

Reamde

#1 New York Times bestselling author Neal Stephenson is, quite simply, one of the best and most respected writers alive. He ’ s taken sf to places it ’ s never been (Snow Crash, Anathem). He ’ s reinvented the historical novel (The Baroque Cycle), the international thriller (Reamde), and both at the same time (Cryptonomicon). Now he treats his legion of fans to Some Remarks, an enthralling collection of essays—Stephenson ’ s first nonfiction work since his long essay on technology, In the Beginning...Was the Command Line, more than a decade ago—as well as new and previously published short writings both fiction and non. Some Remarks is a magnificent showcase of a brilliantly inventive mind and talent, as he discourses on everything from Sir Isaac Newton to Star Wars. New York Times Bestseller A New York Times Notable Book The #1 New York Times bestselling author of Seveneves, Anathem, Reamde, and Cryptonomicon returns with a wildly inventive and entertaining science fiction thriller—Paradise Lost by way of Philip K. Dick—that unfolds in the near future, in parallel worlds. In his youth, Richard “ Dodge ” Forthrast founded Corporation 9592, a gaming company that made him a multibillionaire. Now in his middle years, Dodge appreciates his comfortable, unencumbered life, managing his myriad business interests, and spending time with his beloved niece Zula and her young daughter, Sophia. One beautiful autumn day, while he undergoes a routine medical procedure, something goes irrevocably wrong. Dodge is pronounced brain dead and put on life support, leaving his stunned family and close friends with difficult decisions. Long ago, when a much younger Dodge drew up his will, he directed that his body be given to a cryonics company now owned by enigmatic tech entrepreneur Elmo Shepherd. Legally bound to follow the directive despite their misgivings, Dodge ’ s family has his brain scanned and its data structures uploaded and stored in the cloud, until it can eventually be revived. In the coming years, technology allows Dodge ’ s brain to be turned back on. It is an achievement that is nothing less than the disruption of death itself. An eternal afterlife—the Bitworld—is created, in which humans continue to exist as digital souls. But this brave new immortal world is not the Utopia it might first seem . . . Fall, or Dodge in Hell is pure, unadulterated fun: a grand drama of analog and digital, man and machine, angels and demons, gods and followers, the finite and the eternal. In this exhilarating epic, Neal Stephenson raises profound existential questions and touches on the revolutionary breakthroughs that are transforming our future. Combining the technological, philosophical, and spiritual in one grand myth, he delivers a mind-blowing speculative literary saga for the modern age.

From his triumphant debut with Snow Crash to the stunning success of his latest novel, Quicksilver, Neal Stephenson has quickly become the voice of a generation. In this now-classic thriller, he and fellow author J. Frederick George tell a shocking tale with an all-too plausible premise. There's no way William A. Cozzano can lose the upcoming presidential election. He's a likable midwestern governor with one insidious advantage—an advantage provided by a shadowy group of backers. A biochip implanted in his head hardwires him to a computerized polling system. The mood of the electorate is channeled directly into his brain. Forget issues. Forget policy. Cozzano is more than the perfect candidate. He's a special effect. “ Complex, entertaining, frequently funny.”—Publishers Weekly “ Qualifies as the sleeper of the year, the rare kind of science-fiction thriller that evokes genuine laughter while simultaneously keeping the level of suspense cranked to the max.”— San Diego Union-Tribune “ A Manchurian Candidate for the computer age. ” —Seattle Weekly #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

Zodiac

Quicksilver, The Confusion, and The System of the World

Anathem

The Quest

Ana of California

Daemon

In 1241, warriors try to stop the Mongols from invading Europe; in the nineteenth century, a group of martial artists provide a language expert with lost manuscripts to translate that chronicle their ancestors' thirteenth century battles.

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...

