

Neuromancer

This Scottish-based tale for adults offers a pregnant heroine who must rescue the man who seduced her in the woods from his captor, the Fairie Queen. 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.

NEW YORK TIMES BESTSELLER Fifty years after The Andromeda Strain made Michael Crichton a household name—and spawned a new genre, the technothriller—the threat returns, in a gripping sequel that is terrifyingly realistic and resonant. The Evolution is Coming. In 1967, an extraterrestrial microbe came crashing down to Earth and nearly ended the human race. Accidental exposure to the particle—designated The Andromeda Strain—killed every resident of the town of Piedmont, Arizona, save for an elderly man and an infant boy. Over the next five days, a team of top scientists assigned to Project Wildfire worked valiantly to save the world from an epidemic of unimaginable proportions. In the moments before a catastrophic nuclear detonation, they succeeded. In the ensuing decades, research on the microparticle continued. And the world thought it was safe... Deep inside Fairchild Air Force Base, Project Eternal Vigilance has continued to watch and wait for the Andromeda Strain to

reappear. On the verge of being shut down, the project has registered no activity—until now. A Brazilian terrain-mapping drone has detected a bizarre anomaly of otherworldly matter in the middle of the jungle, and, worse yet, the tell-tale chemical signature of the deadly microparticle. With this shocking discovery, the next-generation Project Wildfire is activated, and a diverse team of experts hailing from all over the world is dispatched to investigate the potentially apocalyptic threat. But the microbe is growing—evolving. And if the Wildfire team can't reach the quarantine zone, enter the anomaly, and figure out how to stop it, this new Andromeda Evolution will annihilate all life as we know it. Science fiction-tegneserie.

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.

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.”

Best-known for his seminal sf novel *Neuromancer*, William Gibson is actually best when writing short fiction. Tautly-written and suspenseful, *Burning Chrome* collects 10 of his best short stories 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 his absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome." Fredric Jameson sweeps from the Renaissance to The Wire High modernism is now as far from us as antiquity was for the Renaissance. Such is the premise of Fredric Jameson's major new work in which modernist works, this time in painting (Rubens) and music (Wagner and Mahler), are pitted against late-modernist ones (in film) as well as a variety of postmodern experiments (from SF to The Wire, from "Eurotrash" in opera to Altman and East German literature): all of which attempt, in their different ways, to invent new forms to grasp a specific social totality. Throughout the historical periods, argues Jameson, the question of narrative persists through its multiple formal changes and metamorphoses.

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.

This book is about the virtues and social justice of random distribution. The first chapter is a utopian fragment about a future country, Aleatoria, where everything, including political power, jobs and money, is distributed by lottery. The rest of the book is devoted to considering the idea of the lottery in terms of the

conventional components and assumptions of theories of justice, and to reviewing the possible applications of lottery distribution in contemporary society. This revised second edition includes a new introduction.

Toonopolis is a cartoon city that is home to the thoughts and ideas of all sentient beings in the universe. As the center of the Tooniverse, it acts as an other-worldly rest stop for these creations. Chi Lin was the last unicorn on Earth before he sought a safe haven for himself and his maiden, Saucha; a thirteen century Indian girl. Little did he realize that even though they were safe from death in the cartoon universe, they were not safe from the machinations of Agent Mimic on Earth. Gemini; having barely escaped with his mind intact during his first adventure in Toonopolis; returns to the Tooniverse with Jimbob the Talking Eggplant on a quest to find Chi Lin before Mimic can manipulate the unicorn into doing his bidding. Join Gemini on an all new adventure into both familiar and brand-new realms of Toonopolis where he makes more friends, visits old ones, and is reminded that things are not always what they seem to be in this strange and ever-changing world.

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.

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.

Hollis Henry never intended to work for global marketing magnate Hubertus Bigend again. But now she's broke, and Bigend has just the thing to get her back in the game... Milgrim can disappear in almost any setting, and his Russian is perfectly idiomatic—so much so that he spoke it with his therapist in the secret Swiss clinic where Bigend paid for him to be cured of his addiction...

