By bringing together original fiction by well-known contemporary writers (William Burroughs, Thomas Pynchon, Don DeLillo, Kathy Acker, J. G. Ballard, Samuel R. Delany), critical commentary by some of the major theorists of postmodern art and culture (Jacques Derrida, Fredric Jameson, Timothy Leary, Jean-François Lyotard), and work by major practitioners of cyberpunk (William Gibson, Rudy Rucker, John Shirley, Pat Cadigan, Bruce Sterling), Storming the Reality Studio reveals a fascinating ongoing dialog in contemporary culture. colloquy is a shared preoccupation with the force of technology in shaping modern life. It is precisely this concern, according to McCaffery, that has put science fiction, typically the province of technological art, at the forefront of creative explorations of our unique age. A rich opportunity for reading across genres, this anthology offers a new perspective on the evolution of postmodern culture and ultimately shows how deeply technological developments have influenced our vision and our art. Selected Fiction contributors: Kathy Acker, J. G. Ballard, William S. Burroughs, Pat Cad William Gibson, Harold Jaffe, Richard Kadrey, Marc Laidlaw, Mark Leyner, Joseph McElroy, Misha, Ted Mooney, Thomas Pynchon, Rudy Rucker, Lucius Shepard, Lewis Shiner, John Shirley, Bruce Sterling, William Vollman Selected Non-Fiction contributors: Jean Baudrillard, Jacques Derrida, Joan Gordon, Veronica Hollinger, Fredric Jameson, Arthur Kroker and David Cook, Timothy Leary, Jean-François Lyotard, Larry McCaffery, Brian McHale, Dave Porush, Bruce Sterling, Darko Suvin, Takayuki Tatsumi

It was a new skill... One that might change the world. What could a person do who could track empathy? His friends call him Lion, he is the first of his kind. Some describe it as emotional foresight, but really, he can see cultural trends before they emerge. What he didn't expect was for Big Pharma to come calling. In 2025, technology has made massive leaps forward. Not every group wants to use it for good. Artic Pharmaceuticals has a new drug and a bad idea. They call on Lion, because he is the key to getting the formula they need. But when he starts to sense their hidden discovers a decapitated human head... Is he being hunted? Can he stop a global disaster? You'll love this edge-of-your seat cyberpunk thriller, because it will keep you turning the pages late into the night. Get it now.

Pattern Recognition
Mona Lisa Overdrive
Zero History
The Long Tomorrow

Andrew Vachss's Burke is one of the most cold-blooded yet strangely honorable protagonists in the history of crime fiction, an outlaw who makes his living by preying on the most vicious of New York City's bottom-feeders, those who thrive on the suffering of the defenseless. In these three thrillers, Vachss gives us a series of stories that might have been imagined by Dante. For this is a tour of hell with no stops left out, conducted by a novelist who writes with the authority of the damned. This bundle includes the following titles: FLOOD: The renegade " investigator " Burke teams up with a lethally gifted avenger to follow a baby ' s murderer through the foul catacombs of New York, where every alley is blind and the penthouses are as dangerous as the basements. Fearfully knowing, crackling with narrative tension, and written in prose as forceful as a hollow-point slug, Flood is Burke at his deadliest--and Vachss at the peak of his form. STREGA: The urban mercenary has a new client, a deadly and sultry woman who calls herself " Strega. " She wants Burke to find a kiddie porn Polaroid, and she ' s prepared to pay whatever that might cost. The search will take Burke back into the fetid river that flows just beneath the city: its currents are flesh and money, the anguish of children, and the pleasure of twisted adults. It is a river Burke can navigate only at the risk of unleashing the rage that is never far beneath his icy surface. But considering who actually hired him, refusing the job isn't an option. BLUE BELLE: Burke is given a purse full of dirty money to find the infamous Ghost Van that is cutting a lethal swath among teenage prostitutes who work the night streets. During the track-down job, he finds a stripper named Belle, whose moves on the runway are outclassed only by her skills as a getaway driver. But not even Burke is prepared for the evil that powers the Ghost Van, or for the sheer menace of its guardian, a skeletal martial artist who wants to add Max the Silent to his long lost of underground fight kills.

