

## The Peripheral William Gibson

War and Architecture is a timely and moving response by architect Lebbeus Woods to the bombing of Sarajevo. With text in both English and Croatian, accompanied by the author's exquisitely drawn, hauntingly beautiful proposals, the book is both dedicated and addressed to the citizens of this ravaged city. Lebbeus Woods has long been fascinated by the intimate ties between architecture and following catastrophic destruction: restoring the city exactly to its previous, "historical" state; or "erasing" the remains of the city to construct a new utopia. These, he argues, are twin forms of denial. Woods draws an analogy to the process of biological and emotional healing, presenting architectural forms that act as "injections," "scabs," "scars," and "new tissue," within the complex organismic reason begin to believe again in itself."

Music, myth, and magic mix—in this two-volume fantasy masterpiece by a New York Times–bestselling author that is a “joy to read” (Publishers Weekly). Hugo and Nebula Award–winning author Greg Bear explores the power of music to open a portal between worlds in this pair of brilliantly imagined fantasy novels. The Infinity Concerto: Following the instructions of a virtuoso composer—whose Michael Perrin passes through a gateway between Earth and the Realm of the Sidhedark, where faeries reign by rule of magic, and Michael's epic journey begins . . . The Serpent Mage: After five years trapped in the Realm of the Sidhedark, Michael has returned home to Los Angeles. But the song of power has weakened the veil between the human and fairie worlds, and the Sidhe have followed it. Despite wars with Iraq and Afghanistan, as well as 9/11, the United States’ dependence on foreign oil has kept the nation tied to the Middle East. A scientist has developed a cure for America's addiction—a slow-acting virus that feeds on petroleum, turning it solid. But he didn't consider that his contagion of an Iraqi oil field would spread to infect the fuel supply of the entire world... In Los Angeles, Marine and government insider who acted as a consultant on Dave's last film. It sounded as implausible as many of his scripts, but the reality is much more frightening than anything he can envision. An ordinary guy armed with extraordinary information, Dave hopes his survivor's instinct will kick in so he can protect his wife and daughter from the coming apocalypse that will alter the future of the world. In the future world of the Sprawl, an urban complex that extends from Boston to Houston, where a sentient computer database known as the Cyberspace matrix dominates humanity's fate, a corporate mercenary, awakening in a reconstructed body, is sent on a perilous mission to retrieve a defecting chief of R&D and his state-of-the-art biochip. Reprint.

Architects of Memory

The Deadly Kiss-Off

Spook Country

The Complete Series

**"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**

**In May 1946 John Caldwell set out to sail from Panama to Sydney to reunite with his wife who he hadn't seen for more than a year. Eager to reach his destination and unable to secure any other form of transport, he had to resort to singlehanded seamanship. After an ignominious scene in the harbor, where a tangled anchor led him to take an early dip, he spent ten days learning the rudiments of navigation and sailing from a book, before embarking on the 9,000 mile journey aboard the 20-foot Pagan. Ahead lay a mission that was to reveal in him elements not only of astounding courage and determination, but also of incredible foolhardiness. Within 500 miles of Panama John Caldwell had already been shipwrecked once and had his boat's engine and cockpit destroyed by an angry shark. Indefatigable, he decided to press on towards his goal.He endured the terrors and discomforts of life on the high seas and enjoyed the triumphs of fighting and winning against the elements. This is more than an exciting tale of sea-adventure. It is as compelling and unpredictable as a thriller. It is the story, witty and moving, of a man, motivated initially by love, and ultimately by his own fierce determination to survive.**

**“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 Idroru... 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 Idroru, 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...**

**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 UFO Library of Jack Womack**

**Pamphlet Architecture 15: War and Architecture**

**Distrust that Particular Flavor**

**William Gibson's Archangel**

“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.”

