

The Windup Girl

Living in a future where food is scarce, Anderson Lake tries to find ways to exploit this need, as he comes into conflict with Jaidee, an official of the Environmental Ministry, and encounters Emiko, a engineered windup girl who has been discarded by her creator.

Climate change is an enormous and increasingly urgent issue. This important book highlights how humanities disciplines can mobilize the creative and critical power of students, teachers, and communities to confront climate change. The book is divided into four clear sections to help readers integrate climate change into the classes and topics they are already teaching as well as engage with interdisciplinary methods and techniques. Teaching Climate Change in the Humanities constitutes a map and toolkit for anyone who wishes to draw upon the strengths of literary and cultural studies to teach valuable lessons that engage with climate change.

Embodied Memories, Embedded Healing foregrounds the East Asian cultural beliefs and practices that shape the environmental consciousness of the twenty-first century. In highlighting such influences, this anthology also foregrounds the closely related new and exciting directions in ecocriticism.

Nailer's time is running out. He's getting too big for his work - stripping copper wire from old oil tankers - and once he's off the crew he's on his own, stuck in a shack on the beach with no food, no money and no way of earning his keep. He has one last chance. The thing all crew members dream about, a lucky strike, has hit in the shape of a clipper ship beached during the last hurricane. If he can hold off the rest of the scavengers long enough to get the oil out, he might just have a future. But oil's not the only thing on the ship. And what Nailer finds is going to change his life forever.

Presents a collection of science fiction short stories, combining the author's views on politics, social issues, and the dire consequences of abusing the environment.

A mutant baby goes on a rampage through Central Park. An immigrant reveals secrets in the folds of a perfect gift. Lucky Cats extend their virtual paws to salute a generous revolution. The Internet invades a third-world village. The premier speculative-fiction magazine Fantasy & Science Fiction continues to discover and showcase many of the most inventive authors writing in any genre. Now drawing even more deeply upon F&SF's impressive history, this extraordinary companion anthology expands upon sixty-five years' worth of top-notch storytelling. The Very Best of Fantasy & Science Fiction, Volume Two is a star-studded tribute to the continuing vision of F&SF.

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original premise, but also holding to a core story: what will people in power, unchallenged power, do with the tools available to them? The result is horribly erotic and immoral, but thought provoking at the same time." -- SF Signal

The 11th volume in this much lauded series with incisive and genre-defining stories chosen by multi-award winning editor Jonathan Strahan. The internationally-acclaimed 'Best Science Fiction and Fantasy of the Year' series moves into its second decade with the very best science fiction and fantasy from around the world. Hard science fiction, space opera, epic fantasy, dystopia, alternate history, swords and sorcery - you can find it all in the more than two dozen stories carefully chosen for this book by award-winning anthologist Jonathan Strahan to give readers a captivating and always-entertaining look at the very best the genre has to offer. Previous volumes have included stories from Neil Gaiman, Stephen King, Cory Doctorow, Stephen Baxter, Elizabeth Bear, Joe Abercrombie, Paolo Bacigalupi, Holly Black, Garth Nix, Jeffrey Ford, Margo Lanagan, Bruce Sterling, Adam Roberts, Ellen Klages, and many many more. Praise for the series: "a must-read for fans of science fiction, fantasy, and short stories in general" - Booklist "Best in this context is more than its constituent parts, it's a demonstration of all that can be found: diversity of voice, subject and form; balance between new and established voices; work from a good range of original sources... Books as good as this should be of interest to any admirer of short fiction, regardless of genre.' The Guardian "...a provocative anthology that will satisfy readers looking for fresh, contemporary work that stretches both SF and fantasy boundaries" Publishers Weekly (Starred Review)

Given the extensive influence of the 'transport revolution' on the past two centuries (a time when trains, trams, omnibuses, bicycles, cars, airplanes, and so forth were invented), and given science fiction's overall obsession with machines and technologies of all kinds, it is surprising that scholars have not paid more attention to transportation in this increasingly popular genre. *Futuristic Cars and Space Bicycles* is the first book to examine the history of representations of road transport machines in nineteenth-, twentieth-, and twenty-first-century American science fiction. The focus of this study is on two machines of the road that have been locked in a constant, often bitter, struggle with one another: the automobile and the bicycle. With chapters ranging from the early science fiction of the pulp magazine era in the 1920s and 1930s, to the postcyberpunk of the 1990s and more recent media of the 2000s such as web television, zines, and comics, this book argues that science fiction by and large perceives the car as anything but a marvelous invention of modernity. Rather, the genre often scorns and ridicules the automobile and instead promotes more sustainable, more benign, more restrained technologies of movement such as the bicycle.

Dia makhluk yang aneh namun cantik. Emiko bukan manusia; dia digerakkan oleh mesin, tumbuh dan diprogram untuk memberi kepuasan bagi para pebisnis Kyoto. Namun setelah dianggap tak berguna lagi, dia dibuang ke Bangkok. Di Thailand, robot disebut Orang Baru. Mereka dianggap tak berjiwa dan sama seperti iblis. Mereka adalah budak, tentara, dan mainan bagi pabrik kalori yang akan segera memimpin dunia. Apa yang akan terjadi jika kalori dijadikan alat tukar? Apa yang akan terjadi jika bio-terorisme dijadikan alat untuk mendapatkan keuntungan perusahaan? Benarkah bio-terorisme telah membawa umat manusia ke titik puncak evolusi pasca-manusia?

