

In Real Life Cory Doctorow

This is likewise one of the factors by obtaining the soft documents of this **In Real Life Cory Doctorow** by online. You might not require more times to spend to go to the books commencement as with ease as search for them. In some cases, you likewise realize not discover the broadcast In Real Life Cory Doctorow that you are looking for. It will utterly squander the time.

However below, next you visit this web page, it will be correspondingly extremely easy to get as without difficulty as download lead In Real Life Cory Doctorow

It will not say yes many become old as we notify before. You can reach it while do its stuff something else at house and even in your workplace. thus easy! So, are you question? Just exercise just what we provide below as with ease as evaluation **In Real Life Cory Doctorow** what you later than to read!

For the Win Cory Doctorow 2011 'For The Win' is a provocative and exhilarating tale of teen rebellion against global corporations from the New York Times best-selling author of 'Little Brother'.

Eastern Standard Tribe Cory Doctorow 2005-04 Now in softcover, the second novel from one of the hottest writers in modern SF

Poesy the Monster Slayer Cory Doctorow 2020-07-14 New York Times bestselling author Cory Doctorow and illustrator Matt Rockefeller present a sweetly scary picture book about a girl whose monster-catching activities delay her bedtime in Poesy the Monster Slayer. A monster slayer needs no bedtime! Once her parents are off to bed, Poesy excitedly awaits the monsters that creep into her room. With the knowledge she's gained from her trusty Monster Book and a few of her favorite toys, Poesy easily fends off a werewolf, a vampire, and much more. But not even Poesy's bubblegum perfume can defeat her sleep-deprived parents! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

I Stop Somewhere TE Carter 2018-02-27 Ellie Frias disappeared long before she vanished. Tormented throughout middle school, Ellie begins her freshman year with a new look: she doesn't need to be popular; she just needs to blend in with the wallpaper. But when the unthinkable happens, Ellie finds herself trapped after a brutal assault.

She wasn't the first victim, and now she watches it happen again and again. She tries to hold on to her happier memories in order to get past the cold days, waiting for someone to find her. The problem is, no one searches for a girl they never noticed in the first place. TE Carter's stirring and visceral debut not only discusses and dismantles rape culture, but it also reminds us what it is to be human.

Six Gun Gorilla Simon Spurrier 2014-06-25 Welcome to the Blister, a bizarre other-world colonized by humans sometime in the 22nd century, which quickly became a hotly contested source of fertile land and natural resources long ago exhausted on Earth. In this new frontier, a rogue gunslinger and his companion wander across a wilderness in the grips of a civil war, encountering lawlessness, natives, and perversions of civilization in a world at the crossroads between the past and the future. The fact that said gunslinger is a bio-surgically modified silverback gorilla toting a pair of enormous revolvers is neither here nor there - Radicalized Cory Doctorow 2019-03-19 Told through one of the most on-pulse genre voices of our generation--New York Times bestselling author Cory Doctorow--Radicalized is a timely novel comprised of four science fiction novellas connected by social, technological, and economic visions of today and what America could be in the near, near future. Unauthorized Bread is a tale of immigration, the toxicity of economic and