New York Times Bestseller From Neal Stephenson—who coined the term “metaverse” in his 1992 novel Snow Crash—comes a sweeping, prescient new thriller that transports readers to a near-future world in which the greenhouse effect has inexorably resulted in a whirling-dervish troposphere of superstorms, rising sea levels, global flooding, merciless heat waves, and virulent, deadly pandemics. “Stephenson is one of speculative fiction’s most meticulous architects. . . . Termination Shock manages to pull off a rare trick, at once wildly imaginative and grounded.” — New York Times Book Review One man—visionary billionaire restaurant chain magnate T. R. Schmidt, Ph.D.—has a Big Idea for reversing global warming, a master plan perhaps best described as “elemental.” But will it work? And just as important, what are the consequences for the planet and all of humanity should it be applied? Ranging from the Texas heartland to the Dutch royal palace in the Hague, from the snow-capped peaks of the Himalayas to the sunbaked Chihuahuan Desert, Termination Shock brings together a disparate group of characters from different cultures and continents who grapple with the real-life repercussions of global warming. Ultimately, it asks the question: Might the cure be worse than the disease? Epic in scope while heartbreakingly human in perspective, Termination Shock sounds a clarion alarm, ponders potential solutions and dire risks, and wraps it all together in an exhilarating, witty, mind-expanding speculative adventure.

In the year 1689, a cabal of Barbary galley slaves -- including one Jack Shaftoe, aka King of the Vagabonds, aka Half-Cocked Jack -- devises a daring plan to win freedom and fortune. A great adventure ensues -- a perilous race for an enormous prize of silver ... nay, gold ... nay, legendary gold. In Europe, the exquisite and resourceful Eliza, Countess de la Zeur, is stripped of her immense personal fortune by France's most dashing privateer. Penniless and at risk from those who desire either her or her head (or both), she is caught up in a web of international intrigue, even as she desperately seeks the return of her most precious possession. Meanwhile, Newton and Leibnz continue to propound their grand theories as their infamous rivalry intensifies, stubborn alchemy does battle with the natural sciences, dastardly plots are set in motion ... and Daniel Waterhouse seeks passage to the Massachusetts colony in hopes of escaping the madness into which his world has descended. This P.S. edition features an extra 16 pages of insights into the book, including author interviews, recommended reading, and more.

Ready Player One

What Algorithms Want

Energy, Security, and the Remaking of the Modern World

The Baroque Cycle #1

Women Love Girth... the Fattest 100 Facts on Reamde

Snow Crash

“Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling.”—Time The #1 New York Times bestselling author of Anathem, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he’s reimagining the past (The Baroque Cycle), inventing the future (Snow Crash), or both (Cryptonomicon). With Reamde, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, Reamde is a new high—and a new world—for the remarkable Neal Stephenson.

The conclusion of the epic adventures of the Shield-Brethren.

A modern take on the classic coming-of-age novel, inspired by Anne of Green Gables in the grand tradition of Anne of Green Gables, Bridget Jones’s Diary, and The Three Weissmanns of Westport, Andi Teran’s captivating debut novel offers a contemporary twist on a beloved classic. Fifteen-year-old orphan Ana Cortez has just blown her last chance with a foster family. It’s a group home next—unless she agrees to leave East Los Angeles for a farm trainee program in Northern California. When she first arrives, Ana can’t tell a tomato plant from a blackberry bush, and Emmett Garber is skeptical that this slight city girl can be any help on his farm. His sister Abbie, however, thinks Ana might be just what they need. Ana comes to love Garber Farm, and even Emmet has to admit that her hard work is an asset. But when she inadvertently stirs up trouble in town, Ana is afraid she might have ruined her last chance at finding a place to belong.

Presents the full content of the popular fake twitter account that followed Rahm Emanuel's 2011 Chicago mayoral campaign.

