
Spook Country Blue Ant 2 William Gibson

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The Atrocity Archives Spectra With a Little Help is my first serious experiment in self-publishing. I've published many novels, short story collections, books of essays and so on with publishers, and it's all been very good and satisfying and educational and so on, but it seems like it's time to try something new. With a Little Help consists of 12 stories, all reprints except for "Epoch" (commissioned by Mark Shuttleworth).

Agency Harper Collins
"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."

Pattern Recognition Little Brown Bks Young Readers Exposing capital for the con artist and storyteller it is, the book shows how the post-

millennial novels of William Gibson, Douglas Coupland, and Dave Eggers work to dismantle the fictions (or illusions) capitalist globalization spurs and continues to rely on. The Manchurian Candidate Grove/Atlantic, Inc.

DigiCat Publishing presents to you this special edition of "The Searchers" by Alan Le May. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature.

All Tomorrow's Parties CreateSpace
In a future world of rampant inequality, a martial-arts video

star finds himself in the Mass. And when 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

Moses 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 Crow Road Tor Books "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
The Searchers
Berkley
A collection of engaging essays on some of the most significant figures in cyberpunk culture, this outstanding guide charts the rich and varied landscape of cyberpunk from the 1970s to present day. The collection features key figures from a variety of disciplines, from novelists, critical and cultural theorists, philosophers, and scholars, to filmmakers, comic book artists, game creators, and television writers. Important and influential names discussed include: J. G. Ballard, Jean Baudrillard, Rosi Braidotti, Charlie Brooker, Pat Cadigan, William Gibson, Donna J. Haraway, Nalo Hopkinson, Janelle Monáe, Annalee

Newitz, Katsuhiro ?tomo, Sadie Plant, Mike Pondsmith, Ridley Scott, Bruce Sterling, and the Wachowskis. The editors also include an afterword of 'Honorable Mentions' to highlight additional figures and groups of note that have played a role in shaping cyberpunk. This accessible guide will be of interest to students and scholars of cultural studies, film studies, literature, media studies, as well as anyone with an interest in cyberpunk culture and science fiction.

With a Little Help
Penguin

Fresh perspectives and eye-opening discussions of contemporary American fiction In The Encyclopedia of Contemporary American Fiction: 1980-2020, a team of distinguished scholars delivers a focused and in-depth

collection of essays on some of the most significant and influential authors and literary subjects of the last four decades. Cutting-edge entries from established and new voices discuss subjects as varied as multiculturalism, contemporary regionalisms, realism after poststructuralism, indigenous narratives, globalism, and big data in the context of American fiction from the last 40 years. The Encyclopedia provides an overview of American fiction at the turn of the millennium as well as a vision of what may come. It perfectly balances analysis, summary, and critique for an illuminating treatment of the subject matter. This collection also includes: An exciting mix of established and emerging contributors from around the world discussing central and cutting-edge topics in American fiction studies

Focused, critical explorations of authors and subjects of critical importance to American fiction
Topics that reflect the energies and tendencies of contemporary American fiction from the forty years between 1980 and 2020
The Encyclopedia of Contemporary American Fiction: 1980-2020 is a must-have resource for undergraduate and graduate students of American literature, English, creative writing, and fiction studies. It will also earn a place in the libraries of scholars seeking an authoritative array of contributions on both established and newer authors of contemporary fiction.
Steal This Book
Routledge
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
Let All the Children
Boogie Intellect Books
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.

Zero History

RosettaBooks

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

Virtual Light Hachette
UK

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

Contagious Harper
Collins

The first novel in
Hugo Award-winning
author Charles
Stross's witty
Laundry Files series.
Bob Howard is a low-
level techie working
for a super-secret
government agency.
While his colleagues
are out saving the
world, Bob's under a
desk restoring lost
data. His world was
dull and safe - but
then he went and got
Noticed. Now, Bob is
up to his neck in

spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out . . .

Anne of Windy

Poplars Transreal Books

"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 Land of Stories: The Wishing Spell

Philomel Books

The classic thriller about a hostile foreign power infiltrating American politics: "Brilliant . . . wild and exhilarating." —The New Yorker A war hero and the recipient of the Congressional Medal of Honor, Sgt. Raymond Shaw is keeping a deadly secret—even from himself. During his time as a prisoner of war in North Korea, he was brainwashed by his Communist captors and transformed into a deadly weapon—a sleeper assassin, programmed to kill without question or mercy at his captors' signal. Now he's been returned to the United States with a covert mission: to kill a candidate running for US president . . .

This "shocking, tense" and sharply satirical novel has become a modern classic, and was the basis for two film adaptations (San Francisco Chronicle).

"Crammed with suspense." —Chicago Tribune "Condon is wickedly skillful." —Time

The Ware Tetralogy
Penguin

On a snowy Friday night in 1979, just hours after making love for the first time, Richard's girlfriend, high school senior Karen Ann McNeil, falls into a coma. Nine months later she gives birth to their daughter, Megan. As Karen sleeps through the next seventeen years, Richard and their circle of friends reside in an emotional purgatory, passing through a variety of careers—modeling, film special effects, medicine, demolition—before

finally reuniting on representations a conspiracy-driven super-natural television series. But real life grows as surreal as their TV show as Richard and his friends await Karen's reawakening . . . and the subsequent apocalypse.

A Lost Lady Astra Publishing House

This book analyzes post-9/11

literature, film, and television through an interdisciplinary lens, taking into account contemporary debates about spatial practices, gentrification, cosmopolitanism, memory and history, nostalgia, the uncanny and the abject, postmodern virtuality, the politics of realism, and the economic and social life of cities.

Featuring an international group of scholars, the volume theorizes how literary and visual

expose the persistent conflicts that arise as cities rebuild in the shadow of past ruins.

Distrust That Particular Flavor

DigiCat

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.

The Savage Girl

CreateSpace

'One of the best opening lines of any novel' Guardian 'It was the day my grandmother exploded. I sat in the crematorium, listening to my Uncle Hamish quietly snoring in harmony to Bach's Mass in B

Minor, and I reflected that it always seemed to be death that drew me back to Gallanach.' Prentice McHoan has returned to the bosom of his complex but enduring Scottish family. Full of questions about the McHoan past, present and future, he is also deeply preoccupied: mainly with death, sex, drink, God and illegal substances... Praise for Iain Banks: 'The most imaginative novelist of his generation' The Times 'His verve and talent will always be recognised, and his work will always find and enthrall new readers' Ken MacLeod, Guardian 'His work was mordant, surreal, and fiercely intelligent' Neil Gaiman 'An exceptional wordsmith' Scotsman It Takes a Storyteller to Know a Storyteller Open Road Media The military sci-fi classic of courage on a dangerous alien planet The planet is called

Banshee. The air is unbreathable, the water is poisonous. It is home to the most implacable enemies that humanity, in all its interstellar expansion, has ever encountered. Body armor has been devised for the commando forces that are to be dropped on Banshee—the culmination of ten thousand years of the armorers' craft. A trooper in this armor is a one-man, atomic powered battle fortress. But he will have to fight a nearly endless horde of berserk, hard-shelled monsters—the fighting arm of a species which uses biological technology to design perfect, mindless war minions. Felix is a scout in A-team Two. Highly competent, he is the sole survivor of mission after mission. Yet he is

a man consumed by
fear and hatred.
And he is
protected, not only
by his custom-
fitted body armor,
but by an odd being
which seems to live
within him, a cold
killing machine he
calls "The Engine."
This is Felix's
story—a story of
the horror, the
courage, and the
aftermath of
combat, and the
story, too, of how
strength of spirit
can be the greatest
armor of all.