

Snow Crash

The second novel from the “ hottest science fiction writer in America ” and New York Times – bestselling author of Snow Crash and Cryptonomicon (Details). Meet Sangamon Taylor, a New Age Sam Spade who sports a wet suit instead of a trench coat and prefers Jolt from the can to Scotch on the rocks. He knows about chemical sludge the way he knows about evil—all too intimately. And the toxic trail he follows leads to some high and foul places. Before long Taylor ’ s house is bombed, his every move followed, he ’ s adopted by reservation Indians, moves onto the FBI ’ s most wanted list, makes up with his girlfriend, and plays a starring role in the near-assassination of a presidential candidate. Closing the case with the aid of his burnout roommate, his tofu-eating comrades, three major networks, and a range of unconventional weaponry, Sangamon Taylor pulls off the most startling caper in Boston Harbor since the Tea Party. “ [Stephenson] captures the nuance and the rhythm of the new world so perfectly that one almost thinks that it is already here. ” —The Washington Post

For ten years Fraa Erasmus, a young avout, has lived in a cloistered sanctuary for mathematicians, scientists, and philosophers, protected from the corrupting influences of the outside world. But before the week is out, both the existence he abandoned and the one he embraced will stand poised on the brink of cataclysmic change—and Erasmus will become a major player in a drama that will determine the future of his world, as he follows his destiny to the most inhospitable corners of the planet . . . and beyond. Anathem is the latest miraculous invention by the New York Times bestselling author of Cryptonomicon and The Baroque Cycle—a work of astonishing scope, intelligence, and imagination.

Get all three novels in Neal Stephenson's New York Times bestselling "Baroque Cycle" in one e-book, including: Quicksilver, The Confusion, and The System of the World. This three-volume historical epic delivers intrigue, adventure, and excitement set against the political upheaval of the early 18th century.

"Snow Crash was written by Neal Stephenson and published in 1992. The novel touches upon the topics of technology, information, computer science, and philosophy. The main character, appropriately named Hiro Protagonist, delivers pizza for Uncle Enzo's Cosa Nostra Pizza Inc., but in the Metaverse (Virtual Reality Network) he's a katana wielding warrior. Hiro gets involved with the enigma of a new computer virus that's infecting hackers everywhere. He navigates the neon-lit streets with a mission of locating and neutralizing a new villain who is trying to bring forth the Infocalypse. Neal Stephenson paints a vivid world filled with astonishing multifaceted characters, diverse city states and uncanny descriptions of future technology and global networking. For instance a Google Earth-like system was described in great detail with remarkably similar functionality to that common piece of software we use to find directions, discover new places and enjoy high resolution aerial images. Snow Crash also addresses the

issues of linguistics, history, religion as well as politics, which are tremendously interesting and compelling, however not as suited to my direction in this particular project. For the purposes of my industrial design thesis I had focused on the development of the technology that was described in the novel. Neal Stephenson provides rather detailed function and use scenarios of these systems in the book. I chose to focus on certain items described in greater detail since they would hold a great amount of viewer interest in either a feature film or a video game, while maintaining a style and visual aspects a modern consumer of entertainment expects."--Abstract.

Snow Crash (bolsillo)

Neal Stephenson's Snow Crash

The Monkey Wrench Gang

The Baroque Cycle

Three Easy Pieces

New York Times Bestseller From Neal Stephenson—who coined the term “metaverse” in his 1992 novel Snow Crash—comes a sweeping, prescient new thriller that transports readers to a near-future world in which the greenhouse effect has inexorably resulted in a whirling-dervish troposphere of superstorms, rising sea levels, global flooding, merciless heat waves, and virulent, deadly pandemics. “Stephenson is one of speculative fiction’s most meticulous architects. . . . Termination Shock manages to pull off a rare trick, at once wildly imaginative and grounded.” — New York Times Book Review One man—visionary billionaire restaurant chain magnate T. R. Schmidt, Ph.D.—has a Big Idea for reversing global warming, a master plan perhaps best described as “elemental.” But will it work? And just as important, what are the consequences for the planet and all of humanity should it be applied? Ranging from the Texas heartland to the Dutch royal palace in the Hague, from the snow-capped peaks of the Himalayas to the sunbaked Chihuahuan Desert, Termination Shock brings together a disparate group of characters from different cultures and continents who grapple with the real-life repercussions of global warming. Ultimately, it asks the question: Might the cure be worse than the disease? Epic in scope while heartbreakingly human in perspective, Termination Shock sounds a clarion alarm, ponders potential solutions and dire risks, and wraps it all together in an exhilarating, witty, mind-expanding speculative adventure.