In rural Wisconsin, wonder clashes dangerously with corporate greed when an alien visitor opens up a gateway through time into a breathtaking prehistoric lost world On sabbatical from teaching at a small university, paleontologist Asa Steele is content to relax amidst the pastoral splendor of his Wisconsin farm. That is, until his dog starts bringing home unrecognizable artifacts and, strangest of all, fresh dinosaur bones. Since boyhood, Asa has heard the rumors of a UFO crash site nearby, and his encounter with a cat-faced alien life form proves the old story to be shockingly true. A gregarious immortal stranded on Earth for fifty thousand years, Catface has the power to create portals in time, and now he has opened a gateway into a prehistoric world of wonder and beauty, a place Asa calls “Mastodonia.” But keeping this idyllic realm a secret from a prying government and the greedy corporate entities it serves could prove impossible—and perilous—when there are resources to drain, land to despoil, and gargantuan vanished beasts from a distant age to hunt down and destroy in the name of profit. Clifford D. Simak’s glorious vision of a gateway to the past and of the tantalizing commercial potential of all things prehistoric predates Michael Crichton’s Jurassic Park by many years, yet it remains as provocative, enthralling, and fun for twenty-first-century science fiction lovers as it was for its original readers. Breathtaking, thrilling, imaginative, and awe-inspiring, Mastodonia is a world that, once entered, can never be forgotten, such is the unique creative genius of legendary science fiction Grand Master Simak, one of the most revered writers ever to dream the future . . . and the past.

Hired to investigate a mysterious video collection that has been appearing on the Internet, market research consultant Cayce Pollard realizes that there is more to the assignment when her computer is hacked. By the author of Idroru and Neuromancer. Reprint. 250,000 first printing.

Touch is the first sense to develop in the womb, yet often it is overlooked. The Senses of Touch examines the role of touching and feeling as part of the fabric of everyday, embodied experience. How can we think about touch? Problems of touch and tactility run as a continuous thread in philosophy, psychology, medical writing and representations in art, from Ancient Greece to the present day. Picking through some of these threads, the book 'feels' its way towards writing and thinking about touch as both sensory and affective experience. Taking a broadly phenomenological framework that traces tactility from Aristotle through the Enlightenment to the present day, the book examines the role of touch across a range of experiences including aesthetics, digital design, visual impairment and touch therapies. The Senses of Touch thereby demonstrates the varieties of sensory experience, and explores the diverse range of our 'senses' of touch.

Desperate Voyage

Songs of Earth and Power

The Gone-Away World

Teleology and Modernity

This is written in remembrance of Gibson's deceased parents and in honor of their lives. In reflecting on them he in turn makes it a tribute to parenthood and a dedication to his own children. Gibson's language is striking in its poignancy. Despite the title, this is not a religious work, but a work of love from a child to parent and from the child to become-parent to his own children. Interspersed between the reminiscences of his parents and his childhood, Gibson inserts achingly beautiful epistles to his children for their guidance about life and parenting.--Adapted from barnesandnoble.com.

William Gibson is frequently described as one of the most influential writers of the past few decades, yet his body of work has only been studied partially and without full recognition of its implications for literature and culture beyond science fiction. It is high time for a book that explores the significance and wide-ranging impact of Gibson's fiction. In the 1970s and 80s, Gibson, the “Godfather of Cyberpunk,” rejuvenated science fiction. In groundbreaking works such as Neuromancer, which changed science fiction as we knew it, Gibson provided us with a language and imaginary through which it became possible to make sense of the newly emerging world of globalization and the digital and media age. Ever since, Gibson's reformulation of science fiction has provided us not just with radically innovative visions of the future but indeed with trenchant analyses of our historical present and of the emergence and exhaustion of possible futures. Contributors: Maria Alberto, Andrew M. Butler, Amy J. Elias, Christian Haines, Kylie Korsnack, Mathias Nilges, Malka Older, Aron Pease, Lisa Swanstrom, Takayuki Tatumi, Sherryll Vint, Phillip E. Wegner, Roger Whitson, Charles Yu