Garreth doesn't owe Bigend a thing. But he does have friends from whom he can call in the kinds of favors powerful people need when things go sideways... They all have something Bigend wants as he finds himself outmaneuvered and adrift, after a Department of Defense contract for combat-wear turns out to be the gateway drug for arms dealers so shadowy they can out-

Bigend Bigend himself. "Zero History is [Gibson's] best yet, a triumph of science fiction as social criticism and adventure."—BoingBoing.net

Seminar paper from the year 2002 in the subject English Language and Literature Studies - Literature, grade: 1 (very good), Otto-von-Guericke-University Magdeburg (Institut für fremdsprachliche Philologien), course: Cyborgs (WS 2001/2002), 4 entries in the bibliography, language: English, comment: This paper is about William Gibson's 'Neuromancer'. Neuromancer was the book that initiated the cyberpunk debate, which was very influential in culture studies. The paper explores Gibson's position towards the mind-body-problem, i.e. the relation between mind and body., abstract: This paper is about William Gibson's famous novel "Neuromancer." Neuromancer was the book that initiated the cyberpunk debate, a debate that was very influential in culture studies and modern literature. The cyberpunk debate created a more suspicious image of new technologies and their effect on the role of the human being as well as the social life and the society. Gibson's position towards the mind-body-problem, i.e. the relation between mind and body, is examined. An overview is given of possible technologies he describes and how they trigger the breakdown between man and machine as well as between individuals. The paper also sketches the effects of those technologies on social interaction, moral values and the structure of the society." "Free Live Free," said the newspaper ad, and the out-of-work detective Jim Stubb, the occultist Madame Serpentina, the salesman Ozzie Barnes, and the

overweight prostitute Candy Garth are brought together to live for a time in Free's old house, a house scheduled for demolition to make way for a highway. Free drops mysterious hints of his exile from his homeland, and of the lost key to his return. And so when demolition occurs and Free disappears, the four make a pact to continue the search, which ultimately takes them far beyond their wildest dreams. This is character-driven science fiction at its best by a writer whom, at the time of its first publication, the Chicago Sun-Times called "science fiction's best genuine novelist." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Cyberpunk has brought us films like Blade Runner, Tron, and The Matrix, and it has brought us now-classic novels like Snow Crash and Neuromancer. It continues to be a powerful theme in contemporary literature as writers imagine a gritty, dark, wild, and wicked future where body modification, seedy elements, omniscient corporations, and a few down-luck anti-heroes are always having it out. Inside the covers of this book, readers find stories by the best and the finest cyberpunk writers — from foundational authors like Bruce Sterling and William Gibson to new voices like Cory Doctorow — all of whom write with the fire and zeal that powers the best cyberpunk writing. Here are stories about society gone wrong and society saved, about soulless humans and soulful machines, about futures worth fighting for and futures that do nothing but kill. Welcome to your cyberpunk world. Welcome to your cyberpunk world.

One of the most influential and imaginative sci-fi writers turns his attention to London - with dazzling results. 'Part-detective story, part-cultural snapshot . . . all bound by Gibson's pin-

sharp prose' Arena _____ Cayce Pollard owes her living to her pathological sensitivity to logos. In London to consult for the world's coolest ad agency, she finds herself catapulted, via her addiction to a mysterious body of fragmentary film footage, uploaded to the Web by a shadowy auteur, into a global quest for this unknown "garage Kubrick". Cayce becomes involved with an eccentric hacker, a vengeful ad executive, a defrocked mathematician, a Tokyo Otaku-coven known as Eye of the Dragon and, eventually, the elusive Kubrick himself. William Gibson's novel is about the eternal mystery of London, the coolest sneakers in the world, and life in (the former) USSR.

_____ 'A compelling, humane story with a sympathetic heroine searching for meaning and consolation in a post-everything world' Daily Telegraph 'A big novel, full of bold ideas . . . races along like an expert thriller' GQ 'It's dialogue and characterization will amaze you. A wonderfully detailed, reckless journey of espionage and lies' USA Today 'Electric, profound. Gibson's descriptions of Tokyo, Russia and London are surreally spot-on' Financial Times

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, in a special twentieth anniversary edition of the influential Hugo, Nebula, and Philip K. Dick Award-winning novel.

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

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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 “Bantam Spectra science fiction”—Spine.

