Instigation of Biopunk in Literature with Neuromancer

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Abstract

Biopunk, Nanopunk, Steampunk, Dreampunk, Decopunk and many others have documented as separate subgenre of Cyberpunk in speculative fiction. Biopunk as a focus on near future, projected consequences of the biotechnology revolution follows the breakthroughs of recombinant of DNA. Contrary to the backdrop of totalitarian government or mega corporations, it traces the struggles of human individual or groups. Not a realistic genre, it is a form of junk science. During experiments in laboratory, an accident or miss happening occurs and gives birth to a monster or weird side effect for human test subjects. Neuromancer by William Gibson can be termed as one of the first Cyberpunk novels, as it has many pre bio-punk fiction characteristics in its roots. Beginning of the Sprawl Trilogy, the novel Neorumancer is a story of washed up computer hacker, Henry Dorset Case, hired by a mysterious employer, to pull of the ultimate back. The recovery of Case's central nervous system by Armitage, an ex-military officer, pulls him in a new experiment of replacing pancreas and grafting new tissues in the liver, leaving Case incapable of metabolizing cocaine and apparently ending his drug addiction. This research paper talks on the anti establishment and rebellious tone of the narration, as the central ideas of punk style, inspirational field form progressive Biopunk during 80's and 90's.

Keywords: Biopunk, Cyberpunk, Biotechnology, Screaming Fist, Neuromancy.

Introduction

William Gibson the late seventies American born loyalist popularized the idea of cyber space, a consensual hallucination created by computers. Neuromensor (1984) is Gibbson's most famous novel, a fine product of science fiction. Neuromancer, as a bio punk story, portrays the underground side of biotechnological revolution. It rebels in literature as a product of human experimentation, sets its struggle against the backdrops of totalitarian system Beginning of the Sprawl Trilogy, the novel Neorumancer is a story of washed up computer hacker, Henry Dorset Case, hired by a mysterious employer, to pull of the ultimate back. The recovery of Case's central nervous system by Armitage, an ex-military officer, pulls him in a new experiment of replacing pancreas and grafting new tissues in the liver, leaving Case incapable of metabolizing cocaine and apparently ending his drug addiction.

Aim of the Study

Modern cybernetics frames modern structure of culture, politics and economics in virtual life and virtual society, the virtual become the counterpoised to real. Virtuality, as the almost studies define, is the general term for this reinvention of familiar physical space in cyberspace. Their purpose is to identify 'Neuromancer' as a mere product of cyberpunk. But the aim of the present study is the illustration of the idea that 'Neuromancer' initiates the new stream of 'Biopunk' novel rather than the stream of only cyberpunk.

Research Objectives

This study highlights how William Gibson's cyberpunk science fiction 'Neuromancer' initiated a new branch i.e. Biopunk that is more specific than the significant cyberpunk. It centers the idea that how biological things are changed than the cyberpunk, though it stands on the very same term.

Methodology

The secondary data is used for the research: that is collected from William Gibson's novel Neuromamcer, critical books, Journals and research articles, related to the research topics. The analysis is comparative; it compares the work of William Gibson with the other related

Shrinkhla Ek Shodhparak Vaicharik Patrika

texts and theories. It also used the descriptive analysis to show how Biopunk science fictions highlight the complex relation of technology and future.

Time Duration

This paper took three months' investigation to take in to being. It was really a tough job to go against the scholars to authenticate the problem. I tried my best, on the record to verify my research question.

Review of Literature

Lars Schmeink in Biopunk Dystopias Genetic Engineering, Society and Science Fiction (2015), states that during the expansion, genetic engineering technology had created corporate interest in few patenting. It claims that biopunk is cyberpunk's successor dealing with biotechnology and hacking the gene pool, once more drowing the connection to cyber technology and hacker sub culture. Violet Blue in Wetware: Cyberpunk Erotica (2016) discusses cyberpunk under the elements like antiheroes, face global conspiracies, misused governments, R&D, Thugs, true love, artificial intelligence and vengeful sex bots. He clarifies how hot "high-tech lo life" can be, when all the glittering and frightening possibilities of cyber punk, meet the crisis point of sexual need.

Crashes Bethak (the cyberpunk system Archived, 2015) is of the view that, as she actually created a world. The way any new world comes in to being through synthesis. He tries to mix cyber and techno for socially misdirected youth. Bethek talks about the featuring advanced technological and scientific achievements such as artificial intelligence and cybernetics, juxtaposed a degree of breakdown on radical change in the social order.

Donald M Hassle, in New Boundaries in Political Science Fiction (2008), states that the fiction of personal identity and the new man, 'Neuromancer' blogs to the polemic and race. It investigates democratization of political events that leads to genuine new identity. He clearly judged the rank of Neuromancer. He highlights the underlying speculations on our contested future at the core of this genre. Surveying the vast expanse of recent political science fiction, the editors posit that the defining dilemma for these tales rests in whether identity and meaning germinate from linear progressions or from a continuous return to the primitive realities of war, death, and competition for survival.

