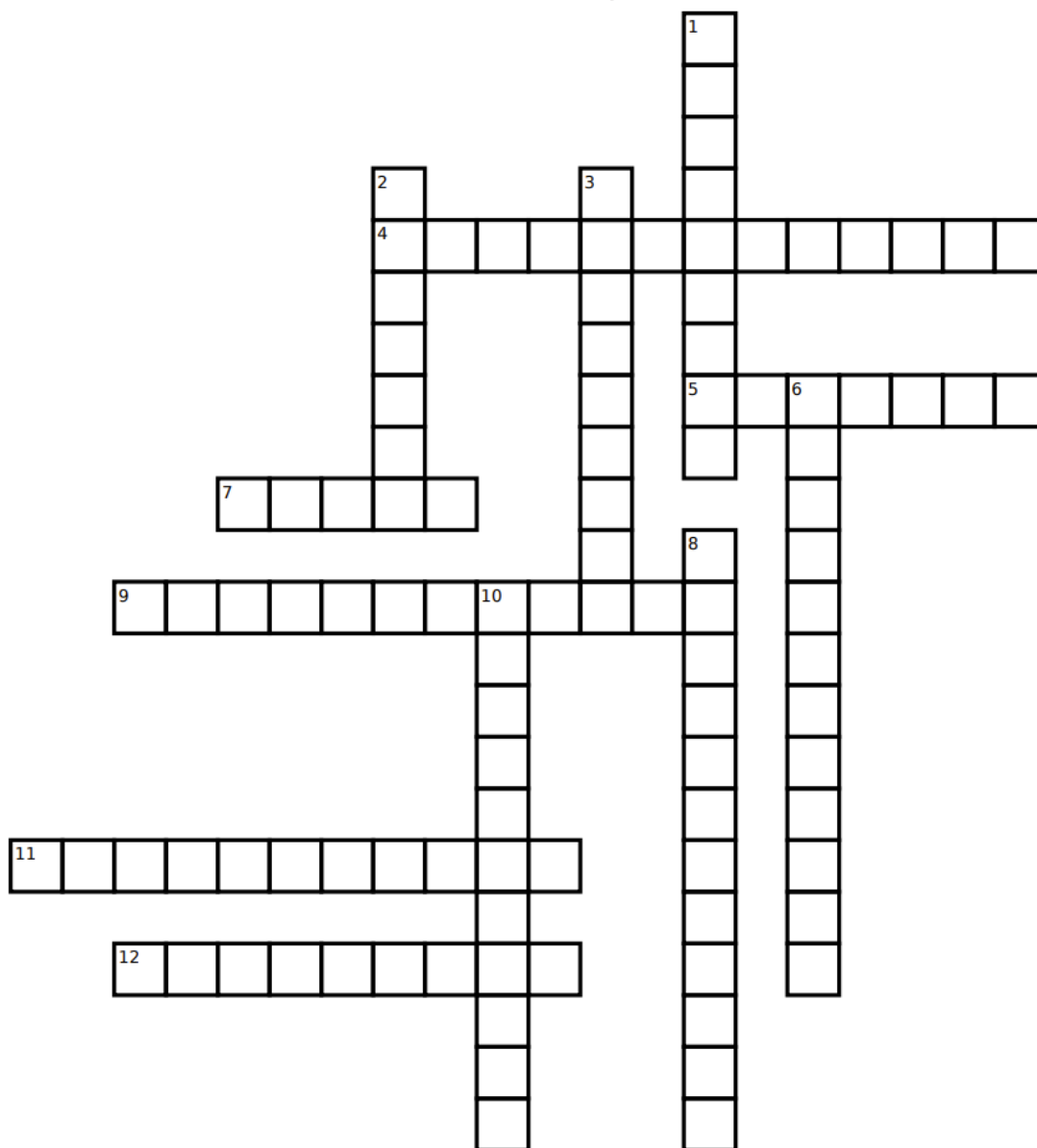


STEAMPUNK



Down:

1. This genre combines minutely accurate historical details with flamboyantly wrong depictions of the past in order to bring a new perspective to the present
2. American author who coined the term steampunk
3. Synonym for airship
6. TV series from 1965-1969 that could be the earliest example of steampunk
8. A steampunk archetype that represents the ethical questions raised by unchallenged technological and scientific achievements
10. Something or someone that is not in its correct historical or chronological time

Across:

4. American author of steampunk novel "The Difference Engine" and cyberpunk "Neuromancer"
5. The movement in science fiction that led to steampunk and cyberpunk
7. A family of texts with shared traits
9. The historical period that provides the aesthetic and setting for steampunk
11. This actor played Allan Quatermain in the 2003 movie based on the steampunk graphic novel series
12. Developing about the same time as steampunk, this genre depicts futuristic technology (especially digital) in a dystopian future of societal collapse

RECOMMENDATIONS

Fiction

***A Master of Djinn*, P. Djèlí Clark**

Set in Cairo, 1912, Clark's award-winning debut novel follows the adventures of Fatma el-Sha'arawi, a special investigator with the Egyptian Ministry of Alchemy, Enchantments, and Supernatural Entities.

***Extraordinary Engines: The Definitive Steampunk Collection*, ed. Nick Gevers**

This collection assembles original stories by some of the genre's foremost writers.

***Perdido Street Station*, China Mieville**

Rife with scientific splendor, magical intrigue, and wonderfully realized characters, Mieville's novel offers an eerie, voluptuously crafted world that will plumb the depths of every reader's imagination.

***The Difference Engine*, William Gibson & Bruce Sterling**

1855: The Industrial Revolution is in full and inexorable swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine and the computer age arrives a century ahead of its time. And three extraordinary characters race toward a rendezvous with history—and the future.

Nonfiction

***Steampunk: An Illustrated History of Fantastical Fiction, Fanciful Film & Other Victorian Visions*, Brian J. Robb**

Fully illustrated and international in scope, this comprehensive history explores steampunk's many intricate expressions in fiction, cinema, television, comics, and video games, and traces its evolution into a truly global aesthetic that has made its mark on art, architecture, fashion, and music.

***The Steampunk Bible: An Illustrated Guide to the World of Imaginary Airships, Corsets and Goggles, Mad Scientists, and Strange Literature*, Jeff VanderMeer & S.J. Chambers**

One of the ultimate resources to the fascinating world of steampunk, authors VanderMeer and Chambers take readers on a wild ride through the clockwork corridors of steampunk history.

***1000 Steampunk Creations: Neo-Victorian Fashion, Gear & Art*, Dr. Grymm**

Packed with 1,000 color photographs, *1000 Steampunk Creations* features a stunning and mind-boggling showcase of modified technology, art and sculpture, home décor, fashion and haberdashery, jewelry and accessories, and curious weapons, vehicles, and contraptions.

Sites

The Steamwork Explorer: Steampunk News, Events, People, Places & More
steampunk-explorer.com

Steampunk Art & Design Exhibition at the Museum of the History of Science, Oxford
mhs.ox.ac.uk/exhibits/steampunk
steampunkmuseumexhibition.blogspot.com

Le Galerie des Machines in Nantes, France (Steampunk Amusement Park)
lesmachines-nantes.fr/en

