

## Virtual Light Bridge 1 William Gibson

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... Flynn 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. Flynn 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 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.

Living Buildings celebrates the 50th Anniversary of Donald Insall Associates, the Practice founded by distinguished British architect Donald Insall, a leading exponent in the field of Architectural Conservation. Probably best known for the restoration of

DIV This landmark book looks at what it means to be a multiracial couple in the United States today. According to *Our Hearts* begins with a look back at a 1925 case in which a two-month marriage ends with a man suing his wife for misrepresentation of her race, and shows how our society has yet to come to terms with interracial marriage. Angela Onwuachi-Willig examines the issue by drawing from a variety of sources, including her own experiences. She argues that housing law, family law, and employment law fail, in important ways, to protect multiracial couples. In a society in which marriage is used to give, withhold, and take away status—in the workplace and elsewhere—she says interracial couples are at a disadvantage, which is only exacerbated by current law. /div

Now with a new introduction for the Tor Essentials line, *A Fire Upon the Deep* is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today." -David Brin  
Thousands of years in the future, humanity is no longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-hold full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle. Tor books by Vernor Vinge  
Zones of Thought Series  
*A Fire Upon The Deep*  
A Deepness In The Sky  
The Children of The Sky  
Realtime/Bobble Series  
The Peace War  
Marooned in Realtime  
Other Novels  
The Witting  
Tatja Grimm's World  
Rainbows End  
Collections  
Collected Stories of Vernor Vinge  
True Names  
At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Daemon

Rhineland v. Rhineland and the Law of the Multiracial Family

Pattern Recognition

From Aristotle to Brain Science

The Chartreuse Clue

***Alice Keppel, the married lover of Queen Victoria's eldest son and great-grandmother to Camilla Parker-Bowles, was a key figure in Edwardian society. Hers was the acceptable face of adultery. Discretion was her hallmark. It was her art to be the king's mistress and yet to laud the Royal Family and the institution of marriage. Formidable and manipulative, her attentions to the king brought her wealth, power, and status. Her daughter Violet Trefusis had a long tempestuous affair with the author and aristocrat Vita Sackville-West, during which Vita left her husband and two sons to travel abroad with Violet. It was a liaison that threatened the fabric of Violet's social world, and her passion and recalcitrance in pursuit of it pitted her against her mother and society. From memoirs, diaries, and letters, Diana Souhami portrays this fascinating and intense mother/daughter relationship in Mrs. Keppel and Her Daughter. Her story of these women, their lovers, and their lovers' mothers, highlights Edwardian - and contemporary - duplicity and double standards and goes to the heart of questions about sexual freedoms.***

***An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.***

***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, 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.**

**Into the Light**

**The Difference Engine**

**Living Buildings**

**The Bridge in the Clouds**

**Modelwork**

In a near-future new age of corporate control, hacker mercenaries, and electronic terrorism, a public relations executive on the rise finds herself caught in the violent epicenter of a data war Two decades into the twenty-first century, the world's nations are becoming irrelevant. Corporations are the true global powers, with information the most valuable currency, while the smaller island nations have become sanctuaries for data pirates and terrorists. A globe-trotting PR executive for the large corporate economic democracy Rizome Industries Group, Laura Webster is present when a foreign representative is assassinated on Rizome soil during a conference for offshore data havens. Dispatched immediately on an international mission of diplomacy, Laura hopes she can make a difference in a volatile, unsteady world, but instead finds herself trapped on the front lines of rapidly escalating third-world hostilities and caught up in an inescapable net of conspiracy, terrorism, post-millennial voodoo, and electronic warfare. During the 1980s, science fiction luminary Bruce Sterling envisioned the future . . . and hit it almost dead-on. The author who, along with William Gibson, Neal Stephenson, and Rudy Rucker, helped create and define the cyberpunk subgenre imagines a world of tomorrow in Islands in the Net that bears a striking—and disturbing—resemblance to our present-day information-age reality. Nominated for the Hugo and Locus Awards and winner of the John W. Campbell Memorial Award, Sterling's extraordinary novel is a gripping, eye-opening, and remarkably prescient science fiction classic.

Rydell is on his way back to near-future San Francisco. A stint as a security man in an all-night Los Angeles convenience store has convinced him his career is going nowhere, but his friend Laney, phoning from Tokyo, says there's more interesting work for him in Northern California. And there is, although it will eventually involve his former girlfriend, a Taoist assassin, the secrets Laney has been hacking out of the depths of DatAmerica, the CEO of the PR firm that secretly runs the world and the apocalyptic technological transformation of, well, everything. William Gibson's new novel, set in the soon-to-be-fact world of VIRTUAL LIGHT and IDORU, completes a stunning, brilliantly imagined trilogy about the post-Net world.