Some Remarks

100 Mere Mortal Reviews of Reamde

A Steampunk Novel Set in the Yukon

And Other Better Book Titles

Book one

A Novel

Quicksilver is the story of Daniel Waterhouse, fearless thinker and conflicted Puritan, pursuing knowledge in the company of the greatest minds of Baroque-era Europe, in a chaotic world where reason wars with the bloody ambitions of the mighty, and where catastrophe, natural or otherwise, can alter the political landscape overnight. It is a chronicle of the breathtaking exploits of "Half-Cocked Jack" Shaftoe -- London street urchin turned swashbuckling adventurer and legendary King of the Vagabonds -- risking life and limb for fortune and love while slowly maddening from the pox. And it is the tale of Eliza, rescued by Jack from a Turkish harem to become spy, confidante, and pawn of royals in order to reinvent Europe through the newborn power of finance. A gloriously rich, entertaining, and endlessly inventive novel that brings a remarkable age and its momentous events to vivid life, Quicksilver is an extraordinary achievement from one of the most original and important literary talents of our time. And it's just the beginning . . .

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:
• Fundamental types, reference types, and user-defined types
• The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
• Compile-time polymorphism with templates and run-time polymorphism with virtual classes
• Advanced expressions, statements, and functions
• Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
• Containers, iterators, strings, and algorithms
• Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

"Barthes's most popular and unusual performance as a writer is "A Lover's Discourse," a writing out of the discourse of love. This language primarily the complaints and reflections of the lover when alone, not exchanges of a lover with his or her partner is unfashionable. Thought it is spoken by millions of people, diffused in our popular romances and television programs as well as in serious literature, there is no institution that explores, maintains, modifies, judges, repeats, and otherwise assumes responsibility for this discourse . . . Writing out the figures of a neglected discourse, Barthes surprises us in "A Lover's Discourse" by making love, in its most absurd and sentimental forms, an object of interest." Jonathan Culler

"Dust jacket and interior illustrations ... by Patrick Arrasmith"--Copyright page.

Cryptonomicon

The Rise and Fall of D.O.D.O.

Termination Shock

The Peripheral

100 Sensational Statements about Reamde

Shakespeare Would Cry

“Classics” (the books you’ve lied about reading). Actual Classics (Greek and Latin books people don’t even pretend to have read). Contemporary fiction (those books people talk about at parties that you’ve “definitely heard of” but never bothered to pick up). Children’s (books that say the most with the fewest number of words, i.e. “The Best Books”). Reference (Those books that were around before Google). From children’s literature, The Very Hungry Caterpillar gets the retitle Eat Until You Feel Pretty. An American classic, The Great Gatsby is switched to Drink Responsibly. And from contemporary fiction, Gone Girl is retitled A Tale of Two Shitty People. There’s something here for every reader.

The gap between theoretical ideas and messy reality, as seen in Neal Stephenson, Adam Smith, and Star Trek. We depend on—we believe in—algorithms to help us get a ride, choose which book to buy, execute a mathematical proof. It’s as if we think of code as a magic spell, an incantation to reveal what we need to know and even what we want. Humans have always believed that certain invocations—the marriage vow, the shaman’s curse—do not merely describe the world but make it. Computation casts a cultural shadow that is shaped by this long tradition of magical thinking. In this book, Ed Finn considers how the algorithm—in practical terms, “a method for solving a problem”—has its roots not only in mathematical logic but also in cybernetics, philosophy, and magical thinking. Finn argues that the algorithm deploys concepts from the idealized space of computation in a messy reality, with unpredictable and sometimes fascinating results. Drawing on sources that range from Neal Stephenson’s Snow Crash to Diderot’s Encyclopédie, from Adam Smith to the Star Trek computer, Finn explores the gap between theoretical ideas and pragmatic instructions. He examines the development of intelligent assistants like Siri, the rise of algorithmic aesthetics at Netflix, Ian Bogost’s satiric Facebook game Cow Clicker, and the revolutionary economics of Bitcoin. He describes Google’s goal of anticipating our questions, Uber’s cartoon maps and black box accounting, and what Facebook tells us about programmable value, among other things. If we want to understand the gap between abstraction and messy reality, Finn argues, we need to build a model of “algorithmic reading” and scholarship that attends to process, spearheading a new experimental humanities.

