

Mirrorshades The Cyberpunk Anthology Bruce Sterling

[#Mirrorshades anthology](#) [#Bruce Sterling](#) [#cyberpunk short stories](#) [#classic sci-fi collection](#) [#dystopian future fiction](#)

Explore the groundbreaking world of *Mirrorshades: The Cyberpunk Anthology*, expertly curated by Bruce Sterling. This essential collection defines the very essence of cyberpunk, presenting a diverse range of influential short stories that delve into gritty, high-tech futures, challenging societal norms and human identity.

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Mirrorshades

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.

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Mirrorshades

Cyberpunk is dead. The revolution has been co-opted by half-assed heroes, overclocked CGI, and tricked-out shades. Once radical, cyberpunk is now nothing more than a brand. Time to stop flipping the channel. These sixteen extreme stories reveal a government ninja routed by a bicycle repairman, the inventor of digitized paper hijacked by his college crush, a dead boy trapped in a warped storybook paradise, and the queen of England attacked with the deadliest of forbidden technology: a working modem. You'll meet Manfred Macx, renegade meme-broker, Red Sonja, virtual reality sex-goddess, and Felix, humble sys-admin and post-apocalyptic hero. Editors James Patrick Kelly and John Kessel (Feeling Very Strange: The Slipstream Anthology) have united cyberpunk visionaries William Gibson, Bruce Sterling, and Pat Cadigan with the new post-cyberpunk vanguard, including Cory Doctorow, Charles Stross, and Jonathan Lethem. Including a canon-establishing introduction and excerpts from a hotly contested online debate, Rewired is the first anthology to define and capture the crackling excitement of the post-cyberpunks. From the grittiness of Mirrorshades to the Singularity and beyond, it's time to revive the revolution.

Rewired

From the subversive to the antic, the uproarious to the disturbing, the stories of Bruce Sterling are restless, energy-filled journeys through a world running on empty--the visionary work of one of our most imaginative and insightful modern writers. They live as strangers in strange lands. In worlds that have fallen--or should have. They wage battles in wars already lost and become heroes--and sometimes martyrs--in their last-ditch efforts to preserve the dignity and individuality of humanity. A hack Indian filmmaker takes the pulse of a wounded and declining civilization--21st-century Britain. A pair of swashbuckling Silicon Valley entrepreneurs join forces to make a commercial killing--in organic underground slime and computer-generated jellyfish. A man in a Japanese city takes orders from a talking cat while pursuing a drama of danger and adventure that has become the very essence of his life. From "The Littlest Jackal"

A Good Old-Fashioned Future

Written by the author of *Involution Ocean*, *The Artificial Kid*, *Islands in the Net* and the editor of *Mirrorshades: The Cyberpunk Anthology*, this is a collection of short science fiction stories.

Crystal Express

Cyberpunk has brought us films like *Blade Runner*, *Tron*, and *The Matrix*, and it has brought us now-classic novels like *Snow Crash* and *Neuromancer*. It continues to be a powerful theme in contemporary literature as writers imagine a gritty, dark, wild, and wicked future where body modification, seedy elements, omniscient corporations, and a few down-luck anti-heroes are always having it out. Inside the covers of this book, readers find stories by the best and the finest cyberpunk writers — from foundational authors like Bruce Sterling and William Gibson to new voices like Cory Doctorow — all of whom write with the fire and zeal that powers the best cyberpunk writing. Here are stories about society gone wrong and society saved, about soulless humans and soulful machines, about futures worth fighting for and futures that do nothing but kill. Welcome to your cyberpunk world. Welcome to your cyberpunk world.

