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## The Peripheral William Gibson

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## The Peripheral Penguin

“ Pattern Recognition is William Gibson ’ s best book since he rewrote all the rules in Neuromancer. ” —Neil Gaiman, author of American Gods “ One of the first authentic and vital novels of the 21st century. ” —The Washington Post Book World The accolades and acclaim are endless for William Gibson's coast-to-coast bestseller. Set in the post-9/11 present, Pattern Recognition is the story of one woman's never-ending search for the now... Cayce Pollard is a new kind of prophet—a world-renowned “ coolhunter ” who predicts the hottest trends. While in London to evaluate the redesign of a famous corporate logo, she ’ s offered a different assignment: find the creator of the obscure, enigmatic video clips being uploaded to the internet—footage that is generating massive underground buzz worldwide. Still haunted by the memory of her missing father—a Cold War security guru who disappeared in downtown Manhattan on the morning of September 11, 2001—Cayce is soon

traveling through parallel universes of marketing, globalization, and terror, heading always for the still point where the three converge. From London to Tokyo to Moscow, she follows the implications of a secret as disturbing—and compelling—as the twenty-first century promises to be...

### *The Peripheral (Spanish Edition)*

#### Spectra

Provides the complete script for JFK, which details the investigation into President Kennedy's assassination, and includes reponses and comments about the film, and official reports and documentation

### **Pamphlet Architecture 15: War and Architecture** Roca

"Rucker's four Ware novels—Software, Wetware , Freeware , and Realware—form an extraordinary cyberweird future history

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with the heft of an epic fantasy novel and the replicating beings. This classic series well 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-

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

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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

### Parasite Penguin

From New York Times bestselling author Mira Grant comes a vision of a decade in the future, where humanity thrives in the absence of sickness and disease. We owe our good health to a humble parasite — a genetically engineered tapeworm developed by the pioneering SymboGen Corporation. When implanted, the Intestinal Bodyguard worm protects us from illness, boosts our immune system — even secretes designer drugs. It's been successful beyond the scientists' wildest dreams. Now, years on, almost every human being has a SymboGen tapeworm living within them. But these parasites are getting restless. They want their own lives . . . and will do anything

to get them. "A riveting near-future medical thriller that reads like the genetically-engineered love child of Robin Cook and Michael Crichton." —John Joseph Adams  
More from Mira Grant: Parasitology  
Parasite Symbiont Chimera Newsflesh Feed  
Deadline Blackout Feedback Rise

### William Gibson and the Future of Contemporary Culture Penguin

Working as an enforcer for a corrupt developer, Angel Velasquez teams up with a hardened journalist and a street-smart Texan to investigate rumors of California's imminent monopoly on limited water supplies. By the National Book Award-finalist author of *The Windup Girl*.

### Echopraxia Vintage

William Gibson, author of the extraordinary multiaward-winning novel *Neuromancer*, has written his

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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.

Architects of Memory Penguin

“ Put down what you ’ re doing and read this book. Right now. The complex characters, intricate world, and blistering pace are off-the-charts amazing. ” —Marie Lu, author of the Legend trilogy Syd ’ s life is not his own. As a proxy he must to pay for someone else's crimes. When his patron Knox crashes a car

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and kills someone, Syd is branded and sentenced to death. The boys realize the only way to beat the system is to save each other so they flee. The ensuing cross-country chase will uncover a secret society of rebels, test the boys' resolve, and shine a blinding light onto a world of those who owe and those who pay. This fast-paced thrill ride of a novel is full of breakneck action, shocking twists and heart-hammering suspense that will have readers gasping until the very last page. This edition includes an exclusive bonus story featuring Syd and Knox! “ Looking for an awesome YA summer read? Look no further than Alex London ’ s Proxy. ” —EW.com “ Whipping Boy + Blade Runner with a sprinkling of The Hunger Games (plus, of course, a dash of A Tale of Two Cities) = a treat for teen SF fans. ” —Kirkus Reviews