A riveting, beautifully written, fugue-like novel of AIs, memory, violence, and mortality Not far in the future the seas have risen and the central latitudes are emptying, but it ' s still a good time to be rich in San Francisco, where weapons drones patrol the skies to keep out the multitudinous poor. Irina isn ' t rich, not quite, but she does have an artificial memory that gives her perfect recall and lets her act as a medium between her various employers and their AIs, which are complex to the point of opacity. It ' s a good gig, paying enough for the annual visits to the Mayo Clinic that keep her from aging. Kern has no such access; he ' s one of the many refugees in the sprawling drone-built favelas on the city ' s periphery, where he lives like a monk, training relentlessly in martial arts, scraping by as a thief and an enforcer. Thales is from a different world entirely—the mathematically inclined scion of a Brazilian political clan, he ' s fled to L.A. after the attack that left him crippled and his father dead. A ragged stranger accosts Thales and demands to know how much he can remember. Kern flees for his life after robbing the wrong mark. Irina finds a secret in the reflection of a laptop ' s screen in her employer ' s eyeglasses. None are safe as they ' re pushed together by subtle forces that stay just out of sight. Vivid, tumultuous, and propulsive, Void Star is Zachary Mason ' s mind-bending follow-up to his bestselling debut, The Lost Books of the Odyssey.

William Gibson, author of the cyberpunk classic, Neuromancer (1984), is one today ' s most widely read science fiction writers. This companion is meant both for general readers and for scholars interested in Gibson ' s oeuvre. In addition to providing a literary and cultural context for works ranging from Gibson ' s first short story, " Fragments of a Hologram Rose " (1977), to his recent, bestselling novel, Zero History (2010), the companion offers commentary on Gibson ' s subjects, themes, and approaches. It also surveys existing scholarship on Gibson ' s work in an accessible way and provides an extensive bibliography to facilitate further study of William Gibson ' s writing, influence, and place in the history of science fiction and in literature as a whole.

Pattern Recognition - a pulsating techno-thriller by William Gibson, bestselling author of Neuromancer Cayce Pollard has been flown to London. She's a 'coolhunter' - her services for hire to global corporations desperate for certainty in a capricious and uncertain world. Now she's been offered a special project: track down the makers of the addictive online film that's lighting up the 'net. Hunting the source will take her to Tokyo and Moscow and put her in the sights of Japanese computer crazies and Russian Mafia men. She's up against those who want to control the film, to own it - who figure breaking the law is just another business strategy. The kind of people who relish turning the hunter into the hunted . . . William Gibson is a prophet and a satirist, a black comedian and an outstanding architect of cool. Readers of Neal Stephenson, Ray Bradbury and Iain M. Banks will love this book. Pattern Recognition is the first novel in the Blue Ant trilogy - read Spook Country and Zero History for more. 'A big novel, full of bold ideas . . . races along like an expert thriller' GQ 'Dangerously hip. Its dialogue and characterization will amaze you. A wonderfully detailed, reckless journey of espionage and lies' USA Today 'A compelling, humane story with a sympathetic heroine searching for meaning and consolation in a post-everything world' Daily Telegraph Idoru is a gripping techno-thriller by William Gibson, bestselling author of Neuromancer 'Fast, witty and cleverly politicized' Guardian

A Literary Companion
Hardwired: 30th Anniversary Edition
When Gravity Fails
The 1930s Christian Philosophy Debates in France
A Desolation Called Peace

A collection of articles and presentations from French journals and learned societies appearing from 1931 to 1936, translated into English with considerable supporting apparatus

A quarter century after humanity quarantines the aliens known as Moties within the confines of their own solar system, the single wall between them and the galaxy beyond begins to crumble. Reprint.