Cyberpunk

The term "cyberpunk" entered the literary landscape in 1984 to describe William Gibson's pathbreaking novel *Neuromancer*. Cyberpunks are now among the shock troops of postmodernism, Larry McCaffery argues in *Storming the Reality Studio*, marshalling the resources of a fragmentary culture to create a startling new form. Artificial intelligence, genetic engineering, multinational machinations, frenetic bursts of prose, collisions of style, celebrations of texture: although emerging largely from science fiction, these features of cyberpunk writing are, as this volume makes clear, integrally related to the aims and innovations of the literary avant-garde. By bringing together original fiction by well-known contemporary writers (William Burroughs, Thomas Pynchon, Don DeLillo, Kathy Acker, J. G. Ballard, Samuel R. Delany), critical commentary by some of the major theorists of postmodern art and culture (Jacques Derrida, Fredric Jameson, Timothy Leary, Jean-François Lyotard), and work by major practitioners of cyberpunk (William Gibson, Rudy Rucker, John Shirley, Pat Cadigan, Bruce Sterling), *Storming the Reality Studio* reveals a fascinating ongoing dialog in contemporary culture. What emerges most strikingly from the colloquy is a shared preoccupation with the force of technology in shaping modern life. It is precisely this concern, according to McCaffery, that has put science fiction, typically the province of technological art, at the forefront of creative explorations of our unique age. A rich opportunity for reading across genres, this anthology offers a new perspective on the evolution of postmodern culture and ultimately shows how deeply technological developments have influenced our vision and our art. Selected Fiction contributors: Kathy Acker, J. G. Ballard, William S. Burroughs, Pat Cadigan, Samuel R. Delany, Don DeLillo, William Gibson, Harold Jaffe, Richard Kadrey, Marc Laidlaw, Mark Leyner, Joseph McElroy, Misha, Ted Mooney, Thomas Pynchon, Rudy Rucker, Lucius Shepard, Lewis Shiner, John Shirley, Bruce Sterling, William Vollman Selected Non-Fiction contributors: Jean Baudrillard, Jacques Derrida, Joan Gordon, Veronica Hollinger, Fredric Jameson, Arthur Kroker and David Cook, Timothy Leary, Jean-François Lyotard, Larry McCaffery, Brian McHale, Dave Porush, Bruce Sterling, Darko Suvin, Takayuki Tatsumi

Storming the Reality Studio

Schismatrix

Original introduction by Warren Ellis, author of Transmetropolitan and Gun Machine Who are these bold rebels pillaging their European neighbors in the name of revolution? The Futurists! Utopian pirate-warriors of the tiny Regency of Carnaro, unlikely scourge of the Adriatic Sea. Mortal enemies of communists, capitalists, and even fascists (to whom they are not entirely unsympathetic). The ambitious Soldier-Citizens of Carnaro are led by a brilliant and passionate coterie of the perhaps insane. Lorenzo Secondari, World War I veteran, engineering genius, and leader of Croatian raiders. Frau Piffer, Syndicalist manufacturer of torpedos at a factory run by and for women. The Ace of Hearts, a dashing Milanese aristocrat, spymaster, and tactical savant. And the Prophet, a seductive warrior-poet who leads via free love and military ruthlessness. Fresh off of a worldwide demonstration of their might, can the Futurists engage the aid of sinister American traitors and establish world domination?

Cyberpunk in The Matrix

In the tradition of Mirrorshades^{3/4}stories from the virtual frontier—A collection of short stories from the virtual frontier follows the exploits of the world's most notorious hackers and includes contributions from Greg Bear, William Gibson, Robert Silverberg, and Bruce Sterling. This wide-ranging collection of cyberspace tales, featuring the most cutting-edge writers in science fiction, goes beyond the stereotypes of computer rogues and delves into the true heart--and art--of hackerdom. _Burning Chrome_ by William Gibson _Spirit of the Night_ by Tom Maddox _Blood Sisters_ by Greg Egan _Rock On_ by Pat Cadigan _The Pardoner's Tale_ by Robert Silverberg _Living Will_ by Alexander Jablovkov _Dogfight_ by Michael Swanwick and William Gibson _Our Neural Chernobyl_ by Bruce Sterling _ (Learning about) Machine Sex_ by Candace Jane Dorsey _Conversations with Michael_ by Daniel Marcus _Gene Wars_ by Paul J. McAuley _Spew_ by Neal Stephenson _Tangents_ by Greg Bear At the publisher's request, this title is sold without DRM (Digital Rights Management).

Pirate Utopia

A journalist investigates the past, present, and future of computer crimes, as he attends a hacker convention, documents the extent of the computer crimes, and presents intriguing facts about hackers and their misdoings. Michael Bruce Sterling (born April 14, 1954) is an American science fiction author, best known for his novels and his seminal work on the Mirrorshades anthology, which defined the cyberpunk genre. In 2003 he was appointed Professor at the European Graduate School where he is teaching Summer Intensive Courses on media and design. In 2005, he became "visionary in residence" at Art Center College of Design in Pasadena, California.

Hackers

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

The Hacker Crackdown

Short stories which depict worlds full of scientific advancement, genetic and surgical modifications of people, colonization of the solar system and alien contact. But they also show concern for the future of real people. The author's books include *Involution* *Ocean and Islands in the Net*.

