

Neuromancer The Neuromancer Trilogy

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'. 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. 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

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 Titos 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

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; Idroru; 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 Patter Recognition, Spook Country and Zero History, his non-fiction

collection. Distrust That Particular Flavor, compiles assorted writings and journalism from across his career.

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.

Former hit singer Hollis is down on her luck after the Crash and can't turn down the offer of a job again from mysterious global ad agency, Blue Ant. Stanley Milgrim, ex-addict freshly out of an expensive rehab paid for by Blue Ant-founder Hubertus Bigend, is also on the payroll. Bigend wants them to do some discreet research on an a secret, obscurely fashionable denim. It may not matter that they know nothing about fashion - but it does matter, at least to them, when bullets start to fly and they realize that Bigend's business obsession is leading them down a dangerous path. Set among London's dark and tangled streets, *Zero History* is a brilliant thriller about the webs and networks of the new century.

"This Snow Crash thing--is it a virus, a drug, or a religion?" Juanita shrugs. "What's the difference?" The only relief from the sea of logos is within the well-guarded borders of the Burbclaves. Is it any wonder that most sane folks have forsaken the real world and chosen to live in the computer-generated universe of virtual reality? In a major city, the size of a dozen Manhattans, is a domain of pleasures limited only by the imagination. But now a strange new computer virus called Snow Crash is striking down hackers everywhere, leaving an unlikely young pizza delivery man as humankind's last best hope. The perfect cyberpunk sci-fi read, *Snow Crash* is an equally worthy successor to William Gibson's *Neuromancer* and predecessor to Ernest Cline's *Ready Player One*. *** What readers are saying about *Snow Crash*: 'It's hard to believe Neal wrote his books when the published date claims. He's always so right about the future, and I keep on hoping he's so wrong' Goodreads Reader Review 'Snow Crash is to Books as *The Matrix* is to movies (with only the absolute BEST parts of *Tron* and *Da Vinci Code* thrown in)' Goodreads Reader Review 'Loved it! Can't recommend it highly enough. Everyone should read this book. Go do it. Do it now. It's just awesome. You won't regret it' Goodreads Reader Review 'It's hilarious and mind-blowing. From the first page to the last, I was amazed at just how much influence this book has had on TV, movies, etc.' Goodreads Reader Review

Science fiction-tegneserie.

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 . . .

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 . . .

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.

Not far in the future the seas have risen and the central latitudes are emptying but it's still a good time to be rich in San Francisco where weapons drones patrol the skies to keep out the multitudinous poor. Irina isn't rich, not quite, but she does have an artificial memory that

gives her perfect recall, and lets her act as a medium between her various employers and their AIs, which are complex to the point of opacity. It's a good gig, paying enough for the annual visits to the Mayo Clinic that keep her from ageing. Kern has no such access; he's one of the many refugees in the sprawling drone-built favelas on the city's periphery, where he lives like a monk, training relentlessly in martial arts, scraping by as a thief and an enforcer. Thales is from a different world entirely – the mathematically-inclined scion of a Brazilian political clan, he's fled to L.A. after the attack that left him crippled and his father dead. A ragged stranger accosts Thales and demands to know how much he can remember. Kern flees for his life after robbing the wrong mark. Irina finds a secret in the reflection of a laptop's screen in her employer's eyeglasses. None are safe as they're pushed together by subtle forces that stay just out of sight. Vivid, tumultuous and propulsive, *Void Star* is Zachary Mason's mind-bending follow-up to his bestselling debut *The Lost Books of the Odyssey*.

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.

