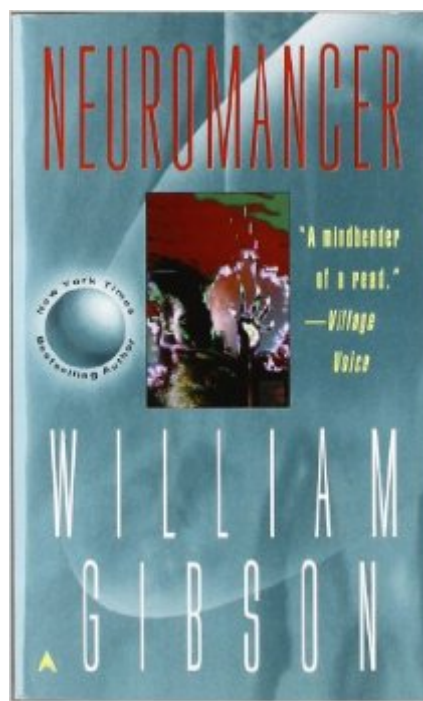


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# Neuromancer



## Synopsis

Hotwired to the leading edges of art and technology, *Neuromancer* ranks with *1984* and *Brave New World* as one of the century's most potent visions of the future. The Matrix is a world within the world, a global consensus-hallucination, the representation of every byte of data in cyberspace...Case had been the sharpest data-thief in the business, until vengeful former employees crippled his nervous system. But now a new and very mysterious employer recruits him for a last-chance run. The target: an unthinkable powerful artificial intelligence orbiting Earth in service of the sinister Tessier-Ashpool business clan. With a dead man riding shotgun and Molly, mirror-eyed street-samurai, to watch his back, Case embarks on an adventure that ups the ante on an entire genre of fiction.

## Book Information

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (1,150 customer reviews)

Best Sellers Rank: #3,541 in Books (See Top 100 in Books) #75 in [Books > Science Fiction & Fantasy > Science Fiction > Hard Science Fiction](#)

## Customer Reviews

Adapted from [ISawLightningFall.blogspot.com](http://ISawLightningFall.blogspot.com) The first time I tried to read *Neuromancer*, I stopped around page 25. I was about 15 years old and I'd heard it was a classic, a must-read from 1984. So I picked it up and I plowed through the first chapter, scratching my head the whole time. Then I shoved it onto my bookshelf, where it was quickly forgotten. It was a dense, multilayered read, requiring more effort than a hormone-addled adolescent wanted to give. But few years later, I pulled the book down and gave it another chance. This time, William Gibson's dystopic rabbit hole swallowed me whole. *Neuromancer* is basically a futuristic crime caper. The main character is Case, a burnt-out hacker, a cyberthief. When the book opens, a disgruntled employer has irrevocably destroyed parts of his nervous system with a mycotoxin, meaning he can't jack into the matrix, an abstract representation of earth's computer network. Then he receives a suspiciously sweet offer: A

