

Neuromancer By William Gibson Read Online Scribd

WELCOME TO HELL CITY, MARS Jimmy Martin has a sore head. He's used to smuggling illegal data in his headspace. But this is the first time it has started talking to him. The data claims to be a distinguished academic, author and civil rights activist. It also claims to be a bear. A bear named Honey. Jimmy has nothing against bioforms — he's one himself, albeit one engineered out of human stock — and works with them everyday in Hell City, building the future, staking mankind's claim to a new world: Mars. The problem is that humanity isn't the only entity with designs on the Red Planet. Out in the airless desert there is another presence. A novel intelligence, elusive, unknowable and potentially lethal. And Honey is here to make contact with it, whether Jimmy likes it or not.

Idoru is a gripping techno-thriller by William Gibson, bestselling author of Neuromancer 'Fast, witty and cleverly politicized' Guardian Tokyo, post-event: After an attack of scruples, Colin Laney's skipped out on his former employer Slitscan - avoiding the rash of media lawyers sent his way - and taken a job for the outfit managing Japanese rock duo, Lo/Rez. Rez has announced he's going to marry an 'idoru' by the name of Rei Toi - she exists only in virtual reality - and this creates complications that Laney, a net runner, is supposed to sort out. But when Chai, part of Lo/Rez's fan club, turns up unaware that she's carrying illegal nanoware for the Russian Kombinat, Laney's scruples nudge him towards trouble all over again. And this time lawyers'll be the least of his worries . . . 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. Idroru is the second novel in the Bridge trilogy - read Virtual Light and All Tomorrow's Parties for more. 'Sharp, fast, bright . . . a must' Arena 'A classic technothriller . . . lean, evocative, tense' Wired 'Luxuriate in prose simultaneously as hard and laconic as Elmore Leonard's and as glacially poetic as JG. Ballard's . . . an exhilarating ride' New Statesman Distrust That Particular Flavor - an acclaimed nonfiction collection by William Gibson, bestselling author of Neuromancer 'The future's already here: it's just not evenly distributed' William Gibson was writing fiction when he predicted the internet. And as his stories bled into reality so he became one of the first to report on the real-world consequences of cyberspace's growth and development. Now, with the dust settling on the first internet revolution, comes Gibson's first collection of non-fiction - essays from the technological and cultural frontiers of this new world. Covering a variety of subjects, they include: Metrophagy - the Art and Science of Digesting Great Cities An account of obsession in 'the world's attic' - eBay Reasons why 'The Net is a Waste of Time' Singapore as 'Disneyland with the Death Penalty' A primer on Japan, our default setting for the future These and many other pieces, collected for the first time in Distrust that Particular Flavour, are studded with revealing autobiographical fragments and map the development of Gibson's acute perceptions about modern life. Readers of Neal Stephenson, Ray Bradbury and Iain M. Banks will love this book. 'Gibson is a prophet and a satirist, a black comedian and an astounding architect of cool. He's also responsible for much of the world we live in' Spectator 'Part-detective story, part-cultural snapshot ... all bound by Gibson's pin-sharp prose' Arena William Gibson's first novel Neuromancer has sold more than six million copies worldwide. In an earlier story he had invented the term

'cyberspace'; a concept he developed in the novel, creating an iconography for the Information Age long before the invention of the Internet. The book won three major literary prizes. He has since written nine further novels including Count Zero; Mona Lisa Overdrive; The Difference Engine; Virtual Light; Idoru; All Tomorrow's Parties; Pattern Recognition; Spook Country and most recently Zero History. William Gibson's first novel Neuromancer sold more than six million copies worldwide. Count Zero and Mona Lisa Overdrive completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world we inhabit. His most recent novels include Pattern Recognition, Spook Country and Zero History, his non-fiction collection. Distrust That Particular Flavor, compiles assorted writings and journalism from across his career.

Science fiction-tesneserie.

AgencyPenguin UK

Toonopolis

Cyberoptics

William Gibson's 'Neuromancer' and the Relation Between Mind and Body

Distrust that Particular Flavor

Crime and Media

Bear Head

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.

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'.

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."

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.