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.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (works not included). Pages: 46. Chapters: Bridge trilogy, Novels by William Gibson, Short stories by William Gibson, Sprawl trilogy, *Neuromancer*, *Pattern Recognition*, *Spook Country*, *Agrippa*, List of works of William Gibson, *Disneyland with the Death Penalty*, *The Difference Engine*, *Count Zero*, *All Tomorrow's Parties*, *Kill Switch*, *Skinner's Room*, *Tessier-Ashpool*, *First Person Shooter*, *Virtual Light*, *Idoru*, *Hinterlands*, *Johnny Mnemonic*, *Konrad*, *Molly Millions*, *Red Star*, *Winter Orbit*, *The Winter Market*, *Burning Chrome*, *Mona Lisa Overdrive*, *The Sprawl*, *Zero*

History, The Gernsback Continuum, New Rose Hotel, Bobby Newmark, The Belonging Kind, Dogfight, Fragments of a Hologram Rose. Excerpt: Pattern Recognition is a novel by science fiction writer William Gibson published in 2003. Set in August and September 2002, the story follows Cayce Pollard, a 32-year-old marketing consultant who has a psychological sensitivity to corporate symbols. The action takes place in London, Tokyo, and Moscow as Cayce judges the effectiveness of a proposed corporate symbol and is hired to seek the creators of film clips anonymously posted to the internet. The novel's central theme involves the examination of the human desire to detect patterns or meaning and the risks of finding patterns in meaningless data. Other themes include methods of interpretation of history, cultural familiarity with brand names, and tensions between art and commercialization. The September 11, 2001 attacks are used as a motif representing the transition to the new century. Critics identify influences in Pattern Recognition from Thomas Pynchon's postmodern detective story The Crying of Lot 49. Pattern Recognition is Gibson's eighth novel and his first one to be set in the contemporary world. Like his previous work, it has been classified as a science fiction and postmodern...

Drafted into the ranks of Earth's interstellar warriors, private William Mandella finds his fight against the Taurans secondary to the side-effects of faster-than-light space travel, which affects the rate at which he ages. Winner of the Hugo and Nebula Awards. Reprint. 25,000 first printing.

The Dragonfly Pool by Eva Ibbotson is an enchanting tale of friendship and determination during the Second World War, from the author of The Star of Kazan. Tally Hamilton is furious to hear she is being sent from London to a horrid, stuffy boarding school in the countryside. And all because of the stupid war. But Delderton Hall is a far more interesting place than Tally ever imagined, and an exciting school trip to the beautiful and luscious kingdom of Bergania whisks Tally into an unexpected adventure . . . will she be able to save her new friend, Prince Karil, before it's too late?

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 . . .

Andrew Vachss's Burke is one of the most cold-blooded yet strangely honorable protagonists in the history of crime fiction, an outlaw who makes his living by preying on the most vicious of New York City's bottom-feeders, those who thrive on the suffering of the defenseless. In these three thrillers, Vachss gives us a series of stories that might have been imagined by Dante. For this is a tour of hell with no stops left out, conducted by a novelist who writes with the authority of the damned. This bundle includes the following titles: **FLOOD:** The renegade "investigator" Burke teams up with a lethally gifted avenger to follow a baby's murderer through the foul catacombs of New York, where every alley is blind and the penthouses are as dangerous as the basements. Fearfully knowing, crackling with narrative tension, and written in prose as forceful as a hollow-point slug, Flood is Burke at his deadliest--and Vachss at the peak of his form. **STREGA:** The urban mercenary has a new client, a deadly and sultry woman who calls herself "Strega." She wants Burke to find a kiddie porn Polaroid, and she's prepared to pay whatever that might cost. The search will take Burke back into the fetid river that flows just beneath the city: its currents are flesh and money, the anguish of children, and the pleasure of twisted adults. It is a river Burke can navigate only at the risk of unleashing the rage that is never far beneath his icy surface. But considering who actually hired him, refusing the job isn't an option. **BLUE BELLE:** Burke is given a purse full of dirty money to find the infamous Ghost Van that is cutting a lethal swath among teenage prostitutes who work the night streets. During the track-down job, he finds a stripper named Belle, whose moves on the runway are outclassed only by her skills as a getaway driver. But not even Burke is prepared for the evil that powers the Ghost Van, or for the sheer menace of its guardian, a skeletal martial artist who wants to add Max the Silent to his long lost of underground fight kills.

