

The Difference Engine William Gibson

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[The Steampunk Trilogy](#) - Paul Di Filippo 2014-07-08

An outrageous trio of novellas that twist the Victorian era out of shape, by a master of alternate history: "Spooky, haunting, hilarious" (William Gibson). Welcome to the world of steampunk, a nineteenth century outrageously reconfigured through weird science. With his magnificent trilogy, acclaimed author Paul Di Filippo demonstrates how this unique subgenre of science fiction is done to perfection—reinventing a mannered age of corsets and industrial revolution with odd technologies born of a truly twisted imagination. In "Victoria," the inexplicable disappearance of the British monarch-to-be prompts a scientist to place a human-lizard hybrid clone on the throne during the search for the missing royal. But the doppelgänger queen comes with a most troubling flaw: an insatiable sexual appetite. The somewhat Lovecraftian "Hottentots" chronicles the very unusual adventure of Swiss naturalist and confirmed bigot Louis Agassiz as his determined search for a rather grisly fetish plunges him into a world of black magic and monsters. Finally, in "Walt and Emily," the hitherto secret and quite steamy love affair between Emily Dickinson and Walt Whitman is revealed in all its sensuous glory—as are their subsequent interdimensional travels aboard a singular ship that transcends the boundaries of time and reality. Ingenious, hilarious, ribald, and utterly remarkable, Di Filippo's The Steampunk Trilogy is a one-of-a-kind literary journey to destinations at once strangely familiar and profoundly strange.

The Kingdoms - Natasha Pulley 2021-05-25

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. Swept out to sea with a hardened British sea captain named Kite, who might know more about Joe's past than he's willing to let on, Joe will remake history, and himself. From bestselling author Natasha Pulley, The Kingdoms is an epic, romantic, wildly original novel that bends genre as easily as it twists time.

The Hydrogen Sonata - Iain M. Banks 2012-10-09

The New York Times bestselling Culture novel... The Scavenger species are circling. It is, truly, provably, the End Days for the Gzilt civilization. An ancient people, organized on military principles and yet almost perversely peaceful, the Gzilt helped set up the Culture ten thousand years earlier and were very nearly one of its founding societies, deciding not to join only at the last moment. Now they've made the collective decision to follow the well-trodden path of millions of other civilizations; they are going to Sublime, elevating themselves to a new and almost infinitely more rich and complex existence. Amid preparations though, the Regimental High Command is destroyed. Lieutenant Commander (reserve) Vyr Cossont appears to have been involved, and she is now wanted - dead, not alive. Aided only by an ancient, reconditioned android and a suspicious Culture avatar, Cossont must complete her last mission given to her by the High Command. She must find the oldest person in the Culture, a man over nine thousand years old, who might

have some idea what really happened all that time ago. It seems that the final days of the Gzilt civilization are likely to prove its most perilous.

Gun, with Occasional Music - Jonathan Lethem 2003-09-01

A hard-boiled detective tale full of talking animals and murder, from the award-winning author of Motherless Brooklyn and The Arrest. Gumshoe Conrad Metcalf has problems—there's a rabbit in his waiting room and a trigger-happy kangaroo on his tail. Near-future Oakland is a brave new world where evolved animals are members of society, the police monitor citizens by their karma levels, and mind-numbing drugs such as Forgettol and Acceptol are all the rage. Mixing elements of sci-fi, noir, and mystery, this clever first novel from a beloved author is a wry, funny, and satiric look at all that the future may hold. Metcalf has been shadowing Celeste, the wife of an affluent doctor. Perhaps he's falling a little in love with her at the same time. When the doctor turns up dead, our amiable investigator finds himself caught in a crossfire between the boys from the Inquisitor's Office and gangsters who operate out of the back room of a bar called the Fickle Muse. Newsweek "Marries Chandler's style and Philip K. Dick's vision."—"Marvelous...Stylish, intelligent, darkly humorous, and highly readable entertainment."—San Francisco Examiner

The Difference Engine - William Gibson 1991

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

William Gibson's Archangel - William Gibson 2017-05

"Originally published as Archangel issues #1-5"--Page facing title page.

Steampunk and Nineteenth-Century Digital Humanities - Roger Whitson 2016-12-01

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.

Mona Lisa Overdrive - William Gibson 2012-11-07

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

Anarchism in the Chinese Revolution - Arif Dirlik 1991-06-19

Arif Dirlik's latest offering is a revisionist perspective on Chinese radicalism in the twentieth century. He argues that the history of anarchism is indispensable to understanding crucial themes in Chinese radicalism. And anarchism is particularly significant now as a source of democratic ideals within the history of the socialist movement in China. Dirlik draws on the most recent scholarship and on materials available only in the last decade to compile the first comprehensive history of his subject available in a Western language. He emphasizes the anarchist contribution to revolutionary discourse and elucidates this theme through detailed analysis of both anarchist polemics and social practice. The changing circumstances of the Chinese revolution provide the immediate context, but throughout his writing the author views Chinese anarchism in relation to anarchism worldwide.

