

## Neuromancer S F Masterworks

The stories that inspired the original dramatic series. Though perhaps most famous as a novelist, Philip K. Dick wrote more than one hundred short stories over the course of his career, each as mind-bending and genre-defining as his longer works. Philip K. Dick's *Electric Dreams* collects ten of the best. In "Autofac," Dick shows us one of the earliest examples (and warnings) in science fiction of self-replicating machines. "Exhibit Piece" and "The Commuter" feature Dick exploring one of his favorite themes: the shifting nature of reality and whether it is even possible to perceive the world as it truly exists. And "The Hanging Stranger" provides a thrilling, dark political allegory as relevant today as it was when Dick wrote it at the height of the Cold War. Strange, funny, and powerful, the stories in this collection highlight a master at work, encapsulating his boundless imagination and deep understanding of the human condition.

He was the most dangerous fugitive alive, but he didn't exist! Nickie Haflinger had lived a score of lifetimes . . . but technically he didn't exist. He was a fugitive from Tarnover, the high-powered government think tank that had educated him. First he had broken his identity code - then he escaped. Now he had to find a way to restore sanity and personal freedom to the computerised masses and to save a world tottering on the brink of disaster. He didn't care how he did it . . . but the government did. That's when his Tarnover teachers got him back in their labs . . . and Nickie Haflinger was set up for a whole new education! First published in 1975.

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.

January 2021: World War Terminus has killed millions, driving entire species into extinction. Living creatures are prized and coveted possessions; for people who can't afford one, companies construct incredible mechanical animals, to be passed off as natural by their new owners. They've even built humanoids who are just as convincing... When bounty hunter Rick Deckard, owner of an electric sheep, is instructed to track down and 'retire' six human-style androids that went rogue, he's glad of the job - he'd love to be able to afford a real animal again. But then he himself is accused of being an 'andy'...

Delany's classic work of science fiction chronicles the intergalactic adventures of Mouse, an itinerant minstrel, and intrepid spaceship Captain Lorq Von Ray, as they set out to journey through the core of a recently imploded sun. Reprint. 12,500 first printing.

Science fiction-tegneserie.

A collection of nonfiction writings includes essays discussing the Singapore trial of a drug trafficker, what's wrong with the Internet, and how music documents modern culture.

The "cool and scary"(San Francisco Chronicle) New York Times bestseller from the author of *Pattern Recognition* and *Neuromancer*. • spook (spo?ok) n.: A specter; a ghost. Slang for "intelligence agent." • country (?k?n-tr?) n.: In the mind or in reality. The World. The United States of America, New Improved Edition. What lies before you. What lies behind. • spook country (spo?ok ?k?n-tr?) n.: The place where we all have landed, few by choice. The place we are learning to live. Hollis Henry is a journalist, on investigative assignment for a magazine called Node, which doesn't exist yet. Bobby Chombo apparently does exist, as a producer. But in his day job, Bobby is a troubleshooter for

military navigation equipment. He refuses to sleep in the same place twice. He meets no one. And Hollis Henry has been told to find him... "A devastatingly precise reflection of the American zeitgeist."—The Washington Post Book World

The only novel ever to win the Hugo, Nebula, and Arthur C. Clarke Awards and the first book in Ann Leckie's New York Times bestselling trilogy. On a remote, icy planet, the soldier known as Breq is drawing closer to completing her quest. Once, she was the Justice of Toren - a colossal starship with an artificial intelligence linking thousands of soldiers in the service of the Radch, the empire that conquered the galaxy. Now, an act of treachery has ripped it all away, leaving her with one fragile human body, unanswered questions, and a burning desire for vengeance. In the Ancillary world: 1. Ancillary Justice2. Ancillary Sword3. Ancillary Mercy

"One of the most satisfying science fiction novels I have read in years."—The New York Times Book Review Here is a novel as original as the breathtaking, unspoiled world for which it is named, a place where all appears to be in idyllic balance. Generations ago, humans fled to the cosmic anomaly known as Grass. Over time, they evolved a new and intricate society. But before humanity arrived, another species had already claimed Grass for its own. It, too, had developed a culture. . . . Now, a deadly plague is spreading across the stars.No world save Grass has been left untouched. Marjorie Westriding Yrarier has been sent from Earth to discover the secret of the planet's immunity. Amid the alien social structure and strange life-forms of Grass, Lady Westriding unravels the planet's mysteries to find a truth so shattering it could mean the end of life itself.