Discussion

In the advancement of present day life, technology, affects human lifestyle tremendously in the form of computers, mobiles and other electronic devices. Social networks, progress of science and computer technology and many other sources of artificial intelligence predict our present day life style and our ways of communication of ideas. Life is much tangled in interaction with machines and modern world of advance technology that thrust human life in 'human exceptionalism and bounded individualism'. Literature takes this sharp discriminated term under the title the step up of science fiction and fantasy. Mary Shelley's remarkable Frankenstein (1818) is often measured a pioneer of science fiction but explicit consistent development of scientific and technological fictional world occur in later nineteenth century writings as *Journey to the Centre of the Earth* by Jules Verne, *The War of the Worlds* by H. G. Wells. Later science Fictions were frequently presented by Isaac Asimov, Arthur Clark, Ray Bradbury, J.G. Ballard, and Doris Lessing. With the gradual passage of time this type of emerging concept, in the later 21st century writing altered as cyber space and data transferring consciousness, the world of interface communications and artificial computer intelligence. 1980s fictional world considered stimulated by cyber space and cyber culture. American author Bruce Bethke coined the term 'Cyberpunk'. The new wave of high-tech advancement in science and technology breakdown the barriers between machines and human. New writers welcomed the new term techno-reality as William Gibson, Bruce Sterling, John Shirley, Rudy Rucker, Michael Swanwick, Pat Cadigan, Lewis Shiner, Richard Kadrey and many others. Cyber space project, the image of near future, frequently used by William Gibson in his *Neuromancer* with two more novels to complete the dystopic Sprawl trilogy, gives a notable influence in genetic manipulation of cyber world. In Neuromancer modern technology and hyper reality play a wide and central role. It supports the distinct computer focused cyberpunk subgenre assorting with Biopunk. Biopunk is a subgenre of science fiction that *focuses on biotechnology .It is derived from cyberpunk, but focuses on the implications of biotechnology rather than informational technology.* Biopunk is concerned with synthetic biology. It involves bio-hackers, biotech Mega Corporation and oppressive government agencies that manipulate human DNA.

Neuromancer examines the dark side of genetic engineering and represents the low side of biotechnology in the form of biopunk. Neuromancer tells the story of a 'console cowboy' Henry Case, a freelance hacker who takes a job from a mysterious benefactor and becomes entangled in a cyberspace conspiracy that will forever change the digital landscape. In the very beginning Gibson uses the bio chemical Russian mycotoxin that damages the nervous system of Case as per punishment, rendering him unable to hack into cyberspace again. *The Sprawl was a long strange way home over the Pacific now, and he was no console man, no cyberspace cowboy. Just another hustler, trying to make it through... (1.17)* Afterward, Case left America to cure his present condition of CNS in the Japanese black market but his tour and efforts found nothing. The suicidal thought of Case throws him in a wretched condition as he is not so weak by his brain database but compelled to end his meaningless life, '*Case fell into the prison of his own flesh' (1.29).* He cannot enter cyberspace, which is the only place he feels free as a bird. Julian, a 135-years old man who uses genetic therapy to stay alive, invites Case in but can't, or won't tell him anything. Armitage reminds him that though he isn't a consol cowboy anymore, he can provide him his status of mind by curing and reversing the impact of mycotoxin.

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But for getting his nervous system back, Armitage asks for some terms. Case, just before the genetic surgery of regaining nervous system, talks Molly because he recognizes Molly as a street samurai. Molly lets him in on the fact that someone is supplying Armitage with substantial amounts of money, tech, and information. She doesn't know who, though, Case has the surgery to reverse his neural damage. It hurts a lot. Armitage also Case's pancreas replaces and new tissue grafted into Case's liver, to make Case unable to metabolize cocaine or amphetamines and apparently ending his drug addiction.

> He'd operated on an almost permanent adrenaline high, a byproduct of youth and proficiency, jacking into a custom cyberspace deck that projected his disembodied consciousness into the consensual hallucination that was the matrix. (1.24)

> [Case] sat beside Molly in filtered sunlight on the rim of a dry concrete fountain, letting the endless stream of face recapitulate the states of his life. (3.32)

Molly and Case head to the Chat where Case learns that his new pancreas prevents him from getting high on his uppers. Armitage, Caser, and Molly all three persons go to Sprawl, an American urban zone and the center for data exchange. Molly and Case share an apartment, and Case gets a shuriken (ninja star) from Molly as a souvenir of Chiba. Armitage visits the two and *gives Case the old good-news-bad-news routine. The good news is he's got Case some beyond state-of-the-art console gear. The bad news: he's surgically implanted toxic sacks into Case's arteries, and if Case doesn't finish the job in time, the sacks will dissolve and dose him with the same mycotoxin that destroyed his nervous system before. Case unpacks his computer gear. When Molly joins him, he asks her if she thinks the toxin sacks are real. She tells him it doesn't really matter either way.* But the truth, behind the scene, is that Armitage is the person who puts together al heist together and everyone is bound to follow his plan, especially Case whose nervous system is recovered but not free to do everything what he wanted. Armitage holds his future ransom by installing toxic sacks in the blood of Case, saying -