"Bantam Spectra science fiction"--Spine.

NeuromancerPenguin

From one of the best-known editors in modern science fiction, this lively and authoritative guide will appeal to both newcomers and connoisseurs of the genre alike. Informative and readable, David Pringle's choices focus on landmark works by the likes of Ray Bradbury, Alfred Bester and J.G. Ballard, unearth less prominent talents such as Ian Watson, Octavia Butler and Joanna Russ, and highlight breakthrough novels by William Gibson and Philip K. Dick. An essential guide to science fiction literature.

Winner of the Hugo, Nebula, and Philip K. Dick Awards, Neuromancer is a science fiction masterpiece—a classic that ranks as one of the twentieth century's most potent visions of the future. Case was the sharpest data-thief in the matrix—until he crossed the wrong people and they crippled his nervous system, banishing him from cyberspace. Now a mysterious new employer has recruited him for a last-chance run at an unthinkably powerful artificial intelligence. With a dead man riding shotgun and Molly, a mirror-eyed street-samurai, to watch his back, Case is ready for the adventure that upped the ante on an entire genre of fiction.

Neuromancer was the first fully-realized glimpse of humankind's digital future—a shocking vision that has challenged our assumptions about technology and ourselves, reinvented the way we speak and think, and forever altered the landscape of our imaginations.

The multi-award-winning author of *The House of Shattered Wings* continues her *Dominion of the Fallen* saga as Paris endures the aftermath of a devastating arcane war . . . As the city rebuilds from the onslaught of sorcery that nearly destroyed it, the great Houses of Paris, ruled by fallen angels, still contest one another for control over the capital. House Silverspires was once the most powerful, but just as it sought to rise again, an ancient evil brought it low. Phillippe, an immortal who escaped the carnage, has a singular goal - to resurrect someone he lost. But the cost of such magic might be more than he can bear. In House Hawthorn, Madeleine the alchemist has had her addiction to angel essence savagely broken. Struggling to live on, she is forced on a perilous diplomatic mission to the underwater dragon kingdom - and finds herself in the midst of intrigues that have already caused one previous emissary to mysteriously disappear . . . As the Houses seek a peace more devastating than war, those caught between new fears and old hatreds must find strength - or fall prey to a magic that seeks to bind all to its will. 'A superb blend of intrigue, mystery and magic and urban fantasy; it's brilliantly written; and the story is gripping' *Civilian Reader*

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 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 Light* doesn't miss its stride for a nanosecond' *Time Out* A biochip in presidential candidate William Cozzano's brain hardwires him to a computerized polling system that channels the mood of the electorate directly into his brain.

Samantha's ability to mix potions is needed when her family is summoned to take part in an ancient quest to save Princess Evelyn from a potion gone awry, but will curing the princess doom Samantha's chance at love?

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 . . .

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.

THE SUNDAY TIMES TOP TEN NOVEL FROM THE INTERNATIONALLY BESTSELLING AUTHOR OF NEUROMANCER

'Dazzling, astoundingly inventive' The Times 'Wild, richly satisfying' Guardian 'Terrific' Spectator _____ San Francisco, 2017. Clinton's in the White House, Brexit never happened - and Verity Jane's got herself a new job. They call Verity 'the app-whisperer,' and she's just been hired by a shadowy start-up to evaluate a pair-of-glasses-cum-digital-assistant called Eunice. Only Eunice has other ideas. Pretty soon, Verity knows that Eunice is smarter than anyone she's ever met, conceals some serious capabilities and is profoundly paranoid - which is just as well since suddenly some bad people are after Verity. Meanwhile, in a post-apocalyptic London a century from now, PR fixer Wilf Netherton is tasked by all-seeing policewoman Ainsley Lowbeer with interfering in the alternative past in which Verity and Eunice exist. It appears something nasty is about to happen there - and fixing it will require not only Eunice's unique human-AI skillset but also a little help from the future. A future which Verity soon fears may never be . . . _____ 'One of the most influential writers around...with Gibson's trademark panache, the story rattles