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!"

In a time not far from our own, Lawrence sets out simply to build an artificial intelligence that can pass as human, and finds himself instead with one that can pass as a god. Taking the Three Laws of Robotics literally, Prime Intellect makes every human immortal and provides instantly for every stated human desire. Caroline finds no meaning in this life of purposeless ease, and forgets her emptiness only in moments of violent and profane exhibitionism. At turns shocking and humorous, "Prime Intellect" looks unflinchingly at extremes of human behavior that might emerge when all limits are removed. An international Internet phenomenon, "Prime Intellect" has been downloaded more than 10,000 times since its

free release in January 2003. It has been read and discussed in Australia, Canada, Denmark, Germany, Japan, Mexico, the Netherlands, Slovenia, South Africa, and other countries. This Lulu edition is your chance to own "Prime Intellect" in conventional book form.

NeuromancerGollancz

The Explosive Conclusion to Nexus and Crux Winner of the Philip K. Dick Award Global unrest spreads through the US, China, and beyond. Secrets and lies set off shockwaves of anger, rippling from mind to mind. Riot police battle neurally-linked protestors. Armies are mobilized. Political orders fall. Nexus-driven revolution is in here. Against this backdrop, a new breed of post-human children are growing into their powers. And a once-dead scientist, driven mad by her torture, is closing in on her plans to seize planet's electronic systems, and re-forge everything in her image. A new Apex species is here. The world will never be the same. File Under: Science Fiction [ Humanity 2.0 | Mind Matters | Hive | This Will Happen ]

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.

A one-armed computer technician, a radical blonde bombshell, an aging academic, and a sentient all-knowing computer lead the lunar population in a revolution against Earth's colonial rule

"One of the most visionary...and quietly influential writers currently working" (Boston Globe) returns with a sequel to The Peripheral that is heavily influenced by current events.

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.

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

The New York Times bestselling author of *Neuromancer* and *Agency* presents a fast-paced sci-fi thriller that takes a terrifying look into the future... Flynne Fisher lives down a country road, in a rural America where jobs are scarce, unless you count illegal drug manufacture, which she's trying to avoid. Her brother Burton lives on money from the Veterans Administration, for neurological damage suffered in the Marines' elite Haptic Recon unit. Flynne earns what she can by assembling product at the local 3D printshop. She made more as a combat scout in an online game, playing for a rich man, but she's had to let the shooter games go. Wilf Netherton lives in London, seventy-some years later, on the far side of decades of slow-motion apocalypse. Things are pretty good now, for the haves, and there aren't many have-nots left. Wilf, a high-powered publicist and celebrity-minder, fancies himself a romantic misfit, in a society where reaching into the past is just another hobby. Burton's been moonlighting online, secretly working security in some game prototype, a virtual world that looks vaguely like London, but a lot weirder. He's got Flynne taking over shifts, promised her the game's not a shooter. Still, the crime she witnesses there is plenty bad. Flynne and Wilf are about to meet one another. Her world will be altered utterly, irrevocably, and Wilf's, for all its decadence and power, will learn that some of these third-world types from the past can be badass.

Five years in the writing by one of science fiction's most honored authors, *Doomsday Book* is a storytelling triumph. Connie Willis draws upon her understanding of the universalities of human nature to explore the ageless issues of evil, suffering and the indomitable will of the human spirit. For Kivrin, preparing an on-site study of one of the deadliest eras in humanity's history was as simple as receiving inoculations against the diseases of the fourteenth century and inventing

an alibi for a woman traveling alone. For her instructors in the twenty-first century, it meant painstaking calculations and careful monitoring of the rendezvous location where Kivrin would be received. But a crisis strangely linking past and future strands Kivrin in a bygone age as her fellows try desperately to rescue her. In a time of superstition and fear, Kivrin—barely of age herself—finds she has become an unlikely angel of hope during one of history's darkest hours. Praise for *Doomsday Book* “A stunning novel that encompasses both suffering and hope. . . . The best work yet from one of science fiction’s best writers.”—The Denver Post “Splendid work—brutal, gripping and genuinely harrowing, the product of diligent research, fine writing and well-honed instincts, that should appeal far beyond the normal science-fiction constituency.”—Kirkus Reviews (starred review) “The world of 1348 burns in the mind’s eye, and every character alive that year is a fully recognized being. . . . It becomes possible to feel . . . that Connie Willis did, in fact, over the five years *Doomsday Book* took her to write, open a window to another world, and that she saw something there.”—The Washington Post Book World