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Reamde." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be started by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1.

You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

Neal Stephenson regresa con su novela más intensa hasta la fecha, al estilo característico que ya demostró en su mítico Criptomición. Una novela imprescindible no solo apta para los amantes de la ciencia ficción. Readme es un tecnothriller repleto de acción en el que el lector se verá atrapado en un nuevo escenario: el macabro y distópico mundo de los juegos de guerra online. Reseñas: «El Homero de la mitología freak.» San Diego Union-Tribune «La rareza del genio.» New York Post «La imaginación de Neal Stephenson no tiene límites.» Salon.com «Una leyenda de culto.» Popular Mechanics

Wacky Aphorisms, What the Web Says about Reamde

Freedom (TM)

Never Sleep Again! the Most Dangerous Facts about Reamde

A Lover's Discourse

100 of the Most Shocking Reviews Reamde

With this extraordinary first volume in what promises to be an epoch-making masterpiece, Neal Stephenson hacks into the secret histories of nations and the private obsessions of men, decrypting with dazzling virtuosity the forces that shaped this century. As an added bonus, the e-book edition of this New York Times bestseller includes an excerpt from Stephenson's Waterhouse—mathematical genius and young Captain in the U.S. Navy—is assigned to detachment 2702. It is an outfit so secret that only a handful of people know it exists, and some of those people have names like Churchill and Roosevelt. The mission of Waterhouse and Detachment 2702—commanded by Marine Raider Bobby Shaftoe—is to keep the Nazis ignorarant of the code. It is a game, a cryptographic chess match between Waterhouse and his German counterpart, translated into action by the gung-ho Shaftoe and his forces. Fast-forward to the present, where Waterhouse's crypto-hacker grandson, Randy, is attempting to create a "data haven" in Southeast Asia—a place where encrypted data can be stored and exchanged freely. To succeed in this endeavor, Randy joins forces with Shaftoe's tough-as-nails granddaughter, Amy, to secretly salvage a sunken Nazi submarine that holds the key to keeping the dream of a data haven afloat. But soon their scheme brings to light a massive conspiracy with its roots in Detachment 2702 linked to an unbreakable Nazi code called Arethusa. And it will represent the path to a universal totalitarianism reborn. A breathtaking tour de force, and Neal Stephenson's most accomplished and affecting work to date, Cryptonomicon is profound and prophetic, hypnotic and hyper-driven, as it leaps forward and back between World War II and the World Wide Web, hinting all the while at a dark day-after-tomorrow. It is a work of great art, thought and working with white-hot intensity.

In this brilliant sequel to The Rise and Fall of D.O.D.O.—an enthralling, history-bending adventure traversing time and space, fact and fiction, magic and science co-written with #1 New York Times bestselling author Neal Stephenson—a daring young time traveler must return to Jacobean England to save the modern world. This fast-paced sequel to the New York Times bestseller picks up where the original left off, as Tristan Lyons, Mel Stokes, and their fellow outcasts from the Department of Diachronic Operations (D.O.D.O.) fight to stop the powerful Irish witch Gráinne from using time travel to reverse the evolution of all modern technology. Chief amongst Gráinne's plots: to encrypt cataclysmic spells into Shakespeare's "cursed" play, Macbeth. As schemes, Melisande Stokes is forced to send Tristan's untested, wayward sister Robin back in time to 1606 London, where Edmund Tilney, the king's Master of Revels, controls all staged performances in London. And now Gráinne controls Tilney. While Robin poses as an apprentice in Shakespeare's Globe Theatre, Mel travels to the ancient Roman Empire and, with the help of the knotted threads of history while the diabolical Gráinne jumps from timeline to timeline, always staying frustratingly one stop ahead—or is it behind? Historical objects disappear, cities literally rise and fall, and nothing less than the fate of humanity is at stake. As Gráinne sows chaos across time and space, the ragtag team of ex-D.O.D.O. agents must fix the past and bring her deep knowledge of history and signature wit to this gripping romantic adventure.