Holy Fire

Aleksandra Motyka and Marcin Blacha, writers on the *Cyberpunk 2077* video game, and artist Danijel Zezelj (*Scalped*, *Days of Hate*, *Northlanders*, *Starve*) take you on a fast-paced twisted ride through the darkest corners of Night City. A lonely maintenance worker gets tangled in an anti-corporation operation. During a routine shift, Todd, an employee at Night City Area Rapid Transit, encounters an altercation between a mysterious woman and the Maelstrom gang. As the woman attempts to escape, she hands him a chip. To find her and uncover the data, he sets off on a wild journey through the city's seedy mekka and dangerous wastelands where he meets a sly new client, crazy cyberpunks, and the infamous Johnny Silverhand. He'll finally discover what true love is and why it'll never be possible, not in a place like Night City.

Crystal Express

Alongside William Gibson and Neal Stephenson, Bruce Sterling stands at the forefront of a select group of writers whose pitch-perfect grasp of the cultural and scientific zeitgeist endows their works of speculative near-future fiction with uncanny verisimilitude. To read a novel by Sterling is to receive a dispatch from a time traveler. Now, with *The Carylats*, Sterling has written a stunning testament of faith in the power of human intellect, creativity, and spirit to overcome any obstacle—even the obstacles we carry inside ourselves. The world of 2060 is divided into three spheres of influence, each fighting with the others over the resources of fallen nations and an environment degraded almost to the point of no return. There is the Dispensation, centered in Los Angeles, where entertainment and capitalism have fused with the highest of high-tech. There is the Acquis, a Green-centered collective that uses invasive neurological technology to create a networked utopia. And there is China, the sole surviving nation-state, a dinosaur that has prospered only by pitilessly pruning its own population. Products of this monstrous world, the daughters of a monstrous mother, and—according to some—monsters themselves, are the Carylats: the four surviving female clones of a mad Balkan genius and wanted war criminal now ensconced, safely beyond extradition, on an orbiting space station. Radmila is a Dispensation star determined to forget her past by building a glittering, impregnable future. Vera is an Acquis functionary dedicated to reclaiming their home, the Croatian island of Mljet, from catastrophic pollution. Sonja is a medical specialist in China renowned for selflessly risking herself to help others. And Biserka is a one-woman terrorist network. The four “sisters” are united only by their hatred for their “mother”—and for one another. When evidence surfaces of a coming environmental cataclysm, the Dispensation sends its greatest statesman—or salesman—John Montgomery Montalban, husband of Radmila, and lover of Vera and Sonja, to gather the Carylats together in an audacious plan to save the world.

Cyberpunk 2077: Your Voice

It's 1999, and in the Turkish half of Cyprus, the ever-enterprising Leggy Starlitz has alighted — pausing on his mission to storm the Third World with the G-7 girls, the cheapest, phoniest all-girl rock group ever to wear Wonderbras and spandex. His market is staring him in the face: millions of teenagers trapped in a world of mullahs and mosques, all ready to blow their pocket change on G-7's massive merchandising campaign — and to wildly anticipate music the band will never release. Leggy's brilliant plan means doing business with some of the world's most dangerous people. Among these thieves, schemers, and killers, he must act quickly and decisively. Y2K is just around the corner — and the only rule to live by is that the whole scheme stops before the year 2000. But Leggy's G-7 Zeitgeist is in serious jeopardy, for in Istanbul his former partners are getting restless — and the G-7 girls are beginning to die.... From the Paperback edition.

The Carylats

“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.

Zeitgeist

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.

Tomorrow Now

A radical combination of emerging and established Mexican authors of original tales of the fantastic.

Robot Artists and Black Swans: the Italian Fantascienza Stories

Selected by the two-time Arthur C. Clarke Award-winning author known as the "Queen of Cyberpunk," this collection features groundbreaking stories set in the cyberpunk world, in which reality and virtual reality intersect. Includes works by William Gibson, Greg Bear, and Philip K. Dick.