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-weapons 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

Millions died after the first contact. An alien weapon holds the key to redemption—or annihilation. Experience Karen Osborne's unforgettable science fiction debut, Architects of Memory. 2021 Locus Award for Best First Novel--Finalist SyFY Wire SFF Reads to pick up in September Terminally ill salvage pilot Ash Jackson lost everything in the war with the alien Vai, but she'll be damned if she loses her future. Her plan: to buy, beg, or lie her way out of corporate indenture and find a cure. When her crew salvages a genocidal weapon from a ravaged starship above a dead colony, Ash uncovers a conspiracy of corporate intrigue and betrayal that threatens to turn her into a living weapon. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Novel

The Worst of All Possible Worlds

Proxy

Haptics, Affects and Technologies

**Steven Barnes delivers the explosive follow-up to his groundbreaking alternate history novel Lion's Blood in Zulu Heart, a tale of racial unrest in a reimagined America circa 1860. Set in the late 1800s in an alternate universe in which Africa colonized the Americas, Zulu Heart continues the stories of two men from very different backgrounds. Kai is a politically important Ethiopian nobleman; Aidan, a white Irishman who was until recently Kai's slave. But just as the promise of freedom has separated these two men's fates, racial discourse is about to reunite them. A rebellion is building toward civil war. Loyalties are being drawn along the lines of homelands, namely Egypt and Ethiopia, and causing the New World to be torn into a North and a South—with Kai and Aidan caught in the crossfire.**

**(Deluxe Slipcase Edition)**

**The New York Times bestselling author of Neuromancer and Zero History presents a fast-paced sci-fi thriller that takes a terrifying look into the future... Flynne 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.**

**The main and original contribution of this volume is to offer a discussion of teleology through the prism of religion, philosophy and history. The goal is to incorporate teleology within discussions across these three disciplines rather than restrict it to one as is customarily the case. The chapters cover a wide range of topics, from individual teleologies to collective ones; ideas put forward by the French aristocrat Arthur de Gobineau and the Scottish philosopher David Hume, by the Anglican theologian and founder of Methodism, John Wesley, and the English naturalist Charles Darwin.**

**Virtual Light**

**Rockstar Ending**

**The Senses of Touch**

**William Gibson and the Futures of Contemporary Culture**

Science Fiction Superstar William Gibson's first graphic novel! The U.S. political leaders of 2016 abandon the radioactive planet they've destroyed and harness the power of humanity's last hope: The Splitter, a colossal machine designed to manufacture a bright new reality for them to infiltrate and corrupt.

"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.

"Privileged Syd and and his proxy, Knox, are thrown together to overthrow the system"--

Depending on her veteran brother's benefits in a city where jobs outside the drug trade are rare, Flynne assists her brother's latest beta-test tech assignment only to uncover an elaborate murder scheme. By the best-selling author of Zero History. 100,000 first printing.

Idroru

Mastodonia

The Ware Tetralogy

Agency

**The book that defined the cyberpunk movement, inspiring everything from The Matrix to Cyberpunk 2077. The sky above the port was the colour 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.**

**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 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. The rag-tag crew of the Capricious hunts down rogue AI, ancient colony ships, and the biggest treasure in the universe in this pulse-pounding space adventure for fans of Firefly and The Expanse. The crew of the Capricious seems to leave a trail of devastation wherever they go. But with powerful enemies in pursuit and family and friends under attack planetside, there's no time to worry about all that. Ensnared by the legend of Origin, humanity's birthplace, and a long-dead form of magic, the Capricious takes off on a journey to find the first colony ship . . . and power that could bring down gods. Read the incredible space-fantasy series that V. E. Schwab calls "A total blast!" The SalvagersA Big Ship at the Edge of the UniverseA Bad Deal for the Whole GalaxyThe Worst of All Possible Worlds

Neuromancer

Flying Saucers Are Real!

