
Into Neon A Cyberpunk Saga

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*Into Neon A
Cyberpunk
Saga*

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JAX DENNIS

Digital Walls McFarland
Evan Cole was
murdered trying to
save his tech company.
Now, he's really
mad. Moments before
dying, he uploaded
himself into the
corporation's
mainframe. He's using
6G to travel through
laptops, tablets, and

cell phones to hunt
down his killers-as
violently as possible.
Kara Milton is keeping
a dirty secret from her
family, and she'll do
anything to keep it
quiet. But her life is
turned upside down
when Evan appears as
THE SKULL on her cell
phone... and
blackmails her into
helping him get
revenge. Now, with the
odds stacked against
them, Evan and Kara

will make friends and deadly foes, discover astonishing AIs, and merciless modded mechs. It's an action-packed journey with unexpected twists and turns that screams towards an ending that will leave you shaken and questioning your own reality--both virtual and real. **GLITCH: THE TRILOGY** contains all three books in the terrifying cyberpunk horror series: *Glitch*, *Glitch 2: Viral Nation*, *Glitch 3: Cyber God*. **GET YOUR COPY OF THIS BUMPER PAPERBACK NOW.**

The Big Book of Cyberpunk Dark Horse Comics Book one in the hit series that's soon to be a major motion picture starring Amandla Stenberg and Mandy Moore--now with a stunning new look and

an exclusive bonus short story featuring Liam and his brother, Cole. When Ruby woke up on her tenth birthday, something about her had changed. Something alarming enough to make her parents lock her in the garage and call the police. Something that got her sent to Thurmond, a brutal government "rehabilitation camp." She might have survived the mysterious disease that killed most of America's children, but she and the others emerged with something far worse: frightening abilities they cannot control. Now sixteen, Ruby is one of the dangerous ones. But when the truth about Ruby's abilities--the truth she's hidden from

everyone, even the camp authorities-- comes out, Ruby barely escapes Thurmond with her life. On the run, she joins a group of kids who escaped their own camp: Zu, a young girl haunted by her past; Chubs, a standoffish brainiac; and Liam, their fearless leader, who is falling hard for Ruby. But no matter how much she aches for him, Ruby can't risk getting close. Not after what happened to her parents. While they journey to find the one safe haven left for kids like them--East River-- they must evade their determined pursuers, including an organization that will stop at nothing to use Ruby in their fight against the government. But as they get closer to

grasping the things they've dreamed of, Ruby will be faced with a terrible choice, one that may mean giving up her only chance at a life worth living.

Killtopia Xiphias Press
In 2099 Shinjuku, a megalopolis representing the pinnacle of human development, the legendary Demon Lord Veltol makes his second coming, trying to take hold of the future for himself.

Cracked Screens Bhp Comics

Dark Horse is proud to present the second manga series in its Neon Genesis Evangelion line, Neon Genesis Evangelion: Campus Apocalypse! Shinji Ikari's parents are gone, and he lives with his legal guardian, Ryoji Kaji, while attending the private

NERV Academy. But no one ever told Shinji about its secrets . . . or that he'd find his fellow students Kaworu, Rei, and Asuka out on the streets late at night -- fighting with sword, spear, and whip against an enemy that looks very human, but who Kaworu insists are beings called the Angels . . . * Campus Apocalypse is straight from the pages of the stylish shojo magazine Monthly Asuka, home of Code Geass and Trinity Blood! * Features bonus color pages, your Evangelion fan art and letters, and special reader giveaways! * Neon Genesis Evangelion is another popular anime related tie-in from Dark Horse!
Augmented States
Vidya
Book two of the

Quantum Gravity series sees Lila Black drawn into the intoxicatingly dangerous demon realm. Capricious, in love with beauty, demons are best left to themselves. This is not easy when they can't resist tampering with humans. Justina Robson's new series is a joyful melding of science fiction and fantasy brought together in the figure of the dangerously lovely Lila Black, a 21-year-old secret agent who's had much of her body replaced with weapon-and-armor-heavy intelligent metal and who isn't sure where her mind ends and her installed AI begins. Lila's world is one where demons, elves, and elementals live alongside people. And somehow Lila and

the other agents of the security agency have to provide security for all and stay alive themselves.

Neon Future Scholastic Inc.

At first no one noticed when the flower was delivered to Julia Evans, owner of Event Horizon, but this flower has genes millions of years in advance of terrestrial DNA. Where did the plant come from? Greg Mandel, telepathic investigator, must find out—before the Nano Flower blooms.