No Marketing Blurb

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

The Day the American Revolution Began

Critical Analyses of Consumption, Lifestyle and Risk

The World Book Encyclopedia

Jack the Ripper & the London Press

A Novel

"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."

The #1 New York Times Bestseller (October 2017) from the author of *The Da Vinci Code*. Robert Langdon, Harvard professor of symbology, arrives at the ultramodern Guggenheim Museum Bilbao to attend the unveiling of a discovery that "will change the face of science forever." The evening's host is Edmond Kirsch, a forty-year-old billionaire and futurist, and one of Langdon's first students. But the meticulously orchestrated evening suddenly erupts into chaos, and Kirsch's precious discovery teeters on the brink of being lost forever. Facing an imminent threat, Langdon is forced to flee. With him is Ambra Vidal, the elegant museum director who worked with Kirsch. They travel to Barcelona on a perilous quest to locate a cryptic password that will unlock Kirsch's secret. Navigating the dark corridors of hidden history and extreme religion, Langdon and Vidal must evade an enemy whose all-knowing power seems to emanate from Spain's Royal Palace. They uncover clues that ultimately bring them face-to-face with Kirsch's shocking discovery...and the breathtaking truth that has long eluded us.

"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...

Over the hills and far away, a man suddenly finds after being struck by lightning that he is no longer walking in the Cumbrian Fells but is somewhere else entirely. Where that is, however, he does not know. The hills and mountains, lush green forests and the sea pounding at the shore are all unfamiliar and seem to beckon to him, drawing him from the paths and into the land itself. Yet he has little time to familiarise himself with these tantalising new sights and sounds that call to him before an unfortunate accident ends with him destroying a lighthouse and soon after a trading vessel that belongs to a mysterious ruler known only as, "The Keel." Soon he is abducted by the shipwrecked crew and they decide to take him to their master to stand trial for the wanton destruction of his property. There is, however, one problem. The journey overland through the countryside that is mystery to him will take weeks to cover, and the journey grows hazardous as they walk further across the fertile green plains and mountains of a place he now knows to be called, "Felastia." It all started with the mysterious woman: the red-headed girl who would arrive at his place of work unannounced and ask to be fed. Yet she is more than she looks, for he cannot seem to either shake her from his thoughts, but neither can he find her. She seems to have vanished into thin air. Or has she? But there are others in this land that are waiting for him: mysterious spheres of light that seem to follow his every move, spying on him. There are servants of darkness that seem to be showing an unhealthy interest in him too, for forces are abroad that are seeking him out for purposes known only to themselves, and soon he will find himself embroiled in a war, his part in which is to prove to be the adventure - and journey - of a lifetime. "Lost in Translation" is the first part of "Into the Light," and the start of a new epic fantasy trilogy from Michael White. It is a fantasy adventure for lovers of lands strange and magical where can be found mountains to climb and forests to enter. Over the hills and far away, Paul has travelled far into the lands of Felastia though he has yet to have his reckoning with the mysterious figure known only as, "The Keel." His adventures have been many and the strange magical land he finds himself in continues to enchant him at every turn. Yet he knows now that there are dangers too in this land of magic and beauty. Marked by the strange Shadow creatures and the Green Man himself, a battle rages within him for dominance, and his reluctance to choose a side sees within him the danger that he may fade and become mist, dispersed by the wind and lost to all. Now though the mysterious woman known only to him as Aoife has been found, and it is time for him to pick a side, for she has great need of him, as do the nations of Felastia, for war approaches, and soon events will combine to over-run them all. "The Road of the Sun" is part two of "Into the Light," a new trilogy from Michael White. It is a fantasy adventure for lovers of lands strange and magical where can be found mountains to climb and forests to enter. "Into the Light" comprises of two books: "Lost in Translation" and "The Road of the Sun."

Mona Lisa Overdrive

Mrs. Keppel and Her Daughter

According to Our Hearts

How to Profit in Any Economic Cycle

Mountain of Black Glass

Uncle Jack and Phoebe are nervous, Morden's rats abound, Jasper the owl warns of danger and, as the last battle looms closer, William, Mary, and Alice must risk

their lives to find the Magician and keep Morden from becoming all-powerful.