Idoru - William Gibson 2003-01-07

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

The Cultural Influences of William Gibson, the "father" of Cyberpunk Science Fiction - Carl B.

Yoke 2007

This anthology of essays is an attempt to analyze William Gibson's literary technique, his sustained critique of emerging technologies, and the nature of how fiction writing in general is continually categorized and canonized in the Postmodern Age.

Lines - Tim Ingold 2016-04-14

What do walking, weaving, observing, storytelling, singing, drawing and writing have in common? The answer is that they all proceed along lines. In this extraordinary book Tim Ingold imagines a world in which everyone and everything consists of interwoven or interconnected lines and lays the foundations for a completely new discipline: the anthropological archaeology of the line. Ingold's argument leads us through the music of Ancient Greece and contemporary Japan, Siberian labyrinths and Roman roads, Chinese calligraphy and the printed alphabet, weaving a path between antiquity and the present. Drawing on a multitude of disciplines including archaeology, classical studies, art history, linguistics, psychology, musicology, philosophy and many others, and including more than seventy illustrations, this book takes us on an exhilarating intellectual journey that will change the way we look at the world and how we go about in it. This Routledge Classics edition includes a new preface by the author.

Spook Country - William Gibson 2008-06-03

The "cool and scary" (San Francisco Chronicle) New York Times bestseller from the author of *Pattern Recognition* and *Neuromancer*. spook (spoʊk) n.: A specter; a ghost. Slang for "intelligence agent." country ('kən-trē) 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 (spoʊk 'kən-trē) 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 *Virtual Light* - William Gibson 2012-11-21

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

On the Oceans of Eternity - S. M. Stirling 2000-04-01

Harry Turtledove hailed *Island in the Sea of Time* as "one of the best time travel/alternative history stories I've ever read," and Jane Lindskold called *Against the Tide of Years* "another exciting and explosive tale." Now the adventures of the Nantucket islanders lost in the time of the Bronze Age continues with *On the Oceans of Eternity*. Ten years ago, the twentieth century and the Bronze Age were tossed together by a mysterious Event. In the decade since, the Republic of Nantucket has worked hard to create a new future for itself, using the technological know-how retained from modern times to explore and improve conditions for the inhabitants of the past. Some of these peoples have become allies. Some have turned instead to the renegade Coast Guard officer William Walker. And for ten years, the two sides have tested each other, feinting and parrying, to decide who will be the ones to lead this brave new world into the future. Now the official battle lines have been drawn. And only one side can emerge the victor...

Conversations with William Gibson - Patrick A. Smith 2014-04-14

"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.

Burning Chrome - William Gibson 2014-04-15

"A breath of fresh air . . . the vision is deeply imagined, very complete and controlled . . . Gibson is truly brilliant."—Washington Times magazine From a true master of science fiction comes a collection of short stories that show how, no matter the length, Gibson is one of the greatest writers working today. Known for his seminal science fiction novel *Neuromancer*, and for the acclaimed books *Pattern Recognition*, *The Peripheral*, and *Agency*, William Gibson is actually best when writing short fiction. Tautly written and suspenseful, *Burning Chrome* collects 10 short stories, including some written with Bruce Sterling, John Shirley, and Michael Swanwick, and with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely realized worlds at their absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome."

William Gibson's Alien 3 - William Gibson 2019

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

Woken Furies - Richard K. Morgan 2007-05-29

Mixing classic noir sensibilities with a searing futuristic vision of an age when death is nearly meaningless, Richard K. Morgan returns to his saga of betrayal, mystery, and revenge, as Takeshi Kovacs, in one fatal moment, joins forces with a mysterious woman who may have the power to shatter Harlan's World forever. Once a gang member, then a marine, then a galaxy-hopping Envoy trained to wreak slaughter and suppression across the stars, a bleeding, wounded Kovacs was chilling out in a New Hokkaido bar when some so-called holy men descended on a slim beauty with tangled, hyperwired hair. An act of quixotic chivalry later and Kovacs was in deep: mixed up with a woman with two names, many powers, and one explosive history. In a world where the real and virtual are one and the same and the dead can come back to life, the damsel in distress may be none other than the infamous Quellcrist Falconer, the vaporized symbol of a freedom now gone from Harlan's World. Kovacs can deal with the madness of AI. He can do his part in a battle against biomachines gone wild, search for a three-centuries-old missing weapons system, and live with a blood feud with the yakuza, and even with the betrayal of people he once trusted. But when his relationship with "the" Falconer brings him an enemy specially designed to destroy him, he knows it's time to be afraid. After all, the guy sent to kill him is himself: but younger, stronger, and straight out of hell. Wild, provocative, and riveting, *Woken Furies* is a full-bore science fiction spectacular of the highest order—from one of the most original and spellbinding storytellers at work today.

