

Burning Chrome

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Hackers - Gardner Dozois 2013-07-15

In the tradition of *Mirrorshades*'s stories from the virtual frontier a collection of short stories from the virtual frontier follows the exploits of the world's most notorious hackers and includes contributions from Greg Bear, William Gibson, Robert Silverberg, and Bruce Sterling. This wide-ranging collection of cyberspace tales, featuring the most cutting-edge writers in science fiction, goes beyond the stereotypes of computer rogues and delves into the true heart--and art--of hackerdom. *Burning Chrome* by William Gibson *Spirit of the Night* by Tom Maddox *Blood Sisters* by Greg Egan *Rock On* by Pat Cadigan *The Pardoner*'s Tale by Robert Silverberg *Living Will* by Alexander Jablov *Dogfight* by Michael Swanwick and Willia Gibson *Our Neural Chernobyl* by Bruce Sterling *(Learning about) Machine Sex* by Candas Jane Dorsey *Conversations with Michael* by Daniel Marcus *Gene Wars* by Paul J. McAuley *Spew* by Neal Stephenson *Tangents* by Greg Bear At the publisher's request, this title is sold without DRM (Digital Rights Management).

William Gibson's Alien 3 - William Gibson 2019

"Collects issues #1-#5 of the Dark Horse Comics series William Gibson's Alien 3"

21 Lessons for the 21st Century - Yuval Noah Harari 2019-01-29

#1 NEW YORK TIMES BESTSELLER • In *Sapiens*, he explored our past. In *Homo Deus*, he looked to our future. Now, one of the most innovative thinkers on the planet turns to the present to make sense of today's most pressing issues. "Fascinating . . . a crucial global conversation about how to take on the problems of the twenty-first century."—Bill Gates, *The New York Times Book Review* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY FINANCIAL TIMES AND PAMELA PAUL, *KQED* How do computers and robots change the meaning of being human? How do we deal with the epidemic of fake news? Are nations and religions still relevant? What should we teach our children? Yuval Noah Harari's *21 Lessons for the 21st Century* is a probing and visionary investigation into today's most urgent issues as we move into the uncharted territory of the future. As technology advances faster than our understanding of it, hacking becomes a tactic of war, and the world feels more polarized than ever, Harari addresses the challenge of navigating life in the face of constant and disorienting change and raises the important questions we need to ask ourselves in order to survive. In twenty-one accessible chapters that are both provocative and profound, Harari builds on the ideas explored in his previous books, untangling political, technological, social, and existential issues and offering advice on how to prepare for a very different future from the world we now live in: How can we retain freedom of choice when Big Data is watching us? What will the future workforce look like, and how should we ready ourselves for it? How should we deal with the threat of terrorism? Why is liberal democracy in crisis? Harari's unique ability to make sense of where we have come from and where we are going has captured the imaginations of millions of readers. Here he invites us to consider values, meaning, and personal engagement in a world full of noise and uncertainty. When we are deluged with irrelevant information, clarity is power. Presenting complex contemporary challenges clearly and accessibly, *21 Lessons for the 21st Century* is essential reading. "If there were such a thing as a required instruction manual for politicians and thought leaders, Israeli historian Yuval Noah Harari's *21 Lessons for the 21st Century* would deserve serious consideration. In this collection of provocative essays, Harari . . . tackles a daunting array of issues, endeavoring to answer a persistent question: 'What is happening in the world today, and what is the deep meaning of these events?'"—BookPage (top pick)

Desert Chrome - Kathryn Wilder 2021-05-18

"A raw and honest journey of addiction, love, trauma, and redemption—grounded in a deep love of place and all things mustang." —LAURA PRITCHETT, author of *Stars Go Blue* Kathryn Wilder's powerful story of grief, motherhood, and return to the desert entwines with the story of America's mustangs as Wilder makes a home on the Colorado

Plateau, her property bordering a mustang herd. *Desert Chrome* illuminates these controversial creatures—their complex history in the Americas, their powerful presence on the landscape, and ways to help both horses and habitats stay wild in the arid West—and celebrates the animal nature in us all. KATHRYN WILDER's work, cited in *Best American Essays* and nominated for the Pushcart Prize, has appeared in such publications as *High Desert Journal*, *River Teeth*, *Fourth Genre*, *Sierra*, and many anthologies and Hawai'i magazines. A past finalist for the Ellen Meloy Fund Desert Writers Award and the Waterston Desert Writing Prize, Wilder holds an MA from Northern Arizona University and an MFA from the Institute of American Indian Arts. She lives among mustangs in southwestern Colorado.