Three Messages and a Warning

In this companion, an international range of contributors examine the cultural formation of cyberpunk from micro-level analyses of example texts to macro-level debates of movements, providing readers with snapshots of cyberpunk culture and also cyberpunk as culture. With technology seamlessly integrated into our lives and our selves, and social systems veering towards globalization and corporatization, cyberpunk has become a ubiquitous cultural formation that dominates our twenty-first century techno-digital landscapes. The Routledge Companion to Cyberpunk Culture traces cyberpunk through its historical developments as a literary science fiction form to its spread into other media such as comics, film, television, and video games. Moreover, seeing cyberpunk as a general cultural practice, the Companion provides insights into photography, music, fashion, and activism. Cyberpunk, as the chapters presented here argue, is integrated with other critical theoretical tenets of our times, such as posthumanism, the Anthropocene, animality, and empire. And lastly, cyberpunk is a vehicle that lends itself to the rise of new futurisms, occupying a variety of positions in our regionally diverse reality and thus linking, as much as differentiating, our perspectives on a globalized technoscientific world. With original entries that engage cyberpunk’s diverse ‘angles’ and its proliferation in our life worlds, this

critical reference will be of significant interest to humanities students and scholars of media, cultural studies, literature, and beyond.

The Ultimate Cyberpunk

The Nebula-nominated novel of “a brave new world of nearly constant future shock”—plus all the short fiction of the Shaper/Mechanist universe (The Washington Post). Acclaimed science fiction luminary and a godfather of the genre’s remarkable offspring—cyberpunk—Bruce Sterling carries readers to a far-future universe where stunning achievements in human development have been tainted by a virulent outbreak of prejudice and hatred. Many thousands of years in the future, the human race has split into two incompatible factions. The aristocratic Mechanists believe that humans can only achieve their greatest potential through technology and enhancing their bodies with powerful prosthetics. The rebel Shapers view these “improvements” as abominations, and their faith in genetic enhancements over mechanical ones has led to violent, even murderous, clashes between the two sects. One man is caught in the middle. The child of Mechanists, Abelard Lindsay is a former Shaper diplomat who was betrayed and cast out of the fold. Scrupulously trained in the fine art of treachery and deceit, he travels freely between the warring camps during his never-ending exile, embracing piracy and revolution all along the way. But while saving his own skin is Lindsay’s main motivation, a greater destiny awaits him, one that could offer a bold new hope for a tragically Sundered humankind. A breathtaking flight of unparalleled imagination, Bruce Sterling’s *Schismatrix Plus* also includes every subsequent excursion into the Mechanist and Shaper universe, complementing his acclaimed novel with the complete collection of mind-boggling *Schismatrix* short fiction. The result is a total immersion into the Mechanist/Shaper universe from the Hugo, Campbell, and Arthur C. Clarke Award-winning author called “a writer of excellent fineness” by Harlan Ellison and “one of the very best” by Publishers Weekly.

The Routledge Companion to Cyberpunk Culture

A near-future eco-thriller from the bestselling author of *Schismatrix Plus* and *The Difference Engine*. The Storm Troupers are a group of weather hackers who roam the plains of Texas and Oklahoma, hopped up on adrenaline and technology. Utilizing virtual reality, flying robots, and all-terrain vehicles, they collect data on the extreme storms ravaging an America decimated by climate change. But even their visionary leader can’t predict the danger on the horizon when a volatile new member joins their ranks and faces a trial by fire: a massive tornado unlike any the world has seen before. “A remarkable and individual sharpness of vision . . . Sterling hacks the future, and an elegant hack it is.” —Locus “Lucid and tremendously entertaining. Sterling shows once more his skills in storytelling and technospeak. A cyberpunk winner.” —Kirkus Reviews “So believable are the speculations that . . . one becomes convinced that the world must and will develop into what Sterling has predicted.” —Science Fiction Age “A very exciting coming-of-age story in a wild future America . . . What’s it got? Cyberpunk attitude, genuine humor, nanotechnology, minimal sex but some cool medications and very big weather systems.” —SFRReviews.net “Brilliant . . . Fascinating . . . Exciting . . . A full complement of thrills.” —The New York Review of Science Fiction

Schismatrix Plus

“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.

Heavy Weather

She was a girl with a talent for witchcraft and a taste for adventure. The illegitimate child of a royal lord, she longed for a man who could never be hers. And she lived for her summers at Castle Auburn. She is a woman who has grown accustomed to standing alone. What she once loved, she has lost. Where she once saw joy, she now sees terrible injustice. And at the castle where she only lived in peace she now walks in fear for her life.

Tomorrow Now

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.

