

The Difference Engine William Gibson

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!"

Science fiction novel set in an alternate Victorian England, where the Information Age has dawned a century early. Sybil Gerrard sees kinotrope pictures of a very different America - but does her future lie with the suave, but sinister, Mr. Radley, or Texan, Sam Houston, who could be a spy or conman, or both?

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

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.

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

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"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.

Singapore/Malaya, 1892: When a dead American is found floating in Rochor Canal, Chief Detective Inspector David Hawksworth begins an investigation that quickly leads into a labyrinth of deceit and violence in the polyglot steamcooker of turnofthecentury Singapore. As Chinese gangs verge on open turf war and powerful commercial enterprises vie for control of the economy, a stolen statue that houses an ancient Hindu goddess becomes the object of a pursuit with a mounting body count, and it seems that everyone is suffering from maniacal erotic nightmares. Will Hawksworth be able to restore order before the colony is tipped into a bloodbath? Explore the dark underbelly of nineteenthcentury Singapore's Chinatown and colonial district in this hardboiled historical thriller trilogy, comprising *Singapore Black*, *Singapore Yellow* and *Singapore Red*.

A near-future eco-thriller from the bestselling author of *Schismatrix Plus* and *The Difference Engine*. The Storm Troupers are a group of weather hackers who roam the plains of Texas and Oklahoma, hopped up on adrenaline and technology. Utilizing virtual reality, flying robots, and all-terrain vehicles, they collect data on the extreme storms ravaging an America decimated by climate change. But even their visionary leader can't predict the danger on the horizon when a volatile new member joins their ranks and faces a trial by fire: a massive tornado unlike any the world has seen before. "A remarkable and individual sharpness of vision . . . Sterling hacks the future, and an elegant hack it is." —Locus "Lucid and tremendously entertaining. Sterling shows once more his skills in storytelling and technospeak. A cyberpunk winner." —Kirkus Reviews "So believable are the speculations that . . . one becomes convinced that the world must and will develop into what Sterling has predicted." —Science Fiction Age "A very exciting coming-of-age story in a wild future America . . . What's it got? Cyberpunk attitude, genuine humor, nanotechnology, minimal sex but some cool medications and very big weather systems." —SFReviews.net "Brilliant . . . Fascinating . . . Exciting . . . A full complement of thrills." —The New York Review of Science Fiction

From the author of *Borne* and *Annihilation* comes the one-volume hardcover reissue of his cult classic *Ambergris Trilogy*. Before *Area X*, there was *Ambergris*. Jeff VanderMeer conceived what would become his first cult classic series of speculative works: the *Ambergris Trilogy*. Now, for the first time ever, the story of the sprawling metropolis of *Ambergris* is collected into a single volume, including *City of Saints* and *Madmen*, *Shriek: An Afterword*, and *Finch*.

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 future world of rampant inequality, a martial-arts video star finds himself in a real fight for survival, in this novel by the author of *Schismatrix*. Founded centuries ago by the enigmatic genius Moses Moses, the planet *Reverie* can either be heaven or hell, depending on whether you live on or above it. The superrich orbit the world in luxury abodes, keeping their sometimes-lethal ennui at bay by watching homemade sex and violence videos created by the peons dwelling on the coral continents miles beneath them. The most popular entertainer

of all is the Artificial Kid, an unbeatable combat artist whose bloody, self-produced martial arts videos have made him beloved both above and below. But the Kid is about to stumble onto something no one was ever meant to discover—a mind-boggling conspiracy of science and antiquity that forces him to run for his life into the strange and dangerous wilderness known as the Mass. And when Moses returns to Reverie after seven hundred years of cryogenic sleep, things are about to get much worse. Written long before the era of YouTube, Ultimate Fighting, and reality TV, Bruce Sterling's prescient, thoughtful, and wildly satiric novel previews the nascent cyberpunk sensibilities of the acclaimed author's later works.

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

It's November 2044, an election year, and the state of the Union is a farce. The government is broke, the cities are privately owned, and the military is shaking down citizens in the streets. Washington has become a circus and no one knows that better than Oscar Valparaiso. A political spin doctor, Oscar has always made things look good. Now he wants to make a difference. But Oscar has a skeleton in his closet. His only ally: Dr. Greta Penninger, a gifted neurologist at the bleeding edge of the neural revolution. Together they're out to spread a very dangerous idea whose time has come. And so have their enemies: every technofanatic, government goon, and laptop assassin in America. Oscar and Greta might not survive to change the world, but they'll put a new spin on it. From the Paperback edition.

