

## Neuromancer The Neuromancer Trilogy

**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.**

**“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...**

**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.**

**The New York Times bestselling author of Neuromancer and Agency presents a fast-paced sci-fi thriller that takes a terrifying look into the future... Flynn Fisher lives down a country road, in a rural America where jobs are scarce, unless you count illegal drug manufacture, which she’s trying to avoid. Her brother Burton lives on money from the Veterans Administration, for neurological damage suffered in the Marines’ elite Haptic Recon unit. Flynn earns what she can by assembling product at the local 3D printshop. She made more as a combat scout in an online game, playing for a rich man, but she’s had to let the shooter games go. Wilf Netherton lives in London, seventy-some years later, on the far side of decades of slow-motion apocalypse. Things are pretty good now, for the haves, and there aren’t many have-nots left. Wilf, a high-powered publicist and celebrity-minder, fancies himself a romantic misfit, in a society where reaching into the past is just another hobby. Burton’s been moonlighting online, secretly working security in some game prototype, a virtual world that looks vaguely like London, but a lot weirder. He’s got Flynn taking over shifts, promised her the game’s not a shooter. Still, the crime she witnesses there is plenty bad. Flynn and Wilf are about to meet one another. Her world will be altered utterly, irrevocably, and Wilf’s, for all its decadence and power, will learn that some of these third-world types from the past can be badass.**

**The Art of Dead Space**

**Dune**

**The Gripping Hand**

**Boundaries in Cyberpunk Fiction**

**Count Zero**

Neuromancer Agave Könyvek

"The classic of modern science fiction"--Front cover.

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*.

The leading figure in the development of cyberpunk, William Gibson (born in 1948) crafted works in which isolated humans explored near-future worlds of ubiquitous and intrusive computer technology and cybernetics. This volume is the first comprehensive examination of the award-winning author of the seminal novel *Neuromancer* (and the other books in the *Sprawl* trilogy, *Count Zero* and *Mona Lisa Overdrive*), as well as other acclaimed novels including recent bestsellers *Pattern Recognition*, *Spook Country*, and *Zero History*. Renowned scholar Gary Westfahl draws upon extensive research to provide a compelling account of Gibson's writing career and his lasting influence in the science fiction world. Delving into numerous science fiction fanzines that the young Gibson contributed to and edited, Westfahl delivers new information about his childhood and adolescence. He describes for the first time more than eighty virtually unknown Gibson publications from his early years, including articles, reviews, poems, cartoons, letters, and a collaborative story. The book also documents the poems, articles, and introductions that Gibson has written for various books, and its discussions are enriched by illuminating comments from various print and online interviews. The works that made Gibson famous are also featured, as Westfahl performs extended analyses of Gibson's ten novels and nineteen short stories. Lastly, the book presents a new interview with Gibson in which the author discusses his correspondence with author Fritz Leiber, his relationship with the late scholar Susan Wood, his attitudes toward critics, his overall impact on the field of science fiction, and his recently completed screenplay and forthcoming novel.

Mirrorshades

A Casebook of Cyberpunk and Postmodern Science Fiction

Idoru

Zero History

Stable Strategies 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, integrally related to the aims and 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. What emerges most strikingly from the 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 Cadigan, Samuel R. Delany, Don DeLillo, 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*

*1855: The Industrial Revolution is in full and inexorable swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine and the computer age arrives a century ahead of its time. And three extraordinary characters race toward a rendezvous with history—and the future: Sybil Gerard—a fallen woman, politician's tart, daughter of a Luddite agitator Edward "Leviathan" Mallory—explorer and paleontologist Laurence Oliphant—diplomat, mystic, and spy. Their adventure begins with the discovery of a box of punched Engine cards of unknown origin and purpose. Cards someone wants badly enough to kill for.... Part detective story, part historical thriller, The Difference Engine is the collaborative masterpiece by two of the most acclaimed science fiction authors writing today. Provocative, compelling, intensely imagined, it is a startling extension of Gibson's and Sterling's unique visions—and the beginning of movement we know today as "steampunk!"*

*"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...*

*The sky above the port was the color of television, tuned to a dead channel. William Gibson revolutionised science fiction in his 1984 debut Neuromancer. The writer who gave us the matrix and coined the term 'cyberspace' produced a first novel that won the Hugo, Nebula and Philip K. Dick Awards, and lit the fuse on the Cyberpunk movement. More than three decades later, Gibson's text is as stylish as ever, his noir narrative still glitters like chrome in the shadows and his depictions of the rise and abuse of corporate power look more prescient every day. Part thriller, part warning, Neuromancer is a timeless classic of modern SF and one of the 20th century's most potent and compelling visions of the future.*