Count Zero

All Tomorrow's Parties

*Glen and Stan, the Odd Couple of scamdom, are back from their Big Get-Even adventure with another get-rich-quick-or-go-down-in-flames scheme. As part of their trafficking in counterfeit merch, they are looking to turn a few pallets of Grade Z computer chips into some military hardware sure to interest dictators and despots and drug lords around the globe. Bankrolled by a greedy local crime boss, they hope to promote a half-genius, half-addlepatented invention from a naive and principled inventor into a bonanza. But no one ever counts on complications arising from a wayward wife, some sexy Eurotrash go-betweens, and a lonely entrepreneurial girlfriend who finds her native tropical isle conducive to a troublesome loosening of morals. Add in a most unconventional explosives expert, and you have a caper half hilarious, half deadly, and 100 percent entertaining.*

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

*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... Flynne 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. Flynne 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 Flynne taking over shifts, promised her the game’s not a shooter. Still, the crime she witnesses there is plenty bad. Flynne 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.*

*Old wounds reopen and new secrets are revealed when Tyson crosses paths with his childhood friend and first love, Dominic.*

*Slow Apocalypse*

*Zulu Heart*

*Burning Chrome*

*The Art of Breathing*

London, 2027. An ordinary woman discovers she is capable of extraordinary things. When Lexi finds out that older people are being coerced into genocide by stealth, she vows to take on the sinister corporation behind the ultimate Rockstar Ending. It ’ s hard to resist their invitation to a pain-free suicide with a glamorous spin, a seductive soundtrack, and a killer inheritance tax exemption. After her best friend ’ s mother books a one-way ticket, Lexi sets out on a rescue mission that takes her deep into the terrifying heart of the death factory. In a turbulent political landscape, the Yuthentic movement has driven a rift between generations, promoting the redistribution of wealth to younger people by all possible means. Technology is weaponised to manipulate the victims in secret as social media, artificial intelligence and all manner of robots are deployed to undermine humanity. But the underground resistance is growing. How can an unconventional band of unlikely heroes stop the killing – before it ’ s all too late? Rockstar Ending is the first book in a terrifyingly plausible dystopian series steeped in the social and political issues that will dominate the coming decade. If you like Black Mirror, The Handmaid ’ s Tale or the Blue Ant trilogy, you ’ ll love Rockstar Ending.

"William Gibson returns with his first novel since 2010's New York Times-bestselling Zero History. Where Flynne and her brother, Burton, live, jobs outside the drug business are rare. Fortunately, Burton has his veteran's benefits, for neural damage he suffered from implants during his time in the USMC's elite Haptic Recon force. Then one night Burton has to go out, but there's a job he's supposed to do-a job Flynne didn't know he had. Beta-testing part of a new game, he tells her. The job seems to be simple: work a perimeter around the image of a tower building. Little buglike things turn up. He's supposed to get in their way, edge them back. That's all there is to it. He's offering Flynne a good price to take over for him. What she sees, though, isn't what Burton told her to expect. It might be a game, but it might also be murder"--Provided by publisher.

“ The best novel William Gibson has ever written about the world we ’ re entering daily. Neuromancer made Gibson famous; Idru 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...

A hilarious, action-packed look at the apocalypse that combines a touching tale of friendship, a thrilling war story, and an all out kung-fu infused mission to save the world. Gonzo Lubitch and his best friend have been inseparable since birth. They grew up together, they studied kung-fu together, they rebelled in college together, and they fought in the Go Away War together. Now, with the world in shambles and dark, nightmarish clouds billowing over the wastelands, they have been tapped for an incredibly perilous mission. But they quickly realize that this assignment is more complex than it seems, and before it is over they will have encountered everything from mimes, ninjas, and pirates to one ultra-sinister mastermind, whose only goal is world domination.

The Difference Engine

Zero History

Pattern Recognition

A Mass for the Dead

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!”

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.

Mona Lisa Overdrive

The Peripheral