along with great pace and suspense' Sunday Times 'One of our greatest science-fiction writers' New York Times 'A sensual, remarkably visual ride, vigorous with displays of conceptual imagination and humour' The Guardian 'Among our most fascinating novelists' Daily Telegraph 'Gibson is a prophet and a satirist, a black comedian and an astounding architect of cool' Spectator 'One of the most visionary, original, and quietly influential writers currently working' Boston Globe 'His eye for the eerie in the everyday still lends events an otherworldly sheen' New Yorker 'Engaging, thought-provoking and delightful... [Gibson] can always be counted on to show us our contemporary milieu rendered magical by his unique insights, and a future rendered inhabitable by his wild yet disciplined imagination' The Washington Post 'Gibson blurs the line between real and speculative technology in a fast-paced thriller that will affirm to readers that it was well worth the wait' Booklist 'Typically visionary, yet plausible and thrilling too' I Paper 'If you're one of those who sees Gibson as a visionary, it's time to be scared - the scenarios he's playing with here don't make for comfort reading' SFX magazine

All Tomorrow's Parties - a groundbreaking novel from William Gibson, from the bestselling author of Neuromancer The Bridge, San Francisco, after the quake: Ex-cop Berry Rydell has been hired by Colin Laney - who is hooked deep into the network of things - to go to San Francisco and act in such a way that he comes to the attention of a certain unspecified individual. This, Laney promises Rydell, could prove life-threatening. And now Rydell's been sent a package. Something that belonged to Laney, something that others with guns, blades and very bad attitudes want. And suddenly Rydell's running, trying get to the old Bridge, the shantytown where a man can get lost, be forgotten and wait for the end of the world - which is the other thing that Laney promised . . . 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. This is the third novel in the Bridge trilogy - read Virtual Light and Idoru for more. 'Scintillating . . . probably the most important novelist of the past two decades' Guardian 'Writing at flame intensity, Gibson conjures a world that seems just a breath away from the here and now' Salon 'With more insight, wit and sheer style than any of his contemporaries Gibson continues to patrol the nebulous zones that separate science fiction, contemporary thrillers and genuine literature' Independent 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 are Pattern Recognition, Spook Country and Zero History, his non-fiction collection, Distrust That Particular Flavor, compiles assorted writings and journalism from across his career.

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."

The *Peripheral* by William Gibson is a thrilling new novel about two intertwined futures, from the bestselling author of *Neuromancer* 'Wild, richly satisfying . . . big-screen, popcorn-chewing thrills. What a glorious ride' *Guardian* In the near future in a broken down rural America, Flynne Fisher scrapes a living as a gamer for rich players. One night, working a game set in a futuristic but puzzlingly empty London, she sees a death that's unnervingly vivid. Soon after she gets word that it isn't a game after all - the future she saw is all too real, she's the only witness to a murder and someone from that unreal tomorrow now wants her dead. The story of a young woman caught between two worlds, *The Peripheral* interweaves two futures - pre-apocalypse USA and post-apocalypse London - to tell a story which gets right to heart of the way we live now. 'A tightly plotted, tautly paced novel that unfolds with the dream logic of a fairy tale' *The Times Literary Supplement* 'Frightening plausible. Not just a unique and brilliantly talented SF novelist but a social and psychological visionary. A wonderful addition to a brilliant oeuvre' *The Times* 'Superb . . . frantic with imagination' *Ned Beaman, Observer* 'Fast-moving, accessible, instantly gripping, so laden with cliffhangers you become afraid he'll run out of cliffs' *SFX* According to the *Guardian*, in terms of influence Gibson is 'probably the most important novelist of the past two decades'. *The Peripheral*, which marks a return to the futurism of *Neuromancer*, will be adored by Gibson readers and will also appeal to fans of *Ender's Game*, *Looper* and *Source Code*.

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