Gerald Alva Miller Jr.'s Understanding William Gibson is a thoughtful examination of the life and work of William Gibson, author of eleven novels and twenty short stories. Gibson is the recipient of many notable awards for science fiction writing including the Nebula, Hugo, and Philip K. Dick awards. Gibson's iconic novel, Neuromancer, popularized the concept of cyberspace. With his early stories and his first trilogy of novels,Gibson became the father figure for a new genre of science fiction called "cyberpunk" that brought a gritty realism to its cerebral plots involving hackers and artificial intelligences. This study situates Gibson as a major figure in both obscure fiction history and contemporary American fiction, and it traces how his aesthetic affected both areas of literature. Miller follows a brief biographical sketch and a survey of the works that influenced him with an examination that divides Gibson's body of work into early stories, his three major novel trilogies, and his standalone works. Miller does not confine his study to major works but instead also delves into Gibson's obscure stories, published and unpublished screenplays, major essays, and collaborations with other authors. Miller's exploration starts by connecting Gibson to the major countercultural movements that influenced him (the Beat Generation, the hippies, and the punk rock movement) while also placing him within the history of science fiction and examining how his early works reacted against contemporaneous trends in the genre. These early works also exhibit the development of his unique aesthetic that would influence science fiction and literature more generally. Next a lengthy chapter explicates his groundbreaking Sprawl Trilogy, which began with Neuromancer. Miller then traces Gibson's aesthetic transformations across his two subsequent novel trilogies that increasingly eschew distant futures either to focus on our contemporary historical moment as a kind of science fiction itself or to imagine technological singularities that might lie just around the corner. These chapters detail how Gibson's aesthetic has morphed along with social, cultural, and technological changes in the real world. The study also looks at such standalone works as his collaborative steampunk novel, his attempts at screenwriting, his major essays, and even his experimental hypertext poetry. The study concludes with a discussion of Gibson's lasting influence and a brief examination of his most recent novel, The Peripheral, which signals yet another radical change in Gibson's aesthetic.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (works not included). Pages: 46. Chapters: Bridge trilogy, Novels by William Gibson, Short stories by William Gibson, Sprawl trilogy, Neuromancer, Pattern Recognition, Spook Country, Agrippa, List of works of William Gibson, Disneyland with the Death Penalty, The Difference Engine, Count Zero, All Tomorrow's Parties, Kill Switch, Skinner's Room, Tessier-Ashpool, First Person Shooter, Virtual Light, Idoru, Hinterlands, Johnny Mnemonic, Konrad, Molly Millions, Red Star, Winter Orbit, The Winter Market, Burning Chrome, Mona Lisa Overdrive, The Sprawl, Zero History, The Gernsback Continuum, New Rose Hotel, Bobby Newmark, The Belonging Kind, Dogfight, Fragments of a Hologram Rose. Excerpt: Pattern Recognition is a novel by science fiction writer William Gibson published in 2003. Set in August and September 2002, the story follows Cayce Pollard, a 32-year-old marketing consultant who has a psychological sensitivity to corporate symbols. The action takes place in London, Tokyo, and Moscow as Cayce judges the effectiveness of a proposed corporate symbol and is hired to seek the creators of film clips anonymously posted to the internet. The novel's central theme involves the examination of the human desire to detect patterns or meaning and the risks of finding patterns in meaningless data. Other themes include methods of interpretation of history, cultural familiarity with brand names, and tensions between art and commercialization. The September 11, 2001 attacks are used as a motif representing the transition to the new century. Critics identify influences in Pattern Recognition from Thomas Pynchon's postmodern detective story The Crying of Lot 49. Pattern Recognition is Gibson's eighth novel and his first one to be set in the contemporary world. Like his previous work, it has been classified as a science fiction and postmodern...

The Cyberpunk Anthology
Interface
William Gibson's Neuromancer, the Graphic Novel
Slow River
Idoru

NeuromancerPenguin

" The best novel William Gibson has ever written about the world we ' re entering daily. Neuromancer made Gibson famous; Idoru cements that fame. " —The Washington Post Book World 21st century Tokyo, after the millennial quake. Neon rain. Light everywhere blowing under any door you might try to close. Where the New Buildings, the largest in the world, erect themselves unaided, their slow rippling movements like the contractions of a sea-creature... Colin Laney is here looking for work. He is an intuitive fisher for patterns of information, the " signature " an individual creates simply by going about the business of living. But Laney knows how to sift for the dangerous bits. Which makes him useful—to certain people. Chia McKenzie is here on a rescue mission. She ' s fourteen. Her idol is the singer Rez, of the band Lo/Rez. When the Seattle chapter of the Lo/Rez fan club decided that he might be in trouble in Tokyo, they sent Chia to check it out. Rei Toei is the idoru—the beautiful, entirely virtual media star adored by all Japan. Rez has declared that he will marry her. This is the rumor that has brought Chia to Tokyo. True or not, the idoru and the powerful interests surrounding her are enough to put all their lives in danger...

