

Distraction Bruce Sterling

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Robot Artists and Black Swans: the Italian Fantascienza Stories Distraction

The author of Holy Fire hurls readers into the year 2043, where technology is the enemy and self-appointed governments wreak havoc upon a corrupted nation, and three individuals--a practical overachiever, his weird neurologist lover, and a pompous raging visionary--add to the utter confusion.

Heavy Weather Berkley

"Tanenbaum is one lawyer who can write with the best of them." —Joseph Wambaugh, New York Times bestselling author of Hollywood Hills "Tanenbaum is one hell of a writer." —New York Post "He has become a master of this genre, and Act of Revenge may be his most exciting and best effort to date." —Vincent Bugliosi, New York Times bestselling author of Helter Skelter A classic, pulse-pounding thriller from the legendary Robert K. Tanenbaum, Act of Revenge plunges the popular author's long-running series protagonists, New York City Chief Assistant District Attorney Butch Karp and family, into the lethal heart of a bloody turf war between the Mafia and

ruthless Chinese gangsters. An elite member of America's contemporary crime fiction and thriller royalty—a master whose work stands tall among the novels of John Sanford, Lee Child, Robert Crais, and Brad Meltzer—Tanenbaum entertains magnificently, displaying true storytelling muscle with Act of Revenge.

Islands in the Net William Hertling

The author explores the darkest corners of the American psyche—including the sexual fantasies of Star Trek fans, the hidden agendas of IQ tests, the homoerotic subtext of professional football, the poetic aspects of spam email and much more.

The Caryatids Open Road Media

Featuring thirteen satirical short stories, a unique collection includes scientific superstars, a rock singer who is the voice of the people, and two lost souls who drive off the edge of the world and find each other. From the Paperback edition.

The Experiment Hachette UK

DistractionSpectra

Punktown Penguin

A New York Times Notable Book from the acclaimed author of Slaughterhouse-Five, Breakfast of Champions, and Cat's Cradle. At 2:27pm on February 13th of the year 2001, the Universe suffered a crisis in self-confidence. Should it go on expanding indefinitely? What was the point? There's been a timequake. And everyone—even you—must live the decade between February 17, 1991 and February 17, 2001 over again. The trick is that we all have to do exactly the same things as we did the first time—minute by minute, hour by hour, year by year, betting on the wrong horse again, marrying the wrong person again. Why? You'll have to ask the old science fiction writer, Kilgore Trout. This was all his idea.

Tomorrow Now Open Road Media

In a secret government lab somewhere in Nevada, a young scientist

cowers in darkness – waiting, listening, and calculating his chances of surviving the unspeakable carnage that has left him trapped and alone. Or almost alone. Soon after, a covert military operation “cleanses” all traces of a top-secret project gone horrifically wrong. Three years later, it begins again – when the quiet of a warm autumn night in a sleepy California town is shattered by a streak of light across the sky, the thunder of impact, and the unleashing of something insidious. Spreading, multiplying, and transforming everything in its path, this diabolical intelligence will not be denied until the townsfolk – and eventually, all living things – are conquered. Until they are all crawling. . . .

Walking Through Fire McFarland

A far-future Moby-Dick by the author of Schismatrix: A desperate addict on a bleak, arid planet boards a whaling vessel to hunt the drug he craves. The powerful narcotic syncophine, commonly known as Flare, comes from only one source: the oil of the gargantuan whale-like beasts that swim the dust sea of Nullaqua. It was John Newhouse's addiction to the substance that made him a dealer and forced him to move to this airless, inhospitable planet But when the all-powerful galactic Confederacy declares Flare illegal, the needs of Newhouse and his clientele leave the desperate off-worlder no choice but to sign on as an able seaman aboard a dustwhaler and hunt the giant creatures himself. Joining a crew of junkies and misfits, including a mad captain with his own dark and secret agenda and a bewitching, batlike alien woman who is pained by human touch, Newhouse sets out across the silica ocean at the bottom of a seventy-mile-deep crater in search of release and redemption . . . and sails toward a fateful confrontation between man and beast that could lead to catastrophe. Bruce Sterling's debut novel is a remarkable feat of world building—imaginative, provocative, and smart, featuring an unforgettable cast of colorful characters. If Herman Melville's Moby-Dick unfolded on Frank Herbert's Dune, the result might be something akin to Sterling's extraordinary Involution Ocean. I Must Not Think Bad Thoughts Tor Books