*Void Star*

*Distrust that Particular Flavor*

*The House of Binding Thorns*

*Pattern Recognition*

*Mona Lisa Overdrive*

New York Times bestselling author Steven Kotler crafts a near-future thriller about the evolution of empathy. Hard to say when the human species fractured exactly. Harder to say when this new talent arrived. But Lion Zorn is the first of his kind—an empathy tracker, an emotional soothsayer, with a felt sense for the future of the we. In simpler terms, he can spot cultural shifts and trends before they happen. It's a useful skill for a certain kind of company. Arctic Pharmaceuticals is that kind of company. But when a routine em-tracking job leads to the discovery of a gruesome murder, Lion finds himself neck-deep in a world of eco-assassins, soul hackers and consciousness terrorists. But what the man really needs is a nap. A unique blend of cutting-edge technology and traditional cyberpunk, *Last Tango in Cyberspace* explores hot topics like psychology, neuroscience, technology, as well as ecological and animal rights issues. The world created in *Last Tango* is based very closely on our world about five years from now, and all technology in the book either exists in labs or is rumored to exist. With its electrifying sentences, subtle humor, and an intriguing main character, readers are sure to find something that resonates with them in this groundbreaking cyberpunk science fiction thriller.

COUNT ZERO INTERRUPT – Megszakítás esetén A számláló visszaállítása nullára. Turner zsoldosként szolgál nagyvállalatokat. Legújabb küldetése egy vezető fejlesztő kimenekítéséről szól, aki a konkurenciához állna át, ráadásul a birtokában van egy biochip, ami alapjaiban változtatná meg a világot. A művelet azonban minden álcázás ellenére sokak érdeklődését felkelti, ráadásul néhányuk már emberi léptékkal felfoghatatlannak tűnik. Eközben Bobby Newmark, a magát a cybertérben Count Zerónak nevező, kisstílű adattolvaj nincs felkészülve arra, hogy a mátrixra milyen hatással lesz a tervezett kimenekítés. Vérdíjjal a fején, vudu istenekkel a nyomában csak életben szeretne maradni. Aztán találkozik az angyalokkal, és minden a feje tetejére áll. William Gibson folytatása a *Neuromancer*hez látványos és egyben profetikus világábrázolásával, különleges stílusával és nagyszerű szereplőivel méltó módon gondolja tovább a kultikus előd témáit, feltevéseit. A *Count Zero* egyben kiindulópontja is annak, hogy a természetfeletti miért és hogyan keveredhet a cyberpunkkal. Az olvasó új fordításban tartja a kezében a könyvet.

A kikötő felett úgy szürkéllett az ég, mint a televízió képernyője adásszünet idején. Ezzel a mondattal kezdődik minden idők egyik legjobb science fiction regénye, aminél pontosabban semmi sem jósolta meg a jövőt. William Gibson 1984-ben megjelent, Hugo-, Nebula és Philip K. Dick-díjakkal kitüntetett műve a cyberpunk műfaj alapköve, hatása mindmáig tetten érhető filmekben, zenékben, videojátékokban és más kortárs művészeti alkotásokban. Ráadásul itt találkozhatunk először a mátrixszal, azzal a globális konszenzuális-hallucinációval, ami a cybertér minden egyes adatbájtját megtestesíti, és ami alapjául szolgált a tizenöt évvel későbbi, azonos című kultikus film világának. Case volt a legjobb adattolvaj a mátrixban, egészen addig, amíg el nem követte a klasszikus hibát – lopott a megbízóitól, akik büntetésként megmérgezték az idegrendszerét, örökre száműzve őt a cybertérből. Most azonban egy rejtélyes, magát Armitage-nak nevező alak a megváltást ígéri neki: a teljes gyógyulást, ha Case elvállal egy munkát egy felmérhetetlenül erős mesterséges intelligencia ellen, ami Föld körüli pályán kering a baljós Tessier-Ashpool klán szolgálatában. Egy legendás adattolvaj lementett emlékezetével és egy utcai szamuráj védelmében Case útra kel mind a való világban, mind a mátrixban, a többi pedig már, ahogy mondani szokás: science fiction történelem. Az olvasó új fordításban tartja kezében a könyvet, mely Gibson exkluzív utószava mellett Jack Womack Valami sötét gödör című esszéjét is tartalmazza.

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.

**Neuromancer**

William Gibson's *Neuromancer Trilogy*, Bruce Sterling's *Schismatrix*, and Neal Stephenson's *Snow Crash*

*Myth, Technology, and the (Post)Human Subject* in William Gibson's *Sprawl Trilogy*

*Spock's World*

**Works by William Gibson**

A multilingual Tito engages in sensitive information transfers from his single-room warehouse apartment, while investigative journalist Hollis Henry frets over his start-up magazine's censure of its own promotions, and prescription drug addict Milgrim wonders about the military connections of an enigmatic benefactor. Reprint.