Involution Ocean

Best-known for his seminal sf novel NEUROMANCER, William Gibson is also a master of short fiction. Tautly-written and suspenseful, BURNING CHROME collects 10 of his best short stories with a preface from Bruce Sterling, co-Cyberpunk and editor of the seminal anthology MIRRORSHADES. These brilliant, high-resolution stories show Gibson's characters and intensely-realized worlds at his absolute best. Contains 'Johnny Mnemonic' (filmed starring Keanu Reeves) and title story 'Burning Chrome' - both nominated for the Nebula Award - as well as the Hugo-and-Nebula-nominated stories 'Dogfight' and 'The Winter Market'.

Summers at Castle Auburn

The first book to be co-written with the language AI GPT-3, exploring selfhood, ecology and technology. During the first summer of the coronavirus pandemic, a diary entry by K Allado-McDowell initiates an experimental conversation with the AI language model GPT-3. Over the course of a fortnight, their exchange rapidly unfolds into a labyrinthine exploration of memory, language and cosmology. The first book to be co-created with the emergent AI, Pharmako-AI takes a hallucinatory journey into selfhood, ecology and intelligence via cyberpunk, ancestry and biosemiotics. Through a writing process akin to musical improvisation, Allado-McDowell and GPT-3 together offer a fractal poetics of AI and a glimpse into the future of literature. Pharmako-AI reimagines cybernetics for a world facing multiple crises, with profound implications for how we see ourselves, nature and technology in the 21st century.

Globalhead

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."

Burning Chrome

The term "cyberpunk" entered the literary landscape in 1984 to describe William Gibson's pathbreaking novel *Neuromancer*. Cyberpunks are now among the shock troops of postmodernism, Larry McCaffery argues in *Storming the Reality Studio*, marshalling the resources of a fragmentary culture to create a startling new form. Artificial intelligence, genetic engineering, multinational machinations, frenetic bursts of prose, collisions of style, celebrations of texture: although emerging largely from science fiction, these features of cyberpunk writing are, as this volume makes clear, integrally related to the aims and innovations of the literary avant-garde. By bringing together original fiction by well-known contemporary writers (William Burroughs, Thomas Pynchon, Don DeLillo, Kathy Acker, J. G. Ballard, Samuel R. Delany), critical commentary by some of the major theorists of postmodern art and culture (Jacques Derrida, Fredric Jameson, Timothy Leary, Jean-François Lyotard), and work by major practitioners of cyberpunk (William Gibson, Rudy Rucker, John Shirley, Pat Cadigan, Bruce Sterling), *Storming the Reality Studio* reveals a fascinating ongoing dialog in contemporary culture. What emerges most strikingly from the colloquy is a shared preoccupation with the force of technology in shaping modern life. It is precisely this concern, according to McCaffery, that has put science fiction, typically the province of technological art, at the forefront of creative explorations of our unique age. A rich opportunity for reading across genres, this anthology offers a new perspective on the evolution of postmodern culture and ultimately shows how deeply technological developments have influenced our vision and our art. Selected Fiction contributors: Kathy Acker, J. G. Ballard, William S. Burroughs, Pat Cadigan, Samuel R. Delany, Don DeLillo, William Gibson, Harold Jaffe, Richard Kadrey, Marc Laidlaw, Mark Leyner, Joseph McElroy, Misha, Ted Mooney, Thomas Pynchon, Rudy Rucker, Lucius Shepard, Lewis Shiner, John Shirley, Bruce Sterling, William Vollman Selected Non-Fiction contributors: Jean Baudrillard, Jacques Derrida, Joan Gordon, Veronica Hollinger, Fredric Jameson, Arthur Kroker and David Cook, Timothy Leary, Jean-François Lyotard, Larry McCaffery, Brian McHale, Dave Porush, Bruce Sterling, Darko Suvin, Takayuki Tatsumi