Neuromancer Penguin

Following his acclaimed history of the Situationist International up until the late sixties, The Beach Beneath the Street, McKenzie Wark returns with a companion volume which puts the late work of the Situationists in a broader and deeper context, charting their contemporary relevance and their deep critique of modernity. Wark

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builds on their work to map the historical stages of the society of the spectacle, from the diffuse to the integrated to what he calls the disintegrating spectacle. The Spectacle of Disintegration takes the reader through the critique of political aesthetics of former Situationist T.J. Clark, the Fourierist utopia of Raoul Vaneigem, René Vienenet's earthy situationist cinema, Gianfranco Sangunetti's pranking of the Italian ruling class, Alice-Becker Ho's account of the anonymous language of the Romany, Guy Debord's late films and his surprising work as a game designer. At once an extraordinary counter history of radical praxis and a call to arms in the age of financial crisis and the resurgence of the streets, The Spectacle of Disintegration recalls the hidden journeys taken in the attempt to leave the twentieth century, and plots an exit from the twenty first. The dustjacket unfolds to reveal a fold-out poster of the collaborative graphic essay combining text selected by McKenzie Wark with composition and drawings by Kevin C. Pyle. The Cold Commands Penguin El futuro ya está aquí, y no es un juego. Flynn Fisher vive en una zona rural de una América futura, donde los empleos son escasos, a menos que te dediques a la fabricación ilegal de drogas, algo que ella

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evita a toda costa. Su hermano Burton vive, o lo intenta, de la subvención que la Administración de Veteranos le otorga por daños neurológicos sufridos en la unidad de Rehabilitación Táctica del cuerpo de élite de los Marines. Flynne intenta sobrevivir con lo que gana trabajando en una cadena de montaje de productos en impresión 3D. Aunque gana más dinero como jugadora de un juego online, donde juega en nombre de un hombre rico. Wilf Netherton vive en Londres, setenta y pico años después, en medio de una lenta apocalipsis. Pero las cosas parecen bastante estables por ahora. Wilf es un reputado publicista, con cierto toque romántico, nostálgico e inadaptado que contrasta con la sociedad en la que vive, en la que los viajes al pasado son simplemente un pasatiempo. Burton ha estado trabajando secretamente

en un proyecto online para garantizar la seguridad en un juego ambientado en un mundo virtual que se parece vagamente a Londres, pero con un aire aún más extraño. Flynne y Wilf están a punto de conocerse. ENGLISH DESCRIPTION The New York Times bestselling author of Neuromancer and Agency presents a fast-paced sci-fi thriller that takes a terrifying look into the future. Flynne Fisher lives down a country road, in a rural America where jobs are scarce, unless you count illegal drug manufacture, which she's trying to avoid. Her brother Burton lives on money from the Veterans Administration, for neurological damage suffered in the Marines' elite Haptic Recon unit. Flynne earns what she can by assembling product at the local 3D printshop. She made more as a combat scout in an online game, playing for a rich



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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.

Agency Penguin

Multilingual Tito engages in sensitive information transfers from his single-room apartment, while journalist Hollis frets over her start-up magazine's censure of its own promotions, and prescription drug addict Milgrim wonders about the military connections of an enigmatic benefactor. Reprint.

Stable Strategies and Others Verso Books

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.

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Zero History Penguin

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

Idoru Harper Collins

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, SherryI Vint, Phillip E. Wegner, Roger Whitson, Charles Yu  
Count Zero Penguin

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In May 1946 John Caldwell set out to sail from Panama to Sydney to reunite with his wife who he hadn't seen for more than a year. Eager to reach his destination and unable to secure any other form of transport, he had to resort to singlehanded seamanship. After an ignominious scene in the harbor, where a tangled anchor led him to take an early dip, he spent ten days learning the rudiments of navigation and sailing from a book, before embarking on the 9,000 mile journey aboard the 20-foot Pagan. Ahead lay a mission that was to reveal in him elements not only of astounding courage and determination, but also of incredible foolhardiness. Within 500 miles of Panama John Caldwell had

already been shipwrecked once and had his boat's engine and cockpit destroyed by an angry shark. Indefatigable, he decided to press on towards his goal. He endured the terrors and discomforts of life on the high seas and enjoyed the triumphs of fighting and winning against the elements. This is more than an exciting tale of sea-adventure. It is as compelling and unpredictable as a thriller. It is the story, witty and moving, of a man, motivated initially by love, and ultimately by his own fierce determination to survive.

