

Ubik Philip K Dick

Based on thousands of personal notes, letters and other written sources, a definitive presentation of the late science-fiction and metaphysical author's unpublished masterwork offers insight into his life-long exploration of the nature of reality and perception and the relationship between humanity and the divine.

Collects stories that explore the tenuous bonds of family as they are tested by the sometimes brutal power of love and where characters are chased by troubles of their own making.

"At a time when most 20th-century science fiction writers seem hopelessly dated, Dick gives us a vision of the future that captures the feel of our time."--"Wired" In the future, most of humanity lives in massive underground bunkers, producing weapons for the nuclear war they've fled. Constantly bombarded by patriotic propaganda, the citizens of these industrial anthills believe they are waiting for the day when the war will be over and they can return aboveground. But when Nick St. James, president of one anthill, makes an unauthorized trip to the surface, what he finds is more shocking than anything he could imagine.

Gather Yourselves Together is one of Philip K. Dick's earliest novels, written when he was just twenty-four years old. It tells the story of three Americans left behind in China by their employer, biding their time as the Communists advance. As they while away the days, both the young and naïve Carl Fitter and the older and worldly Verne Tildon vie for the affections of Barbara Mahler, a woman who may not be so tough-as-nails as she acts. But Carl's innocence and Verne's boorishness could end up driving Barbara away from both.

Are You Enjoying?

By Philip K. Dick

A Novel

Confessions of a Crap Artist

The Man who Japed

Barron's classic work has been updated and reorganized to reflect changes in the genre over the past decade, and meet the needs and tastes of today's readers and those who work with them. Renowned experts in the field have provided authoritative historical and contemporary coverage of the best in science fiction. Users will find succinct, critical discussions of more than 1,400 science fiction novels, story collections, and anthologies, along with a comprehensive survey of the "secondary" literature, chapters on teaching science fiction, titles appropriate for--or appealing to--teens, a directory of libraries containing significant collections of science fiction, and award-winning titles and titles of literary merit. Author, title, and theme indexes provide additional points of access. An essential tool for collection development, research, and reference, this book also supports readers' advisory work.

Mixing passion and humor, a personal work of literary criticism that demonstrates how the greatest books illuminate our lives Why do we read literature? For Arnold Weinstein, the answer is clear: literature allows us to become someone else. Literature changes us by giving us intimate access to an astonishing variety of other lives, experiences, and places across the ages. Reflecting on a lifetime of reading, teaching, and writing, *The Lives of Literature* explores, with passion, humor, and whirring intellect, a professor's life, the thrills and traps of teaching, and, most of all, the power of literature to lead us to a deeper understanding of ourselves and the worlds we inhabit. As an identical twin, Weinstein experienced early the dislocation of being mistaken for another person—and of feeling that he might be someone other than he had thought. In vivid readings elucidating the classics of authors ranging from Sophocles to James Joyce and Toni Morrison, he explores what we learn by identifying with their protagonists, including those who, undone by wreckage and loss, discover that all their beliefs are illusions. Weinstein masterfully argues that literature's knowing differs entirely from what one ends up knowing when studying mathematics or physics or even history: by entering these characters' lives, readers acquire a unique form of knowledge—and come to understand its cost. In *The Lives of Literature*, a master writer and teacher shares his love of the books that he has taught and been taught by, showing us that literature matters because we never stop discovering who we are.

Mitchell Courtenay, an advertising copywriter of the future is assigned to sway public support for the American colonization of Venus A dead man sends haunting warnings back from the grave, and Joe Chip must solve these mysteries to determine his own real or surreal existence

The Man in the High Castle / The Three Stigmata of Palmer Eldritch / Do Androids Dream of Electric Sheep? / Ubik

The Penultimate Truth

The Novels of Philip K. Dick

The Three Stigmata of Palmer Eldritch

The Philip K. Dick Reader

Five of Philip K. Dick's best novels in one fantastic value volume: the best of SF's visionary master This volume contains DO ANDROIDS DREAM OF ELECTRIC SHEEP? (filmed as BLADERUNNER), MARTIAN TIME SLIP, UBIK, THE THREE STIGMATA OF PALMER ELDRITCH and A SCANNER DARKLY. Taken together they represent the best of Philip K. Dick's unique imagination. In Dick's writing nothing is what it seems, our sense of the world's order is fatally undermined and mass media tells us nothing but artful lies. Films such as THE MATRIX and THE TRUMAN SHOW would not have been made but for Philip K. Dick. His work has never been more timely.

Jason Taverner has a glittering TV career, millions of fans, great wealth and something close to eternal youth. He is one of a handful of brilliant, beautiful people, the product of top-secret government experiments forty years earlier. But suddenly, all records of him vanish. He becomes a man with no identity, in a police state where everyone is closely monitored. Can he ever be rich and famous again? Or was that life just an illusion?