A View Of The Harbour

Count Zero

A Casebook of Cyberpunk and Postmodern Science Fiction

A Reader

William Gibson

William Gibson's Archangel

I ground this study with two key assumptions: (1) a culture's dominant technological forms and practices alter its language reductively; (2) the present cultural salience of cybernetics has precipitated a metaphor into language which renders humanity too often in terms of computer models; e.g., human memory is often identified with computer memory, etc. Based on those assumptions, I trace Kenneth Burke's argument that such linguistic impoverishment constitutes a "technological psychosis," in which "scientific realism," a purely descriptive mode of language decenters "poetic realism," which is weighted and reflects human notions of value and morality. Burke saw technological psychosis as a terministic exigence calling for a "corrective" rhetoric to return more humanistic perspectives to their pivotal position in language. After surveying Burke's development of this argument, I examine his turn to science fiction satire in "Helhaven" (1971) as just such a corrective rhetoric. Then I use a Burkean critical framework to read William Gibson's Neuromancer as a continuation of Burke's science fiction project as well as the touchstone text for cyberpunk, a science fiction subgenre that

thematizes the fusion of humans and computers. Taking issue with prevalent postmodernist interpretations of the novel which read it as privileging "posthumanism," I argue that *Neuromancer* instead operates humanistically by demystifying the cybernetic metaphor's paradigmatic potential and revealing it as a mere figurative description. Using Burke's pentadic categories---scene, agent, agency, act, and purpose---to organize the chapters, I demonstrate how Gibson's rhetorical vision both maps and counters technological psychosis. My reading shows how Gibson first constructs, then undercuts, "cyberspace" as a rhetorical charting of technological psychosis, and then offers a vision of human transcendence without denying the centrality of technology in human entelechy. I conclude by extending insights gained from a Burkean reading of *Neuromancer* to cyberpunk and science fiction in general, arguing that this genre, as Burke discovered earlier, affords us rhetorical tools---perspective by incongruity and extrapolation from the present onto a near future scene---especially advantageous for such a corrective rhetoric to technological exigencies.

A Manchurian Candidate for the computer age' Seattle Weekly There's no way William A. Cozzano can lose the upcoming presidential election. He's a likeable Midwestern governor with one insidious advantage. An advantage provided by a shadowy group of backers
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. Takeshi Kovacs is an Envoy, a soldier trained to withstand transfer from one body to the next. He is employed (resleeved) by a Meth (as in Methuselah) billionaire who was killed (and subsequently resleeved) and who wants to know how and why

Neuromancer

Otherland Book 1

Burning Chrome

Interface

Spook Country

A Study of Ensemble Rehearsal and Performance in a Production of William Gibson's *Neuromancer*

Virtual Light - a gripping techno-thriller from William Gibson, bestselling author of *Neuromancer* San Francisco, the nearish future: Ex-cop Berry Rydell's lost one job he didn't much like and landed another he likes even less. Some sunglasses - actually high-end kit involving Virtual Reality and super-sensitive data - were stolen from a courier, and a man named Warbaby's been charged with retrieving them. Warbaby

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

Wealth . . . or death. Those were the choices Gateway offered. Humans had discovered this artificial spaceport, full of working interstellar ships left behind by the mysterious, vanished Heechee. Their destinations are preprogrammed. They are easy to operate, but impossible to control. Some came back with discoveries which made their intrepid pilots rich; others returned with their remains barely identifiable. It was the ultimate game of Russian roulette, but in this resource-starved future there was no shortage of desperate volunteers.

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-Fran ç ois 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-Fran ç ois Lyotard, Larry McCaffery, Brian McHale, Dave Porush, Bruce Sterling, Darko Suvin, Takayuki Tatsumi Flynn Fisher lives in rural near-future America where jobs are scarce and veterans from the wars are finding it hard to recover. She scrapes a living doing some freelance online game-playing, participating in some pretty weird stuff. Wilf Netherton lives in London, seventy-some years later, on the far side of decades of slow-motion apocalypse. Things though are good for the haves, and there aren't many have-nots left. Flynne and Wilf are about to meet one another. Her world will be altered utterly, and Wilf's, for all its decadence and power, will learn that

some of these third-world types from the distant past can be real badass.