"A sprawling story richly textured with original material, quirky details and amusing anecdotes . . ." —Wall Street Journal "It is a cause for celebration that Yergin has returned with his perspective on a very different landscape . . . [[I]t is impossible to think of a better introduction to the essentials of energy in the 21st century. The Quest is . . . the definitive guide to the energy industry." —Daniel Yergin's Pulitzer Prize-winning The Prize provides an essential, overarching narrative of global energy, the principal engine of geopolitical and economic change A master storyteller as well as a leading energy expert, Daniel Yergin continues the riveting story begun in his Pulitzer Prize-winning book, The Prize. In The Quest, Yergin shows us how energy is an engine of progress, a story that spans the energies on which our civilization has been built and the new energies that are competing to replace them. The Quest tells the inside stories, tackles the tough questions, and reveals surprising insights about coal, electricity, and natural gas. He explains how climate change became a great issue and leads readers through the rebirth of renewable energy. In scope and never more timely, The Quest vividly reveals the decisions, technologies, and individuals that are shaping our future.

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. SOON TO BE AN ORIGINAL SERIES ON PRIME VIDEO 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 built a 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 time. He's got 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 to her, but 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.

Quicksilver

Atmosphra Incognita

The Mongoliad

The F***ing Epic Twitter Quest of @MayorEmanuel

Volume Two of The Baroque Cycle

Interface

The New York Times bestseller Daemon unleashed a terrifying technological vision of an all-powerful, malicious computer program. Now, our world is the Daemon's world—unless someone stops it once and for all... The Daemon is in absolute control, using an expanded network of shadowy operatives to tear apart civilization and build it anew. Even as civil war breaks out in the American Midwest in a wave of nightmarish violence, former detective Pete Sebeck—the Daemon's most powerful, though reluctant, operative—must lead a small band of enlightened humans in a movement designed to protect the new world order. But the private armies of global business are preparing to crush the Daemon once and for all. In a world of shattered loyalties, collapsing societies, and seemingly endless betrayal, the only thing worth fighting for may be nothing less than the freedom of all humankind.

ReamdeA NovelHarper Collins

Get all three novels in Neal Stephenson's New York Times bestselling "Baroque Cycle" in one e-book, including: Quicksilver, The Confusion, and The System of the World. This three-volume historical epic delivers intrigue, adventure, and excitement set against the political upheaval of the early 18th century.

The second novel from the "hottest science fiction writer in America" and New York Times – bestselling author of Snow Crash and Cryptonomicon (Details). Meet Sangamon Taylor, a New Age Sam Spade who sports a wet suit instead of a trench coat and prefers Jolt from the can to Scotch on the rocks. He knows about chemical sludge the way he knows about evil—all too intimately. And the toxic trail he follows leads to some high and foul places. Before long Taylor's house is bombed, his every move followed, he's adopted by reservation Indians, moves onto the FBI's most wanted list, makes up with his girlfriend, and plays a starring role in the near-assassination of a presidential candidate. Closing the case with the aid of his burnout roommate, his tofu-eating comrades, three major networks, and a range of unconventional weaponry, Sangamon Taylor pulls off the most startling caper in Boston Harbor since the Tea Party. "[Stephenson] captures the nuance and the rhythm of the new world so perfectly that one almost thinks that it is already here." —The Washington Post