A Publishers Weekly Best Book of the Year: In a dystopian future New York, a girl’s diary chronicles her life as society begins to crumble around her. Until recently, Lola Hart’s biggest problem was her annoying little sister. Now the twelve-year-old girl’s once comfortable life is slowly falling apart. Her mother is a teacher, but she’s lost her job. Her father is a writer, but no one is buying his scripts. It’s gotten so bad that they can no longer afford their Manhattan apartment or the tuition for Lola’s exclusive private school. They move to a small apartment near Harlem, and Lola enrolls in public school—but the Harts aren’t alone in their troubles. Riots, fires, TB outbreaks, roaming gangs, and civil unrest have become commonplace, threatening the very fabric of life in New York. In the pages of her diary, Lola documents her family’s attempts to adjust as the city and the country spin out of control. Jack Womack, a winner of the Philip K. Dick Award, has been compared to both William Gibson and Kurt Vonnegut for his vivid prose and unbridled imagination. In this novel, “Womack’s stark vision of the United States’s decline is an uncompromising satire that, perhaps even more than it did in the mid-1990s, forces us to confront a world instantly recognizable as our own” (Los Angeles Review of Books). “A heartrending coming-of-age story. Flecked with black humor, this is speculative fiction at its eerie best.”—Entertainment Weekly

#4 in the Millennium SF Masterworks series, a library of the finest science fiction ever written. The first Hugo Award winner for best novel in 1953. “One of the all-time classics of science fiction.”—Isaac Asimov “Bester's two superb books have stood the test of time. For nearly sixty years they’ve held their place on everybody’s list of the ten greatest sf novels” —Robert Silverberg In a world policed by telepaths, Ben Reich plans to commit a crime that hasn’t been heard of in 70 years: murder. That’s the only option left for Reich, whose company is losing a 10-year death struggle with rival

D’Courtney Enterprises. Terrorized in his dreams by The Man With No Face and driven to the edge after D’Courtney refuses a merger offer, Reich murders his rival and bribes a high-ranking telepath to help him cover his tracks. But while police prefect Lincoln Powell knows Reich is guilty, his telepath's knowledge is a far cry from admissible evidence. Alfred Bester was among the first important authors of contemporary science fiction. His passionate novels of worldly adventure, high intellect, and tremendous verve, *The Stars My Destination* and the Hugo Award winning *The Demolished Man*, established Bester as a s.f. grandmaster, a reputation that was ratified by the Science Fiction Writers of America shortly before his death. Bester also was an acclaimed journalist for *Holiday* magazine, a reviewer for the *Magazine of Fantasy and Science Fiction* and even a writer for *Superman*.

Who knoweth the spirit of men that goeth upward, and the spirit of the beast that goeth downward to the earth?

–Ecclesiastes 3:21 Okay, they did resemble elephants, it can't be denied. That led many people to underestimate the Nildoror and their obviously more fearsome commensals, the Sulidoror. But aliens should never be judged by human standards, as the Company learned to its cost when *Holman's World*, now once again known as *Belzamor*, was given back to the natives and the Company sent packing. Now Edmund Gunderson, once head of the Company's operation on this world, has come back across the galaxy to settle old scores with the Nildoror. If he can even get them to acknowledge his existence. *Downward to the Earth* is a classic from the golden age of Robert Silverberg's career in the 1970s. His homage to Joseph Conrad's *Heart of Darkness*, it remains as fresh and powerful today as the day it was written. Our Orb edition will have a map of Gunderson's journey across *Belzamor* and a new introduction by the author. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

‘Walker is my name and I am the same. Riddley Walker. Walking my riddels where ever theyve took me and walking them now on this paper the same. There aint that many sir prizes in life if you take noatis of every thing. Every time will have its happenings out and every place the same. Thats why I finely come to writing all this down. Thinking on what the idear of us myt be. Thinking on that thing whats in us lorn and loan and oansome.’ Composed in an English which has never been spoken and laced with a storytelling tradition that predates the written word, *RIDDLEY WALKER* is the world waiting for us at the bitter end of the nuclear road. It is desolate, dangerous and harrowing, and a modern masterpiece. 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.”

