

Atmosphere of Cyberspace in Necromancer

Dr. Pawar Tanaji Maruti

Head and Associate Professor, Department of English, Adarsh Mahavidyalaya, Omerga,
Dist. Dharashiv, MS, India

Article Received: 19/07/2026

Article Accepted:21/08/2026

Published Online:22/08/2026

DOI:10.47311/IJOES.2026.8.08.418

Abstract:

The concept of science fiction is rooted in rational writing, exploring probable worlds, universes, futures, and realities different from the present. While subtly linked to fantasy, science fiction stands as a unique genre, expressing creative elements probable within scientifically formulated or assumed physical rules. This paper aims to outline the atmosphere of Cyberspace in Necromancer by William Gibson.

Keywords: Science Fiction, Cyborg, Cyberpunk, etc.

Introduction:

Science fiction is a narrative genre addressing stories that often delve into science and technology within future contexts. Its profound association with scientific doctrines is noteworthy. Typically unfolding in settings portraying the future, space, or alternate worlds, science fiction gained prominence in the 1950s, notably when Isaac Asimov provided the following definition, “It is the branch of literature concerned with the impact of scientific advance upon human beings” (Modern Science Fiction: 1953)

The notion of cyberspace in this novel is intervened with the incorporation of video games. The novel Neuromancer consists of video games as a significant ingredient in different ways. There is a reference to the children’s show in Chapter 3 of this novel. It is written, “The matrix has its roots in primitive arcade games” (Gibson, 36).

Case is severely intoxicated with video games. This extreme addiction of Case and the visual shapes which millions of people share with each other, take their visual structure from the very source of video games. In this way, the video games are the fundamentals of a procedure in which any society jointly generates a new-fangled actuality. Therefore, we can note milieu of cyberspace in this novel. There is a production of background noise in Case’s life in the form of video games. It seems to be functional as a type of soundtrack. Video games correspond to the world of case leading to explore the cyberspace. We can notice

world of Case which is artificial, commoditized, and invasive. Eventually we even come to know that, Julie's gangsters kill Linda in an arcade and hence, it comes to our notice that video games are related to even death as well.

The notion of cyborg is largely topical in this novel *Neuromancer* as we meet incredible characters who live in distinct world of their own. Eyes and the associated eminence of vision are extremely emblematic in *Neuromancer*. Molly's mirrored eyes can be seen as astonishing elements fixed in this cyborg. In fact, Molly Millions appears in front of us as a Razorgirl who have been employed by Armitage along with Case for his purpose. Molly is outfitted with wide cybernetic advancements which consist of retractable 4 cm double-edged blades under her fingernails. She can organize them as a claw which is a superior reflex system. She has even entrenched mirrored lenses covering her eyesockets which are operational with complementary visual enrichments. Molly is an incredible character and nothing can see into her. Despite of looking her soul, people who watch at her eyes can see themselves instead of any other thing. Simstim which is identified as simulation and stimulation maintains this alteration of vision. At one juncture, the simstim link inserted in Molly's eyes finds to be in place and Case becomes able to see through Molly's eyes. When he turns over a switch, his biological eyes turn out to be comparatively motionless. In this way, he becomes able to see only symbolic representations of data in cyberspace. In the due progression of the novel, Case examines videos of Armitage from his past life where he understands that Corto and Armitage are the same due to their eyes. In the final severe cyberspace battle with an expectation of union of Wintermute and Neuromancer, Case comes in front of us with "spherical" vision. It seems that the whole world had become a single gigantic eye.

In the progression of the story of *Neuromancer*, we frequently come across some incredible words which refer to cyberspace and cyborg. These words have been repeatedly used by William Gibson while exploring the milieu of cyberspace and cyborg. The very word of 'cryogenic' indicates to the reduction of body temperatures to convert people into a type of suspended animation. The family members of The Tessier-Ashpool clan deploy cryogenic technology to expand their years of life and uphold their influence. Another word which Gibson uses and which he has invented is 'Cyberspace' gives the idea about virtual reality through the medium of which users can experience data in the form of visual thing. It can be even seen in the form of graphic representations drawn from video games. This type of atmosphere has been recurrently shown in this fiction. 'Deck' is the word which is used in this novel. The very meaning of this word is a tool which hackers do use while accessing the cyberspace. The decks explore resemblance with modern PCs. However, they consist of neural implants and permit users to adjoin their nervous systems directly to cyberspace. Case, the prime character of this novel, whose name is Henry Dorsett Case is a drug addict and cyberspace hacker. He had made an effort of stealing from some of his partners in crime which they committed together with the help of deck. Dixie Flatline too, is a renowned

computer hacker who efficiently uses deck. His original name is McCoy Pauley but has achieved his nickname in an attempt of surviving three “flat-lines” as he was trying to crack an Artificial Intelligence (AI) with the help of deck.