We live in an information economy, a vast archive of data ever at our fingertips. In the pages of science fiction, powerful entities—governments and corporations—attempt to use this archive to control society, enforce conformity or turn citizens into passive consumers. Opposing them are protagonists fighting to liberate the collective mind from those who would enforce top-down control. Archival technology and its depictions in science fiction have developed dramatically since the 1950s. Ray Bradbury discusses archives in terms of books and television media, and Margaret Atwood in terms of magazines and journaling. William Gibson focused on technofuturistic cyberspace and brain-to-computer prosthetics, Bruce Sterling on genetics and society as an archive of social practices. Neal Stephenson has imagined post-cyberpunk matrix space and interactive primers. As the archive is altered, so are the humans that interact with ever-advancing technology.

A.I. Apocalypse Simon and Schuster

From the moment he set foot on it, Karl Rove has rocked America's political stage. He ran the national College Republicans at twenty-two, and turned a Texas dominated by Democrats into a bastion for Republicans. He launched George W. Bush to national renown by unseating a popular Democratic governor, and then orchestrated a GOP White House win at a time when voters had little reason to throw out the incumbent party. For engineering victory after unlikely victory, Rove became known as "the Architect." Because of his success, Rove has been attacked his entire career, accused of everything from campaign chicanery to ideological divisiveness. In this frank memoir, Rove responds to critics, passionately articulates his political philosophy, and defends the choices he made on the campaign trail and in the White House. He addresses controversies head-on—from his role in the contest between Bush and Senator John McCain in South Carolina to the charges that Bush misled the nation on Iraq. In the course of putting the record straight, Rove takes on Democratic leaders who acted cynically or deviously behind closed doors, and even Republicans who lacked backbone at crucial moments. *Courage and Consequence* is also the first intimate account from the highest level at the White House of one of the most headline-making presidencies of the modern age. Rove takes readers behind the scenes of the bitterly contested 2000 presidential contest, of tense moments aboard Air Force One on 9/11, of the decision to go to war in Afghanistan and Iraq, of the hard-won 2004 reelection fight, and even of his painful three years fending off an indictment by Special Prosecutor Patrick Fitzgerald. In the process, he spells out what it takes to win elections and how to govern successfully once a candidate has won. Rove is candid about his mistakes in the West Wing and in his campaigns, and talks frankly about the heartbreak of his early family years. But *Courage and Consequence*

is ultimately about the joy of a life committed to the conservative cause, a life spent in political combat and service to country, no matter the costs.

Visionary in Residence Ace Books

Leon Tsarev is a high school student set on getting into a great college program, until his uncle, a member of the Russian mob, coerces him into developing a new computer virus for the mob's botnet - the slave army of computers they used to commit digital crimes. The evolutionary virus Leon creates, based on biological principles, is successful -- too successful. All the world's computers are infected. Everything from cars to payment systems and, of course, computers and smart phones stop functioning, and with them go essential functions including emergency services, transportation, and the food supply. Billions may die. But evolution never stops. The virus continues to evolve, developing intelligence, communication, and finally an entire civilization. Some may be friendly to humans, but others are not. Leon and his companions must race against time and the military to find a way to either befriend or eliminate the virus race and restore the world's computer infrastructure. Praise for the Singularity Series:

"Highly entertaining, gripping, thought inspiring. Don't start without the time to finish — it won't let you go." —Gifford Pinchot III, founder Bainbridge Graduate Institute, author *THE INTELLIGENT ORGANIZATION* "A tremendous book that every single person needs to read. In the vein of Daniel Suarez's *Daemon and Freedom(TM)*, William shows that science fiction is becoming science fact." —Brad Feld, managing director Foundry Group, cofounder TechStars "A fascinating look at how simple and benign advancements in technology could lead to the surprise arrival of the first AI. And like all good techno-thrillers, the reality of AI is less than ideal." —Jason Glaspey, *SILICON FLORIST*

"An alarming and jaw-dropping tale about how something as innocuous as email can subvert an entire organization. I found myself reading with a sense of awe, and read it way too late into the night." —Gene Kim, author of *VISIBLE OPS*

A Good Old-Fashioned Future Open Road Media

A collection of thirteen individually introduced cyberpunk tales by the co-author of *The Difference Engine* brings readers beyond the imagined boundaries of future technology. Original.