Take a dazzling journey through time with Tim Power's classic, Philip K. Dick Award-winning tale... “There have been other novels in the genre about time travel, but none with *The Anubis Gates*' unique slant on the material, nor its bottomless well of inventiveness. It's literally in a class by itself, a model for others to follow, and it's easy to see how it put Powers on the map.”—SF Reviews Brendan Doyle, a specialist in the work of the early-nineteenth century poet William Ashbless, reluctantly accepts an invitation from a millionaire to act as a guide to time-travelling tourists. But while attending a lecture given by Samuel Taylor Coleridge in 1810, he becomes marooned in Regency London, where dark and dangerous forces know about the gates in time. Caught up in the intrigue between rival bands of beggars, pursued by Egyptian sorcerers, and befriended by Coleridge, Doyle somehow survives and learns more about the mysterious Ashbless than he could ever have imagined possible...

One of Time's 100 best English-language novels • A mind-altering romp through a future America so bizarre, so outrageous, you'll recognize it immediately Only once in a great while does a writer come along who defies comparison—a writer so original he redefines the way we look at the world. Neal Stephenson is such a writer and *Snow Crash* is such a novel, weaving virtual reality, Sumerian myth, and just about everything in between with a cool, hip cybersensibility to bring us the gigathriller of the information age. In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosoNostra Pizza Inc., but in the Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Praise for *Snow Crash* “[*Snow Crash* is] a cross between *Neuromancer* and Thomas Pynchon's *Vineland*. This is no mere hyperbole.”—The San Francisco Bay Guardian “Fast-forward free-style mall mythology for the twenty-first century.”—William Gibson “Brilliantly realized . . . Stephenson turns out to be an engaging guide to an onrushing tomorrow.”—The New York Times Book Review

This Hugo Award-winning disaster epic from the Science Fiction Grand Master “ranks among [his] most ambitious works” (SFSite). The Wanderer inspires feelings of pure terror in the hearts of the five billion human beings inhabiting Planet Earth. The presence of an alien planet causes increasingly severe tragedies and chaos. However, one man stands apart from the mass of frightened humanity. For him, the legendary Wanderer is a mere tale of bizarre alien domination and human submission. His conception of the Wanderer bleeds into unrequited love for the mysterious “she” who owns him.

"Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries.

Eight bestselling, award-winning writers return to the time-honoured tradition of the seasonal ghost story in this spellbinding collection of new and original haunted tales. Long before Charles Dickens and Henry James popularized the tradition of supernatural horror, the shadowy nights of winter have been a time for people to gather together by the flicker of candlelight and experience the intoxicating thrill of a spooky tale. Now nine bestselling, award-winning authors—all of them master storytellers of the sinister and the macabre—bring the tradition to vivid life in a spellbinding new collection of original spine-tingling tales. Taking you from the frosty fens of the English countryside, to the snow-covered grounds of a haunted estate, to a bustling London Christmas market, these mesmerizing stories will capture your imagination and serve as your indispensable companion to cold, dark nights. So curl up, light a candle, and fall under the ghostly spell of winters past . . .

The Magnum Opus is inspired by the multi-award-winning short film, *The Maker*. Watch it here: <http://bit.ly/WatchTheMaker> Synopsis: In a time and world long ago forgotten, there existed an enchanted workshop. Within its walls, a magical creature called a 'Maker' busily created the next of his kin. Upon completion, the creator was whisked away to join the rest of the Maker community. Meanwhile, their progeny was left alone to create the next Maker in a never-ending cycle of creation. That was, until the day an offbeat Maker named Ario was unable to complete 'The Making' and broke their sacred chain of existence. Wracked with guilt, Ario embarked on a quest to right his wrong, but what he discovered was far more monstrous and miraculous than anyone ever imagined. Awards: Distinguished Favorite - Independent Publisher Book Awards Honorable Mention - Los Angeles Book Festival Self-Published Cover Award - New York Book Show

Ragel Gumm, who earns his living entering a complex newspaper puzzle contest in 1950s California, discovers that he actually lives in the future and that his contest entries predict missile attacks from the rebel lunar colonists. Reprint. 12,500 first printing.