Stegner's Pulitzer Prize-winning novel of personal, historical, and geographic discovery *Confined to a wheelchair*, retired historian Lyman Ward sets out to write his grandparents' remarkable story, chronicling their days spent carving civilization into the surface of America's western frontier. But his research reveals even more about his own life than he's willing to admit. What emerges is an enthralling portrait of four generations in the life of an American family. "Cause for celebration . . . A superb novel with an amplitude of scale and richness of detail altogether uncommon in contemporary fiction." —The Atlantic Monthly "Brilliant . . . Two stories, past and present, merge to produce what important fiction must: a sense of the enchantment of life." —Los Angeles Times This Penguin Classics edition features an introduction by Jackson J. Benson. For more than sixty-five years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,500 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.

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

At four in the morning on April 19, 1975, a line of British soldiers stared across the village green of Lexington, Massachusetts, at a crowd of seventy-seven American militiamen. A shot rang out, and the Redcoats replied with a devastating volley. But the day that started so well for the king's troops would end in catastrophe: seventy-three British soldiers dead, two hundred wounded, and the survivors chased back into Boston by the angry colonists. Drawing on diaries, letters, official documents, and memoirs, William H. Hallahan vividly captures the drama of those tense twenty-four hours and shows how they decided the fate of two nations.

Wildwood

Virtual Light

Angle of Repose

Businomics From The Headlines To Your Bottom Line

All Tomorrow's Parties

*NEW YORK TIMES BESTSELLER • ECPA BESTSELLER • "When it comes to the intersection of race, privilege, justice, and the church, Tasha is without question my best teacher. Be the Bridge is THE tool I wish to put in every set of hands."—Jen Hatmaker WINNER OF THE CHRISTIAN BOOK AWARD® • Winner of the Christianity Today Book Award • A leading advocate for racial reconciliation calls Christians to move toward deeper understanding in the midst of a divisive culture. In an era where we seem to be increasingly divided along racial lines, many are hesitant to step into the gap, fearful of saying or doing the wrong thing. At times the silence, particularly within the church, seems deafening. But change begins with an honest conversation among a group of Christians willing to give a voice to unspoken hurts, hidden fears, and mounting tensions. These ongoing dialogues have formed the foundation of a global movement called Be the Bridge—a nonprofit organization whose goal is to equip the church to have a distinctive and transformative response to racism and racial division. In this perspective-shifting book, founder Latasha Morrison shows how you can participate in this incredible work and replicate it in your own community. With conviction and grace, she examines the historical complexities of racism. She expertly applies biblical principles, such as lamentation, confession, and forgiveness, to lay the framework for restoration. Along with prayers, discussion questions, and other resources to enhance group engagement, Be the Bridge presents a compelling vision of what it means for every follower of Jesus to become a bridge builder—committed to pursuing justice and racial unity in light of the gospel.*

*Promotion of health has become a central feature of health policy at local, national and international levels, forming part of global health initiatives such as those endorsed by the World Health Organisation. The issues examined in The Sociology of Health Promotion include sociology of risk, the body, consumption, processes of surveillance and normalisation and considerations relating to race and gender in the implementation of health programmes. It will be invaluable reading for students, health promoters, public health doctors and academics.*

*Mark Ravenhill's Faust (Faust is Dead) is a dark and often brutally funny journey through a world of virtual reality The world's most famous philosopher arrives in Los Angeles and is greeted as a star. In a round of chat show appearances, he announces the Death of Man and the End of History. When he meets up with a young man who is on the run from his father, a leading software magnate, they embark on a hedonistic voyage across America. But in the play's bloody conclusion, they discover that not all events are virtual. "In Shopping and Fucking, Mark Ravenhill made theatre relevant to the Thatcher*

*generation. Now he's put videos and Net-surfing in FAUST. And it's no less stunning." (The Guardian)*

*Daniel Suarez's New York Times bestselling debut high-tech thriller is "so frightening even the government has taken note" (Entertainment Weekly).*

*Daemons: computer programs that silently run in the background, waiting for a specific event or time to execute. They power almost every service. They make our networked world possible. But they also make it vulnerable... When the obituary of legendary computer game architect Matthew Sobol appears online, a previously dormant daemon activates, initiating a chain of events that begins to unravel our interconnected world. This daemon reads news headlines, recruits human followers, and orders assassinations. With Sobol's secrets buried with him, and as new layers of his daemon are unleashed, it's up to Detective Peter Sebeck to stop a self-replicating virtual killer before it achieves its ultimate purpose—one that goes far beyond anything Sebeck could have imagined...*

*Faust is Dead*

*A View from the Bridge*

*Exploring Happiness*

*Be the Bridge*

*The Sociology of Health Promotion*

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.