1992: Humanity now enjoys a range of psychic abilities. Glen Runciter runs his own organization employing inertials - those capable of blocking telepathic and precognitive waves - to enforce people's privacy. When he and a hand-picked team travel to the moon in order to secure a business magnate's lunar facilities, they walk straight into an explosive trap. And now Runciter is dead. Or is he? SOMEONE

died in the bomb blast. But his mourning employees are receiving bewildering messages from him. And the world around them is warping and regressing in ways which suggest that their own time is running out...

National Bestseller! Return to the sprawling, Hugo Award-winning universe of the Galactic Commons to explore another corner of the cosmos—one often mentioned, but not yet explored—in this absorbing entry in the Wayfarers series, which blends heart-warming characters and imaginative adventure. With no water, no air, and no native life, the planet Gora is unremarkable. The only thing it has going for it is a chance proximity to more popular worlds, making it a decent stopover for ships traveling between the wormholes that keep the Galactic Commons connected. If deep space is a highway, Gora is just your average truck stop. At the Five-Hop One-Stop, long-haul spacers can stretch their legs (if they have legs, that is), and get fuel, transit permits, and assorted supplies. The Five-Hop is run by an enterprising alien and her sometimes helpful child, who work hard to provide a little piece of home to everyone passing through. When a freak technological failure halts all traffic to and from Gora, three strangers—all different species with different aims—are thrown together at the Five-Hop. Grounded, with nothing to do but wait, the trio—an exiled artist with an appointment to keep, a cargo runner at a personal crossroads, and a mysterious individual doing her best to help those on the fringes—are compelled to confront where they've been, where they might go, and what they are, or could be, to each other.

Flow My Tears, The Policeman Said

The Lives of Literature

Divine Invasions

The Best of Philip K. Dick

Anatomy of Wonder

A wry look at how different people see the world, told in the caustically fun style of award-winning science fiction novelist Philip K. Dick.

A disparate group of characters are brought together on a ravaged Earth and must contend with an underclass that's starting to ask too many questions.

Yielding to a compulsion he can't explain, Ted Barton interrupts his vacation in order to visit the town of his birth, Millgate, Virginia. But upon entering the sleepy, isolated little hamlet, Ted is distraught to find that the place bears no resemblance to the one he left behind—and never did. He also discovers that in this Millgate Ted Barton died of scarlet fever when he was nine years old. Perhaps even more troubling is the fact that it is literally impossible to escape. Unable to leave, Ted struggles to find the reason for such disturbing incongruities, but before long, he finds himself in the midst of a struggle between good and evil that stretches far beyond the confines of the valley. Winner of both the Hugo and John W. Campbell awards for best novel, widely regarded as the premiere science fiction writer of his day, and the object of cult-like adoration from his legions of fans, Philip K. Dick has come to be seen in a literary light that defies classification in much the same way as Borges and Calvino. With breathtaking insight, he utilizes vividly unfamiliar worlds to evoke the hauntingly and hilariously familiar in our society and ourselves. From the Trade Paperback edition.

The screenplay version of the seminal sf novel, out of print for more than two decades.

The Variable Man

Eye in the Sky

Stories

We Can Build You

Philip K. Dick's 'The Variable Man' is a short science fiction story. This story was first published in the year 1952 in a magazine named the Planet Stories.

Jack Isidore is a 'crap artist', a collector of crackpot ideas and worthless objects. His beliefs make him a man apparently unsuited for real life and so his sister, an edgy and aggressive woman, and his brother-in-law, a crass and foul-mouthed businessman, feel compelled to rescue him from it. But, observed through Jack's murderously innocent gaze, Fay and Charley Hume are seen to be just as obsessed as Jack. Their obsessions may be a little more acceptable than Jack's but they are uglier. And, in the end and thanks to Jack's intervention, theirs lead to tragedy ...

Palmer Eldritch returns from the edge of the universe with a drug called Chew-D for the colonists of Mars who are under threat of god-like or satanic psychics that threaten to wage war against the human soul.

Mars is a desolate world. Largely forgotten by Earth, the planet remains helpless in the stranglehold of Arnie Kott, who as boss of the plumbers' union has a monopoly over the vital water supply. Arnie Kott is obsessed by the past; the native Bleekmen, poverty-stricken wanderers, can see into the future; while to Manfred, an autistic boy, time apparently stops. When one of the colonists, Norbert Steiner, commits suicide, the repercussions are startling and bizarre.