Master of the Revels

Reamde

Flash Gold

The Deadly Kiss-Off

C++ Crash Course

Book three

From the #1 New York Times bestselling author of Anathem, Reamde, and Cryptonomicon comes an exciting and thought-provoking science fiction epic—a grand story of annihilation and survival spanning five thousand years. What would happen if the world were ending? A catastrophic event renders the earth a ticking time bomb. In a feverish race around the globe band together to devise an ambitious plan to ensure the survival of humanity far beyond our atmosphere, in outer space. But the complexities and unpredictability of human nature coupled with unforeseen challenges and dangers threaten the intrepid pioneers, until only a handful of survivors remain . . . Five thousand years later, now three billion strong—embark on yet another audacious journey into the unknown . . . to an alien world utterly transformed by cataclysm and time: Earth. A writer of dazzling genius and imaginative vision, Neal Stephenson combines science, philosophy, technology, psychology, and literature in a magnificent work of speculative fiction that is extraordinary and eerily recognizable. As he did in Anathem, Cryptonomicon, the Baroque Cycle, and Reamde, Stephenson explores some of our biggest ideas and perplexing challenges in a breathtaking saga that is daring, engrossing, and altogether brilliant.

A New York Times Bestseller From bestselling author Neal Stephenson and critically acclaimed historical and contemporary commercial novelist Nicole Galland comes a captivating and complex near-future thriller combining history, science, magic, mystery, intrigue, and adventure that questions the very foundations of the modern world. Whether it's linguistics and languages, accidentally meets military intelligence operator Tristan Lyons in a hallway at Harvard University, it is the beginning of a chain of events that will alter their lives and human history itself. The young man from a shadowy government entity approaches Mel, a low-level faculty member, with an incredible offer. The only way to get the agreement in return for the rather large sum of money. Tristan needs Mel to translate some very old documents, which, if authentic, are earth-shattering. They prove that magic actually existed and was practiced for centuries. But the arrival of the scientific revolution and the Age of Enlightenment weakened its power and endangered its existence. Together altogether in 1851, at the time of the Great Exhibition at London's Crystal Palace—the world's fair celebrating the rise of industrial technology and commerce. Something about the modern world "jams" the "frequencies" used by magic, and it's up to Tristan to find out why. And so the Department of Diachronic Operations—D.O.D.O. —gets a device that can bring magic back, and send Diachronic Operatives back in time to keep it alive . . . and meddle with a little history at the same time. But while Tristan and his expanding operation master the science and build the technology, they overlook the mercurial—and treacherous—nature of the human heart. Written with the genius, imagination, and wit of all of Neal Stephenson's work and steeped with the down-to-earth warmth and humor of Nicole Galland's storytelling style, this exciting and vividly realized work of science fiction will make you believe in the impossible, and take you to places—and times—beyond imagining.

THE THIRD NOVEL FROM THE AUTHOR OF THE BURNING MEN AND THE KILLING CHOICE, FEATURING DI ALEX FIN AND DCI MATTIE PAULSEN THE THIRD NOVEL FROM THE AUTHOR OF THE BURNING MEN AND THE KILLING CHOICE, FEATURING DI ALEX FIN AND DCI MATTIE PAULSEN Sadie Nicholls has been found dead, brutally and strangely murdered, in her South East London flat. Her little boy is missing. DI Alex Finn and DC Mattie Paulsen know that, in the case of a missing child, it's the first 24 hours that count. They don't have many left to find out where Sadie's son might be and the identity of her killer. Why would anyone want a struggling single mother, who has a similar crime was committed at the same house nearly 20 years ago, a question is on everyone's lips: is this more than just a coincidence? This is third in Will Shindler's Finn and Paulsen series - a British detective series that ranks with Mark Billingham, M.J. Arlidge and Stuart MacBride. PRAISE FOR THE DI ALEX FINN AND DC MATTIE PAULSEN: "An unusual novel with a rising sense of menace" The Sunday Times "Warm and dealing with recognisable emotions, this is the best kind of police procedural" Literary Review "An outstanding page-turner" Robin Morgan-Bentley, author of The Wreckage "A gripping debut with well-rounded characters and an intriguing plot. You won't want it to end." The Guardian "me straight in . . . With a cast of credible characters, a twisting plotline and some ingenious twists, the book develops at a cracking pace" Lesley Sanderson, author of The Orchid Girls

Eighteen-year-old Kali McAlister enters her steam-powered "dogless sled" in a race, intending to win the thousand-dollar prize and escape remote Moose Hollow forever. The problem? Fortune seekers and airship pirates are after her for the secret to flash gold, her late father's alchemical masterpiece.

