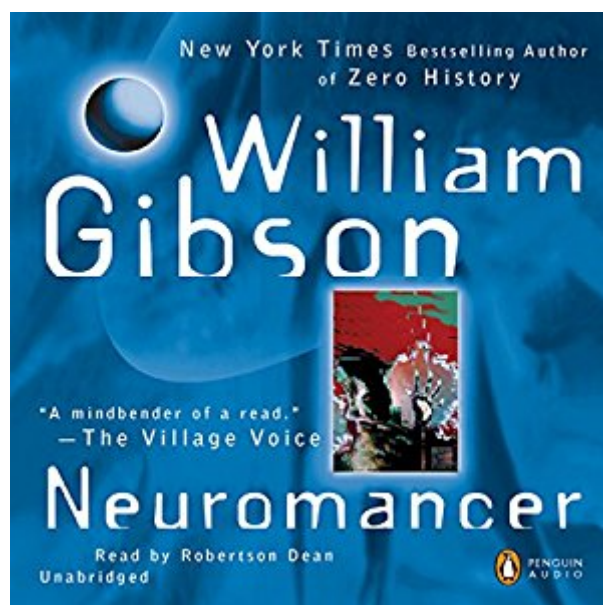


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# Neuromancer



## Synopsis

Twenty years ago, it was as if someone turned on a light. The future blazed into existence with each deliberate word that William Gibson laid down. The winner of Hugo, Nebula, and Philip K. Dick Awards, *Neuromancer* didn't just explode onto the science fiction scene - it permeated into the collective consciousness, culture, science, and technology. Today, there is only one science fiction masterpiece to thank for the term "cyberpunk," for easing the way into the information age and Internet society. *Neuromancer's* virtual reality has become real. And yet, William Gibson's gritty, sophisticated vision still manages to inspire the minds that lead mankind ever further into the future.

## Book Information

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## Customer Reviews

*Neuromancer* is a great story; it's not a new story any longer, but it holds up extremely well. The writing is bloody **terrific.** Evocative and thought provoking, the story flows cleanly, characters are developed properly as the needs of the story dictate... this is one of those "must haves" for your SF library. You'll be drowning in the awesome.

This one never gets old. Read it when it first came out, and just couldn't put it down. Read the others, *Mona Lisa Overdrive* and *Count Zero* for the entire experience that began the cyberpunk genre.

This is a tough review to write. This book is the grandfather of the cyberpunk genre. Back when it

was written it would have easily been a five star read, but so many authors and screenwriters have used it as inspiration that now it comes off as a trope-ish at best and cliched at worst. If this is the first time you've delved into cyberpunk it will be a great read, but if you've consumed much of the genre your read will be somewhat diminished. Even so, I recommend this to everyone.

Being told that this book paved a path for epic stretches of imagination, didn't prepare me for what was to be. I loved the ideas that littered the book and gave it a strong futuristic feel. So much so, that at times, I had trouble keeping up. My mind was not prepared to bend in such directions... often re-reading to ensure that I was interpreting correctly. Constantly remembering the birth date of the text, in utter disbelief that the idea could have existed, in what seems, so long ago? 4 stars because some of the jumps were tough for me to ingurgitate.... :D

Gibson's work here gave what I'd call a "scope broadening" experience. His steadfast diligence to detail when describing the Chiba city was truly some great reading. He has a way of demanding the readers to immerse themselves into book's world through its denizens' slangs and lexicon, characters' perspectives, and his nonchalant, indifferent sprinklings of little details observed in a world both very like and unlike ours - it all helped to build a fictional world that was harder to approach than others, yet definitely worth it if you take the time to digest it slowly, if need be. I think his story isn't "EPIC" by all means. Its scope is decidedly small. There are no hulking, destructive forces knocking down buildings, no gigantic battlefield that momentarily decides the fate of some race or another. When a conflict presents itself, it's usually subversive in nature and plays themselves out in individual, ground level. Gibson's *Neuromancer* was definitely quality over quantity for me in that, the little substance he offers all play a role in fleshing out his high-definition world. Even the details and quips that seem irrelevant all serve to give the book a direction. A direction that's very interesting the whole way through because it seems to thrive in a vacuum.

It may seem cumbersome for the first chapter or two. You'll be hit with a dense wave of foreign slang and unusual diction, both original to the setting, and artifacts of the time of publication. But keep reading. Read carefully, making note of each unfamiliar word or turn of phrase, or read quickly, glazing over what's unclear. Either way, the reading grows consistently smoother as the novel progresses. It's a simple story, but enjoyable and engaging after the initial sludginess.

The writing style is very different than I am used to, but it certainly kept my interest. It is not

something I would recommend reading unless you want to dedicate a good percentage of brain cells to it, or else you'll get frustrated and ultimately lost.

Many books, particular in the scifi/fantasy genre, love to build a unique world to play around with. These worlds often involve long periods of characters reflecting on history, geography and culture, to establish what is so unique about where they live. Neuromancer does the first, and doesn't bother with the second. By far the most amazing thing about Neuromancer is the writing style. Gibson loves to use slang and technical terms, and the book just expects you to know them, or be able to figure it out quickly. This might not be for everyone, since it can make the story hard to follow, but I really liked it.

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