Pharmako-AI

Will novels and stories be relevant in the next millennium, when the boundaries between illusion and reality, and observer and observed, may dissipate in a whirl of images, signals and data? This essay collection divines the prospects of fiction in the information age by examining cyberpunk literature. A movement less than a decade old, cyberpunk is driven by deep concerns about society, ethics, and new technology and has been defined as the literature of the first generation of science-fiction writers actually to live in a science-fiction world. These essays were first presented at the 1989 annual J. Lloyd Eaton Conference on Science Fiction and Fantasy Literature, the field's most prestigious international gathering. They address concerns common not only to cyberpunk and traditional science-fiction scholars, critics, and writers but to their counterparts outside the genre as well. Interdisciplinary in perspective, the essays consider the origins of cyberpunk, the appropriation of its conventions by the mass media, the literature's paradoxical retrogressive/iconoclastic nature, cyberpunk's affinities to and deviations from both traditional science fiction and postmodernist literature, the parameters and components of the cyberpunk canon, and the movement's future course. Some essays are theoretical, but all are grounded in works familiar to serious science-fiction readers: *Neuromancer*, *Frontera*, *Deserted Cities of the Heart*, *Islands in the Net*, *Great Sky River*, the *Mirrorshades* anthology, and others; cyberpunk TV and cinema like the Max Headroom programs, *Blade Runner*, and *Tron*; and precursory literature, including *Frankenstein*, *Le Roman de l'avenir*, *Ralph 124C 41 +*, and *A Clockwork Orange*. Useful for its views on a volatile science-fiction subgenre, *Fiction 2000* is also valuable for what it tells us about the fate of mainstream literature.

When Gravity Fails

The bestselling cyberpunk author "has produced by far the most stylish report from the computer outlaw culture since Steven Levy's *Hackers*" (*Publishers Weekly*). Bruce Sterling delves into the world of high-tech crime and punishment in one of the first books to explore the cyberspace breaches that threaten national security. From the crash of AT&T's long-distance switching system to corporate cyberattacks, he investigates government and law enforcement efforts to break the back of America's

electronic underground in the 1990s. In this modern classic, “Sterling makes the hackers—who live in the ether between terminals under noms de net such as VaxCat—as vivid as Wyatt Earp and Doc Holliday. His book goes a long way towards explaining the emerging digital world and its ethos” (Publishers Weekly). This edition features a new preface by the author that analyzes the sobering increase in computer crime over the twenty-five years since *The Hacker Crackdown* was first published. “Offbeat and brilliant.” —Booklist “Thoroughly researched, this account of the government’s crackdown on the nebulous but growing computer-underground provides a thoughtful report on the laws and rights being defined on the virtual frontier of cyberspace. . . . An enjoyable, informative, and (as the first mainstream treatment of the subject) potentially important book . . . Sterling is a fine and knowledgeable guide to this strange new world.” —Kirkus Reviews “A well-balanced look at this new group of civil libertarians. Written with humor and intelligence, this book is highly recommended.” —Library Journal

Storming the Reality Studio

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.

Fiction 2000

In *Synners*, the line between technology and humanity is hopelessly slim. To be a Synner is to join the online hardcore, an outlaw band of hackers, simulation pirates, and reality synthesizers hooked on artificial reality and virtual space. Now you can change yourself to suit the machines - all it costs you is your freedom, and your humanity. *Synners* shows us a world perilously close to our own. A constant stream of new technology spawns new crime before it hits the streets, and the human mind and the external landscape have fused to the point where any encounter with “reality” is incidental. Equal parts thrill-ride and cautionary tale, this classic novel by the Queen of Cyberpunk offers us a terrifying glimpse into the future of our race. Winner of the Arthur C. Clarke Award for best novel, 1992

The Hacker Crackdown

World War III has finally happened. We won, but the price was too high--the great cities of Europe are dead, and no one wants to claim the survivors. When NATO turns over the wreckage to a supposedly neutral security force, the New Resistance is born.

Ascendancies

ears ago, the last desperate hopes of Earth were crushed as corporate Orbital blocs ruling from on high devastated the planet’s face. Today, the autocratic Orbitals indulge in decadent luxury far above the mudboys, dirtgirls, zonedancers, and buttonheads who live out violent lives of electronic distraction and dependence amid the flooded, ruined cities and teeming slums of a balkanized America. But there are heroes; those who would stand against the Orbital powers and keep freedom’s cause alive. Two such heroes are the metal-eyed ex-fighter pilot turned panzer-driver Cowboy, and Sarah, the cybernetic assassin desperate to find a better life for her drug-addicted brother. Together, Cowboy and Sarah embark on a high-octane odyssey across the shattered face of the American west. From

Walter Jon Williams comes *Hardwired*, the hard-hitting, seminal classic that feels as prescient today as when it was first published. Like a steel-guitar fueled *Damnation Alley*, as directed by Sam Peckinpah, *Hardwired* demonstrates how Williams's singular vision helped defined the cyberpunk genre. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

Synners

Eclipse