Philip K. Dick: Four Novels of the 1960s (LOA #173)

Martian Time-Slip

Five Great Novels

Battle of the Linguist Mages

A Life of Philip K. Dick

Ubik

In a post-holocaust New York governed by oppressively rigid laws on morality and patrolled by mobile, miniature robots that monitor the behavior of every citizen, Allen Purcell is offered a high-profile job as guardian of public ethics, in which position he would have the power to transform society. Reprint. 12,500 first printing.

What begins as an ordinary laboratory visit turns into a bizarre and apocalyptic experience when a

particle-light beam slices across the visitors' paths, plunging them into different worlds constructed from their innermost dreams and fears. As emergency works scramble to free them from the wreckage, their minds begin an incredible journey through one fantastic shared world after another.

This is the tale of a town on the fringes of fear, of ordinary people and everyday objects transformed by terror and madness, a microcosm of the world where nothing is ever quite what it seems. This is a world where the unreal is real, where the familiar and friendly lure and deceive. On the outskirts of civilisation sits this solitary town. Home to the unhinged. Oblivion to outsiders. Shallow Creek contains twenty-one original horror stories by a chilling cast of contemporary writers, including stories by Sarah Lotz, Richard Thomas, Adrian J Walker, and Aliya Whitely. Told through a series of interconnected narratives, Shallow Creek is an epic anthology that exposes the raw human emotion and heart-pounding thrills at the genre's core. Welcome to Shallow Creek!

Humpty Dumpty in Oakland

Time Out of Joint

The Exegesis of Philip K Dick

Blade Runner

and Other Conversations

Known in his lifetime primarily to readers of science fiction, Philip K. Dick is now seen as a uniquely visionary figure, a writer who, in editor Jonathan Lethem's words, "wielded a sardonic yet heartbroken acuity about the plight of being alive in the twentieth century, one that makes him a lonely hero to the readers who cherish him." This Library of America volume brings together four of Dick's most original novels. *The Man in the High Castle* (1962), which won the Hugo Award, describes an alternate world in which Japan and Germany have won World War II and America is divided into separate occupation zones. The dizzying *The Three Stigmata of Palmer Eldritch* (1965) posits a future in which competing hallucinogens proffer different brands of virtual reality, and an interplanetary drug tycoon can transform himself into a godlike figure transcending even physical death. *Do Androids Dream of Electric Sheep?* (1968), about a bounty hunter in search of escaped androids in a postapocalyptic society where status is measured by the possession of live animals and religious life is focused on a television personality, was the basis for the movie *Blade Runner*. *Ubik* (1969), with its future world of psychic espionage agents and cryonically frozen patients inhabiting an illusory "half-life," pursues Dick's theme of simulated realities and false perceptions to ever more disturbing conclusions, as time collapses on itself and characters stranded in past eras search desperately for the elusive, constantly shape-shifting panacea *Ubik*. As with most of Dick's novels, no plot summary can suggest the mesmerizing and constantly surprising texture of these astonishing books. Posing the questions "What is human?" and "What is real?" in a multitude of fascinating ways, Dick produced works—fantastic and weird, yet developed with precise logic, marked by wild humor and soaring flights of religious speculation—that are startlingly prescient imaginative anticipations of twenty-first-century quandaries. LIBRARY OF AMERICA is an independent nonprofit cultural organization founded in 1979 to preserve our nation's literary heritage by publishing, and keeping permanently in print, America's best and most significant writing. The Library of America series includes more than 300 volumes to date, authoritative editions that average 1,000 pages in length, feature cloth covers, sewn bindings, and ribbon markers, and are printed on premium acid-free paper that will last for centuries.

An exhilarating debut by a young writer from Pakistan: provocative, funny, disarmingly original stories that upend traditional notions of identity and family, and peer into the vulnerable workings of the human heart. From the high-stakes worlds of television and politics to the intimate corridors of home—including the bedroom—these wryly observed, deeply revealing stories look at life in Pakistan with humor, compassion, psychological acuity, and emotional immediacy. Childhood best friends agree to marry in order to keep their sexuality a secret. A young woman with an anxiety disorder discovers the numbing pleasures of an illicit love affair. A radicalized student's preparations for his sister's wedding involve beating up the groom. An actress is forced to grow up fast on the set of her first major tv show, where the real intrigue takes place off-screen. Every story bears witness to the all-too-universal desire to be loved, and what happens when this longing gets pushed to its limits. *Are You Enjoying?* is a free-spirited, confident, indelible introduction to a galvanizing new talent.

An electric collection of interviews—including the first and the last—with one of the 20th century's most prolific, influential, and dazzlingly original writers of science fiction Long before Ridley Scott transformed *Do Androids Dream of Electric Sheep?* into *Blade Runner*, Philip K. Dick was banging away at his typewriter in relative obscurity, ostracized by the literary establishment. Today he is widely considered one of the most influential writers of the 20th century. These interviews reveal a man plagued by bouts of manic paranoia and failed suicide attempts; a career fuelled by alcohol, amphetamines, and mystical inspiration; and, above all, a magnificent and generous imagination at work.