technological stratification, and the young and downtrodden fighting against all odds to survive and prosper. In *Model Minority*, a Superman-like figure attempts to rectify the corruption of the police forces he long erroneously thought protected the defenseless...only to find his efforts adversely affecting their victims. *Radicalized* is a story of a darkweb-enforced violent uprising against insurance companies told from the perspective of a man desperate to secure funding for an experimental drug that could cure his wife's terminal cancer. The fourth story, *Masque of the Red Death*, harkens back to Doctorow's *Walkaway*, taking on issues of survivalism versus community. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Age of Surveillance Capitalism Shoshana Zuboff 2019-01-15 The challenges to humanity posed by the digital future, the first detailed examination of the unprecedented form of power called "surveillance capitalism," and the quest by powerful corporations to predict and control our behavior. In this masterwork of original thinking and research, Shoshana Zuboff provides startling insights into the phenomenon that she has named surveillance capitalism. The stakes could not be higher: a global architecture of behavior modification threatens human nature in the twenty-first century just as industrial capitalism disfigured the natural world in the twentieth. Zuboff vividly brings to life the consequences as surveillance capitalism advances from Silicon Valley into every economic sector. Vast wealth and power are accumulated in ominous new "behavioral futures markets," where predictions about our behavior are bought and sold, and the production of goods and services is subordinated to a new "means of behavioral modification." The threat has shifted from a totalitarian Big Brother state to a ubiquitous digital architecture: a "Big Other" operating in the interests of surveillance capital. Here is the crucible of an unprecedented form of power marked by extreme concentrations of knowledge and free from democratic oversight. Zuboff's comprehensive and moving analysis lays bare the threats to twenty-first century society: a controlled "hive" of total connection that seduces

with promises of total certainty for maximum profit -- at the expense of democracy, freedom, and our human future. With little resistance from law or society, surveillance capitalism is on the verge of dominating the social order and shaping the digital future -- if we let it.

Unauthorized Bread

The Prince and the Dressmaker Jen Wang 2018-02-13 Prince Sebastian hides from his parents his secret life of dressing up in women's clothes as the hottest fashion icon in Paris, the fabulous Lady Crystallia, while his friend Frances the dressmaker strives to keep her friend's secret.

Rabbits Terry Miles 2021-06-08 A deadly underground game might just be altering reality itself in this all-new adventure set in the world of the hit Rabbits podcast. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WALL STREET JOURNAL • "A wild ride . . . impossible to put down."—Publishers Weekly (starred review)

It's an average work day. You've been wrapped up in a task, and you check the clock when you come up for air—4:44 p.m. You check your email, and 44 unread messages have built up. With a shock, you realize the date is April 4—4/4. And when you get in your car to drive home, your odometer reads 44,444. Coincidence? Or have you just seen the edge of a rabbit hole? Rabbits is a mysterious alternate reality game so vast it uses the entire world as its canvas. Since the game started in 1959, ten iterations have appeared and nine winners have been declared. The identities of these winners are unknown. So is their reward, which is whispered to be NSA or CIA recruitment, vast wealth, immortality, or perhaps even the key to the secrets of the universe itself. But the deeper you get, the more dangerous the game becomes. Players have died in the past—and the body count is rising. And now the eleventh round is about to begin. Enter K—a Rabbits obsessive who has been trying to find a way into the game for years. That path opens when K is approached by billionaire Alan Scarpio, rumored to be the winner of the sixth iteration. Scarpio says that something has gone wrong with the game and that K needs to fix it before Eleven starts, or the whole world will pay the price. Five days later, Scarpio is declared missing. Two weeks after that, K blows the

deadline: Eleven begins. And suddenly, the fate of the entire universe is at stake.

Makers Cory Doctorow 2009-10-27 Perry and Lester invent things: seashell robots that make toast, Boogie Woogie Elmo dolls that drive cars. They also invent entirely new economic systems. When Kodak and Duracell are broken up for parts by sharp venture capitalists, Perry and Lester help to invent the "New Work," a New Deal for the technological era. Barefoot bankers cross the nation, microinvesting in high-tech communal mini-startups. Together, they transform the nation and blogger Andrea Fleeks is there to document it. Then it slides into collapse. The New Work bust puts the dot-bomb to shame. Perry and Lester build a network of interactive rides in abandoned Walmarts across the land. As their rides gain in popularity, a rogue Disney executive engineers a savage attack on the rides by convincing the police that their 3D printers are being used to make AK-47s. Lawsuits multiply as venture capitalists take on a new investment strategy: backing litigation against companies like Disney. Lester and Perry's friendship falls to pieces when Lester gets the fatkins treatment, which turns him into a sybaritic gigolo. Then things get really interesting. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Overclocked Cory Doctorow 2016-10-25 "Cory Doctorow straps on his miner's helmet and takes you deep into the caverns and underground rivers of pop culture, here filtered through SF-colored glasses. Enjoy."-Neil Gaiman New York Times bestselling author Cory Doctorow has been hailed as one of the freshest voices in science fiction, and this collection of intriguing novellas is yet another reason why. Have you ever wondered what it's like to live through a bioweapon attack or to have every aspect of your life governed by invisible ants? In Cory Doctorow's collection of novellas, he wields his formidable experience in technology and computing to give us mind-bending sci-fi tales that explore the possibilities of information technology-and its various uses-run amok. "Anda's Game" is a spin on the bizarre new phenomenon of "cyber sweatshops," in which people are paid very low wages to play online games all day in