The Spectacle of Disintegration Tor Books

A hilarious, action-packed look at the apocalypse that combines a touching tale of friendship, a thrilling war story, and an

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all out kung-fu infused mission to save the world. “ A flat-out ferociously good novel.... Reads like a surrealist smashup of Pynchon and Pratchett, Vonnegut and Heller. ” —Austin Chronicle  
Gonzo Lubitch and his best friend have been inseparable since birth. They grew up together, they studied kung-fu together, they rebelled in college together, and they fought in the Go Away War together. Now, with the world in shambles and dark, nightmarish clouds billowing over the wastelands, they have been tapped for an incredibly perilous mission. But they quickly realize that this assignment is more complex than it seems, and before it is over they will have encountered everything from mimes, ninjas, and pirates to one ultra-sinister mastermind, whose only goal is world domination.

Burning Chrome Spectra

In twenty-first century Tokyo, Rez, one of the world's biggest rock stars, prepares to marry Rei Toe, Japan's biggest media star, who is known as the Idoru and who exists only in virtual reality. Reprint.

Zero History Penguin

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

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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 Rockstar Ending: The first book in the shockingly plausible Rockstar Ending series Spectra

“ The ferociously talented Gibson delivers his signature m é lange 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

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information like no one else on earth, information in search of the one currently resides in a cardboard box 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...

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-

Pattern Recognition Hal Leonard Corporation  
AN INSTANT NEW YORK TIMES BESTSELLER " ONE OF THE MOST VISIONARY, ORIGINAL, AND QUIETLY INFLUENTIAL WRITERS CURRENTLY WORKING " \* returns with a sharply

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imagined follow-up to the New York Times bestselling *The Peripheral*. William Gibson has trained his eye on the future for decades, ever since coining the term “cyberspace” and then popularizing it in his classic speculative novel *Neuromancer* in the early 1980s. Cory Doctorow raved that *The Peripheral* is “spectacular, a piece of trenchant, far-future speculation that features all the eyeball kicks of *Neuromancer*.” Now Gibson is back with *Agency*—a science fiction thriller heavily influenced by our most current events. Verity Jane, gifted app whisperer, takes a job as the beta tester for a new product: a digital assistant, accessed through a pair of ordinary-looking glasses. “Eunice,” the disarmingly human AI in the glasses, manifests a face, a fragmentary past, and a canny grasp of combat strategy. Realizing that her cryptic new employers don’t yet know how powerful and valuable Eunice is, Verity instinctively decides that it’s best they don’t. Meanwhile, a century ahead in London, in a different time line entirely, Wilf Netherton works amid plutocrats and plunderers, survivors of the slow and steady apocalypse known as the jackpot. His boss, the enigmatic Ainsley Lowbeer, can look into alternate pasts and nudge their

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ultimate directions. Verity and Eunice are her current project. Wilf can see what Verity and Eunice can't: their own version of the jackpot, just around the corner, and the roles they both may play in it.

\*The Boston Globe

The Ware Tetralogy Transreal Books  
William Gibson continues the visionary Sprawl Trilogy that began with Neuromancer in this frighteningly probable parable of the future. A corporate mercenary wakes in a reconstructed body, a beautiful woman by his side. Then Hosaka Corporation reactivates him, for a mission more dangerous than the one he's recovering from: to get a defecting chief of R&D—and the biochip he's perfected—out intact. But this proves to be of supreme interest to

certain other parties—some of whom aren't remotely human....