Distrust That Particular Flavor - William Gibson 2012-09-04

A collection of New York Times bestselling author William Gibson's articles and essays about contemporary culture—a privileged view into the mind of a writer whose thinking has shaped not only a generation of writers but our entire culture... Though best known for his fiction, William Gibson is as much in demand for his cutting-edge observations on the world we live in now. Originally printed in publications as varied as *Wired*, *the New York Times*, and *the Observer*, these articles and essays cover thirty years of thoughtful, observant life, and are reported in the wry, humane voice that lovers of Gibson have come to crave.

"Gibson pulls off a dazzling trick. Instead of predicting the future, he finds the future all around him, mashed up with the past, and reveals our own domain to us."—*The New York Times Book Review*

Across the Wounded Galaxies - Larry McCaffery 1990

Modern science fiction writers, including Gregory Benford, William S. Burroughs, Ursula K. LeGuin, and Bruce Sterling talk about their careers, influences, and works

Mona Lisa Overdrive - William Gibson 2012-11-07

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.

All Tomorrow's Parties - William Gibson 2003-02-04

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

Burning Chrome - William Gibson 2014-04-15

“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.”

Pattern Recognition - William Gibson 2004-06-24

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

Idoru - William Gibson 2003-01-07

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

Science Fiction and the Dismal Science - Gary Westfahl, 2019-11-27 Despite the growing importance of economics in our lives, literary scholars have long been reluctant to consider economic issues as they examine key texts. This volume seeks to fill one of these conspicuous gaps in the critical literature by focusing on various connections between science fiction and economics, with some attention to related fields such as politics and government. Its seventeen contributors include five award-winning scholars, five science fiction writers, and a widely published economist. Three topics are covered: what noted science fiction writers like Robert A. Heinlein, Frank Herbert, and Kim Stanley Robinson have had to say about our economic and political future; how the competitive and ever-changing publishing marketplace has affected the growth and development of science fiction from the nineteenth century to today; and how the scholars who examine science fiction have themselves been influenced by the economics of academia. Although the essays focus primarily on American science fiction, the traditions of Russian and Chinese science fiction are also examined. A comprehensive bibliography of works related to science fiction and economics will assist other readers and critics who are interested in this subject.

THE GREAT GATSBY - F. SCOTT FITZGERALD 2022

THE GREAT GATSBY BY F. SCOTT FITZGERALD Key features of this book: * Unabridged with 100% of it’s original content * Available in multiple formats: eBook, original paperback, large print paperback and hardcover * Easy-to-read 12 pt. font size * Proper paragraph formatting with Indented first lines, 1.25 Line Spacing and Justified Paragraphs * Properly formatted for aesthetics and ease of reading. * Custom Table of Contents and Design elements for each chapter * The Copyright page has been placed at the end of the book, as to not impede the content and flow of the book. Original publication: 1925 *The Great Gatsby* - The story of the mysteriously wealthy Jay Gatsby and his love for the beautiful Daisy Buchanan, This book is F. Scott Fitzgerald’s third book and stands as the supreme achievement of his career. First published in 1925, this classic novel of the Jazz Age has been acclaimed by generations of readers which depicts the life of lavish parties on Long Island is an exquisitely crafted tale of America in the 1920s. This book is great for schools, teachers and students or for the casual reader, and makes a wonderful addition to any classic literary library At Pure Snow Publishing we have taken the time and care into formatting this book to make it the best possible reading experience. We specialize in publishing classic books and have been publishing books since 2014. We now have over 500 book listings available for purchase. Enjoy!