How making models allows us to recall what was and to discover what still might be Whether looking inward to the intricacies of human anatomy or outward to the furthest recesses of the universe, expanding the boundaries of human inquiry depends to a surprisingly large degree on the making of models. In this wide-ranging volume, scholars from diverse fields examine the interrelationships between a model's material foundations and the otherwise invisible things it gestures toward, underscoring the pivotal role of models in understanding and shaping the world around us. Whether in the form of reproductions, interpretive processes, or constitutive tools, models may bridge the gap between the tangible and the abstract. By focusing on the material aspects of models, including the digital ones that would seem to displace their analogue forebears, these insightful essays ground modeling as a tactile and emphatically humanistic endeavor. With contributions from scholars in the history of science and technology, visual studies, musicology, literary studies, and material culture, this book demonstrates that models serve as invaluable tools across every field of cultural development, both historically and in the present day. Modelwork is unique in calling attention to modeling's duality, a dynamic exchange between imagination and matter. This singular publication shows us how models shape our ability to ascertain the surrounding world and to find new ways to transform it. Contributors: Hilary Bryon, Virginia Tech; Johanna Drucker, UCLA; Seher Erdoğan Ford, Temple U; Peter Galison, Harvard U; Lisa Gitelman, New York U; Reed Gochberg, Harvard U; Catherine Newman Howe, Williams College; Christopher J. Lukasik, Purdue U; Martin Scherzinger, New York U; Juliet S. Sperling, U of Washington; Annabel Jane Wharton, Duke U.

Epic storytelling at its very best, the Otherland series gets better and better with each new volume.

How Boston radio station WBCN became the hub of the rock-and-roll, antiwar, psychedelic solar system. While San Francisco was celebrating a psychedelic Summer of Love in 1967, Boston stayed buttoned up and battened down. But that changed the following year, when a Harvard Law School graduate student named Ray Riepen founded a radio station that played music that young people, including the hundreds of thousands at Boston-area colleges, actually wanted to hear. WBCN-FM featured album cuts by such artists as the Mothers of Invention, Aretha Franklin, and Cream, played by announcers who felt free to express their opinions on subjects that ranged from recreational drugs to the war in Vietnam. In this engaging and generously illustrated chronicle, Peabody Award-winning journalist and one-time WBCN announcer Bill Lichtenstein tells the story of how a radio station became part of a revolution in youth culture. At WBCN, creativity and countercultural politics ruled: there were no set playlists; news segments anticipated the satire of The Daily Show; on-air interviewees ranged from John and Yoko to Noam Chomsky; a telephone "Listener Line" fielded questions on any subject, day and night. From 1968 to Watergate, Boston's WBCN was the hub of the rock-and-roll, antiwar, psychedelic solar system. A cornucopia of images in color and black and white includes concert posters, news clippings, photographs of performers in action, and scenes of joyousness on Boston Common. Interwoven through the narrative are excerpts from interviews with WBCN pioneers, including Charles Laquidara, the "news dissector" Danny Schechter, Marsha Steinberg, and Mitchell Kertzman. Lichtenstein's documentary WBCN and the American Revolution is available as a DVD sold separately.

Agency

WBCN and the American Revolution

Origin

Islands in the Net

The Jungle Book

"Breaks new ground in its examination of the role of newspaper reporting during the police hunt for the first notorious serial killer."—Reviews in History Press coverage of the 1888 murders attributed to Jack the Ripper was of necessity filled with gaps and silences, for the killer remained unknown and Victorian journalists had little experience reporting serial murders. This engrossing book examines how fourteen London newspapers—dailies and weeklies, highbrow and lowbrow—presented the Ripper news, in the process revealing much about the social anxieties of late Victorian Britain and the role of journalists in reinforcing social norms. L. Perry Curtis surveys the mass newspaper culture of the era, delving into the nature of social conventions of domestic murder news. Analyzing the fourteen newspapers—two of which emanated from the East End, where the murders took place—he shows how journalists perpetuated a discourse about law and order by dwelling on lethal violence rather than sex, offering gruesome details about knife injuries but often withholding some of the more intimate details of the perpetrators. He also considers how the Ripper news affected public perceptions of social conditions in Whitechapel. "The apparently motiveless violence of the Whitechapel killings denied journalists a source of resulting creativity in news reporting that L Perry Curtis Jr describes. His impressive book makes a genuine contribution to 19th-century history in a way that books addressing the identity of the Ripper do not."—The Guardian