“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

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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 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.

Through the madness I shuffle. A wretched shell of the man I was when her love possessed me. Lucifer has given me one chance at redemption. I am compelled to drag myself to the dusty finish line. Compelled by the love I have somewhere in my drowning heart and by the curiosity of a new adventure that will, one day, surely kill me. This is the story of William

Control.

From one of contemporary literature's bestselling, critically acclaimed, and beloved authors: a "luminous" novel (Jennifer Egan, *The New York Times Book Review*) about a fiercely compelling young widow navigating grief, fear, and longing, and finding her own voice—"heartrendingly transcendent" (*The New York Times*, Janet Maslin). Set in Wexford, Ireland, Colm Tóibín's magnificent seventh novel introduces the formidable, memorable, and deeply moving Nora Webster. Widowed at forty, with four children and not enough money, Nora has lost the love of her life, Maurice, the man who rescued her from the stifling world to which she was born. And now she fears she may be sucked back into it. Wounded, selfish, strong-willed, clinging to secrecy in a tiny community where everyone knows your business, Nora is drowning in her own sorrow and blind to the suffering of her young sons, who have lost their father. Yet she has moments of stunning insight and empathy, and when she begins to sing again, after decades, she finds solace, engagement, a haven—herself. Nora Webster "may actually be a perfect work of fiction" (*Los Angeles Times*), by a "beautiful and daring" writer (*The New York Times Book Review*) at the zenith of his career, able to "sneak up on readers and capture their imaginations" (*USA TODAY*). "Miraculous...Tóibín portrays Nora with tremendous sympathy and understanding" (Ron Charles, *The Washington Post*).

An atmospheric tale of corruption and abduction set on Mars, from the author of the award-winning science fiction novel *Altered Carbon*, now an exciting new series from Netflix. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE GUARDIAN Hakan Veil is an ex-corporate enforcer equipped with military-grade body tech that's made him a human killing machine. His former employers have abandoned him on a turbulent Mars where Earth-based

overlords battle for profits and power amid a homegrown independence movement. But he's had enough of the red planet, and all he wants is a ticket back home—which is just what he's offered by the Earth Oversight organization, in exchange for being the bodyguard for an EO investigator. It's a beyond-easy gig for a heavy hitter like Veil . . . until it isn't. When Veil's charge starts looking into the mysterious disappearance of a lottery winner, it stirs up a hornet's nest of intrigue and murder. And the deeper Veil is drawn into the game, the more long-buried secrets claw their way to the Martian surface. Now it's the expert assassin poised against powerful enemies hellbent on taking him down—by any means necessary. Praise for *Thin Air* “Kick-ass . . . Mixed in with the thriller-esque action and cyberpunk backdrop is a hard-boiled noir story complete with a twisting and turning plot that keeps readers on their toes.”—Los Angeles Times “Richard K. Morgan wants to destroy your Mars fantasies. . . . It's a grim vision, but one that Morgan finds far more plausible than the cheerful visions of plucky Mars colonists common in sci-fi.”—Wired “A robotically enhanced Jack Reacher [in a] dazzlingly intricate game of political double- and triple-cross, spiced with tastily kinetic battle sequences.”—The Guardian “If you ever imagined that the core esthetics and themes of cyberpunk—lowlifes and high tech; corporate dominance; future noir; post-human evolution and cyborg adaptations; hardscrabble urban environments—were played out, *Thin Air* will set you straight, and kick your butt in the process. . . . Both kinematic and cinematic, [*Thin Air* is] limned by Morgan with balletic precision and smashmouth grace.”—Paul Di Filippo, *Locus*

“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 Ichor, 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...

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, in a new edition of the influential Hugo, Nebula, and Philip K. Dick Award winner. Reprint.