Crystal Express Tachyon Publications

The Godfather of Cyberpunk has emerged in this new collection of Italian-themed fantasy and science-fiction stories. Bruce Sterling now introduces us to his alter ego: Bruno Argento, the preeminent author of fantascienza. Sterling, writing as Argento, skillfully combines cutting-edge technology with art,

mythology, and history. "It's as if Sterling is the only writer paying attention." --Locus In the Esoteric City, a Turinese businessman's act of necromancy is catching up with him. The Black Swan, a rogue hacker, programs his way into alternate versions of Italy. A Parthenopean assassin awaits his destiny in the arms of a two-headed noblewoman. Infuriating to both artists and scientists, a robot wheelchair makes uncategorizable creations. Bruno Argento is the acknowledged master of Italian science fiction. Yet that same popular fantascienza author also is known in America--as Bruce Sterling. In *Robot Artists and Black Swans*, we present the first collection of their uniquely visionary Italian-themed fiction, including tales never before published in English.

Courage and Consequence Del Rey

For fans of *American Gods*, a dark, humorous, and richly written, dystopian fantasy about the unbreakable bonds of family and the undying strength of a mother's love. The end of the world begins as fire rains down from the heavens. Ancient gods are released from their prison, eager to reestablish their long-lost power. But Rachel Deneuve has bigger, more contemporary concerns than a divine war. Her son Adam is in the middle of a fight against leukemia, and Rachel is determined to keep focused on that battle. But when humans begin picking sides and the fighting escalates, their home in Baltimore becomes a war zone, one she can't ignore. Desperate to stay away from the carnage—as well as the germ-ridden refugee center—Rachel and Adam flee to their remote mountain cottage, only to find their refuge marred by mutated, grotesque plants and animals. Eventually, the cancerous cells in Adam's body begin evolving as well, threatening his life and forcing Rachel to venture back into the eye of the storm. Left with no other choice but to sacrifice her own freedom for her son's safety, she must become an unwilling warrior in a battle unlike anything seen in millennia, or lose everything she holds dear.

Distraction Running PressBook Pub

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.

Holy Fire Cambridge University Press

Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

The Cambridge Companion to Science Fiction Del Rey

Two dozen tales of future shock and twisted history from an undisputed king of cyberpunk science fiction, including Nebula Award finalists "Sunken Garden" and "Dori Bangs." Time magazine describes Bruce Sterling as "one of America's best-known science fiction writers and perhaps the sharpest observer of our media-choked culture working today in any genre."

Sterling's abilities are on full display in *Ascendancies*, a collection of speculative fiction from a world-class world-building futurist, alternate historian, and mad prophet operating at the peak of his extraordinary powers. Here are twenty-four stories that span the illustrious career of the author who, along with William Gibson and Neal Stephenson, injected the word cyberpunk into the science fiction lexicon. These tales not only traverse galaxies and employ mind-boggling technologies, they also cut back across the centuries into a richly imagined past with style and a sharp satiric edge. Sterling's unparalleled imagination and courageous originality carry the reader into the future universe of the warring Shapers and Mechanists, rival sects of exiled humanity with radically opposed views of human augmentation. Several stories feature the questionable adventures of the footloose con man Leggy Starlitz in a somewhat-skewed and still-dangerous post-Cold War world. Sterling explores the cyberpunk trope of technology gone wild and the resultant decline of civilization with appropriate gravity, while presenting parables of strangers stuck in very strange lands in a more whimsical vein. Whether chronicling an alien's encounter with Crusaders in disputed Palestine, depicting the discovery of the key to immortality in a nineteenth-century Times Square magic shop, or portraying bicycles and bad guys in a near-future Tennessee, Sterling's stories are smart, surprising, genre bending, bold, and outstanding, one and all.