The Difference Engine

Running Out of Time

Zero History

Gateway

Dune

All Tomorrow's Parties

In our own near future, a global conspiracy at the highest levels threatens to sacrifice our Earth for the promise of a far more exclusive place - Otherland, a universe where any fantasy can be made real, but which is ruled by Earth's wealthiest and most ruthless power brokers, the Grail Brotherhood. Otherland, surrounded by secrecy, is home to the wildest dreams and darkest nightmares. Incredible amounts of money have been lavished on it. The best minds of two generations have laboured to build it. And somehow, bit by bit, it is claiming the Earth's most valuable resource - its children. Only a few have become aware of the danger. Fewer still are willing or able to take up the challenge of this perilous and seductive realm. But every age has its heroes; unusual times call for unusual champions, and destiny awaits them in Otherland.

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, kisstílusú adattolvaj nincs felkészülve arra, hogy a mátrixra milyen hatással lesz a tervezett kimenekítés. Vérdíjjal a fején, vudu istenekkel a nyomában csak életben szeretne maradni. Aztán találkozik az angyalokkal, és minden a feje tetejére áll. William Gibson folytatása a Neuromancerhez 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.

Though primarily known as a novelist, over thirty years William Gibson has also built up a reputation as one of our most entertaining and insightful critics of contemporary culture. He is widely credited with having described the internet and cyberspace before any such things

existed. Distrust that Particular Flavor brings together for the first time his writings on a wide variety of contemporary subjects: the differing cultures of Japan and Singapore; music and the movies; what's wrong with the internet; the interactive relationship between writers and readers; and many others. Also included in the book is a fascinating autobiographical sketch: his upbringing in the South, the early death of his parents and his escape into books; and the move to Canada to avoid the draft. Over the years Gibson has been eagerly commissioned by Wired, Rolling Stone, the New York Times and other influential journals, as well as tiny publishers, online sources and magazines that no longer exist. These collected writings grant readers a privileged view into the mind of a writer whose thinking has shaped not only a generation of writers but our entire culture.

“Put down what you’re doing and read this book. Right now. The complex characters, intricate world, and blistering pace are off-the-charts amazing.” –Marie Lu, author of the Legend trilogy
Syd’s life is not his own. As a proxy he must to pay for someone else's crimes. When his patron Knox crashes a car and kills someone, Syd is branded and sentenced to death. The boys realize the only way to beat the system is to save each other so they flee. The ensuing cross-country chase will uncover a secret society of rebels, test the boys' resolve, and shine a blinding light onto a world of those who owe and those who pay. This fast-paced thrill ride of a novel is full of breakneck action, shocking twists and heart-hammering suspense that will have readers gasping until the very last page. This edition includes a exclusive bonus story featuring Syd and Knox! “Looking for an awesome YA summer read? Look no further than Alex London’s Proxy.” –EW.com “Whipping Boy + Blade Runner with a sprinkling of The Hunger Games (plus, of course, a dash of A Tale of Two Cities) = a treat for teen SF fans.” –Kirkus Reviews

Nora Webster

Conversations with William Gibson

Idoru

Adapted for the Stage

Proxy

Brother of the More Famous Jack

Former rock singer Hollis Henry and ex-addict Milgrim, an accomplished linguist, are at the front line of a sinister proprietor's attempts to get a slice of the military budget. When a Department of Defense contract for combat-wear turns out to be the gateway drug for arms dealers, they gradually realize their employer has some very dangerous competitors--including Garreth, a ruthless ex-military officer with lots of friends. Set

largely in London after our post-Crash 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. They set a Slamhound on Turner's trail in New Delhi, slotted it to his pheromones and the colour of his hair. When the Maas Biolabs and Hosaka zaibatsus fight it out for world domination, computer cowboys like Turner and Count Zero are just foot soldiers in the great game: useful but ultimately expendable. When Turner wakes up in Mexico - in a new body with a beautiful woman beside him - his corporate masters let him recuperate for a while, then reactivate his memory for a mission even more dangerous than the one that nearly killed him: the head designer from Maas Biolabs says he wants to defect to Hosaka, and it's Turner's job to deliver him safely. Count Zero is a rustbelt data-hustler totally unprepared for what comes his way when the designer's defection triggers war in cyberspace. With voodoo gods in the Net and angels in the software, he can only hope that the megacorps and the super-rich have their virtual hands too full to notice the amateur hacker with the black market kit trying desperately to stay alive . . .