*This is the first complete introduction to and analysis of the politics of the internet. Chapters are arranged around key words and use case studies to guide the reader through a wealth of material. Cyberpower presents all the key concepts of cyberspace including: * power and cyberspace * the virtual individual * society in cyberspace * imagination and the internet.*

This is "the Word" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the "one man" is Neal Stephenson, "the hacker Hemingway" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's In the Beginning... was the Command Line is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

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-díjjal 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 Two Life Cycles of Artistic Creativity

Cyberpower

Or, a Young Lady's Illustrated Primer

The Diamond Age

From the #1 New York Times bestselling author of *Anathem*, *Reamde*, and *Cryptonomicon* comes an exciting and thought-provoking science fiction epic—a grand story of annihilation and survival spanning five thousand years. What would happen if the world were ending? A catastrophic event renders the earth a ticking time bomb. In a feverish race against the inevitable, nations around the globe band together to devise an ambitious plan to ensure the survival of humanity far beyond our atmosphere, in outer space. But the complexities and unpredictability of human nature coupled with unforeseen challenges and dangers threaten the intrepid pioneers, until only a handful of survivors remain . . . Five thousand years later, their progeny—seven distinct races now three billion strong—embark on yet another audacious journey into the unknown . . . to an alien world utterly transformed by cataclysm and time: Earth. A writer of dazzling genius and imaginative vision, Neal Stephenson combines science, philosophy, technology, psychology, and literature in a magnificent work of speculative fiction that offers a portrait of a future that is both extraordinary and eerily recognizable. As he did in *Anathem*, *Cryptonomicon*, the *Baroque Cycle*, and *Reamde*, Stephenson explores some of our biggest

ideas and perplexing challenges in a breathtaking saga that is daring, engrossing, and altogether brilliant.

Snow CrashA NovelSpectra

Limited to only 500 numbered copies signed by the author and artist.

Vividly imagined, stunningly prophetic, and epic in scope, The Diamond Age is a major novel from one of the most visionary writers of our time Decades into our future, a stone's throw from the ancient city of Shanghai, a brilliant nanotechnologist named John Percival Hackworth has just broken the rigorous moral code of his tribe, the powerful neo-Victorians. He's made an illicit copy of a state-of-the-art interactive device called A Young Ladys Illustrated Primer Commissioned by an eccentric duke for his grandchild, stolen for Hackworth's own daughter, the Primer's purpose is to educate and raise a girl capable of thinking for herself. It performs its function superbly. Unfortunately for Hackworth, his smuggled copy has fallen into the wrong hands. Young Nell and her brother Harv are thetes-members of the poor, tribeless class. Neglected by their mother, Harv looks after Nell. When he and his gang waylay a certain neo-Victorian—John Percival Hackworth—in the seamy streets of their neighborhood, Harv brings Nell something special: the Primer. Following the discovery of his crime, Hackworth begins an odyssey of his own. Expelled from the neo-Victorian paradise, squeezed by agents of Protocol Enforcement on one side and a Mandarin underworld crime lord on the other, he searches for an elusive figure known as the Alchemist. His quest and Nell's will ultimately lead them to another seeker whose fate is bound up with the Primer—a woman who holds the key to a vast, subversive information network that is destined to decode and reprogram the future of humanity.

Anathem

1967 to the End of History

Snowcrash 1997–2003 – The Untold Story of Snowcrash

The Confusion

Operating Systems

“Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny,

heartbreaking, and thrilling.” —Time The #1 New York Times bestselling author of *Anathem*, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he’s reimagining the past (*The Baroque Cycle*), inventing the future (*Snow Crash*), or both (*Cryptonomicon*). With *Reamde*, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, *Reamde* is a new high—and a new world—for the remarkable Neal Stephenson.