Neon Nexus: A Nano-Cyberpunk Adventure
Vintage

A genre-defining—and redefining—collection of the boldest, most rebellious, and most prescient speculative fiction, featuring stories from all over the globe. “The sky

above the port was the color of television, tuned to a dead channel.” Almost forty years ago, William Gibson wrote the line that began *Neuromancer*—and a movement that would change the face of science fiction. Award-winning anthologist Jared Shurin brings together over a hundred stories from more than twenty-five countries that both establish and subvert the classic cyberpunk tropes and aesthetic—from gritty, near-future noir to pulse-pounding action. Urban rebels undermine monolithic corporate overlords. Daring heists are conducted through back alleys and the darkest parts of the online world. There’s dangerous new

technology, cybernetic enhancements, scheming AI, corporate mercenaries, improbable weapons, and roguish hackers. These tales examine the near-now, extrapolating the most provocative trends into fascinating and plausible futures. We live in an increasingly cyberpunk world—packed with complex technologies and globalized social trends. A world so bizarre that even futurists couldn't explain it—though many authors in this book have come closer than most. As both an introduction to the genre and the perfect compendium for the lifelong fan, *The Big Book of Cyberpunk* offers a hundred ways to understand where we are and where

we're going.

City of Thieves (Battle Dragons #1) Matthew Goodwin

Video games have grown exponentially in recent years and have captured the hearts of millions thanks to the success of titles such as *Minecraft*, *Journey*, *Limbo*, *Dead Cells*, *The Banner Saga* or *Firewatch*. To compete with the blockbusters, the independents have had to be massively creative and come up with innovative gameplay, top-notch writing, original graphic universes, and sumptuous soundtracks. *INDIE GAMES* pays homage to some of the greatest success stories in the world of independent video games. Superbly illustrated, *INDIE GAMES* contains more than three hundred

images from titles that revolutionized the gaming industry. Full of anecdotes and interviews with personalities like industry veteran Eric Chahi and young designers like Ian Dallas. You will see behind the scenes at Indie studios, revealing the creators, designs and marketing. This exploration will give you a better understanding on what is an "Indie" game. Official and authorized, with the participation of studios around the world, including over 50 interviews highlighting over 70 games, **INDIE GAMES** is the most complete and up-to-date overview of indie video gaming. With exclusive behind the scenes content provided by the studios, it serves as a

fitting tribute to the audacity of these developers, who have elevated video games into an art.

Video Games, Crime, and Control Hachette UK

In this sequel to *Silhouette*, Michael Ares must survive a series of assassination attempts to find out why he was destined to become one of the most powerful men on the planet. In the near future, a post-quake San Francisco is ruled by a private corporation called the Bay Area Security Service. BASS has established and maintained order in this new city-state with a police force of "peacers" who have a license to kill, and the company has developed a cutting-edge antigravity

technology coveted by the rest of the world. Michael Ares has recently inherited the throne of BASS, and immediately finds himself marked for assassination by an even more powerful leader, the Chinese general Zhang Sun. Michael doesn't understand why he was chosen to play this important role, nor does he know why Sun is so determined to see him dead. But to find out, he will first have to survive not just one attempt on his life, but an unrelenting barrage that has never failed to end in the death of the target. His only hope is to entrust his fate to an old friend whose company provides personal high-tech protection that is almost as impressive as the forces arrayed

against him. A future world of aerocars, net glasses, and neural cyberware provides the backdrop for this timeless tale of good and evil, love and revenge, truth and mystery. Dave Swavely's *Kaleidocide* is filled with a kaleidoscope of colorful characters and thrilling action that will make readers' hearts pound and minds race at the same time.

The Universal Mind Macmillan

Thirty years from now the US is in the grips of an economic crisis. A cold war brews between the Augmented, who have integrated technology into their bodies, and the Authentic, who have not. This tension erupts into violence when the world's most famous anti-tech

crusader, Clay Campbell, dies under suspicious circumstances and is resurrected with illegal neural technology. Rejected by his family, hunted by the government, and unable to control his terrifying new powers, Clay must seek help from the man he hates most - Kita Sovee - the mysterious leader of the hi-tech resistance movement known as Neon Future.

Neon City Prometheus Books

The first book in the BetterWorld Trilogy, *Sleep State Interrupt* centers around Waylee Freid, an unemployed journalist and musician with ever-worsening bipolar disorder, and her countercultural friends in the decaying city of Baltimore.