William Gibson, author of the extraordinary multiaward-winning novel Neuromancer, has written his most brilliant and thrilling work to date . . .The Mona Lisa Overdrive. Enter Gibson's unique world—lyric and mechanical, sensual and violent, sobering and exciting—where multinational corporations and high tech outlaws vie for power, traveling into the computer-generated universe known as cyberspace. Into this world comes Mona, a young girl with a murky past and an uncertain future whose life is on a collision course with internationally famous Sense/Net star Angie Mitchell. Since childhood, Angie has been able to tap into cyberspace without a computer. Now, from inside cyberspace, a kidnapping plot is masterminded by a phantom entity who has plans for Mona, Angie, and all humanity, plans that cannot be controlled . . . or even known. And behind the intrigue lurks the shadowy Yazuka, the powerful Japanese underworld, whose leaders ruthlessly manipulate people and events to suit their own purposes . . . or so they think.

NEW YORK TIMES bestseller • 2005: Welcome to NoCal and SoCal, the uneasy sister-states of what used to be California. The millennium has come and gone, leaving in its wake only stunned survivors. In Los Angeles, Berry Rydell is a former armed-response rentacop now working for a bounty hunter. Chevette Washington is a bicycle messenger turned pickpocket who impulsively snatches a pair of innocent-looking sunglasses. But these are no ordinary shades. What you can see through these high-tech specs can make you rich—or get you killed. Now Berry and Chevette are on the run, zeroing in on the digitalized heart of DatAmerica, where pure information is the greatest high. And a mind can be a terrible thing to crash. . . . Praise for Virtual Light " Both exhilarating and terrifying . . . Although considered the master of 'cyberpunk' science fiction, William Gibson is also one fine suspense writer. " —People " A stunner . . . A terrifically stylish burst of kick-butt imagination. " —Entertainment Weekly " Convincing . . . frightening . . . Virtual Light is written with a sense of craft, a sense of humor and a sense of the ultimate seriousness of the problems it explores. " —Chicago Tribune " In the emerging pop culture of the information age, Gibson is the brightest star. " —The San Diego Union-Tribune

Boundaries in Cyberpunk Fiction
Mirrorshades
William Gibson's Neuromancer Trilogy, Bruce Sterling's Schismatrix, and Neal Stephenson's Snow Crash
Three Burke Novels, 3-Book Bundle
A Novel

Master's Thesis from the year 2004 in the subject American Studies - Literature, grade: Distinction, University of Newcastle upon Tyne (School of English Literature, Language and Linguistics), 35 entries in the bibliography, language: English, abstract: Gibson's fiction both embraces the potential of technology for undermining traditional categories and, at the same time, encodes a nostalgic longing for the stable identities produced by these very categories. This study will show how William Gibson's Sprawl Trilogy blends high-tech and myth in order to articulate an oxymoronic tension between possessed and possessive individualism. This oxymoronic tension is expressed through Gibson's literary production of two particular technologies: the cyborg and the net. This study will interrogate these two literary constructs in Gibson's Sprawl Trilogy in order to show how they impinge on ideas of signification, subjectivity, and identity.

Before The Matrix, before Star Wars, before Ender's Game and Neuromancer, there was Dune; winner of the prestigious Hugo and Nebula awards, and widely considered one of the greatest science fiction novels ever written. Melange, or 'spice', is the most valuable - and rarest - element in the universe; a drug that does everything from increasing a person's life-span to making interstellar travel possible. And it can only be found on a single planet: the inhospitable desert world Arrakis. Whoever controls Arrakis controls the spice. And whoever controls the spice controls the universe. When the Emperor transfers stewardship of Arrakis from the noble House Harkonnen to House Atreides, the Harkonnens fight back, murdering Duke Leto Atreides. Paul, his son, and Lady Jessica, his concubine, flee into the desert. On the point of death, they are rescued by a band for Fremen, the native people of Arrakis, who control Arrakis' second great resource: the giant worms that burrow beneath the burning desert sands. In order to avenge his father and retake Arrakis from the Harkonnens, Paul must earn the trust of the Fremen and lead a tiny army against the innumerable forces aligned against them. And his journey will change the universe.