*Struggling with grief and financial hardships after the death of her beloved husband, widow Nora struggles to support her four children and clings to secrecy in the intrusive community of her childhood before finding her voice. By the award-winning author of *The Master and Brooklyn*. 125,000 first printing.*

Altered Carbon

Gender Machines and the Politics of Reading in William Gibson's Neuromancer and Justina Robson's Silver Screen Agency

Toward a Model of Performance-based Critical Reading

A Burkean Reading of William Gibson's Neuromancer

A thrilling dystopian novel imagining a world where Trump lost the election, from the master of science fiction San Francisco, 2017. In an alternate time track, Hillary Clinton won the election and Donald Trump's political ambitions were thwarted. London, 22nd century. Decades of cataclysmic events have killed 80 per cent of humanity. A shadowy start-up hires a young woman named Verity to test a new product: a 'cross-platform personal avatar' that was developed by the military as a form of artificial intelligence. Meanwhile, characters in the distant future are using technological time travel to interfere with the election unfolding in 2017... 'One of our greatest science-fiction writers' New York Times

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.

It's only called paranoia if you can't prove it. Cayce is in London to work. Her pathological sensitivity to brands makes her the perfect divining rod for an ad agency that wants to east a new logo. But when she is co-opted into the search for the creator of

a strangely addictive on-line film, Cayce wonders if she has done the right - or indeed, safe - thing. And that's before violence, Japanese computer crazies and Russian Mafia men are in the mix. But she wants to discover the source of the film too, and the truth of her father's disappearance in New York, two years ago. And from the way people are trying to stop her, it looks like she's getting close . . .

Winner of numerous literary awards including the Baileys Women's Prize for Fiction, the Geoffrey Faber Memorial Prize and the Goldsmiths Prize, Eimear McBride's debut novel *A Girl is a Half-formed Thing* plunges us into the psyche of a girl with breathtaking fury and intimacy. 'Eimear McBride is a writer of remarkable power and originality.' *Times Literary Supplement* 'An instant classic.' *Guardian* Adapted for the stage by Annie Ryan for *The Corn Exchange*, Eimear McBride's *A Girl is a Half-formed Thing* premiered at the Dublin Theatre Festival 2014. 'Unflinching... magnificent... The narrative transposes effortlessly to the stage, as if this is where it belongs.' *Guardian* 'One of the best stage adaptations of a novel you're likely to see.' *Sunday Times*

City of Golden Shadow

William Gibson's *Neuromancer*, the Graphic Novel

Rhetorical Mapping of Technological Psychosis

Rejacketed

When Gravity Fails

A Girl is a Half-Formed Thing

Spook Country - a gripping spy thriller by William Gibson, bestselling author of *Neuromancer* What happens when old spies come out to play one last game? In New York a young Cuban called Tito is passing iPods to a mysterious old man. Such activities do not go unnoticed, however, in these early days of the War on Terror and across the city an ex-military man named Brown is tracking Tito's movements. Meanwhile in LA, journalist Hollis Henry is on the trail of Bobby Chombo, who appears to know too much about military systems for his own good. With Bobby missing and the trail cold, Hollis digs deeper and is drawn into the final moves of a chilling game played out by men with old scores to settle . . . 'A cool, sophisticated thriller' *Financial Times* 'Among our most fascinating novelists ... unmissable' *Daily Telegraph* 'I'd call the book brilliant and original if only I were certain I understood it' *Literary Review* 'Superb, brilliant. A compulsive and deeply intelligent literary thriller' *New Statesman* 'A neat, up-to-the-minute spy thriller' *Metro* 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. *Spook Country* is the second novel in the Blue Ant trilogy - read *Pattern Recognition* and *Zero History* for more. William Gibson's first novel *Neuromancer* sold more than six million copies worldwide. Count *Zero* and *Mona Lisa Overdrive* completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world