New York Times Bestseller A New York Times Notable Book The #1 New York Times bestselling author of *Seveneves*, *Anathem*, *Reamde*, and *Cryptonomicon* returns with a wildly inventive and entertaining science fiction thriller—*Paradise Lost* by way of Philip K. Dick—that unfolds in the near future, in parallel worlds. In his youth, Richard “Dodge” Forthrust founded Corporation 9592, a gaming company that made him a multibillionaire. Now in his middle years, Dodge appreciates his comfortable, unencumbered life, managing his myriad business interests, and spending time with his beloved niece Zula and her young daughter, Sophia. One beautiful autumn day, while he undergoes a routine medical procedure, something goes irrevocably wrong. Dodge is pronounced brain dead and put on life support, leaving his stunned family and close friends with difficult decisions. Long ago, when a much younger Dodge drew up his will, he directed that his body be given to a cryonics company now owned by enigmatic tech entrepreneur Elmo Shepherd. Legally bound to follow the directive despite their misgivings, Dodge’s family has his brain scanned and its data structures uploaded and stored in the cloud, until it can eventually be revived. In the coming years, technology allows Dodge’s brain to be turned back on. It is an achievement that is nothing less than the disruption of death itself. An eternal afterlife—the Bitworld—is created, in which humans continue to exist as digital souls. But this brave new immortal world is not the Utopia it might first seem . . . *Fall, or Dodge in Hell* is pure, unadulterated fun: a grand drama of analog and digital, man and machine, angels and demons, gods and followers, the finite and the eternal. In this exhilarating epic, Neal Stephenson raises profound existential questions and touches on the revolutionary breakthroughs that are transforming our future. Combining the technological, philosophical, and spiritual in one grand myth, he delivers a mind-blowing speculative literary saga for the modern age. The oceans stopped working before Willo was born, so the world of ice and snow is all he’s ever known. He lives with his family deep in the wilderness, far from the government’s controlling grasp. Willo’s survival skills are put to the test when he arrives home one day to find his family gone. It could be the government; it could be scavengers—all Willo knows is he has to find refuge and his family. It is a

journey that will take him into the city he's always avoided, with a girl who needs his help more than he knows. S.D. Crockett on narrative voice and an especially cold winter: What was your inspiration for *After the Snow*? Well, apart from the unbelievably cold winter during which I was writing—in an unheated house, chopping logs and digging my car out of the snow; I think much of the inspiration for the settings in *After the Snow* came from my various travels. In my twenties I worked as a timber buyer in the Caucasus Mountains of southern Russia, and that work led to travels in Eastern Europe and Armenia. As soon as I step off the plane in those places it smells like home. It may sound strange to say, when *After the Snow* is set in Wales, but really the practical dilemmas in the book come directly from places I've been, people I've lived with, and the hardships I've seen endured with grace and capability. I was in Russia not long after the Soviet Union collapsed and I've seen society in freefall. Without realizing it at the time I think those experiences led me to dive into *After the Snow* with real passion. What would western civilization look like with a few tumbles under its belt? What would happen if the things we took for granted disappeared? I wanted to write a gripping story about that scenario, but hardly felt that I was straying into fantasy in the detail. What do you want readers to most remember about *After the Snow*? We all have the capacity to survive, but in what manner? What do we turn to in those times of trouble? Those are the questions I would like people to contemplate after reading *After the Snow*. How did Willo's unique voice come to you? Willo's voice appeared in those crucial first few paragraphs. After that it just grew along with his world and the terrible situations that arise. I think his voice is in all of us. We don't understand, we try to make good—maybe we find ourselves. How did you stay warm while writing this novel? I banked up the fire—and was warmed by hopes of spring. Recently 'resigned' from his job as the coolest samurai sword-toting pizza-delivery guy in the world, Hiro has had to fall back on his old hi-tech scavenger ways. Not that he's a nobody on the virtual street - one of the founders of *The Black Sun*, he helped write the rule book for the digital Metaverse. Which is why he's so confused when he's offered a cyber-drug called *Snow Crash*- 'cos there are no such things as drugs in their computer-generated world. And yet here it is, complete with devastating side effects. Who could have made it? And what the hell does it actually do?