In addition to above mentioned terms, ‘flatline’ is frequently used in this novel. The meaning of this word is to become passive, inactive or die at least for some time. It resembles with the truth that a brain produces brainwaves when it is alive and working. However, when it becomes dead due to someone’s death, waves go flat. McCoy Pauley has got the nickname as Dixie Flatline in his attempt to survive three ‘flat-lines’ in the process of cracking an Artificial Intelligence(AI). The word ‘Jack’ too has got reference for several times in this novel. It is used for Cyber cowboys jack into their decks. They offer direct neural access to cyberspace. Another word used in science fiction is ‘ice’. It has been used for several times in *Neuromancer*. This word stands for “intrusion countermeasures electronics”. The characters of *Neuromancer* deploy ice to prevent information resources. The word ‘Matrix’ has been abundantly used in this novel which is a similar term for cyberspace. It is an imaginary or artificial space where people are equipped with accessing visual information in straightforward manner. ‘Simstim’ is another word which mean to the replication of stimulus. Characters in this novel employ this technology to sense what others (who are outfitted with technology) sense. There have been some references to the word ‘Turing police’ in this novel which refers to Alan Turing, one of the inventors of the computer. He introduced the famous “Turing Test”. This test is being used to decide whether a computer is intelligent or not. It makes sure about the fact that AIs should not turn over intelligent as compared to human beings and surpass human intellect. This can turn into hazardous for the very existence of human beings.

The entire setting of this novel can be cited as an Electric Avenue which can be seen as synonym for cyberspace. We frequently imagine of data and information as something abstract, which is hard to believe in physical existence. The notion of data can be best experienced through charts and graphs. It can be a stuff or data which is written to computer hard drives. It may exist in an extremely large, indeterminate number. At some points we tend to forget that own senses such as sight, smell, touch, taste and hearing exist as a type of data. They exist in the form of sense data. For example, we pick up some object which is small, round and red in form and color. It feels delicate to our hands and consists of earthy smell within it. Whatever we feel is the data that runs up to our brain as electric signals. It is our brain which allows us to know what we are handling. In this sense, our brain signals that it is a tomato which is best for the purpose of eating and for kicking. This type of milieu is found everywhere in this novel.

In *Neuromancer*, the very word of ‘cyberspace’ has been illustrated as ‘a graphic representation of data abstracted from the banks of every computer in the human system.

Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data' (Gibson, 37).

In fact, we find it difficult to understand the very meaning of above mentioned illustration. Our gradual understanding of the novel offers us the meaning of it. The very beginning of this novel presents cyberspace data as the abstract forms of data which we often think data to take. Everything consisting in this novel is geometrical and graphed like an old-school Atari video game. It comes to our notice that things gradually change. Wintermute projects his own world and drags Case into it. This world has been assembled on the memories of Case. Everything seems to be authentic, senses like real and even feels as if real. However, Case knows that it is not real. He is ascertained that they are only his memories. At last, Case gets entrapped into the world of Neuromancer which is not build on any of Case's memories. However, it gives the sense as if it is real though imaginary. While exposing the world of Neuromancer, Case utters, None of this (is) real, but cold (is) cold (Gibson, 148).

It becomes confusing for us to understand milieu of cyberspace through above statement as it gives minute indication to reality. We normally experience reality as sense data being sent to our brain. Case understands Neuromancer's angle of the matrix in the same way as electrical impulses being sent to his brain. Neuromancer comes in front of us as Wintermute's sibling Artificial Intelligence equipped with the ability to copy minds and run them as RAM (Random Access Memory) which permits the stored personalities to cultivate and expand. In this way, cyberspace version of reality comes in front of us.

The novel gradually develops with the scenario of cyberspace and cyborg leading to the philosophical experiment of 'Brain in a vat' principal. This principle is alternatively known as brain in a jar. It is used in a range of thought experiments projected to illustrate some characteristics of our ideas of knowledge, reality, truth, mind, consciousness and meaning. This type of experiment indicates to portray a brain in a vat associated with a supercomputer. The supercomputer supplies electrical impulse to the brain with the help of wires connected to its neurons.

To conclude, through the medium of electric impulses sensory data is supplied to the brain to generate a reality for the brain. In short, the scene pulls us towards the question that whether one is experiencing the real world or just a brain in vat being nourished reality. In such reality, we sense that do we really have arms and hands and legs and toes that we can feel physically or we become just squiggly balls of gray matter. The very answer to this question is we don't have such things in actuality. All this seems to be incredible unveiling to the complexity of cyberspace and cyborg.

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