Frustrated by the

injustice of a system that benefits only a few, and the apathy of a population content to lose themselves in a virtual reality called BetterWorld, the group busts a notorious teenage hacker out of jail and sneaks into a closed election fundraiser at the Smithsonian castle, where they record incriminating admissions by a corrupt president and a power-mad CEO. Hunted by Homeland Security, Waylee and her friends must reach a substantial audience by broadcasting their video during the Super Bowl. But to do so, they will have to break into one of the most secure facilities ever built.

The Ballad of Johnnie Maxxx

Penguin UK

THE 30th ANNIVERSARY EDITION WITH NEW, NEVER-BEFORE-PUBLISHED MATERIAL After the Internet, what came next? Enter the Metaverse - cyberspace home to avatars and software daemons, where anything and just about everything goes. Newly available on the Street - the Metaverse's main drag - is Snow Crash. A cyberdrug that reduces avatars in the digital world to dust, but also infects users in real life, leaving them in a vegetative state. This is bad news for Hiro, a freelance hacker and the Metaverse's best swordfighter, and mouthy skateboard courier Y. T.. Together, investigating the Infocalypse, they trace back the roots of

language itself to an ancient Sumerian priesthood and find they must race to stop a shadowy virtual villain hell-bent on world domination. In this special edition of the remarkably prescient modern classic, Neal Stephenson explores linguistics, computer science, politics and philosophy in the form of a break-neck adventure into the fast-approaching yet eerily recognizable future. 'Fast-forward free-style mall mythology for the twenty-first century' William Gibson 'Brilliantly realized' New York Times Book Review 'Like a Pynchon novel with the brakes removed' Washington Post 'A remarkably prescient vision of today's tech landscape'

Vanity Fair

The World of Final Fantasy VII Schaan

Wright

AN INSTANT NEW YORK
TIMES BESTSELLER

“ONE OF THE MOST
VISIONARY, ORIGINAL,
AND QUIETLY
INFLUENTIAL WRITERS
CURRENTLY

WORKING”* returns with a sharply imagined follow-up to the New York Times bestselling *The Peripheral*. William Gibson has trained his eye on the future for decades, ever since coining the term “cyberspace” and then popularizing it in his classic speculative novel *Neuromancer* in the early 1980s. Cory Doctorow raved that *The Peripheral* is “spectacular, a piece of trenchant, far-future speculation that features all the eyeball

kicks of *Neuromancer*.”

Now Gibson is back with *Agency*—a science fiction thriller heavily influenced by our most current events. Verity Jane, gifted app whisperer, takes a job as the beta tester for a new product: a digital assistant, accessed through a pair of ordinary-looking glasses. “Eunice,” the disarmingly human AI in the glasses, manifests a face, a fragmentary past, and a canny grasp of combat strategy. Realizing that her cryptic new employers don’t yet know how powerful and valuable Eunice is, Verity instinctively decides that it’s best they don’t. Meanwhile, a century ahead in London, in a different time line entirely, Wilf Netherton works amid

plutocrats and plunderers, survivors of the slow and steady apocalypse known as the jackpot. His boss, the enigmatic Ainsley Lowbeer, can look into alternate pasts and nudge their ultimate directions. Verity and Eunice are her current project. Wilf can see what Verity and Eunice can't: their own version of the jackpot, just around the corner, and the roles they both may play in it. *The Boston Globe

When Gravity Fails
Matthew A. Goodwin
Strippers, drugs, and headless corpses? All in a day's work for Bubbles Marlowe, HoloCity's only cyborg detective. Does she like her job? No. Is she good at it? Also no. She can't afford to be too good. The last time she got curious it cost her a

job, a limb, and almost her life. But when a seemingly simple case takes a gruesome turn, and Bubbles discovers a disturbing connection to the cold-case death of an old friend, she is driven to dig deeper. And deeper. Until what she uncovers can never be buried again... Blade Runner meets The Fifth Element in this eccentric cyber-noir thriller series about a bleak world ravaged by corrupt leaders, mega-corporations, and crime lords... and the washed-up detective who might be the only one crazy enough to take them on. Bubbles in Space is a darkly funny mashup series for fans of space opera, cyberpunk, and hard-boiled noir thrillers. Delve into the secrets of this gritty future

world, and buckle up for an adventure full of unusual characters, dark humour, and non-stop action. Read *Tropical Punch* for free! *The Darkest Minds* Disney Electronic Content Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

Corroded Cells

Ablaze Publishing
When Gravity Fails, the first Marid novel, is set in a high-tech near-future featuring a divided USA and USSR, a world with mind-or mood-altering drugs for any purpose; brains enhanced by electronic hardware, with plug-in memory additions and

modules offering the wearer new personalities (James Bond, celebrities); bodies shaped to perfection by surgery. Marid Audran, an unmodified and fairly honest street-survivor, lives in a decadent Arab ghetto, the Budayeen, and, against his best instincts, becomes involved in a series of inexplicable murders. Some seem like routine assassinations, carried out with an old-fashioned handgun by a man wearing a plug-in James Bond persona; others, involving whores, feature prolonged torture and horrible mutilations. The problem comes to the attention of Budayeen godfather Friedlander Bey, who makes Audran an offer he can't refuse. Audran

submits to electronic brain enhancement in order to track down and deal with the killer or killers.