The Peripheral - William Gibson 2015

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

Gothic Motifs in the Fiction of William Gibson - Tatiani G. Rapatzikou 2016-08-09

Gibson's startlingly new form of science fiction opens inner vistas through his sense of how technological development increasingly removes the boundaries between the realms of the imagined and the real. This important new study focuses on the visual elements in Gibson's work, suggesting how his extraordinary mindscapes are locatable in terms of both gothic and the graphic novel traditions in a subtle interweaving of physical and virtual space that creates new forms of spatial being. Gibson describes the space of the Walled City as Doorways flipping past, each one hinting at its own secret world: Tatiani G. Rapatzikou's thoughtful analyses of those secret worlds will fascinate all those who have wondered where these fictions have come from-and where they may be headed.

William Gibson -

Burning Chrome - William Gibson 2017-02-23

Best-known for his seminal sf novel *NEUROMANCER*, William Gibson is also a master of short fiction. Tautly-written and suspenseful, *BURNING CHROME* collects 10 of his best short stories with a preface from Bruce Sterling, co-Cyberpunk and editor of the seminal anthology *MIRRORSHADES*. These brilliant, high-resolution stories show Gibson's characters and intensely-realized worlds at his absolute best. Contains 'Johnny Mnemonic' (filmed starring Keanu Reeves) and title story 'Burning Chrome' - both nominated for the Nebula Award - as well as the Hugo-and-Nebula-nominated stories 'Dogfight' and 'The Winter Market'.

Johnny Mnemonic - Terry Bisson 1995

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

Spook Country - William Gibson 2009

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

Count Zero - William Gibson 2021-11-30

COUNT ZERO INTERRUPT - Megszakítás esetén A számláló visszaállítása nullára. Turner zsoldosként szolgál nagyvállalatokat. Legújabb küldetése egy vezető fejlesztő kimenekítéséről szól, aki a konkurenciához állna át, ráadásul a birtokában van egy biochip, ami alapjaiban változtatná meg a világot. A művelet azonban minden álcázás ellenére sokak érdeklődését felkelti, ráadásul néhányuk már emberi léptékkal felfoghatatlannak tűnik. Eközben Bobby Newmark, a magát a cybertérben Count Zerónak nevező, kisztílv adattolvaj nincs felkészülve arra, hogy a mátrixra milyen hatással lesz a tervezett kimenekítés. Vérdíjjal a fején, vudu istennel a nyomában csak életben szeretne maradni. Aztán találkozik az angyalokkal, és minden a feje tetejére áll. William Gibson folytatása a *Neuromancer*hez látványos és egyben profetikus világábrázolásával, különleges stílusával és nagyszerű

szereplőivel méltó módon gondolja tovább a kultikus előd témáit, feltevéseit. A Count Zero egyben kiindulópontja is annak, hogy a természetfeletti miért és hogyan keveredhet a cyberpunkkal. Az olvasó új fordításban tartja a kezében a könyvet.

[Mirrorshades](#) - Bruce Sterling 1988

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.

Sooner or Later Everything Falls Into the Sea - Sarah Pinsker 2019-03-19

Sooner or Later Everything Falls into the Sea is one of the most anticipated sf&f collections of recent years. Pinsker has shot like a star across the firmament with stories multiply nominated for awards as well as Sturgeon and Nebula award wins. The baker's dozen stories gathered here (including a new, previously unpublished story) turn readers into travelers to the past, the future, and explorers of the weirder points of the present. The journey is the thing as Pinsker weaves music, memory, technology, history, mystery, love, loss, and even multiple selves on generation ships and cruise ships, on highways and high seas, in murder houses and treehouses. They feature runaways, fiddle-playing astronauts, and retired time travelers; they are weird, wired, hopeful, haunting, and deeply human. They are often described as beautiful but Pinsker also knows that the heart wants what the heart wants and that is not always right, or easy.

William Gibson - Tom Henthorne 2011-07-29

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

[Cyberpunk & Cyberculture](#) - Dani Cavallaro 2000-04-01

Cyberpunk and Cyberculture explores the work of a wide range of writers- Acker, Cadigan, Rucker, Shierley, Sterling, Williams and, of course, Gibson - setting their work in the context of science fiction, other literary genres, genre cinema - from *Metropolis* to *Terminator* to *The Matrix* - and contemporary work on the culture of technology.