"Rucker's four Ware novels—Software, Wetware , Freeware , and Realware—form an extraordinary cyberweird future history with the heft of an epic fantasy novel and the speed of a quantum processor. Still exuberantly fresh despite their age, they primarily follow two characters (and their descendants): Cobb Anderson, who instigated the first robot revolution and is offered immortality by his grateful "children," and stoner Sta-Hi Mooney, who (against his impaired better judgment) becomes an important figure in robot-human relations. Over several generations, humans, robots, drugs, and society evolve, but even weird drugs and the wisdom gathered from interstellar signals won't stop them from making the same old mistakes in new ways. Rucker is both witty and serious as he combines hard science and sociology with unrelentingly sharp observations of all self-replicating beings. This classic series well deserves its omnibus repackaging, particularly suitable for libraries." — Publisher's Weekly. "Rudy Rucker is one of the modern heroes of science fiction, one of the original cyberpunks. The early cyberpunks only had a few writers who could be meaningfully called punks — writers like John Shirley and Richard Kadrey — but there was only one who could truly be called cyber: Rudy Rucker. Rucker is a mad professor, a mathematician and computer scientist with a serious, scholarly interest in the limits of computation and the physics and mathematics of higher-dimension geometry. But that's just about the only thing you can describe as 'serious' when it comes to Rucker. He's a gonzo wildman, someone for whom 'trippy' barely scratches the surface. His work is shot through with weird sex, weird drugs, weird brain chemistry, and above all, weird science." — Cory Doctorow

A stylish, street smart, frighteningly probable parable of the future from the visionary, New York Times bestselling author of Neuromancer and Agency. A corporate mercenary wakes in a reconstructed body, a beautiful woman by his side. Then Hosaka Corporation reactivates him, for a mission more dangerous than the one he's recovering from: to get a defecting chief of R&D—and the biochip he's perfected—out intact. But this proves to be of supreme interest to certain other parties—some of whom aren't remotely human...

Count Zero
Sleep State Interrupt
Reason Fulfilled by Revelation
Burning Chrome
The Peripheral

In a futuristic Middle East, plug-ins can turn anyone into a killer in this "wry and black and savage" Nebula and Hugo award finalist (George R. R. Martin). Set in a high-tech near future featuring an ascendant Muslim world and divided Western superpowers, this cult classic takes us into a world with mind- or mood-altering drugs for any purpose, brains enhanced by electronic hardware with plug-in memory additions and modules offering the wearer new personalities, and bodies shaped to perfection by surgery. Marid Audran, an unmodified and fairly honest street hustler, lives in a decadent Arab ghetto, the Budayeen, and holds on tight to his cherished independence. Then, against his best instincts, he becomes involved in a series of inexplicable murders. Some seem like routine assassinations, carried out with an old-fashioned handgun by a man wearing a plug-in James Bond persona; others, involving whores, feature prolonged torture and horrible mutilations. Soon the problem comes to the attention of Budayeen godfather Friedlander Bey—who makes Audran an offer he can't refuse. Nominated for the Nebula and Hugo awards, the highest honors in the genre, When Gravity Fails, which introduced the cyberpunk Budayeen Cycle, is a pioneering work the Denver Post called "superior science fiction" and Harlan Ellison described as "crazy as a spider on ice skates . . . plain old terrific."

Originally published by G.P. Putnam's Sons in 2014.

Hardwired, the acknowledged inspiration for the games Cyberpunk Red and Cyberpunk 2077, is now available in a deluxe edition for its thirtieth anniversary, with new content by the author. Earth lies prostrate beneath the lash of the Orbital powers, and Earth's Balkanized nations have no choice but to let the Orbitals plunder their remaining wealth. Below the zone of Orbital control, buttonheads, panzerjocks, dirtgirls, and hustlers scramble for their ticket out of the gravity well. But now, if the criminal underworld and the guerrilla underground can join forces, there is a chance to shift the balance of power-- in a war fought on the ground by hardwired commandos, in the air by high-flying deltajocks, and by genius hackers in the neural interface. As Roger Zelazny said, "Hardwired is a tough, sleek juggernaut of a story, punctuated by strobe light movements, coursing to the wail of jets and the twang of steel guitars-- glittering, nasty, and noble-- and told in a style perfectly suiting its content. It has all of my favorite things-- blood, love, fire, hate and a high ideal or two. I wish I'd written this one." The Thirtieth Anniversary Edition of this cyberpunk classic includes essays by the author devoted to the origin of the novel, the unexpected source of the term "panzerboy," and an amused guide through some of the oddities of the first German edition."Williams' use of language is as explosive and as techno-tinged as the world he describes. Reading the book is like taking a jet ride across a futuristic America, with acceleration forcing you back in your seat all the way."Rockland Courier-Gazette"Cowboy is no Rambo; he is a thoughtful, intelligent hero. He and Sarah are two of the many good things about HARDWIRED. Another is the world they inhabit--- an incredibly detailed future of personality transfers, bizarre drugs, cybernetic implants, and complex political and economic power maneuvers . . . It is one of the best SF novels I have read in years; I heartily recommend it."Fantasy Review"The story moves with the speed of a hovercraft, the climax has all the action and excitement of Star Wars and the ending has a delightful twist."Providence Sunday Journal"Hardwired is his best book to date...as the parallel plotlines of a hotshot contraband flyer and a sleek bodyguard/assassin develop and gradually intersect, the book takes on a life of its own."Locus