Imagination in the Age of Computing

The Hunting Ground

The Baroque Cycle

Essays and Other Writing

Never Flirt with Puppy Killers

What the Whole World Is Saying

The "brilliantly realized" (The New York Times Book Review) modern classic that coined the term "metaverse"—one of Time's 100 best English-language novels and "a foundational text of the cyberpunk movement" (Wired) In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosoNostra Pizza Inc., but in the Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Snow Crash is a mind-altering romp through a future America so bizarre, so outrageous . . . you'll recognize it immediately.

For ten years Fraa Erasmus, a young avout, has lived in a cloistered sanctuary for mathematicians, scientists, and philosophers, protected from the corrupting influences of the outside world. But before the week is out, both the existence he abandoned and the one he embraced will stand poised on the brink of cataclysmic change—and Erasmus will become a major player in a drama that will determine the future of his world, as he follows his destiny to the most inhospitable corners of the planet . . . and beyond. Anathem is the latest miraculous invention by the New York Times bestselling author of Cryptonomicon and The Baroque Cycle—a work of astonishing scope, intelligence, and imagination.

Glen and Stan, the Odd Couple of scamdom, are back from their Big Get-Even adventure with another get-rich-quick-or-go-down-in-flames scheme. As part of their trafficking in counterfeit merch, they are looking to turn a few pallets of Grade Z computer chips into some military hardware sure to interest dictators and despots and drug lords around the globe. Bankrolled by a greedy local crime boss, they hope to promote a half-genius, half-addlepated invention from a naive and principled inventor into a bonanza. But no one ever counts on complications arising from a wayward wife, some sexy Eurotrash go-betweens, and a lonely entrepreneurial girlfriend who finds her native tropical isle conducive to a troublesome loosening of morals. Add in a most unconventional explosives expert, and you have a caper half hilarious, half deadly, and 100 percent entertaining.

SHORTLISTED FOR THE 2012 BEST THRILLER OF THE YEAR- CWA IAN FLEMING STEEL DAGGER SHORTLISTED FOR THE 2012 WARWICK PRIZE FOR WRITING Across the globe, millions of computer screens flicker with the artfully coded world of T'Rain - an addictive internet role-playing game of fantasy and adventure. But backstreet hackers in China have just unleashed a contagious virus called Reamde, and as it rampages through the gaming world spreading from player to player - holding hard drives hostage in the process - the computer of one powerful and dangerous man is infected, causing the carefully mediated violence of the on-line world to spill over into reality. A fast-talking, internet-addicted mafia accountant is brutally silenced by his Russian employers, and Zula - a talented young T'Rain computer programmer - is abducted and bundled on to a private jet. As she is flown across the skies in the company of the terrified boyfriend she broke up with hours before, and a brilliant Hungarian hacker who may be her only hope, she finds herself sucked into a whirl of Chinese Secret Service agents and gun-toting American Survivalists; the Russian criminal underground and an al-Qaeda cell led by a charismatic Welshman; each a strand of a connected world that devastatingly converges in T'Rain. An inimitable and compelling thriller that careers from British Columbia to South-West China via Russia and the fantasy world of T'Rain, Reamde is an irresistible epic from the unique imagination of one of today's most individual writers.

Fragments

Fall; or, Dodge in Hell

A Fast-Paced Introduction

The Confusion

Seveneves

A Return to Neal Stephenson's D.O.D.O.