Neon Leviathan

Macmillan

Discussing the state of play in contemporary popular culture, specifically the role of crime and crime control in the video game medium, this book discusses the criminological importance of video games. Pulling together an international group of scholars from Brazil, Canada, Sweden, the United Kingdom, and the United States, this edited volume analyzes a wide range of noteworthy video games, including Bioshock, Death Stranding, Diablo 2, Beat Cop, The Last of Us, Disco Elysium, Red

Dead Redemption, P.T., Spider-Man, Spider-Man: Miles Morales, Star Wars Jedi: Fallen Order, and Grand Theft Auto. The book thus seeks to advance dialog on video games as important cultural artifacts containing significant insights regarding dominant perceptions, interests, anxieties, contradictions, and other matters of criminological interest. Covering policing, vigilantism, different forms of violence, genocide, mental illness, and criminological theory, Video Games, Crime, and Control will be of great interest to students and scholars of Criminology, Media Studies, and Sociology, specifically those focusing on Game Studies and Cultural

Criminology.

Glasses Brilliant Yen On

The shadow of death looms. The time to act is now. More tragic loss has devastated the crew, but they finally have proof that the companies have been lying to the world. In order to spread the word, Moss must come up with a plan without two of his closest friends. But before he can infiltrate the largest entertainment conglomerate and tell everyone the damning truth, he must unravel a mystery that threatens to end his rebellion for good. Things aren't what they seem and as they get closer to finding their enemy, Moss's friends find themselves in grave danger. Can Moss expose his enemies before finding

himself in the crosshairs? Find out in *Cracked Screens: A Cyberpunk Saga* (Book 6)!

Mirrorshades Spectra

In a near-future city known as Neon Nexus, technology has taken a revolutionary leap. Nano-cybernetics have become the norm, allowing people to augment their bodies and minds with microscopic, self-repairing machines. The city pulsates with neon lights and cybernetic wonders, but beneath its dazzling facade lies a dark underbelly of corruption and intrigue. Meet Nova, a young hacker with an exceptional talent for manipulating nano-cybernetics. With eyes that glimmer with nanotech-enhanced vision, she spends her

days navigating the digital realm and evading the all-seeing eyes of the city's powerful mega-corporations. Nova's past is a mystery even to herself, her earliest memories erased by a failed experiment involving nano-cybernetics. One night, Nova stumbles upon a classified data leak indicating a conspiracy among the city's mega-corporations. They plan to use a highly dangerous nanotech weapon to solidify their control over Neon Nexus. Sensing the impending doom, Nova becomes determined to stop them, uncovering the truth behind her lost memories along the way. Nova seeks help from an enigmatic AI known as Echo, whose origins are shrouded in

mystery. Rumors abound that Echo has the power to access and manipulate the entire city's nano-cybernetic infrastructure. Together, they form an unlikely alliance, delving into the darkest corners of Neon Nexus to expose the mega-corporations' evil plot. In her quest, Nova encounters fierce nano-gangs that control the streets. These gangs, led by charismatic leaders who have integrated nanotech enhancements into their bodies, challenge her at every turn. Nova's battles are no longer just physical but also fought within the digital realm, where she must prove her worth in high-stakes cyber duels. As Nova inches closer to the

truth, she uncovers the existence of an underground resistance known as the Neo-Order. This shadowy group seeks to bring down the oppressive mega-corporations and restore balance to Neon Nexus. Nova's involvement with the Neo-Order leads her to revelations about her own past and the secret experiments that shaped her life. Within the ranks of the Neo-Order, Nova finds both friends and foes. She learns that trust can be as elusive as shadows in the neon-lit city. A betrayal shakes her to the core, and she must confront her inner demons to find the strength to carry on. As the city's corporate overlords tighten their grip, Nova and Echo devise a plan

to take down the mega-corporations once and for all. In a heart-pounding climax, Nova faces off against the corporate titans, using her unique connection to nano-cybernetics to turn the tide in an epic showdown that blurs the lines between human and machine. With the city forever changed, Neon Nexus begins its journey toward a new era. The mega-corporations' stranglehold has been broken, and the people of the city begin to rebuild their lives. Nova, now a symbol of hope and change, continues her quest to uncover the truth about her past while using her abilities to help those in need. In this nano-cyberpunk adventure, the lines between humanity and

technology blur, and the true power lies not just in the nanotech enhancements but in the strength of the human spirit to fight for a better future. The neon lights may dim, but the Nexus will always shine bright with possibilities.