Nicola Griffith, winner of the Tiptree Award and the Lambda Award for her widely acclaimed first novel Ammonite, now turns her attention closer to the present in Slow River, the dark and intensely involving story of a young woman's struggle for survival and independence on the gritty underside of a near-future Europe. She awoke in an alley to the splash of rain. She was naked, a foot-long gash in her back was still bleeding, and her identity implant was gone. Lore Van de Oest was the daughter of one of the world's most powerful families...and now she was nobody. Then out of the rain walked Spanner, an expert data pirate who took her in, cared for her wounds, and gave her the freedom to reinvent herself again and again. No one could find Lore if she didn't want to be found: not the police, not her family, and not the kidnappers who had left her in that alley to die. She had escaped...but she paid for her newfound freedom in crime, deception, and degradation--over and over again. Lore had a choice: She could stay in the shadows, stay with Spanner...and risk losing herself forever. Or she could leave Spanner and find herself again by becoming someone else: stealing the identity implant of a dead woman, taking over her life, and inventing her future. But to start again, Lore required Spanner's talents--Spanner, who needed her and hated her, and who always had a price. And even as Lore agreed to play Spanner's games one final time, she found that there was still the price of being a Van de Oest to be paid. Only by confronting her past, her family, and her own demons could Lore meld together who she had once been, who she had become, and the person she intended to be.... In Slow River, Nicola Griffith skillfully takes us deep into the mind and heart of her complex protagonist, where the past must be reconciled with the present if the future is ever to offer solid ground. Slow River poses a question we all hope never to need to answer: Who are you when you have nothing left?

Storming the Reality Studio
Agency
The Ware Tetralogy
Void Star
Myth, Technology, and the (Post)Human Subject in William Gibson's Sprawl Trilogy

The multi-award-winning author of The House of Shattered Wings continues her Dominion of the Fallen saga as Paris endures the aftermath of a devastating arcane war.... As the city rebuilds from the onslaught of sorcery that nearly destroyed it, the great Houses of Paris, ruled by Fallen angels, still contest one another for control over the capital. House Silverspires was once the most powerful, but just as it sought to rise again, an ancient evil brought it low. Phillippe, an immortal who escaped the carnage, has a singular goal—to resurrect someone he lost. But the cost of such magic might be more than he can bear. In House Hawthorn, Madeleine the alchemist has had her addiction to angel essence savagely broken. Struggling to live on, she is forced on a perilous diplomatic mission to the underwater dragon kingdom—and finds herself in the midst of intrigues that have already caused one previous emissary to mysteriously disappear.... As the Houses seek a peace more devastating than war, those caught between new fears and old hatreds must find strength—or fall prey to a magic that seeks to bind all to its will.

In the aftermath of a nuclear war, Americans have come to blame technology for the disaster. The population is scattered into small towns. Cities are forbidden by law, as is scientific research.

Science fiction-tegneserie.

Hollis Henry never intended to work for global marketing magnate Hubertus Bigend again. But now she's broke, and Bigend has just the thing to get her back in the game... Milgrim can disappear in almost any setting, and his Russian is perfectly idiomatic—so much so that he spoke it with his therapist in the secret Swiss clinic where Bigend paid for him to be cured of his addiction... Garreth doesn't owe Bigend a thing. But he does have friends from whom he can call in the kinds of favors powerful people need when things go sideways... They all have something Bigend wants as he finds himself outmaneuvered and adrift, after a Department of Defense contract for combat-wear turns out to be the gateway drug for arms dealers so shadowy they can out-Bigend Bigend himself. "Zero History is [Gibson's] best yet, a triumph of science fiction as social criticism and adventure."—BoingBoing.net