Blackfish City

Snow Crash

Neuromancer

Deluxe Edition

The Shape of the Signifier

A motley crew of saboteurs wreak outrageous havoc on the corporations destroying America's Western wilderness in this classic, comic extravaganza. When George Washington Hayduke III returns home from war in the jungles of Southeast Asia, he finds the

unspoiled West he once knew has been transformed. The pristine lands and waterways are being strip mined, dammed up, and paved over by greedy government hacks and their corrupt corporate coconspirators. And the manic, beer-guzzling, rabidly antisocial ex-Green Beret isn't just getting mad. Hayduke plans to get even. Together with a radical feminist from the Bronx; a wealthy, billboard-torching libertarian MD; and a disgraced Mormon polygamist, Hayduke's ready to stick it to the Man in the most creative ways imaginable. By the time they're done, there won't be a bridge left standing, a dam unblown, or a bulldozer unmolested from Arizona to Utah. Edward Abbey's most popular novel, *The Monkey Wrench Gang* is an outrageous romp with ultra-serious undertones that is as relevant today as it was in the early days of the environmental movement. The author who Larry McMurtry (Lonesome Dove) once dubbed "The Thoreau of the American West" has written a true comedic classic with brains, heart, and soul that more than justifies the call from the Los Angeles Times Book Review that we should all "praise the earth for Edward Abbey!"

An old friend presents Mike Erikson with an irresistible mystery to solve: a team of DARPA scientists has invented a device that "folds" dimensions, promising to make mankind's dreams of teleportation a reality. Yet evidence is mounting that this miraculous machine isn't quite what it seems--and that its creators are harboring a dangerous secret.--

First arriving on the scene in 1992 to critical acclaim, this definitive novel of the information age weaves virtual reality, Sumerian myth, and just about everything in between. Stephenson is author of the bestselling "*Cryptonomicon*" and "*The Diamond Age*".

With this extraordinary first volume in what promises to be an epoch-making masterpiece, Neal Stephenson hacks into the secret histories of nations and the private obsessions of men, decrypting with dazzling virtuosity the forces that shaped this century. As an added bonus, the e-book edition of this New York Times bestseller includes an excerpt from Stephenson's new novel, *Seveneves*. In 1942, Lawrence Pritchard Waterhouse—mathematical genius and young Captain in the U.S. Navy—is assigned to detachment 2702. It is an outfit so secret that only a handful of people know it exists, and some of those people have names like Churchill and Roosevelt. The mission of Waterhouse and Detachment 2702—commanded by Marine Raider Bobby Shaftoe—is to keep the Nazis ignorant of the fact that Allied Intelligence has cracked the enemy's fabled Enigma code. It is a game, a cryptographic chess match between Waterhouse and his German counterpart, translated into action by the gung-ho Shaftoe and his forces. Fast-forward to the present, where Waterhouse's crypto-hacker grandson, Randy, is attempting to create a "data haven" in Southeast Asia—a place where encrypted data can be stored and exchanged free of repression and scrutiny. As governments and multinationals attack the endeavor, Randy joins forces with Shaftoe's tough-as-nails granddaughter, Amy, to secretly salvage a sunken Nazi submarine that holds the key to keeping the dream of a data haven afloat. But soon their scheme brings to light a massive conspiracy with its roots in Detachment 2702 linked to an unbreakable Nazi code called *Arethusa*. And it will represent the path to unimaginable riches and a future of personal and digital liberty...or to universal totalitarianism reborn. A breathtaking tour de force, and Neal Stephenson's most accomplished and affecting work to date, *Cryptonomicon* is profound and prophetic, hypnotic and hyper-driven, as it leaps forward and back between World War II and the World Wide Web, hinting all the while at a dark day-after-tomorrow. It is a work of great art, thought and creative daring; the product of a truly iconoclastic imagination working with white-hot intensity.

The Rise and Fall of D.O.D.O.

Hiro of the Platonic

Fall; or, Dodge in Hell

Cryptonomicon

Termination Shock

This geeky guide (by an avowed geek) shows you the ins-and-outs of making money involved in the worlds you love to immerse yourself in or one you want to create. Turn Your Fandom Into Cash teaches fans how to power up their own geeky businesses, harness the power of their fandom, and shield themselves against the wrath of intellectual property holders. This book will also offer real-world examples for aspiring Tony Starks and Bruce Waynes. In many cases, these passion-pursuits have led to full-time careers; in one case, it created a \$100 million business. This book is filled with advice from geeky creators, all of whom have earned money following their passions. Some of these creators work independently, others take gigs when they're not at their day jobs, and some have created businesses that have earned millions. In Turn Your Fandom Into Cash, you will learn: How many opportunities there are to find work doing something you love. What kind of education and financial outlay is required to start your particular geek business. How to acquire a license from a major media publisher. What kind of work you can legally create, even without a license. Advice on why you should--and should not--go into business for yourself. Practical tips on getting your products and services noticed by fans. Truly, there has never been a better time to have a geek business. Now grab your lightsaber or your Lucille and take a slice out of the fandom you love dearly.