In a far corner of the universe, two intelligent insect races, the bee-like Polistine and the Beetleguise have been engaged in a bitter war that has lasted 500 years. In fact, the only way they are able to co-exist is on the asteroid prison, Minerva, home to the worst alien criminals in the galaxy. Even with their inability to end this conflict, both races are faced

greater threats are on the horizon. First, an ancient gem with an insatiable appetite for energy has awoken from its long slumber. The only thing standing in its' way is Astral Engine and the crew of the Mjolnir. Second, the tyrannical warlord Diabolix is making his way back into this dimension with plans for galactic conquest. And the only being that can stop him is the crew of the Mjolnir. For fans of the Chronicles of Narnia comes the first book in the Wildwood Chronicles, the New York Times bestselling fantasy adventure series by Colin Meloy, lead singer of the Decemberists, and Carson Ellis, acclaimed illustrator of The Mysterious Benedict Society. Wildwood captivates readers with the wonder and thrill of a secret world within the landscape of a modern city. It is as familiar as the classics of children's literature and completely fresh. The story is told from multiple points of view, and the book features more than eighty illustrations, including six full-color illustrations of an absolutely gorgeous object. In Wildwood, Prue and her friend Curtis uncover a secret world in the midst of violent upheaval—a world full of warring creatures, peaceable mystics, and creatures with the darkest intentions. And what begins as a rescue mission becomes something much greater as the two friends find themselves entwined in a struggle for the very freedom of the locals call Wildwood. The bestselling trilogy from Colin Meloy and Carson Ellis consists of Wildwood, Under Wildwood, and Wildwood Imperium.

"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.

A Biography

The Material Culture of Making and Knowing

Paul Revere's Ride

A Minerva Novel

Pursuing God's Heart for Racial Reconciliation

*Virtual Light - a gripping techno-thriller from William Gibson, bestselling author of Neuromancer San Francisco, the nearish future: Ex-cop Berry Rydell's lost one job he didn't much like and landed another he likes even less. Some sunglasses - actually high-end kit involving Virtual Reality and super-sensitive data - were stolen from a courier, and a man named Warbaby's been charged with retrieving them. Warbaby needs a driver and Rydell is the perfect fit. But when the courier is killed and Warbaby gets to work - giving Rydell a taste of what's expected and exactly what's at stake - he has second thoughts. Especially when he comes face to face with Chevette, stealer of sunglasses, who'll land an ex-cop in a heap of trouble . . . 'Audacious, witty and passionate. A wonderful read' Observer 'A stunner . . . a terrifically stylish burst of kick-butt imagination' Entertainment Weekly 'Studded with crackling insights into the relationship between technology, culture and morality, Virtual Light doesn't miss its stride for a nanosecond' Time Out William Gibson's first novel Neuromancer sold more than six million copies worldwide. Count Zero and Mona Lisa Overdrive completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world we inhabit. His most recent novels include Pattern Recognition, Spook Country and Zero History, his non-fiction collection. Distrust That Particular Flavor, compiles assorted writings and journalism from across his career.*

*1855: The Industrial Revolution is in full and inexorable swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine and the computer age arrives a century ahead of its time. And three extraordinary characters race toward a rendezvous with history—and the future: Sybil Gerard—a 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 is the collaborative masterpiece by two of the most acclaimed science fiction authors writing today. Provocative, compelling, intensely imagined, it is a startling extension of Gibson's and Sterling's unique visions—and the beginning of movement we know today as "steampunk!" When his wife's cousins seek refuge as illegal immigrants in New York, Eddie Carbone agrees to shelter them. Trouble begins when her niece is attracted to his glamorous younger brother, Rodolpho. 13 parts: 10 male, 3 female plus extras*

*In 2005, in two Californias divided along seismic fault lines of power and wealth, ex-cop Berry Rydell is assigned to track people down through a maze of Virtual Reality*

*How a Radio Station Defined Politics, Counterculture, and Rock and Roll*

*The Peripheral*

*Idoru*

*Architectural Conservation : Philosophy, Principles and Practice*

*A Fire Upon The Deep*

*Examines the nature of happiness, discussing how it has been treated in philosophy and religion and by the modern disciplines of psychology, economics, and neuroscience, and considers the place of individual happiness within the context of modern life.*

*19 April 1775*

*Distrust that Particular Flavor*

*The Eye of Hermes*

*Burning Chrome*