"Marvelous, terrifying fun, especially if you've ever suspected that the world is an unreal construct built solely to keep you from knowing who you really are. Which it is, of course."—"Rolling Stone" Ragle Gumm has a unique job: every day he wins a newspaper contest. And when he isn't consulting his charts and tables, he enjoys his life in a small town in 1959. At least, that's what he thinks. But then strange things start happening. He finds a phone book where all the numbers have been disconnected, and a magazine article about a famous starlet he's never heard of named Marilyn Monroe. Plus, everyday objects are beginning to disappear and are replaced by strips of paper with words written on them like "bowl of flowers" and "soft drink stand." When Ragle skips town to try to find the cause of these bizarre occurrences, his discovery could make him question everything he has ever known.

Ubik

The Galaxy, and the Ground Within

The Simulacra

A Critical Guide to Science Fiction

The Screenplay

"It reads like *Snow Crash* had a dance-off with *Gideon the Ninth*, in a world where language isn't a virus from outer space, it's a goddamn alien invasion." —Charles Stross In modern day Los Angeles, a shadowy faction led by the Governor of California develops the arcane art of combat linguistics, planting the seeds of a future totalitarian empire in *Scotto Moore's Battle of the Linguist Mages*. Isobel is the Queen of the medieval

rave-themed VR game *Sparkle Dungeon*. Her prowess in the game makes her an ideal candidate to learn the secrets of "power morphemes"—unnaturally dense units of meaning that warp perception when skilfully pronounced. But Isobel's reputation makes her the target of a strange resistance movement led by spellcasting anarchists, who may be the only thing stopping the cabal from toppling California over the edge of a terrible transformation, with forty million lives at stake. Time is short for Isobel to level up and choose a side—because the cabal has attracted much bigger and weirder enemies than the anarchist resistance, emerging from dark and vicious dimensions of reality and heading straight for planet Earth! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Science fiction-roman om livet på Jorden efter en altødelæggende krig, hvor de få overlevende kommer i konflikt med de menneskelignende robotter, androider, som de selv har skabt

A biography of one of the most culturally significant authors in the world. Philip K Dick loosened the bonds of the genre, ultimately making his reputation as a literary writer who happened to write speculative fiction.

Glen Runciter is dead. Or is he? Someone died in the explosion orchestrated by his business rivals, but even as his funeral is scheduled, his mourning employees are receiving bewildering messages from their boss. And the world around them is warping and regressing in ways which suggest that their own time is running out. If it hasn't already.

The Space Merchants

Gather Yourselves Together

Reading, Teaching, Knowing

Counterfeit Unrealities

The Cosmic Puppets

Contains the unreleased screenplay version of the science fiction novel Ubik.

Gathers twenty-four science fiction stories, including "We Can Remember It for You Wholesale," "Second Variety," "The Golden Man," and "The Last of the Masters"

*Thirteen short stories by the legendary author of *The Man in the High Castle* and other science fiction classics. Philip K. Dick didn't predict the future—he summoned the desperate bleakness of our present directly from his fevered paranoia. Dick didn't predict the Internet or iPhones or email or 3D printers, but rather he so thoroughly understood human nature that he could already see, even at the advent of the transistor, the way technology would alienate us from each other and from ourselves. He could see us isolated and drifting in our own private realities even before we had plugged in our ear buds. He could see, even in the earliest days of space exploration, how much of our own existence remained unexplored, and how the great black spaces between people were growing even as our universe was shrinking. Philip K. Dick spent his first three years as a science fiction author writing shorter fiction, and in his lifetime he composed almost 150 short stories, many of which have gone on to be adapted into (slightly watered down) Hollywood blockbusters. Collected here are thirteen of his most Dickian tales, funhouse realities with trap doors and hidden compartments.*

In 1950s San Francisco, as Jim Ferguson, an elderly garage owner with a heart condition, prepares to retire and sell his business, he is offered the deal of a lifetime by record-company owner Chris Harman, but Al Miller, a somewhat irresponsible mechanic who works in Jim's Garage, believes that Harman is a crook and sets out to protect his mentor. Reprint. 15,000 first printing.

The Heaven of Animals

SHALLOW CREEK

Philip K. Dick: The Last Interview

A dead man sends haunting warnings back from the grave, and Joe Chip must solve these mysteries to determine his own real or surreal existence.

Louis Rosen's company creates historically accurate simulacra of people, such as Abraham Lincoln, but a billionaire's secret plans for them could cause trouble for Louis