*Virtual Light* - a gripping techno-thriller from William Gibson, bestselling author of *Neuromancer* San Francisco, the nearish future: Ex-cop Berry Rydell's lost one job he didn't much like and landed another he likes even less. Some sunglasses - actually high-end kit involving Virtual Reality and super-sensitive data - were stolen from a courier, and a man named Warbaby's been charged with retrieving them. Warbaby needs a driver and Rydell is the perfect fit. But when the courier is killed and Warbaby gets to work - giving Rydell a taste of what's expected and exactly what's at stake - he has second thoughts.

Especially when he comes face to face with Chevette, stealer of sunglasses, who'll land an ex-cop in a heap of trouble . . . 'Audacious, witty and passionate. A wonderful read' Observer 'A stunner . . . a terrifically stylish burst of kick-butt imagination' Entertainment Weekly 'Studded with crackling insights into the relationship between technology, culture and morality, *Virtual Light* doesn't miss its stride for a nanosecond' Time Out William Gibson's first novel *Neuromancer* sold more than six million copies worldwide. *Count Zero* and *Mona Lisa Overdrive* completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world we inhabit. His most recent novels include *Pattern Recognition*, *Spook Country* and *Zero History*, his non-fiction collection. *Distrust That Particular Flavor*, compiles assorted

writings and journalism from across his career.

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.

It is the twenty-third century. On the planet Vulcan, a crisis of unprecedented proportion has caused the convocation of the planet's ruling council -- and summoned the U.S.S. Enterprise™ from halfway across the galaxy, to bring Vulcan's most famous son home in its hour of need. As Commander Spock, his father Sarek, and Captain James T. Kirk struggle to preserve Vulcan's future, the planet's innermost secrets are laid before us, from its beginnings millions of years ago to its savage prehistory, from merciless tribal warfare to medieval court intrigue, from the exploration of space to the the development of o'thia -- the ruling ethic of logic. And Spock -- torn between his duty to Starfleet and the unbreakable ties that bind him to Vulcan -- must find a way to reconcile both his own inner conflict and the external dilemma his planet faces...lest the Federation itself be ripped asunder. Diane Duane, author of three previous bestselling STAR TREK novels and an episode of the new STAR TREK NEXT GENERATION® television series, as well as countless other bestselling science fiction and fantasy novels, has crafted a tale of unprecedented scope and imagination, at once a generations-spanning historical novel and a thrilling science fiction adventure.

William Gibson

All Tomorrow's Parties

Agency

Burning Chrome

Storming the Reality Studio

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."

Case, a burned out computer whiz, is asked to steal a security code that is locked in the most heavily guarded databank in the solar system

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

"One of the most visionary...and quietly influential writers currently working" (Boston Globe) returns with a sequel to The Peripheral that is heavily influenced by current events.

The Difference Engine

Reason Fulfilled by Revelation

Spook Country

Ender's Game

The Ware Tetralogy

**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...**

**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.**

**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.**

**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... Gareth 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**

**A Novel**

**The Peripheral**

**When Gravity Fails**

**Virtual Light**

**The Cyberpunk Anthology**

**Using a data-storage chip embedded in his brain, Johnny smuggles information, but things go wrong when his employers are murdered, the download code is missing, and gangsters working for the stolen data's owners are in pursuit**

**A collection of nonfiction writings includes essays discussing the Singapore trial of a drug trafficker, what's wrong with the Internet, and how music documents modern culture.**

### Science fiction-tegneserie.

**"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**

### William Gibson's Neuromancer, the Graphic Novel

**Bridge Trilogy, Novels by William Gibson, Short Stories by William Gibson, Sprawl Trilogy, Neuromancer, Pattern**

### Last Tango in Cyberspace

### The 1930s Christian Philosophy Debates in France

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 mood of the electorate is channeled directly into his 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

The Art of Dead Space is the ultimate gallery of the Dead Space universe, with over 300 images including sketches and concept art by acclaimed artists from breathtaking spacescapes to terrifying necromorphs, character designs to creating a religion, plus commentary from the artists themselves. Includes art from *Dead Space*, *Dead Space: Extraction*, *Dead Space: Ignition*, and *Dead Space 2*.

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 of 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.

*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 Iidoru is a gripping techno-thriller by William Gibson, bestselling author of Neuromancer 'Fast, witty and cleverly politicized'

Guardian

Interface

Johnny Mnemonic

**"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, including 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."

The last of the *Sprawl* trilogy: the AIs of *Neuromancer* have suffered a traumatized, cataclysmic coming to self-awareness and now haunt cyberspace as voodoo powers. 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*, *Iidoru*, *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...