we inhabit. His most recent novels include Patter Recognition, Spook Country and Zero History, his non-fiction collection. Distrust That Particular Flavor, compiles assorted writings and journalism from across his career. The ghost was her father's parting gift, presented by a black-clad secretary in a departure lounge at Narita.. Mona is a young girl with a murky past and an uncertain future whose life is turned upside down when her pimp sells her to a plastic surgeon in New York and overnight she's turned into someone else. Angie Mitchell is a famous Hollywood Sense/Net star with a special talent. And despite the efforts of studio bosses to keep her in ignorance, Angie's started remembering things. Soon she'll discover who she really is . . . and why she doesn't need a deck in order to enter cyberspace. From inside the matrix, plots are set in motion and human beings are being played like pieces on a board. 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 .

..
Jessie lives with her family in the frontier village of Clifton, Indiana, in 1840...or so she believes. When diphtheria strikes the village and the children of Clifton start dying, Jessie's mother reveals a shocking secret -- it's actually 1996, and they are living in a reconstructed village that serves as a tourist site. In the world outside, medicine exists that can cure the dread disease, and Jessie's mother is sending her on a dangerous mission to bring back help. But beyond the walls of Clifton, Jessie discovers a world even more alien and threatening than she could have imagined, and soon she finds her own life in jeopardy. Can she get help before the children of Clifton, and Jessie herself, run out of time?

This engaging and timely collection gathers together for the first time key and classic readings in the ever-expanding area of crime and media. Comprizing a carefully distilled selection of the most important contributions to the field, *Crime and Media: A Reader* tackles a wide range of issues including: understanding media; researching media; crime, newsworthiness and news; crime, entertainment and creativity; effects, influence and moral panic; and cybercrime, surveillance and risk. Specially devized introductory and linking sections contextualize each reading and evaluate its contribution to the field, both individually and in relation to competing approaches and debates. This book provides a single source around which criminology, media and cultural studies modules can be structured, an invaluable revision and consultation guide for students, and an extremely useful resource for scholars writing and researching across a wide range of relevant fields. Accessible yet challenging, and packed with additional pedagogical devices, *Crime and Media: A Reader* will be an invaluable resource for students and academics studying crime, media, culture, surveillance and control.

A Novel

A Virago Modern Classic

Storming the Reality Studio

A Literary Companion

Virtual Light

Mona Lisa Overdrive

This study chronicles the adaptation and performance process associated with a production of William Gibson's novel *Neuromancer*. The novel was adapted for performance, rehearsed and performed under the auspices of Red Shoes Variety productions, a Santa Fe, New Mexico theater company, in the spring and summer of 1996. This performance process was conceived specifically to provide a performance-based counterpart to a critical reading of the novel. To that end, this study offers two critical readings of *Neuromancer*: the first is a preliminary reading undertaken in advance of the adaptation and performance process; the second reading was undertaken after the adaptation and performance process was complete. The study will demonstrate, through the treatment of a highly specific case of critical reading informed by performance, the efficacy of performance process as an empirical complement to conventional literary study.

Before *The Matrix*, before *Star Wars*, before *Ender's Game* and *Neuromancer*, there was *Dune*: winner of the prestigious Hugo and Nebula awards, and widely considered one of the greatest science fiction novels ever written. Melange, or 'spice', is the most valuable - and rarest - element in the universe; a drug that does everything from increasing a person's life-span to making interstellar travel possible. And it can only be found on a single planet: the inhospitable desert world Arrakis. Whoever controls Arrakis controls the spice. And whoever controls the spice controls the universe. When the Emperor transfers stewardship of Arrakis from the noble House Harkonnen to House Atreides, the Harkonnens fight back, murdering Duke Leto Atreides. Paul, his son, and Lady Jessica, his concubine, flee into the desert. On the point of death, they are rescued by a band of Fremen, the native people of Arrakis, who control Arrakis' second great resource: the giant worms that burrow beneath the burning desert sands. In order to avenge his father and retake Arrakis from the Harkonnens, Paul must earn the trust of the Fremen and lead a tiny army against the innumerable forces aligned against them. And his journey will change the universe.