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

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

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

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... Flynn 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. Flynn 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 Flynn taking over shifts, promised her the game's not a shooter. Still, the crime she witnesses there is plenty bad. Flynn 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.

NEW YORK TIMES bestseller • 2005: Welcome to NoCal and SoCal, the uneasy sister-states of what used to be California. The millennium has come and gone, leaving in its wake only stunned survivors. In Los Angeles, Berry Rydell is a former armed-response rentacop now working for a bounty hunter. Chevette Washington is a bicycle messenger turned pickpocket who impulsively snatches a pair of innocent-looking sunglasses. But these are no ordinary shades. What you can see through these high-tech specs can make you rich—or get you killed. Now Berry and Chevette are on the run, zeroing in on the digitalized heart of DatAmerica, where pure information is the greatest high. And a mind can be a terrible thing to crash. . . . Praise for Virtual Light "Both exhilarating and terrifying . . . Although considered the master of 'cyberpunk' science fiction, William Gibson is also one fine suspense writer."—People "A stunner . . . A terrifically stylish burst of kick-butt imagination."—Entertainment Weekly "Convincing . . . frightening . . . Virtual Light is written with a sense of craft, a sense of humor and a sense of the ultimate seriousness of the problems it explores."—Chicago Tribune "In the emerging pop culture of the information age, Gibson is the brightest star."—The San Diego Union-Tribune

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.

For fans of *The 7 1/2 Deaths of Evelyn Hardcastle* and David Mitchell, a genre bending, time twisting alternative history that asks whether it's worth changing the past to save the future, even if it costs you everyone you've ever loved. Joe Tournier has a bad case of amnesia. His first memory is of stepping off a train in the nineteenth-century French colony of England. The only clue Joe has about his identity is a century-old postcard of a Scottish lighthouse that arrives in London the same month he does. Written in illegal English-instead of French-the postcard is signed only with the letter "M," but Joe is certain whoever wrote it knows him far better than he currently knows himself, and he's determined to find the writer. The search for M, though, will drive Joe from French-ruled London to rebel-owned Scotland and finally onto the battle ships of a lost empire's Royal Navy. In the process, Joe will remake history, and himself. From bestselling author Natasha Pulley, *The Kingdoms* is an epic, wildly original novel that bends genre as easily as it twists time.

In London of 1855, celebrated paleontologist Edward Mallory gets mixed up with Charles Babbage, the inventor of an advanced calculating machine run by his elite group of clackers.

The Difference Engine A Novel Spectra

William Gibson, author of the extraordinary multiaward-winning novel *Neuromancer*, has written his most brilliant and thrilling work to date . . . *The Mona Lisa Overdrive*. Enter Gibson's unique world—lyric and mechanical, sensual and violent, sobering and exciting—where multinational corporations and high tech outlaws vie for power, traveling into the computer-generated universe known as cyberspace. Into this world comes Mona, a young girl with a murky past and an uncertain future whose life is on a collision course with internationally famous Sense/Net star Angie Mitchell. Since childhood, Angie has been able to tap into cyberspace without a computer. Now, from inside cyberspace, a kidnapping plot is masterminded by a phantom entity who has plans for Mona, Angie, and all humanity, plans that cannot be controlled . . . or even known. And behind the intrigue lurks the shadowy Yazuka, the powerful Japanese underworld, whose leaders ruthlessly manipulate people and events to suit their own purposes . . . or so they think.

"Berry richly evokes Port William's farmlands and hamlets, and his characters are fiercely individual, yet mutually protective in everything they do. . . . His sentences are exquisitely constructed, suggesting the cyclic rhythms of his agrarian world." —New York Times Book Review Reissued as part of Counterpoint's celebration of beloved American author Wendell Berry, the five stories in *Fidelity* return readers to Berry's fictional town of Port William, Kentucky, and the familiar characters who form a tight-knit community within. "Each of these elegant stories spans the twentieth century and reveals the profound interconnectedness of the farmers and their families to one another, to their past and to the landscape they inhabit." —The San Francisco Chronicle "Visionary . . . rooted in a deep concern for nature and the land, . . . [these stories are] tough, relentless and clear. In a roundabout way they are confrontational because they ask basic questions about men and women, violence, work and loyalty." —Hans Ostrom, *The Morning News Tribune*