Science Fiction: The 100 Best Novels
Bridge Trilogy, Novels by William Gibson, Short Stories by William Gibson, Sprawl Trilogy, Neuromancer, Pattern
The Gripping Hand
The House of Binding Thorns
Stable Strategies and Others

Sleep State Interrupt centers around Waylee Freid, an unemployed journalist and musician with ever-worsening bipolar disorder, and her countercultural friends in the decaying city of Baltimore. Frustrated by the injustice of a system that benefits only a few, and the apathy of a population content to lose themselves in a virtual reality called BetterWorld, the group busts a notorious teenage hacker out of jail and sneaks into a closed election fundraiser at the Smithsonian castle, where they record incriminating admissions by a corrupt president and a power-mad CEO. Hunted by Homeland Security, Waylee and her friends must reach a substantial audience by broadcasting their video during the Super Bowl. But to do so, they will have to break into one of the most secure facilities ever built.

The "cool and scary"(San Francisco Chronicle) New York Times bestseller from the author of Pattern Recognition and Neuromancer. spook (spo?ok) n.: A specter; a ghost. Slang for "intelligence agent." country (?k?n-tr?) n.: In the mind or in reality. The World. The United States of America, New Improved Edition. What lies before you. What lies behind. spook country (spo?ok ?k?n-tr?) n.: The place where we all have landed, few by choice. The place we are learning to live. Hollis Henry is a journalist, on investigative assignment for a magazine called Node, which doesn't exist yet. Bobby Chombo appparently does exist, as a producer. But in his day job, Bobby is a troubleshooter for military navigation equipment. He refuses to sleep in the same place twice. He meets no one. And Hollis Henry has been told to find him... "A devastatingly precise reflection of the American zeitgeist."—The Washington Post Book World

A collection of New York Times bestselling author William Gibson's articles and essays about contemporary culture—a privileged view into the mind of a writer whose thinking has shaped not only a generation of writers but our entire culture... Though best known for his fiction, William Gibson is as much in demand for his cutting-edge observations on the world we live in now. Originally printed in publications as varied as Wired, the New York Times, and the Observer, these articles and essays cover thirty years of thoughtful, observant life, and are reported in the wry, humane voice that lovers of Gibson have come to crave. "Gibson pulls off a dazzling trick. Instead of predicting the future, he finds the future all around him, mashed up with the past, and reveals our own domain to us."—The New York Times Book Review

"The ferociously talented Gibson delivers his signature mélange of technopop splendor and post-industrial squalor" (Time) in this New York Times bestseller that features his hero from Idoru... Colin Laney, sensitive to patterns of information like no one else on earth, currently resides in a cardboard box in Tokyo. His body shakes with fever dreams, but his mind roams free as always, and he knows something is about to happen. Not in Tokyo; he will not see this thing himself. Something is about to happen in San Francisco. The mists make it easy to hide, if hiding is what you want, and even at the best of times reality there seems to shift. A gray man moves elegantly through the mists, leaving bodies in his wake, so that a tide of absences alerts Laney to his presence. A boy named Silencio does not speak, but flies through webs of cyber-information in search of the one object that has seized his imagination. And Rei Toi, the Japanese Idoru, continues her study of all things human. She herself is not human, not quite, but she's working on it. And in the mists of San Francisco, at this rare moment in history, who is to say what is or is not impossible...

Dune
William Gibson
Distrust That Particular Flavor
Neuromancer
Virtual Light

"A breath of fresh air . . . the vision is deeply imagined, very complete and controlled . . . Gibson is truly brilliant."—Washington Times magazine From a true master of science fiction comes a collection of short stories that show how, no matter the length, Gibson is one of the greatest writers working today. Known for his seminal science fiction novel Neuromancer, and for the acclaimed books Pattern Recognition, The Peripheral, and Agency, William Gibson is actually best when writing short fiction. Tautly written and suspenseful, Burning Chrome collects 10 short stories, inclu some written with Bruce Sterling, John Shirley, and Michael Swanwick, and with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely realized worlds at their absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome."