[Pirate Utopia](#) Open Road Media

Jeffrey Thomas' collection *Punktown* explored the streets and back alleys of a futuristic and nightmarish urbanscape in a series of unconnected short stories. In *Punktown: Third Eye*, Thomas has teleported authors Simon Logan, Jonathan Lyons, Charlee Jacob, Paul G. Tremblay, Michael McCarty, Mark McLaughlin, Garrett Peck, Thomas Andrew Hughes, and Scott Thomas into the city to pen their own tales of its citizens, aliens, mutations, and sentient machines. These talented authors bring a new perspective, a personal vision, a third eye

view to the phantasmopolis that is Punktown.

Ascendancies Del Rey

"Nobody knows better than Bruce Sterling how thin the membrane between science fiction and real life has become, a state he correctly depicts as both thrilling and terrifying in this frisky, literate, clear-eyed sketch of the next half-century. Like all of the most interesting futurists, Sterling isn't just talking about machines and biochemistry: what he really cares about are the interstices of technology with culture and human history." -Kurt Andersen, author of *Turn of the Century*

Visionary author Bruce Sterling views the future like no other writer. In his first nonfiction book since his classic *The Hacker Crackdown*, Sterling describes the world our children might be living in over the next fifty years and what to expect next in culture, geopolitics, and business. Time calls Bruce Sterling "one of America's best-known science fiction writers and perhaps the sharpest observer of our media-choked culture working today in any genre." Tomorrow Now is, as Sterling wryly describes it, "an ambitious, sprawling effort in thundering futurist punditry, in the pulsing vein of the futurists I've read and admired over the years: H. G. Wells, Arthur C. Clarke, and Alvin Toffler; Lewis Mumford, Reyner Banham, Peter Drucker, and Michael Dertouzos. This book asks the future two questions: What does it mean? and How does it feel?" Taking a cue from one of William Shakespeare's greatest soliloquies, Sterling devotes one chapter to each of the seven stages of humanity: birth, school, love, war, politics, business, and old age. As our children progress through Sterling's Shakespearean life cycle, they will encounter new products; new weapons; new crimes; new moral conundrums, such as cloning and genetic alteration; and new political movements, which will augur the way wars of the future will be fought. Here are some of the author's predictions:

- Human clone babies will grow into the bitterest and surliest adolescents ever.
- Microbes will be more important than the family farm.
- Consumer items will look more and more like cuddly, squeezable pets.
- Tomorrow's kids will learn more from randomly clicking the Internet than they ever will from their textbooks.
- Enemy governments will be nice to you and will badly want your tourist money, but global outlaws will scheme to kill you, loudly and publicly, on their Jihad TVs.
- The future of politics is blandness punctuated with insanity. The future of activism belongs to a sophisticated, urbane global network that can make money—the Disney World version of Al Qaeda.

Tomorrow Now will change the way you think about the future and our place in it. From the Hardcover edition.

The Zenith Angle 47North

Memory, morality, and immortality merge in this "haunting and lyrical triumph" from the bestselling author of *Schismatrix Plus* (Time). In the late twenty-first century, technology has lengthened lifespans far beyond what was once medically possible. Existence itself has become relatively easy—if boring.

In this futuristic paradise, ninety-four-year-old Mia Ziemann longs for something different and undergoes a radical new treatment that restores both her body and mind to that of a twenty-year-old. After her dramatic transformation, Mia finds herself lost in an avant-garde world of passion, designer drugs, and creative expression. . . . "Ideas—big ideas—lurk beneath Mia's romp through Sterling's delightfully imagined newly post-human Earth. Art, artifice, the pursuit of immortality, and youth and aging bounce around the story, the characters, and their conversations in imaginative, engaging fashion. . . . In the end, *Holy Fire* is one of the most interesting, imaginative, and subtly humorous—and relevant for it—novels the cyberpunk/post-human era has produced. . . . *Holy Fire* may very well be [Sterling's] best work." —Speculiction "An intellectual feat, it is also a treat for the spirit and the senses." —Wired "A patented Sterling extra-special." —Newsday "The future Sterling traces is plausible and provocative, particularly his consideration of several contrasting cultures, and of the disenfranchised who are unable to become 'post-human.' Those interested in serious speculative conversation set within a very strange near-future will find this much to their taste." —Publishers Weekly