[Narratives of Border Crossings](#) - Astrid M. Fellner 2021-11-08

Wie kann man Grenze im Sinne einer ästhetischen Praktik verstehen? Zu einer Zeit, zu der Grenzen immer stärker ins Zentrum des Interesses kultureller Auseinandersetzungen rücken, setzen sich die Artikel dieses Sammelbandes mit englischsprachiger Literatur, Film und TV Serien auseinander, die Grenzüberschreitungen behandeln und eine narrative Poetik der kulturellen Begegnung beinhalten. Die Beitragenden setzen sich mit der Komplexität von Grenzen in kulturellen Repräsentationen auseinander und analysieren rezente Rekonzeptualisierungen von Grenzen als Prozesse und Praktiken in Grenzerzählungen. Dieses Buch spricht all diejenigen an, die sich für kulturwissenschaftliche Border Studies und Ethnic Studies interessieren. Mit Beiträgen von Pirjo Ahokas, Francesca de Lucia, Aikaterini Delikonstantinidou, Astrid M. Fellner, Dorothea Fischer-Hornung, Bettina Hofmann, Nadine M. Knight, Page Laws, Ludmilla Martanovschi, Janna Odabas, Silvia Schultermandl und Elke Sturm-Trigonakis.

Zeroes - Chuck Wendig 2016-05-31

An exhilarating thrill-ride through the underbelly of cyber espionage in the vein of David Ignatius's *The Director* and the television series *Leverage*, *CSI: Cyber*, and *Person of Interest*, which follows five iconoclastic hackers who are coerced into serving the U.S. government. An Anonymous-style rabble rouser, an Arab spring hactivist, a black-hat hacker, an old-school cipherpunk, and an online troll are each offered a choice: go to prison or help protect the United States, putting their brains and skills to work for the government for one year. But being a white-hat doesn't always mean you work for the good guys. The would-be cyberspies discover that behind the scenes lurks a sinister NSA program, an artificial intelligence code-named Typhon, that has origins and an evolution both dangerous and disturbing. And if it's not brought down, will soon be uncontrollable. Can the hackers escape their federal watchers and confront Typhon and its mysterious creator? And what does the government really want them to do? If they decide to turn the tables, will their own secrets be exposed—and their lives erased like lines

of bad code? Combining the scientific-based, propulsive narrative style of Michael Crichton with the eerie atmosphere and conspiracy themes of *The X-Files* and the imaginative, speculative edge of Neal Stephenson and William Gibson, *Zeroes* explores our deep-seated fears about government surveillance and hacking in an inventive fast-paced novel sure to earn Chuck Wendig the widespread acclaim he deserves.

[The Oxford Book of Science Fiction Stories](#) - Tom Shippey 2003-01

A collection of classic science fiction short stories features tales by H. G. Wells, Arthur C. Clark, Frederik Pohl, Clifford Simak, Brian Aldiss, Ursula K. LeGuin, and many others. Edited by the author of *The Road to Middle-Earth*. 20,000 first printing.

[The Difference Engine](#) - William Gibson 2011-07-26

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!"

Do Metaphors Dream of Literal Sleep? - Seo-Young Chu 2011-01-15

In culture and scholarship, science-fictional worlds are perceived as unrealistic and altogether imaginary. Seo-Young Chu offers a bold challenge to this perception of the genre, arguing instead that science fiction is a form of "high-intensity realism" capable of representing non-imaginary objects that elude more traditional, "realist" modes of representation. Powered by lyric forces that allow it to transcend the dichotomy between the literal and the figurative, science fiction has the capacity to accommodate objects of representation that are themselves neither entirely figurative nor entirely literal in nature. Chu explores the globalized world, cyberspace, war trauma, the Korean concept of han, and the rights of robots, all as referents for which she locates science-fictional representations in poems, novels, music, films, visual pieces, and other works ranging within and without previous demarcations of the science fiction genre. In showing the divide between realism and science fiction to be illusory, *Do Metaphors Dream of Literal Sleep?* sheds new light on the value of science fiction as an aesthetic and philosophical resource—one that matters more and more as our everyday realities grow increasingly resistant to straightforward representation.

[Virtual Light](#) - William Gibson 2012-11-21

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 Checklist of Some New Science Fiction Writers](#) - C. P. Stephens 1994

Burning Chrome - William Gibson 1986

Science fiction-noveller.