The computer age has arrived a century ahead of time with Charles Babbage's perfection of his Analytical Engine. The Industrial Revolution, supercharged by the development of steam-driven cybernetic Engines, is in full and drastic swing. Great Britain, with her calculating-cannons, steam dreamnoughts, machine-guns and information technology, prepares to better the world's lot . . .

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."

Pattern Recognition

Chi Lin

The Peripheral

Rydell is on his way back to near-future San Francisco. A stint as a security man in an all-night Los Angeles convenience store has convinced him his career is going nowhere, but his friend Laney, phoning from Tokyo, says there's more interesting work for him in Northern California. And there is, although it will eventually involve his former girlfriend, a Taoist assassin, the secrets Laney has been hacking out of the depths of DatAmerica, the CEO of the PR firm that secretly runs the world and the apocalyptic technological transformation of, well, everything. William Gibson's new novel, set in the soon-to-be-fact world of VIRTUAL LIGHT and IDORU, completes a stunning, brilliantly imagined trilogy about the post-Net world.

Stylish, suburban Katherine is eighteen when she is propelled into the centre of Professor Jacob Goldman's rambling home and his large eccentric family. As his enchanting yet sharp-tongued wife Jane gives birth to her sixth child, Katherine meets the volatile, stropky Jonathan and his older, more beautiful brother Roger, who wins her heart. First love quickly leads to heartbreak and sends her fleeing to Rome but, ten years on, she returns to find the Goldmans again. A little wiser and a lot more grown-up, Katherine faces her future. Brother of the More Famous Jack is Barbara Trapido's highly acclaimed and much loved debut; a book that redefined the coming-of-age novel.

"After reading Neuromancer for the first time," literary scholar Larry McCaffery wrote, "I knew I had seen the future of [science fiction] (and maybe of literature in general), and its name was William Gibson." McCaffery was right. Gibson's 1984 debut is one of the most celebrated SF novels of the last half century, and in a career spanning more than three

decades, the American Canadian science fiction writer and reluctant futurist responsible for introducing “cyberspace” into the lexicon has published nine other novels. Editor Patrick A. Smith draws the twenty-three interviews in this collection from a variety of media and sources—print and online journals and fanzines, academic journals, newspapers, blogs, and podcasts. Myriad topics include Gibson’s childhood in the American South and his early adulthood in Canada, with travel in Europe; his chafing against the traditional SF mold, the origins of “cyberspace,” and the unintended consequences (for both the author and society) of changing the way we think about technology; the writing process and the reader’s role in a new kind of fiction. Gibson (b. 1948) takes on branding and fashion, celebrity culture, social networking, the post-9/11 world, future uses of technology, and the isolation and alienation engendered by new ways of solving old problems. The conversations also provide overviews of his novels, short fiction, and nonfiction.

INTRODUCED BY SARAH WATERS 'Every one of her books is a treat and this is my favourite, because of its wonderful cast of characters, and because of the deftness with which Taylor's narrative moves between them ... A wonderful writer' SARAH WATERS In the faded coastal village of Newby, everyone looks out for - and in on - each other, and beneath the deceptively sleepy exterior, passions run high. Beautiful divorcee Tory is secretly involved with her neighbour, Robert, while his wife Beth, Tory's best friend, is consumed by the worlds she creates in her novels, oblivious to the relationship developing next door. Their daughter Prudence is aware, however, and is appalled by the treachery she observes. Mrs Bracey, an invalid whose grasp on life is slipping, forever peers from her window, constantly prodding her daughters for news of the outside world. And Lily Wilson, a lonely young widow, is frightened of her own home. Into their lives steps Bertram, a retired naval officer with the unfortunate capacity to inflict lasting damage while trying to do good. 'Her stories remain with one, indelibly, as though they had been some turning-point in one's own experience' - ELIZABETH BOWEN 'Always intelligent, often subversive and never dull, Elizabeth Taylor is the thinking person's dangerous housewife. Her sophisticated prose combines elegance, icy wit and freshness in a stimulating cocktail' - VALERIE MARTIN 'A magnificent and underrated mid-20th-century writer, the missing link between Jane Austen and John Updike' - DAVID BADDIEL