Micromegas is a science fiction novella by the French philosopher and humorist Voltaire. The saga describes the visit to Earth of a being from a planet orbiting the star Sirius, and of his fellow from the planet Saturn. The only relief from the sea of logos is within the well-guarded borders of the Burbclaves. Is it any wonder that most sane folks have forsaken the real world and chosen to live in the computer-generated universe of virtual reality? In a major city, the size of a dozen Manhattans, is a domain of pleasures limited only by the imagination. But now a strange new computer virus called Snow Crash is striking down hackers everywhere, leaving an unlikely young man as humankind's last best hope.

The “brilliantly realized” (The New York Times Book Review) modern classic that coined the term “metaverse”—one of Time’s 100 best English-language novels and “a foundational text of the cyberpunk movement” (Wired) In reality, Hiro Protagonist delivers pizza for Uncle Enzo’s CosoNostra Pizza Inc., but in the

Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Snow Crash is a mind-altering romp through a future America so bizarre, so outrageous . . . you'll recognize it immediately.

Old Masters and Young Geniuses

Sevенеves

Roman

Zodiac

Quicksilver, The Confusion, and The System of the World

A New York Times Bestseller From bestselling author Neal Stephenson and critically acclaimed historical and contemporary commercial novelist Nicole Galland comes a captivating and complex near-future thriller combining history, science, magic, mystery, intrigue, and adventure that questions the very foundations of the modern world. When Melisande Stokes, an expert in linguistics and languages, accidentally meets military intelligence operator Tristan Lyons in a hallway at Harvard University, it is the beginning of a chain of events that will alter their lives and human history itself. The young man from a shadowy government entity approaches Mel, a low-level faculty member, with an incredible offer. The only condition: she must sign a nondisclosure agreement in return for the rather large sum of money. Tristan needs Mel to translate some very old documents, which, if authentic, are earth-shattering. They prove that magic actually existed and was practiced for centuries. But the arrival of the scientific revolution and the Age of Enlightenment weakened its power and endangered its practitioners. Magic stopped working altogether in 1851, at the time of the Great Exhibition at London's Crystal Palace—the world's fair celebrating the rise of industrial technology and commerce. Something about the modern world "jams" the "frequencies" used by magic, and it's up to Tristan to find out why. And so the Department of Diachronic Operations—D.O.D.O.—gets cracking on its real mission: to develop a device that can bring magic back, and send Diachronic Operatives back in time to keep it alive . . . and meddle with a little history at the same time. But while Tristan and his expanding operation master the science and build the technology, they overlook the mercurial—and treacherous—nature of the human heart. Written with the genius, complexity, and innovation that characterize all of Neal Stephenson's work and steeped with the down-to-earth warmth and humor of Nicole Galland's storytelling style, this exciting and vividly realized work of science fiction will make you believe in the impossible, and take you to places—and times—beyond imagining.

"This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory),

concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover.

A near-future eco-thriller from the bestselling author of Schismatrix Plus and The Difference Engine. The Storm Troupers are a group of weather hackers who roam the plains of Texas and Oklahoma, hopped up on adrenaline and technology. Utilizing virtual reality, flying robots, and all-terrain vehicles, they collect data on the extreme storms ravaging an America decimated by climate change. But even their visionary leader can't predict the danger on the horizon when a volatile new member joins their ranks and faces a trial by fire: a massive tornado unlike any the world has seen before. "A remarkable and individual sharpness of vision . . . Sterling hacks the future, and an elegant hack it is." –Locus "Lucid and tremendously entertaining. Sterling shows once more his skills in storytelling and technospeak. A cyberpunk winner." –Kirkus Reviews "So believable are the speculations that . . . one becomes convinced that the world must and will develop into what Sterling has predicted." –Science Fiction Age "A very exciting coming-of-age story in a wild future America . . . What's it got? Cyberpunk attitude, genuine humor, nanotechnology, minimal sex but some cool medications and very big weather systems." –SFRReviews.net "Brilliant . . . Fascinating . . . Exciting . . . A full complement of thrills." –The New York Review of Science Fiction