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

A collection of New York Times bestselling author William Gibson's articles and essays about contemporary culture—a privileged view into the mind of a writer whose thinking has shaped not only a generation of writers but our entire culture... Though best known for his fiction, William Gibson is as much in demand for his cutting-edge observations on the world we live in now. Originally printed in publications as varied as *Wired*, the *New York Times*, and the *Observer*, these articles and essays cover thirty years of thoughtful, observant life, and are reported in the wry, humane voice that lovers of Gibson have come to crave. "Gibson pulls off a dazzling trick. Instead of predicting the future, he finds the future all around him, mashed up with the past, and reveals our own domain to us."—The New York Times Book Review

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

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

cyberpunk subgenre imagines a world of tomorrow in *Islands in the Net* that bears a striking—and disturbing—resemblance to our present-day information-age reality. Nominated for the Hugo and Locus Awards and winner of the John W. Campbell Memorial Award, Sterling's extraordinary novel is a gripping, eye-opening, and remarkably prescient science fiction classic.

The Difference Engine - Doron Swade 2001

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. 22,500 first printing.

When Gravity Fails - George Alec Effinger 2014-04-01

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."

All Tomorrow's Parties - William Gibson 2000-08-01

"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...

The Ware Tetralogy - Rudy Rucker 2019-04-01

"Rucker's four Ware novels—Software, Wetware, Freeware, and Realware—form an extraordinary cyberweird future history with the heft of an epic fantasy novel and the speed of a quantum processor. Still exuberantly fresh despite their age, they primarily follow two characters (and their descendants): Cobb Anderson, who instigated the first robot revolution and is offered immortality by his grateful "children," and stoner Sta-Hi Mooney, who (against his impaired better judgment) becomes an important figure in robot-human relations. Over several generations, humans, robots, drugs, and society evolve, but even weird drugs and the wisdom gathered from interstellar signals won't stop them from making the same old mistakes in new ways. Rucker is both witty and serious as he combines hard science and sociology with unrelentingly sharp observations of all self-replicating beings. This classic series well deserves its omnibus repackaging, particularly suitable for libraries." — Publisher's Weekly. "Rudy Rucker is one of the modern heroes of science fiction, one of the original cyberpunks. The early cyberpunks only had a few writers who could be meaningfully called punks — writers like John Shirley and Richard Kadrey — but there was only one who could truly be called cyber: Rudy Rucker. Rucker is a mad professor, a mathematician and computer scientist with a serious, scholarly interest in the limits of computation and the physics and mathematics of higher-dimension geometry. But that's just about the only thing you can describe as 'serious' when it comes

to Rucker. He's a gonzo wildman, someone for whom 'trippy' barely scratches the surface. His work is shot through with weird sex, weird drugs, weird brain chemistry, and above all, weird science." — Cory Doctorow

Distraction - Bruce Sterling 2011-08-17

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.

The Peripheral - William Gibson 2015

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

The Island of Lost Maps - Miles Harvey 2010-10-06

The Island of Lost Maps tells the story of a curious crime spree: the theft of scores of valuable centuries-old maps from some of the most prominent research libraries in the United States and Canada. The perpetrator was Gilbert Joseph Bland, Jr., an enigmatic antiques dealer from South Florida, whose cross-country slash-and-dash operation had gone virtually undetected until he was caught in 1995—and was unmasked as the most prolific American map thief in history. As Miles Harvey unravels the mystery of Bland's life, he maps out the world of cartography and cartographic crime, weaving together a fascinating story of exploration, craftsmanship, villainy, and the lure of the unknown.

The Difference Engine - William Gibson 1992

The Difference Engine - William Gibson 2014-05-14

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 . . .

Interface - Neal Stephenson 2005-05-31

From his triumphant debut with *Snow Crash* to the stunning success of his latest novel, *Quicksilver*, Neal Stephenson has quickly become the voice of a generation. In this now-classic thriller, he and fellow author J. Frederick George tell a shocking tale with an all-too plausible premise. There's no way William A. Cozzano can lose the upcoming presidential election. He's a likable midwestern governor with one insidious advantage—an advantage provided by a shadowy group of backers. A biochip implanted in his head hardwires him to a computerized polling system. The mood of the electorate is channeled directly into his brain. Forget issues. Forget policy. Cozzano is more than the perfect candidate. He's a special effect. "Complex, entertaining, frequently funny."—Publishers Weekly "Qualifies as the sleeper of the year, the rare kind of science-fiction thriller that evokes genuine laughter while simultaneously keeping the level of suspense cranked to the max."—San Diego Union-Tribune "A Manchurian Candidate for the computer age."—Seattle Weekly