In an irreverent series in the tradition of Monty Python, the bestselling authors of the *Iron Druid Chronicles* and *Star Wars: Phasma* reinvent fantasy, fairy tales, and floridly written feast scenes. "Ranks among the best of Christopher Moore and Terry Pratchett." —Chuck Wendig "When you put two authors of this high caliber together, expect fireworks. Or at least laughs. What a hoot!" —Terry Brooks Once upon a time, in a faraway kingdom, a hero, the Chosen One, was born . . . and so begins every fairy tale ever told. This is not that fairy tale. There is a Chosen One, but he is unlike any One who has ever been Chosened. And there is a faraway kingdom, but you have never been to a magical world quite like the land of Pell. There, a plucky farm boy will find more than he's bargained for on his quest to awaken the sleeping princess in her cursed tower. First there's the Dark Lord, who wishes for the boy's untimely death . . . and also very fine cheese. Then there's a bard without a song in her heart but with a very adorable and fuzzy tail, an assassin who fears not the night but is terrified of chickens, and a mighty fighter more frightened of her sword than of her chain-mail bikini. This journey will lead to sinister umlauts, a trash-talking goat, the Dread Necromancer Steve, and a strange and wondrous journey to the most peculiar "happily ever after" that ever once-upon-a-timed. Praise for *Kill the Farm Boy* "A rollicking fantasy adventure that upends numerous genre tropes in audacious style . . . a laugh-out-loud-funny fusion of Monty Python-esque humor and whimsy à la Terry Pratchett's *Discworld*." —Kirkus Reviews "Dawson and Hearne's reimagining of a traditional fairy tale is reminiscent of William Goldman's *The Princess Bride* and William Steig's *Shrek!* Irreverent, funny, and full of entertaining wordplay, this will keep readers guessing until the end." —Library Journal "Will have you laughing out loud until strangers begin to look at you oddly." —SyFy "A smart comedy . . . nuanced, complicated, and human." —Tordotcom "[Delilah Dawson and Kevin Hearne] make fun of the typical 'white male power fantasies,' and in that, they succeed, with their heroes all characters of color and/or falling somewhere under the LGBTQ umbrella." —Publishers Weekly

William Gibson is frequently described as one of the most influential writers of the past few decades, yet his body of work has only been studied partially and without full recognition of its implications for literature and culture beyond science fiction. It is high time for a book that explores the significance and wide-ranging impact of Gibson's fiction. In the 1970s and 80s, Gibson, the "Godfather of Cyberpunk," rejuvenated science fiction. In groundbreaking works such as *Neuromancer*, which changed science fiction as we knew it, Gibson provided us with a language and imaginary through which it became possible to make sense of the newly emerging world of globalization and the digital and media age. Ever since, Gibson's reformulation of science fiction has provided us not just with radically innovative visions of the future but indeed with trenchant analyses of our historical present and of the emergence and exhaustion of possible futures. Contributors: Maria Alberto, Andrew M. Butler, Amy J. Elias, Christian Haines, Kylie Korsnack, Mathias Nilges, Malka Older, Aron Pease, Lisa Swanstrom, Takayuki Tatsumi, Sherryl Vint, Phillip E. Wegner, Roger Whitson, Charles Yu

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

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

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.

With the acclaimed Temeraire novels, New York Times bestselling author Naomi Novik has created a fantasy series like no other, combining the high-flying appeal of Anne McCaffrey's Pern saga and the swashbuckling derring-do of Patrick O'Brian's historical seafaring adventures. Now, with League of Dragons, Novik brings the imaginative tour de force that has captivated millions to an unforgettable finish. Napoleon's invasion of Russia has been roundly thwarted. But even as Capt. William Laurence and the dragon Temeraire pursue the retreating enemy through an unforgiving winter, Napoleon is raising a new force, and he'll soon have enough men and dragons to resume the offensive. While the emperor regroups, the allies have an opportunity to strike first and defeat him once and for all—if internal struggles and petty squabbles don't tear them apart. Aware of his weakened position, Napoleon has promised the dragons of every country—and the ferals, loyal only to themselves—vast new rights and powers if they fight under his banner. It is an offer eagerly embraced from Asia to Africa—and even by England, whose dragons have long rankled at their disrespectful treatment. But Laurence and his faithful dragon soon discover that the wily Napoleon has one more gambit at the ready—one that may win him the war, and the world. Praise for League of Dragons “Novik has accomplished something singular with her Temeraire series. It's long. It's sumptuous. . . . It's a story about friendship that transcends not only time and class, but species. . . . League of Dragons masterfully wraps up so many plot threads and loose ends that had built up throughout the previous eight books [but] Novik never forgets that, as complex as her ideas and plot may get, the very simple notions of friendship and loyalty lie at the heart of the series.”—NPR “A satisfying conclusion to a remarkable series.”—Kirkus Reviews (starred review) “Thrilling scenes of aerial combat are interspersed with detailed character work, moral complexities, and political maneuvering. Novik expertly balances a myriad of plotlines and characters and offers an extremely satisfying resolution.”—Booklist (starred review) “This thrilling installment is packed with action and excitement, drawing the series to a delightful and satisfying close with plenty of twists, misadventures, and aerial combat along the way.”—Publishers Weekly (starred review) “Novik's fans won't be disappointed.”—Library Journal “League of Dragons is an ending to the series, it is a definitive one, and it is a satisfying one. Go read it.”—Tordotcom

