

Neuromancer

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Neuromancer

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MARITZA CAREY

Count Zero Open Road Media

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 léptékkel felfoghatatlannak tűnik. Eközben Bobby Newmark, a magát a cybertérben Count Zerónak nevező, kisztíló 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 Neuromancerhez 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.

All Tomorrow's Parties Marvel Enterprises

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

The Graphic Novel Penguin

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 [wohlschmeckende Rezepte für gesundes, biolog. Kochen](#) *Spectra* What does the Western city at the end of the twentieth century look like? How did the modern metropolis of congestion and density turn into a posturban or even postsuburban cityscape? What are edge cities and technoburbs? How has the social composition of cities changed in the postwar era? What do gated communities tell us about social fragmentation? Is public space in the contemporary city being privatized and militarized? How can the urban self still be defined? What role does consumer aestheticism have to play in this? These and many more questions are addressed by this uniquely conceived multidisciplinary study. *The Urban Condition* seeks to interfere in current debates over the future and interpretation of our urban landscapes by reuniting studies of the city as a physical and material phenomenon and as a cultural and mental (arte)fact. The Ghent Urban Studies Team responsible for the writing and editing of this volume is directed by Kristiaan Versluys and Dirk De Meyer at the University of Ghent, Belgium. It is an interdisciplinary research team of young academics that further consists of Kristiaan Borret, Bart Eeckhout, Steven Jacobs, and Bart Keunen. The collective expertise of GUST ranges from architectural theory, urban planning, and art history to philosophy, literary criticism and cultural theory.

The New Voices of Science Fiction Penguin

Through the madness I shuffle. A wretched shell of the man I was when her love possessed me. Lucifer has given me one chance at redemption. I am compelled to drag myself to the dusty finish line. Compelled by the love I have somewhere in my drowning heart and by the curiosity of a new adventure that will, one day, surely kill me. This is the story of William Control.

Zero History Macmillan

"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...

Agency Lulu Press, Inc

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 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 Flynne taking over shifts, promised her the game's not a shooter. Still, the crime she witnesses there is plenty bad. Flynne 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. [Neuromancer](#) Penguin UK

Seminar paper from the year 2002 in the subject English Language and Literature Studies - Literature, grade: 1 (very good), Otto-von-Guericke-University Magdeburg (Institut für fremdsprachliche Philologien), course: Cyborgs (WS 2001/2002), 4 entries in the bibliography, language: English, comment: This paper is about William Gibson's 'Neuromancer'. Neuromancer was the book that initiated the cyberpunk debate, which was very influential in culture studies. The paper explores Gibson's position towards the mind-body-problem, i.e. the relation between mind and body., abstract: This paper is about William Gibson's famous novel "Neuromancer." Neuromancer was the book that initiated the cyberpunk debate, a debate that was very influential in

culture studies and modern literature. The cyberpunk debate created a more suspicious image of new technologies and their effect on the role of the human being as well as the social life and the society. Gibson's position towards the mind-body-problem, i.e. the relation between mind and body, is examined. An overview is given of possible technologies he describes and how they trigger the breakdown between man and machine as well as between individuals. The paper also sketches the effects of those technologies on social interaction, moral values and the structure of the society."

William Gibson's Neuromancer Penguin

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 23. Chapters: Neuromancer, Pattern Recognition, Spook Country, The Difference Engine, Count Zero, All Tomorrow's Parties, Virtual Light, Idroru, Bridge trilogy, Mona Lisa Overdrive, Zero History. Excerpt: Pattern Recognition is a novel by science fiction writer William Gibson published in 2003. Set in August and September 2002, the story follows Cayce Pollard, a 32-year-old marketing consultant who has a psychological sensitivity to corporate symbols. The action takes place in London, Tokyo, and Moscow as Cayce judges the effectiveness of a proposed corporate symbol and is hired to seek the creators of film clips anonymously posted to the internet. The novel's central theme involves the examination of the human desire to detect patterns or meaning and the risks of finding patterns in meaningless data. Other themes include methods of interpretation of history, cultural familiarity with brand names, and tensions between art and commercialization. The September 11, 2001 attacks are used as a motif representing the transition to the new century. Critics identify influences in Pattern Recognition from Thomas Pynchon's postmodern detective story *The Crying of Lot 49*. Pattern Recognition is Gibson's eighth novel and his first one to be set in the contemporary world. Like his previous work, it has been classified as a science fiction and postmodern novel, with the action unfolding along a thriller plot line. Critics approved of the writing but found the plot unoriginal and some of the language distracting. The book peaked at number four on the New York Times Best Seller list, was nominated for the 2003 British Science Fiction Association Award, and was shortlisted for the 2004 Arthur C. Clarke Award and Locus Awards. Before writing Pattern Recognition, the author, William Gibson, published seven novels...