Count Zero - William Gibson 2021-11-30

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

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

Understanding William Gibson - Gerald Alva Miller, Jr. 2016-02-28

Gerald Alva Miller Jr.'s *Understanding William Gibson* is a thoughtful examination of the life and work of William Gibson, author of eleven novels and twenty short stories. Gibson is the recipient of many notable awards for science fiction writing including the Nebula, Hugo, and Philip K. Dick awards. Gibson's iconic novel, *Neuromancer*, popularized the concept of cyberspace. With his early stories and his first trilogy of novels, Gibson became the father figure for a new genre of science fiction called "cyberpunk" that brought a gritty realism to its cerebral plots involving hackers and artificial intelligences. This study situates Gibson as a major figure in both science fiction history and contemporary American fiction, and it traces how his aesthetic affected both areas of literature. Miller follows a brief biographical sketch and a survey of the works that influenced him with an examination that divides Gibson's body of work into early stories, his three major novel trilogies, and his standalone works. Miller does not confine his study to major works but instead also delves into Gibson's obscure stories, published and unpublished screenplays, major essays, and collaborations with other authors. Miller's exploration starts by connecting Gibson to the major countercultural movements that influenced him (the Beat Generation, the hippies, and the punk rock movement) while also placing him within the history of science fiction and examining how his early works reacted against contemporaneous trends in the genre. These early works also exhibit the development of his unique aesthetic that would influence science fiction and literature more generally. Next a lengthy chapter explicates his groundbreaking *Sprawl* Trilogy, which began with *Neuromancer*. Miller then traces Gibson's aesthetic transformations across his two subsequent novel trilogies that increasingly eschew distant futures either to focus on our contemporary historical moment as a kind of science fiction itself or to imagine technological singularities that might lie just around the corner. These chapters detail how Gibson's aesthetic has morphed along with social, cultural, and technological changes in the real world. The study also looks at such standalone works as his collaborative steampunk novel, his attempts at screenwriting, his major essays, and even his experimental hypertext poetry. The study concludes with a discussion of Gibson's lasting influence and a brief examination of his most recent novel, *The Peripheral*, which signals yet another radical change in Gibson's aesthetic.

William Gibson and the Future of Contemporary Culture - Mitch R. Murray 2021-03-15

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

The Difference Engine - William Gibson 2011-07-26

The 20th anniversary edition of the classic steampunk novel *With new commentary by the authors* 1855: The Industrial Revolution is in full swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine, and the computer age arrives a century ahead of its time. Three extraordinary characters race toward a rendezvous with the future: Sybil Gerard—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* took the science fiction community by storm when it was first published twenty years ago. This special anniversary edition features an Introduction by

Cory Doctorow and a collaborative essay from the authors looking back on their creation. Provocative, compelling, intensely imagined, this novel is poised to impress a whole new generation.

The Difference Engine - William Gibson 2011-07-27

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!” From the Paperback edition.

Agency - William Gibson 2020

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

Zero History - William Gibson 2010-09-07

Hollis Henry never intended to work for global marketing magnate Hubertus Bigend again. But now she’s broke, and Bigend has just the thing to get her back in the game... Milgrim can disappear in almost any setting, and his Russian is perfectly idiomatic—so much so that he spoke it with his therapist in the secret Swiss clinic where Bigend paid for him to be cured of his addiction... Garreth doesn't owe Bigend a thing. But he does have friends from whom he can call in the kinds of favors powerful people need when things go sideways... They all have something Bigend wants as he finds himself outmaneuvered and adrift, after a Department of Defense contract for combat-wear turns out to be the gateway drug for arms dealers so shadowy they can out-Bigend Bigend himself. “Zero History is [Gibson’s] best yet, a triumph of science fiction as social criticism and adventure.”—BoingBoing.net

Pattern Recognition - William Gibson 2004-06-24

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

Quicksilver - Neal Stephenson 2009-10-13

Quicksilver is the story of Daniel Waterhouse, fearless thinker and conflicted Puritan, pursuing knowledge in the company of the greatest minds of Baroque-era Europe, in a chaotic world where reason wars with the bloody ambitions of the mighty, and where catastrophe, natural or otherwise, can alter the political landscape overnight. It is a chronicle of the breathtaking exploits of "Half-Cocked Jack" Shaftoe -- London street urchin turned swashbuckling adventurer and legendary King of the Vagabonds -- risking life and limb for fortune and love while slowly maddening from the pox. And it is the tale of Eliza, rescued by Jack from a Turkish harem to become spy, confidante, and pawn of royals in order to reinvent Europe through the newborn power of finance. A gloriously rich, entertaining, and endlessly inventive novel that brings a remarkable age and its momentous events to vivid life, *Quicksilver* is an extraordinary achievement from one of the most original and important literary talents of our time. And it's just the beginning ...