Meet Edinburgh Detective Inspector Liz Kavanaugh, head of the Innovative Crimes Investigation Unit, otherwise known as the Rule 34 Squad. They monitor the Internet for potential criminal activity, analyzing trends in the extreme fringes of explicit content. And occasionally, even more disturbing patterns arise... Three ex-cons have been murdered in Germany, Italy, and Scotland. The only things they had in common were arrests for spamming—and a taste for unorthodox entertainment. As the first officer on the scene of the most recent death, Liz finds herself sucked into an international investigation that isn't so much asking who the killer is, but what—and if she doesn't find the answer soon, the homicides could go viral.

Best-known for his seminal sf novel Neuromancer, William Gibson is actually best when writing short fiction. Tautly-written and suspenseful, Burning Chrome collects 10 of his best short stories with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely-realized worlds at his absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome."

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

A portrait of early nineteenth-century mathematician Charles Babbage describes his efforts to construct the first computing machine more than one century before the invention of the modern computer. Reprint.

From the New York Times bestselling creator of the Iron Druid Chronicles comes the highly anticipated sequel to A Plague of Giants: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. SOLDIER AND AVENGER Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they've lost. But will vengeance be enough to salve their grief? DREAMER AND LEADER Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. SISTER AND SEEKER Koesha is the captain of an all-female crew on a perilous voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. . . . In this sequel to A Plague of Giants, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed Seven Kennings series A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF KRAKENS (Coming Later!)

"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.

Steampunk is more than a fandom, a literary genre, or an aesthetic. It is a research methodology turning history inside out to search for alternatives to the progressive technological boosterism sold to us by Silicon Valley. This book turns to steampunk's quirky temporalities to embrace diverse genealogies of the digital humanities and to unite their methodologies with nineteenth-century literature and media archaeology. The result is nineteenth-century digital humanities, a retrofuturist approach in which readings of steampunk novels like William Gibson and Bruce Sterling's The

Difference Engine and Ken Liu's *The Grace of Kings* collide with nineteenth-century technological histories like Charles Babbage's use of the difference engine to enhance worker productivity and Isabella Bird's spirit photography of alternate history China. Along the way, *Steampunk and Nineteenth-Century Digital Humanities* considers steampunk as a public form of digital humanities scholarship and activism, examining projects like Kinetic Steam Works's reconstruction of Henri Giffard's 1852 steam-powered airship, Jake von Slatt's use of James Wimshurst's 1880 designs to create an electric influence machine, and the queer steampunk activism of fans appearing at conventions around the globe. Steampunk as a digital humanities practice of repurposing reacts to the growing sense of multiple non-human temporalities mediating our human histories: microtemporal electricities flowing through our computer circuits, mechanical oscillations marking our work days, geological stratifications and cosmic drifts extending time into the millions and billions of years.

Excavating the entangled, anachronistic layers of steampunk practice from video games like *Bioshock Infinite* to marine trash floating off the shore of Los Angeles and repurposed by media artist Claudio Garzón into steampunk submarines, *Steampunk and Nineteenth-Century Digital Humanities* uncovers the various technological temporalities and multicultural retrofutures illuminating many alternate histories of the digital humanities.

Get ready to follow dazzling young writer George Mann to a London unlike any you've ever seen and into an adventure you will never forget, in *The Affinity Bridge*. Welcome to the bizarre and dangerous world of Victorian London, a city teetering on the edge of revolution. Its people are ushering in a new era of technology, dazzled each day by unfamiliar inventions. Airships soar in the skies over the city, while ground trains rumble through the streets and clockwork automatons are programmed to carry out menial tasks in the offices of lawyers, policemen, and journalists. But beneath this shiny veneer of progress lurks a sinister side. Queen Victoria is kept alive by a primitive life-support system, while her agents, Sir Maurice Newbury and his delectable assistant Miss Veronica Hobbes, do battle with enemies of the crown, physical and supernatural. This time Newbury and Hobbes are called to investigate the wreckage of a crashed airship and its missing automaton pilot, while attempting to solve a string of strangulations attributed to a mysterious glowing policeman, and dealing with a zombie plague that is ravaging the slums of the capital. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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