[Software](#) - Rudy von Bitter Rucker 1987

The creator of the first robots with real brains, Cobb Anderson finds himself another aged "pheezer" with a bad heart, and when he is offered immortality by his creations, he risks his body and his world. Reissue.

[A Hologram for the King](#) - Dave Eggers 2013-06-04

A National Book Award Finalist, a New York Times bestseller and one of

the most highly-acclaimed books of the year, *A Hologram for the King* is a sprawling novel about the decline of American industry from one of the most important, socially-aware novelists of our time. In a rising Saudi Arabian city, far from weary, recession-scarred America, a struggling businessman named Alan Clay pursues a last-ditch attempt to stave off foreclosure, pay his daughter's college tuition, and finally do something great. In *A Hologram for the King*, Dave Eggers takes us around the world to show how one man fights to hold himself and his splintering family together in the face of the global economy's gale-force winds. This taut, richly layered, and elegiac novel is a powerful evocation of our contemporary moment--and a moving story of how we got here.

Virtual Geographies - Sabine Heuser 2016-08-09

Virtual Geographies is the first detailed study to offer a working definition of cyberpunk within the postmodern force field. Cyberpunk emerges as a new generic cluster within science fiction, one that has spawned many offspring in such domains as film, music, and feminism. Its central features are its adherence to a version of virtual space and a deconstructivist, punk attitude towards (high) culture, modernity, the human body and technology, from computers to prosthetics. The main proponents of cyberpunk are analyzed in depth along with the virtual landscapes they have created - William Gibson's *Cyberspace*, Pat Cadigan's *Mindscapes* and Neal Stephenson's *Metaverse*. Virtual reality is examined closely in all its aspects, from the characteristic narrative constructions employed to the esthetic implications of the 'virtual sublime' and its postmodern potential as a discursive mode. With its interdisciplinary approach *Virtual Geographies* opens up fresh perspectives for scholars interested in the interaction between popular culture and mainstream literature. At the same time, the science fiction fan will be taken beyond the conventional boundaries of the genre into such revitalizing domains as postmodern architecture and literature, and into cutting-edge aspects of science and social thought.

Islands in the Net - Bruce Sterling 2014-12-30

In a near-future new age of corporate control, hacker mercenaries, and electronic terrorism, a public relations executive on the rise finds herself caught in the violent epicenter of a data war. Two decades into the twenty-first century, the world's nations are becoming irrelevant. Corporations are the true global powers, with information the most valuable currency, while the smaller island nations have become sanctuaries for data pirates and terrorists. A globe-trotting PR executive for the large corporate economic democracy Rizome Industries Group, Laura Webster is present when a foreign representative is assassinated on Rizome soil during a conference for offshore data havens. Dispatched immediately on an international mission of diplomacy, Laura hopes she can make a difference in a volatile, unsteady world, but instead finds herself trapped on the front lines of rapidly escalating third-world hostilities and caught up in an inescapable net of conspiracy, terrorism, post-millennial voodoo, and electronic warfare. During the 1980s, science fiction luminary Bruce Sterling envisioned the future . . . and hit it almost dead-on. The author who, along with William Gibson, Neal Stephenson, and Rudy Rucker, helped create and define the cyberpunk subgenre imagines a world of tomorrow in *Islands in the Net* that bears a striking—and disturbing—resemblance to our present-day information-age reality. Nominated for the Hugo and Locus Awards and winner of the John W. Campbell Memorial Award, Sterling's extraordinary novel is a gripping, eye-opening, and remarkably prescient science fiction classic.

Zero History - William Gibson 2010-09-07

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

Storming the Reality Studio - Larry McCaffery 1991

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

Agency - William Gibson 2020

In William Gibson's first novel since 2014's bestselling "The Peripheral," a gifted "app-whisperer," hired to beta test a mysterious new product, finds her life endangered by her relationship with her surprisingly street-smart and combat-savvy digital assistant. Residence: Vancouver, B.C. Print run 150,000.

Visions of Wonder - Science Fiction Research Association 1996-10-15
Compiles stories from such authors as Anne McCaffrey, James Patrick Kelly, William Gibson, Ursula K. Le Guin, and Brian Aldiss