Winner of the Hugo, Nebula, and Philip K. Dick Awards, Neuromancer is a science fiction masterpiece—a classic that ranks as one of the twentieth century's most potent visions of the future. Case was the sharpest data-thief in the matrix—until he crossed the wrong people and they crippled his nervous system, banishing him from cyberspace. Now a mysterious new employer has recruited him for a last-chance run at an unthinkably powerful artificial intelligence. With a dead man riding shotgun and Molly, a mirror-eyed street-samurai, to watch his back, Case is ready for the a that upped the ante on an entire genre of fiction. Neuromancer was the first fully-realized glimpse of humankind's digital future—a shocking vision that has challenged our assumptions about technology and ourselves, reinvented the way we speak and think, and forever altered the landscape of our imaginations.

From one of the best-known editors in modern science fiction, this lively and authoritative guide will appeal to both newcomers and connoisseurs of the genre alike. Informative and readable, David Pringle's choices focus on landmark works by the likes of Ray Bradbury, Alfred Bester and J.G. Ballard, unearth less prominent talents such as Ian Watson, Octavia Butler and Joanna Russ, and highlight breakthrough novels by William Gibson and Philip K. Dick. An essential guide to science fiction literature.

Now a USA Today bestseller! Publishers Weekly's Best Books of 2021 Amazon's Best Science Fiction & Fantasy of 2021 Bookpage's Best Science Fiction & Fantasy of 2021 Goodreads Choice Awards Nominee for Best Science Fiction Book of 2021 "[An] all around brilliant space opera, I absolutely love it."—Ann Leckie, on A Memory Called Empire A Desolation Called Peace is the spectacular space opera sequel to Arkady Martine's genre-reinventing, Hugo Award-winning debut, A Memory Called Empire. An alien armada lurks on the edges of Teixcalaanli space. No one ca communicate with it, no one can destroy it, and Fleet Captain Nine Hibiscus is running out of options. In a desperate attempt at diplomacy with the mysterious invaders, the fleet captain has sent for a diplomatic envoy. Now Mahit Dzmare and Three Seagrass—still reeling from the recent upheaval in the Empire—face the impossible task of trying to communicate with a hostile entity. Their failure will guarantee millions of deaths in an endless war. Their success might prevent Teixcalaan's destruction—and allow the empire to continue its rapacious expansion. Or it might create s far stranger . . . Also by Arkady Martine: A Memory Called Empire At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Flood, Strega, Blue Belle
A Casebook of Cyberpunk and Postmodern Science Fiction
Works by William Gibson
Spook Country
Understanding William Gibson

AN INSTANT NEW YORK TIMES BESTSELLER "ONE OF THE MOST VISIONARY, ORIGINAL, AND QUIETLY INFLUENTIAL WRITERS CURRENTLY WORKING"* returns with a sharply imagined follow-up to the New York Times bestselling The Peripheral. William Gibson has trained his eye on the future for decades, ever since coining the term "cyberspace" and then popularizing it in his classic speculative novel Neuromancer in the early 1980s. Cory Doctorow raved that The Peripheral is "spectacular, a piece of trenchant, far-future speculation that features all the eyeball kicks of Neuromancer." Now Gibson is back with Agency–a science fiction thriller heavily influenced by our most current events. Verity Jane, gifted app whisperer, takes a job as the beta tester for a new product: a digital assistant, accessed through a pair of ordinary-looking glasses. "Eunice," the disarmingly human AI in the glasses, manifests a face, a fragmentary past, and a canny grasp of combat strategy. Realizing that her cryptic new employers don't yet know how powerful and valuable Eunice is, Verity instinctively decides that it's best they don't. Meanwhile, a century ahead in London, in a different time line entirely, Wilf Netherton works amid plutocrats and plunderers, survivors of the slow and steady apocalypse known as the jackpot. His boss, the enigmatic Ainsley Lowbeer, can look into alternate pasts and nudge their ultimate directions. Verity and Eunice are her current project. Wilf can see what Verity and Eunice can't: their own version of the jackpot, just around the corner, and the roles they both may play in it. *The Boston Globe

This collection of tightly crafted, highly imaginative short stories employs surrealist, satirical, and fantastical devices to explore politics, class, and gender. From a hilarious tale about bioengineering and the stresses of climbing the corporate ladder to an evocative story of a woman who loses a sock at the the laundromat and finds she's missing a bit of her soul, these science fiction stories showcase an award-winning writer's compelling vision of the universe. Computer pioneers, cross-country skiers, and aliens figure into these literary stories that challenge the boundaries of imagination with quirky, anti-establishment characters and visionary technological extrapolation.

All Tomorrow's Parties
Last Tango in Cyberspace