A deluxe hardcover edition of the pioneering cyberpunk novel that predicted our obsession with the Internet—part of Penguin Galaxy, a collectible series of six sci-fi/fantasy classics, featuring a series introduction by Neil Gaiman Winner of the AIGA + Design Observer 50 Books | 50 Covers competition Before the Internet was commonplace, William Gibson showed us the Matrix—a world within the world, the representation of every byte of data in cyberspace. Henry Dorsett Case was the sharpest data-thief in the Matrix, until an ex-employer crippled his nervous system. Now a new employer has recruited him for a last-chance run against an unthinkable powerful artificial intelligence. With a mirror-eyed girl street-samurai riding shotgun, he's ready for the silicon-

quick, bleakly prophetic adventure that upped the ante on an entire genre of fiction. Penguin Galaxy Six of our greatest masterworks of science fiction and fantasy, in dazzling collector-worthy hardcover editions, and featuring a series introduction by #1 New York Times bestselling author Neil Gaiman, Penguin Galaxy represents a constellation of achievement in visionary fiction, lighting the way toward our knowledge of the universe, and of ourselves. From historical legends to mythic futures, monuments of world-building to mind-bending dystopias, these touchstones of human invention and storytelling ingenuity have transported millions of readers to distant realms, and will continue for generations to chart the frontiers of the imagination. The Once and Future King by T. H. White Stranger in a Strange Land by Robert A. Heinlein Dune by Frank Herbert 2001: A Space Odyssey by Arthur C. Clarke The Left Hand of Darkness by Ursula K. Le Guin Neuromancer by William Gibson For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

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.

A Junior Library Guild Selection “In *Breathing Underwater*, Sarah Allen has created characters so alive and compelling that readers will root for them every mile of this moving, heartfelt journey.” —Dan Gemeinhart, author of *The Remarkable Journey of Coyote Sunrise* A sparkly, moving middle grade novel from Sarah Allen, and a big-hearted exploration of sisterhood, dreams, and what it means to be there for someone you love. Olivia is on the road trip of her dreams, with her trusty camera and her big sister Ruth by her side. Three years ago, before their family moved from California to Tennessee, Olivia and Ruth buried a time capsule on their favorite beach. Now, they're taking an RV back across the country to uncover the memories they left

behind. But Ruth's depression has been getting worse, so Olivia has created a plan to help her remember how life used to be: a makeshift scavenger hunt across the country, like pirates hunting for treasure, taking pictures and making memories along the way. All she wants is to take the picture that makes her sister smile. But what if things can never go back to how they used to be? What if they never find the treasure they're seeking? Through all the questions, loving her sister, not changing her, is all Olivia can do—and maybe it's enough.

"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. This finely crafted art portfolio includes twenty-two black & white illustrations and two color illustrations by David Palladini. The artwork originally appeared in the trade edition of *The Eyes of the Dragon* by Stephen King. This edition includes an exclusive afterword by David Palladini which is letterpress printed. The numbered edition is limited to three hundred copies and measures 10" x 15.5". The text and illustrations are printed on ultra-premium archival paper and are housed in a clamshell box of European linen book cloth over archival boards. The edition includes a previously unpublished illustration as well as a reproduction of the only extant copy of the original title page illustration hand-colored by David Palladini. The portfolio is signed by artist David Palladini.

The Heinemann Plays series offers contemporary drama and classic plays in durable classroom

editions. Many have large casts and an equal mix of boy and girl parts. This play is a dramatization of Daniel Keyes's story about a retarded adult who desperately wants to be able to read and write. In this mind-altering romp—where the term “Metaverse” was first coined—you’ll experience a future America so bizarre, so outrageous, you’ll recognize it immediately • One of Time’s 100 best English-language novels Only once in a great while does a writer come along who defies comparison—a writer so original he redefines the way we look at the world. Neal Stephenson is such a writer and Snow Crash is such a novel, weaving virtual reality, Sumerian myth, and just about everything in between with a cool, hip cybersensibility to bring us the gigathriller of the information age. 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. Praise for Snow Crash “[Snow Crash is] a cross between Neuromancer and Thomas Pynchon’s Vineland. This is no mere hyperbole.”—The San Francisco Bay Guardian “Fast-forward free-style mall mythology for the twenty-first century.”—William Gibson “Brilliantly realized . . . Stephenson turns out to be an engaging

guide to an onrushing tomorrow.”—The New York Times Book Review

A Study Guide for William Gibson's "Neuromancer," excerpted from Gale's acclaimed Novels for Students. This concise study guide includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust Novels for Students for all of your research needs.

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

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