Set in a dark future devastated by climate change, *Tool of War* is the third book in a major adventure series by a bestselling and award-winning science fiction author and starring the most provocative character from the acclaimed novels *Ship Breaker* and *The Drowned Cities*. In this gripping, eerily prescient sci-fi thriller that Kirkus described as "masterful," Tool--a half-man/half-beast designed for combat--proves himself capable of so much more than his creators had ever dreamed. He has gone rogue from his pack of bioengineered "augments" and emerged a victorious leader of a pack of human soldier boys. But he is hunted relentlessly by someone determined to destroy him, who knows an alarming secret: Tool has found the

Khaim, The Blue City, is the last remaining city in a crumbled empire that overly relied upon magic until it became toxic. It is run by a tyrant known as The Jolly Mayor and his devious right hand, the last archmage in the world. Together they try to collect all the magic for themselves so they can control the citizens of the city. But when their decadence reaches new heights and begins to destroy the environment, the people stage an uprising to stop them. In four interrelated parts, *The Tangled Lands* is an evocative and epic story of resistance and heroic sacrifice in the twisted remains surrounding the last great city of Khaim. Paolo Bacigalupi and Tobias Buckell have created a fantasy for our times about a decadent and rotting empire facing environmental collapse from within—and yet hope emerges from unlikely places with women warriors and alchemical solutions.

Soldier boys emerged from the darkness. Guns gleamed dully. Bullet bandoliers and scars draped their bare chests. Ugly brands scored their faces. She knew why these soldier boys had come. She knew what they sought, and she knew, too, that if they found it, her best friend would surely die. In a dark future America where violence, terror, and grief touch everyone, young refugees Mahlia and Mouse have managed to leave behind the war-torn lands of the Drowned Cities by escaping into the jungle outskirts. But when they discover a wounded half-man--a bioengineered war beast named Tool--who is being hunted by a vengeful band of soldiers, their fragile existence quickly collapses. One is taken prisoner by merciless soldier boys, and the other is faced with an impossible decision: Risk everything to save a friend, or flee to a place where freedom might finally be possible. This thrilling companion to Paolo Bacigalupi's highly acclaimed *Ship Breaker* is a haunting and powerful story of loyalty, survival, and heart-pounding adventure.

In this inventive, fast-paced novel, New York Times bestselling and Printz Award-winning author Paolo Bacigalupi takes on hard-hitting themes--from food safety to racism and immigration--and creates a zany, grand-slam adventure that will get kids thinking about where their food comes from. The zombie apocalypse begins on the day Rabi, Miguel, and Joe are practicing baseball near their town's local meatpacking plant and nearly get knocked out by a really big stink. Little do they know the plant's toxic cattle feed is turning cows into flesh-craving monsters! The boys decide to launch a stealth investigation into the plant's dangerous practices, unknowingly discovering a greedy corporation's plot to look the other way as tainted meat is sold to thousands all over the country. With no grownups left they can trust, Rabi and his friends will have to grab their bats to protect themselves (and a few of their enemies) if they want to stay alive...and maybe even save the world.

Through theoretical discussions, presentations of literary works, cultural artefacts and artistic performances, as well as descriptions of novel therapeutic approaches, *Topography of Trauma* engages in rethinking and re-examining trauma to address the transformed self and empowering post-traumatic developments.

Black and Brown Planets embarks on a timely exploration of the American obsession with color in its look at the sometimes contrary intersections of politics and race in science fiction. The contributors, including De Witt D. Kilgore, Edward James, Lisa Yaszek, and Marleen S. Barr, among others, explore science fiction worlds of possibility (literature, television, and film), lifting blacks, Latin Americans, and indigenous peoples out from the background of this historically white genre. This collection considers the

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In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "The Windup Girl." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled 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.

Page argues that Erasmus Darwin's call to 'enlist the imagination under the banner of science' began a literary narrative on questions of evolution, ecology and technological progress that would extend from the Romantic through the Victorian periods. Examining a range of writers, including William Wordsworth, Mary Shelley, Charles Kingsley, Samuel Butler and W.H. Hudson, Page shows the synthesis of evolutionary science with the imagination, which reached its pinnacle with the romances of H.G. Wells.

From award-winning and New York Times bestselling authors Paolo Bacigalupi and Tobias Buckell comes a fantasy novel told in four parts about a land crippled by the use of magic, and a tyrant who is trying to rebuild an empire—unless the people find a way to resist. Khaim, The Blue City, is the last remaining city in a crumbled empire that overly relied upon magic until it became toxic. It is run by a tyrant known as The Jolly Mayor and his devious right hand, the last archmage in the world. Together they try to collect all the magic for themselves so they can control the citizens of the city. But when their decadence reaches new heights and begins to destroy the environment, the people stage an uprising to stop them. In four interrelated parts, The Tangled Lands is an evocative and epic story of resistance and heroic sacrifice in the twisted remains surrounding the last great city of Khaim. Paolo Bacigalupi and Tobias Buckell have created a fantasy for our times about a decadent and rotting empire facing environmental collapse from within—and yet hope emerges from unlikely places with women warriors and alchemical solutions.

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