mysterious employer will fix him up if he'll sign on for a special job. He cautiously agrees and finds himself joined by a schizophrenic ex-Special Forces colonel; a perverse performance artist who wrecks havoc with his holographic imaginings; a long-dead mentor whose personality has been encoded as a ROM construct; and a nubile mercenary with silver lenses implanted over her eyes, retractable razors beneath her fingernails and one heckuva chip on her shoulder. Case soon learns that the target he's supposed to crack and his employer are one and the same -- an artificial intelligence named Wintermute. Unlike most crime thrillers and many works of speculative fiction, *Neuromancer* is interested in a whole lot more than plot development. Gibson famously coined the word "cyberspace" and he imagines a world where continents are ruled more by corporations and crime syndicates than nations, where cultural trends both ancient and modern dwell side by side, where high-tech and biotech miracles are as ordinary as air. On one page you'll find a discussion of nerve splicing, on another a description of an open-air market in Istanbul. An African sailor with tribal scars on his face might meet a Japanese corporate drone implanted with microprocessors, the better to measure the mutagen in his bloodstream. When he's not plumbing the future, Gibson dips into weighty themes such as the nature of love, what drives people toward self-destruction and mind/body dualism. It's a rich, heady blend. That complexity translates over to the novel's prose style, which is why I suspect my first effort to read it failed. Gibson peppers his paragraphs with allusions to Asian geography and Rastafarianism, computer programming and corporate finance. He writes about subjects ranging from drug addiction and zero-gravity physics to synesthesia and brutal back-alley violence. And he writes with next to no exposition. You aren't told that Case grew up in the Sprawl, which is the nickname for the Boston-Atlanta Metropolitan Axis, a concreted strip of the Eastern Seaboard, and that he began training in Miami to become a cowboy, which is slang for a cyberspace hacker, and that he was immensely skilled at it, et cetera, et cetera. No, you're thrust right into Case's shoes as he swills rice beer in Japan and pops amphetamines and tries to con the underworld in killing him when his back is turned because he thinks he'll never work again. You have to piece together the rest on your own. Challenging? You bet. But it's electrifying once you get it. I've worked by paperback copy until the spine and cover have split, until the pages have faded like old newsprint. Echoes of its diction sound in my own writing. Thoughts of Chiba City or BAMA pop into my head when I walk through the mall and hear a mélange of voices speaking in Spanish and English and Creole and German. *Neuromancer* is in me like a tea bag, flavoring my life, and I can't imagine what it would be like if I hadn't pressed on into page 26.

'*Neuromancer*' is one of a handful of books/movies that I would pick to represent the science-fiction

genre. Gibson succeeds on all levels here - I enjoyed the story, the characters, the settings, the technology, everything. Gibson writes about imperfection - he doesn't gloss anything over or try to make it too pretty. The characters are flawed, and have weaknesses - just like in real life. They live in a gritty world - just like in real life. And around them all, is technology - just like in real life. 'Neuromancer' is the story of Case: a hacker-type, cyberpunk, whatever you want to call him. He makes hackers of today look like amateurs - he totally immerses himself into the machine. Washed-up and raked over the coals, he gets a chance at a come back, even if it isn't on the most pleasant of terms. Read this book if you are a science fiction fan - if for no other reason than to see what all the hype is about. I don't think you'll be disappointed.

It took me some time to get started into this book--the "imaginary" future Gibson has created is somewhat familiar, yet bizarre enough to leave one grasping for understanding in the beginning pages. Once engrossed, I couldn't put it down! My constant back thought as I read was the absolute awe that I felt for Gibson's ability to envision a computer world so 1990's true to life at a time when Apple had yet to create their first Mac! Gibson's description of "jacking in" to the net, and "flipping" is so close to today's "logging on" and "quick-switching" that it gave me goosebumps each time he used the terms! Gibson was truly touched by the muse of inspiration when writing "Neuromancer", and I'm sure we'll see more of his \*prophecies\* come to pass before the millenium. This is advised reading for all who wish to understand the potential of the internet and the World Wide Web. Just take it slow, by osmosis you'll get the scenario, and by the final chapter--you'll know the concept. You'll be awestruck too, I guarantee! Can't wait to read Count Zero and Mona Lisa Overdrive! you

I'm only an occasional reader of science fiction, and I've read even less cyberpunk - perhaps that's why I can't go along with all the reviews either calling this the greatest novel ever written, or a terrible hack job...they seem to be taking things within the context of the current cyberpunk scene, a scene I'm only vaguely familiar with. I enjoyed the book the way one might enjoy a big Hollywood movie. The characterizations and plot were shallow and taken directly from noir and pulp fictions, no doubt about it. However, for all the times I've seen noir plots, I still enjoy them. I think the author made things fun, and kept the story going along smoothly. The ending did fall a little flat, but cyberpunk as a genre seems to flop the endings, and this was at least decent. Also, I think it's easy to appreciate the futuristic setting of the book. True, it's a largely outdated view of the future, but it's an interesting world, and it's fun to see just how much Gibson got right back in 1984. I read this when I stayed live in post-bubble Osaka, and the book's view of the fringes of an efficient high-tech

society struck a chord with me.

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Neuromancer

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