"One of the most intriguing future cities in years." –Charlie Jane Anders "Simmers with menace and heartache, suspense and wonder." –Ann Leckie A Best Book of the Month in Entertainment Weekly The Washington Post Tor.com B&N Sci-Fi Fantasy Blog Amazon After the climate wars, a floating city is constructed in the Arctic Circle, a remarkable feat of mechanical and social engineering, complete with geothermal heating and sustainable energy. The city's denizens have become accustomed to a roughshod new way of living, however, the city is starting to fray along the edges—crime and corruption have set in, the contradictions of incredible wealth alongside direst poverty are spawning unrest, and a new disease called "the breaks" is ravaging the population. When a strange new visitor arrives—a woman riding an orca, with a polar bear at her side—the city is entranced. The "orcamancer," as she's known, very subtly brings together four people—each living on the periphery—to stage unprecedented acts of resistance. By banding together to save their city before it crumbles under the weight of its own decay, they will learn shocking truths about themselves. Blackfish City is a remarkably urgent—and ultimately very hopeful—novel about political corruption, organized crime, technology run amok, the consequences of climate change, gender identity, and the unifying power of human connection.

An Introduction to the Politics of Cyberspace

Micromegas

Interface

Concept & Prop Design for the Entertainment Industry

After the Snow

When in their lives do great artists produce their greatest art? Do they strive for creative perfection throughout decades of painstaking and frustrating experimentation, or do they achieve it confidently and decisively, through meticulous planning that yields masterpieces early in their lives? By examining the careers not only of great painters but also of important sculptors, poets, novelists, and movie directors, *Old Masters and Young Geniuses* offers a profound new understanding of artistic creativity. Using a wide range of evidence, David Galenson demonstrates that there are two fundamentally different approaches to innovation, and that each is associated with a distinct pattern of discovery over a lifetime. Experimental innovators work by trial and error, and arrive at their major contributions gradually, late in life. In contrast, conceptual innovators make sudden breakthroughs by formulating new ideas, usually at an early age. Galenson shows why such artists as Michelangelo, Rembrandt, Cézanne, Jackson Pollock, Virginia Woolf, Robert Frost, and Alfred Hitchcock were experimental old masters, and why Vermeer, van Gogh, Picasso, Herman Melville, James Joyce, Sylvia Plath, and Orson Welles were conceptual young geniuses. He also explains how this changes our understanding of art and its past. Experimental innovators seek, and conceptual innovators find. By illuminating the differences between them, this pioneering book provides vivid new insights into the mysterious processes of human creativity.

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*

In the year 1689, a cabal of Barbary galley slaves -- including one Jack Shaftoe, aka King of the Vagabonds, aka Half-Cocked Jack -- devises a daring plan to win freedom and fortune. A great adventure ensues -- a perilous race for an enormous prize of silver ... nay, gold ... nay, legendary gold. In Europe, the exquisite and resourceful Eliza, Countess de la Zeur, is stripped of her immense personal fortune by France's most dashing privateer. Penniless and at risk from those who desire either her or her head (or both), she is caught up in a web of international intrigue, even as she desperately seeks the return of her most precious possession. Meanwhile, Newton and Leibniz continue to propound their grand theories as their infamous rivalry intensifies, stubborn alchemy does battle with the natural sciences, dastardly plots are set in motion ... and Daniel Waterhouse seeks passage to the Massachusetts colony in hopes of escaping the madness into which his world has descended. This P.S. edition features an extra 16 pages of insights into the book, including author interviews, recommended reading, and more.

The Shape of the Signifier is a critique of recent theory--primarily literary but also cultural and political. Bringing together previously unconnected strands of Michaels's thought--from "Against Theory" to Our America--it anatomizes what's fundamentally at stake when we think of literature in terms of the experience of the reader rather than the intention of the author, and when we substitute the question of who people are for the question of what they believe. With signature virtuosity, Michaels shows how the replacement of ideological difference (we believe different things) with identitarian difference (we speak different languages, we have different bodies and different histories) organizes the thinking of writers from Richard Rorty to Octavia Butler to Samuel Huntington to Kathy Acker. He then examines how this shift produces the narrative logic of texts ranging from Toni Morrison's *Beloved* to Michael Hardt and Toni Negri's *Empire*. As with everything Michaels writes, *The Shape of the Signifier* is sure to leave controversy and debate in its wake.

Space, Language, and Identity in Neal Stephenson's *Snow Crash*

A Geeky Guide to Turn Your Passion Into a Business (or at Least a Side Hustle)

Cyborg and Cyberspace in Neal Stephenson's *Snow Crash*

Imperial Spain, 1469-1716

A Novel