"You have fifteen toxin sacs bonded to the lining of various main arteries, Case. They're dissolving. Very slowly, but they definitely are dissolving…….(3.26,28)

Armitage give them their first job to steal a computerized personality recording of the Dixie Flatline, a.k.a. McCoy Pauly, Case's former teacher. They'll need to break into a company called Sense/Net to get the construct. Armitage needs Dixie Flatline's experience of hacking and the ROM construct is stored in the corporate headquarters of media conglomerate Sense/Net. Dixie has been dead awhile, but his memories live on in a ROM construct stolen by Molly and Case. ROM stands for read-only memory, meaning Dixie can't create new memories or learn or grow in any meaningful way. The ROM construct is simply the memories and instincts of a dead man that create a feedback loop, so he "always does what [you] expect him to" (17.38). Dixie finds his inability to change a total drag and asks Case to delete him once the job is done.

A street gang named the "Panther Moderns" is hired to create a simulated terrorist attack on Sense/Net. The diversion allows Molly to penetrate the building and steal Dixie's ROM with Case unlocking the computer safeguards on the way in and out from within the matrix. On the other hand Case with Molly searching the personality of Armitage. They discovered that his former identity is Colonel William Corto a member of "Operation Screaming Fist," which planned on infiltrating and disrupting Soviet computer systems from ultra light aircraft dropped over Russia. The Russian military and installed defenses defuse the attack and everyone was killed except Corto. In the war, Corto was bitterly wounded and by his off beam acts, he was betrayed by his present high position. To graft a new brand personality, Corto had to go through many experiments and treatments that were tested on him. Entirely new personality as named Armitage also leads us from cyberpunk to biopunk. Strong mutual relationship between Armitage and Wintermute leads us hidden obsession about schizophrenia, insanity, and cybernetic brainwashing.

Now the gang joined Peter Riviera, an artist, thief, and drug addict who is able to venture meticulous holographic illusions with the aid of sophisticated cybernetic implants. *The trail leads Case and Molly to Wintermute, a powerful artificial intelligence created by the Tessier-Ashpool family. The Tessier-Ashpools spend most of their inactive time in cryonic preservation in a labyrinthine mansion known as Villa Straylight, located at one end of Freeside, a cylindrical space habitat at L5, which functions primarily as a Las Vegas style space resort for the wealthy.*

Tessier Ashpool Company builds Wintermute as an artificial intelligence, a figure responsible for putting together Armitage's team and planning heist. It exists for one purpose only to merge with his other half, Neuromancer.

> *Why? That's an excellent question, and one even it can't answer. See, the only reason it can come up with is compulsion. It doesn't know why, it just has to. The urge is part of its programming (17.46).*

Wintermute doesn't have much of one as per talking personality wise because it has to talk on the form, mannerisms, and speech pattern of anybody's past when it communicates with that. For example, when it talks to Case, it often talks to him in the form of the Finn, but sometimes Julius Deane or Lonny Zone. Seriously calculating is the main characteristic of Wintermute's personality. It is able to create intricate plans, and profile people to find the wonderful pawns for supposed strategy.

> *Wintermute could build a kind of personality into a shell. How subtle a form could manipulation take? (10.27)*

Shrinkhla Ek Shodhparak Vaicharik Patrika

Beyond the emotions Wintermute focuses on artificial language. '*It can fake feelings if it's taking on the form of another human, but it most certainly doesn't have any itself. It's just got its goal (the Neuromancer merger), and the rest is riff-raff'.* The eponymous Neuromancer and turn into a hyper-intelligent, self-aware program. In order to achieve that however it must eradicate the Turing locks that Lady 3Jane has installed. Revealed, later that it is Wintermute that orchestrated everything---putting a crack team together, infiltrating Villa Stray light---all through Armitage, an artificial personality that it had constructed for its own purposes. Neuromancer, the twin AI of Wintermute has most outstanding capability to copy minds and run them as programmers leads the actions to expand and progress. Neuromancer has no identity, equality and similarity with its twin Wintermute as it has its own secure personality and distinctiveness. Because of full of RAM, it can create, enhance, alter and control new memories of chained dataset. The actions of Neuromancer work purposefully when it takes Linda Lee in its world and changes self by writing her data into its own saying '*I call up the dead.'(21.31)*

Conclusion

Gibson's biopunk emphasizes humans as global source of information, the entrance of technology that flows in human genetics and genetics in cyber technology. Here, cyberpuk as most radical advancement in techno science intractably linked with other culture of biopunk in the form of bio chemical elements, biology, biohacking and many other possibilities. Neuromancer as an instigation of biopunk, represents a chance for science fiction, both academically and creatively, to explore the dystopian and utopian possibilities that this new technology and subgenre, now a days, becoming more popularly emerged. Biopunk, however, changes a little to the basic premise of cyberpunk maintaining its dystopian overtones while merely replacing cybernetics with bio technology. Thus, Neuromancer, by many ways, takes cyberpunk on a new target that is biopunk, not as a part of it but as a new propagation of refined genre in literature.

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