[Free Live Free](#) Penguin

Winner of the Hugo, Nebula, and Philip K. Dick Awards, *Neuromancer* is a science fiction masterpiece—a classic that ranks as one of the twentieth century's most potent visions of the future. Case was the sharpest data-thief in the matrix—until he crossed the wrong people and they crippled his nervous system, banishing him from cyberspace. Now a mysterious new employer has recruited him for a last-chance run at an unthinkable powerful artificial intelligence. With a dead man riding shotgun and Molly, a mirror-eyed street-samurai, to watch his back, Case is ready for the adventure that upped the ante on an entire genre of fiction. *Neuromancer* was the first fully-realized glimpse of humankind's digital future—a shocking vision that has challenged our assumptions about technology and ourselves, reinvented the way we speak and think, and forever altered the landscape of our imaginations.

William Gibson's 'Neuromancer'. Berkley

Case, a burned-out computer whiz, is asked to steal a security code that is locked in the most heavily guarded databank in the solar system, in a new edition of the influential Hugo, Nebula, and Philip K. Dick Award winner. Reprint.

Distrust that Particular Flavor University-Press.org

Toonopolis is a cartoon city that is home to the thoughts and ideas of all sentient beings in the universe. As the center of the Tooniverse, it acts as an other-worldly rest stop for these creations. Chi Lin was the last unicorn on Earth before he sought a safe haven for himself and his maiden, Saucha, a thirteen century Indian girl. Little did he realize that even though they were safe from death in the cartoon universe, they were not safe from the machinations of Agent Mimic on Earth. Gemini, having barely escaped with his mind intact during his first adventure in

Toonopolis, returns to the Tooniverse with Jimbob the Talking Eggplant on a quest to find Chi Lin before Mimic can manipulate the unicorn into doing his bidding. Join Gemini on an all new adventure into both familiar and brand-new realms of Toonopolis where he makes more friends, visits old ones, and is reminded that things are not always what they seem to be in this strange and ever-changing world.

Count Zero Berkley Publishing Group

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

William Gibson's 'Neuromancer' and the Relation Between Mind and Body O10 Publishers

"One of the most visionary...and quietly influential writers currently working" (Boston Globe) returns with a sequel to *The Peripheral* that is heavily influenced by current events.

Idoru Neuromancer

A deluxe hardcover edition of the pioneering cyberpunk novel that predicted our obsession with the Internet—part of Penguin Galaxy, a collectible series of six sci-fi/fantasy classics, featuring a series introduction by Neil Gaiman Winner of the AIGA + Design Observer 50 Books | 50 Covers competition Before the Internet was commonplace, William Gibson showed us the Matrix—a world within the world, the representation of every byte of data in cyberspace. Henry Dorsett Case was the sharpest data-thief in the Matrix, until an ex-employer crippled his nervous system. Now a new employer has recruited him for a last-chance run against an unthinkable powerful artificial intelligence. With a mirror-eyed girl street-samurai riding shotgun, he's ready for the silicon-quick, bleakly prophetic adventure that upped the ante on an entire genre of fiction. Penguin Galaxy Six of our greatest masterworks of science fiction and fantasy, in dazzling collector-worthy hardcover editions, and featuring a series introduction by #1 New York Times bestselling author Neil Gaiman, Penguin Galaxy represents a constellation of achievement in visionary fiction, lighting the way toward our knowledge of the universe, and of ourselves. From historical legends to mythic futures, monuments of world-building to mind-bending dystopias, these touchstones of human invention and storytelling ingenuity have transported millions of readers to distant realms, and will continue for generations to chart the frontiers of the imagination. *The Once and Future King* by T. H. White *Stranger in a Strange Land* by Robert A. Heinlein *Dune* by Frank Herbert 2001: *A Space Odyssey* by Arthur C. Clarke *The Left Hand of Darkness* by Ursula K. Le Guin *Neuromancer* by William Gibson For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

[Ready Player One](#) GRIN Verlag

"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...

Mona Lisa Overdrive Penguin

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets *The Matrix*."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9

William Gibson's Neuromancer Penguin

"Free Live Free," said the newspaper ad, and the out-of-work detective Jim Stubb, the occultist Madame Serpentina, the salesman Ozzie Barnes, and the overweight prostitute Candy Garth are brought together to live for a time in Free's old house, a house scheduled for demolition to make way for a highway. Free drops mysterious hints of his exile from his homeland, and of the lost key to his return. And so when demolition occurs and Free disappears, the four make a pact to continue the search, which ultimately takes them far beyond their wildest dreams. This is character-driven science fiction at its best by a writer whom, at the time of its first publication, the Chicago Sun-Times called "science fiction's best genuine novelist." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Urban Condition Ballantine Books

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

[Virtual Light](#) Penguin

A collection of nonfiction writings includes essays discussing the Singapore trial of a drug trafficker, what's wrong with the Internet, and how music documents modern culture.

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