The twenty-first century has so far proven to be exciting and wondrous and filled with challenges we had never dreamed. New possibilities previously unimagined appear almost daily . . . and science fiction stories continue to explore those possibilities with delightful results:

Collected in this anthology are such compelling stories as: "On K2 with Kanakaredes" by Dan Simmons. A relentlessly paced and absorbing tale set in the near future about three mountain climbers who must scale the face of K2 with some very odd company. "The Human Front" by Ken MacLeod. In this compassionate coming-of-age tale the details of life are just a bit off from things as we know them—and nothing is as it appears to be. "Glacial" by Alastair Reynolds. A fascinating discovery on a distant planet leads to mass death and a wrenching mystery as spellbinding as anything in recent short fiction. The twenty-six stories in this collection imaginatively takes us far across the universe, into the very core of our beings, to the realm of the gods, and the moment just after now. Included here are the works of masters of the form and of bright new talents, including: Eleanor Arnason Chris Beckett Michael Blumlein Michael Cassutt Brenda W. Clough Paul Di Filippo Andy Duncan Carolyn Ives Gilman Jim Grimsley Simon Ings James Patrick Kelly Leigh Kennedy Nancy Kress Ian R. MacLeod Ken MacLeod Paul J. McAuley Maureen F. McHugh Robert Reed Alastair Reynolds Geoff Ryman William Sanders Dan Simmons Allen M. Steele Charles Stross Michael Swanwick Howard Waldrop Supplementing the stories are the editor's insightful summation of the year's events and a lengthy list of honorable mentions, making this book a valuable resource in addition to serving as the single best place in the universe to find stories that stir the imagination and the heart.

"The ferociously talented Gibson delivers his signature mélange of technopop splendor and post-industrial squalor" (Time) in this New York Times bestseller that features his hero from Idroru... Colin Laney, sensitive to patterns of information like no one else on earth, currently



resides in a cardboard box in Tokyo. His body shakes with fever dreams, but his mind roams free as always, and he knows something is about to happen. Not in Tokyo; he will not see this thing himself. Something is about to happen in San Francisco. The mists make it easy to hide, if hiding is what you want, and even at the best of times reality there seems to shift. A gray man moves elegantly through the mists, leaving bodies in his wake, so that a tide of absences alerts Laney to his presence. A boy named Silencio does not speak, but flies through webs of cyber-information in search of the one object that has seized his imagination. And Rei Toi, the Japanese Idroru, continues her study of all things human. She herself is not human, not quite, but she's working on it. And in the mists of San Francisco, at this rare moment in history, who is to say what is or is not impossible...

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.

Book Three of the Epic Prequel to the Classic Novel *Dune*—Soon to Be a Major Motion Picture The grand finale of the complex epic trilogy of the generation before Frank Herbert's masterwork *Dune*. Shaddam Corrino IV, Emperor of the Known Universe, has risked everything to create a substitute for the spice melange . . . The substance that makes space travel possible . . . That prolongs life . . . That allows prescience . . . A substance that is found only on the desert planet Arrakis, a harsh world of storms and monstrous sandworms. Shaddam has used the noble houses as chess pieces for his scheme, causing the overthrow of powerful families, raising other houses to power. The Bene Gesserit Sisterhood works their own plans, manipulating bloodlines, trying to create their long-awaited messiah, the Kwisatz Haderach. Duke Leto Atreides battles his mortal enemy, Baron Vladimir Harkonnen, while his love for the beautiful and wise Jessica grows even in the face of bloodshed and betrayal. But are they all just pawns of an inevitable future centered around the planet *Dune*? Look for the entire prequel series **DUNE: HOUSE ATREIDES • DUNE: HOUSE HARKONNEN • DUNE: HOUSE CORRINO**

In *Synners*, the line between technology and humanity is hopelessly slim. To be a Synner is to join the online hardcore, an outlaw band of hackers, simulation pirates, and reality synthesizers hooked on artificial reality and virtual space. Now you can change

yourself to suit the machines - all it costs you is your freedom, and your humanity. Synners shows us a world perilously close to our own. A constant stream of new technology spawns new crime before it hits the streets, and the human mind and the external landscape have fused to the point where any encounter with "reality" is incidental. Equal parts thrill-ride and cautionary tale, this classic novel by the Queen of Cyberpunk offers us a terrifying glimpse into the future of our race. Winner of the Arthur C. Clarke Award for best novel, 1992

The sky above the port was the color 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.

San Francisco lies under a cloud of radioactive dust. The World War has killed millions, driving entire species to extinction and sending mankind off-planet. Those who remain covet any living creature, and for people who can't afford one, companies build incredibly realistic fakes: horses, birds, cats, sheep...even humans. Rick Deckard is an officially sanctioned bounty hunter tasked to find six rogue androids. They're machines, but look, sound, and think like humans

Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.

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