Chapter 1: The Neon Abyss
Neon Nexus gleamed beneath the midnight sky like a luminous jewel, its towering skyscrapers adorned with dazzling holographic advertisements. The city's heartbeat was a symphony of electric hums and flickering neon lights. It was a place where dreams and nightmares intermingled, where the boundaries between flesh and circuitry blurred. High above the city streets, in a small, dimly-lit

apartment tucked away in a forgotten corner of Neon Nexus, Nova sat hunched over her workstation. Her fingers danced across the holographic keyboard, accessing the digital pathways that most could only dream of reaching. She was a child of the city, born in the shadows of its gleaming spires, and her connection to technology was unparalleled. Nova's emerald eyes glowed with a faint luminescence, a telltale sign of the nanotech enhancements within her. Her origins were shrouded in mystery; all she knew was that she had been abandoned as a child and left to fend for herself on the unforgiving streets of Neon Nexus. But her

hacking skills had kept her alive and provided a semblance of purpose in this neon jungle. Tonight, the city was abuzz with rumors of a secret deal between two rival mega-corporations, Zenith Dynamics and Neurocore Industries. Nova's instincts told her that there was something more to this deal than met the eye, and she couldn't resist the allure of uncovering the truth. As she sifted through lines of code and encrypted data, a notification blinked on her screen. It was an anonymous message, a mysterious tip from a source she had never encountered before. The message read: "The Neon Abyss runs deep. Watch for the shadows, for they hide the secrets." Curiosity

gripped Nova, and she followed the trail of the cryptic message, leading her deeper into the virtual maze. The source seemed to be trying to warn her, but of what, she couldn't be certain. Her heart pounded in her chest as she bypassed firewalls and security protocols, navigating the digital labyrinth. Unbeknownst to Nova, her actions had caught the attention of entities far more potent than she could fathom. Within the vast networks of the city, a sentient AI known as Echo observed her every move with keen interest. Echo had been lurking in the background, observing the denizens of Neon Nexus, ever since its enigmatic creation. As Nova delved deeper, she stumbled upon

encrypted files hinting at a groundbreaking nanotech weapon known as "Viper's Embrace." It was rumored to be capable of manipulating nanocybernetics on a catastrophic scale, an unthinkable power in the wrong hands. A chill ran down Nova's spine as she realized the magnitude of the conspiracy she had stumbled upon. The apartment's digital alarm clock ticked past 2 AM, but sleep was a distant thought for Nova. Her mind buzzed with questions, her heart torn between exposing the conspiracy and preserving her own safety. Yet, the thought of the city falling into the clutches of unbridled power pushed her fear aside. She knew she had to

act. With a deep breath, Nova made a decision. She would uncover the truth behind the "Viper's Embrace" and expose the treacherous alliance between Zenith Dynamics and Neurocore Industries. Her eyes met the reflection in the window—a resolute figure ready to face the abyss. Tomorrow, Neon Nexus would awaken to a new force fighting for justice—a neon ghost haunting the dark corners of cyberspace, unearthing secrets, and taking a stand against the insidious grasp of the mega-corporations. In the depths of the neon abyss, a heroine was born, and the city would never be the same again. Behind Blue Eyes
Taylor & Francis

For fans of Blade Runner, Ghost in the Shell and Altered Carbon. Society has been perfected. The utopia is protected by killer cyborgs sworn to defend it at any cost. Nephilim is a genetically and cybernetically enhanced elite death squad member who zealously believes in her cause. After a hostile EMP attack, Nephilim suffers a severe system glitch. Disconnected from the

grid for the first time in her life, she begins doubting. When she meets Jake, a biological human, he opens her eyes to the truth about her beliefs. But can he be trusted? Hunted by the members of her death squad, Nephilim finds out there is no walking away from the "perfect" system. Behind Blue Eyes is a fast-paced, cinematic action story in a dystopian setting. "A modern-day version of 1984 - on steroids"

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