order to generate in-game wealth, which can be converted into actual money. Another tale tells of the heroic exploits of "sysadmins"-systems administrators-as they defend the cyberworld, and hence the world at large, from worms and bioweapons. And yes, there's a story about zombies, too. "He sparkles! He fizzes! He does backflips and breaks the furniture! Science fiction needs Cory Doctorow." -Bruce Sterling, award-winning author of Schismatrix Plus and The Difference Engine

In Real Life Cory Doctorow 2014-10-14 Immersing herself in an online fantasy game, Anda confronts a difficult choice when she befriends a disadvantaged Chinese child who illegally collects rare items in the game and sells them to other players.

The Sculptor Scott McCloud 2015-02-03 David Smith is giving his life for his art—literally. Thanks to a deal with Death, the young sculptor gets his childhood wish: to sculpt anything he can imagine with his bare hands. But now that he only has 200 days to live, deciding what to create is harder than he thought, and discovering the love of his life at the 11th hour isn't making it any easier! This is a story of desire taken to the edge of reason and beyond; of the frantic, clumsy dance steps of young love; and a gorgeous, street-level portrait of the world's greatest city. It's about the small, warm, human moments of everyday life...and the great surging forces that lie just under the surface. Scott McCloud wrote the book on how comics work; now he vaults into great fiction with a breathtaking, funny, and unforgettable new work.

Satellite Nick Lake 2019-04-23 A teenage boy born in space makes his first trip to Earth in this engrossing sci-fi adventure for fans of The Martian from award-winning author Nick Lake. He's going to a place he's never been before: home. Moon 2 is a space station that orbits approximately 250 miles above Earth. It travels 17,500 miles an hour, making one full orbit every ninety minutes. It's also the only home that fifteen-year-old Leo and two other teens have ever known. Born and raised on Moon 2, Leo and the twins, Orion and Libra, are finally old enough and strong enough to endure the dangerous trip to Earth. They've been

“parented” by teams of astronauts since birth and have run countless drills to ready themselves for every conceivable difficulty they might face on the flight. But has anything really prepared them for life on terra firma? Because while the planet may be home to billions of people, living there is more treacherous than Leo and his friends could ever have imagined, and their very survival will mean defying impossible odds.

Information Doesn't Want to Be Free Cory Doctorow 2014-11-01 “Filled with wisdom and thought experiments and things that will mess with your mind.” — Neil Gaiman, author of *The Graveyard Book* and *American Gods* In sharply argued, fast-moving chapters, Cory Doctorow’s *Information Doesn’t Want to Be Free* takes on the state of copyright and creative success in the digital age. Can small artists still thrive in the Internet era? Can giant record labels avoid alienating their audiences? This is a book about the pitfalls and the opportunities that creative industries (and individuals) are confronting today — about how the old models have failed or found new footing, and about what might soon replace them. An essential read for anyone with a stake in the future of the arts, *Information Doesn’t Want to Be Free* offers a vivid guide to the ways creativity and the Internet interact today, and to what might be coming next. This book is DRM-free.

Pirate Cinema Cory Doctorow 2012-10-02 From the New York Times bestselling author of *Little Brother*, Cory Doctorow, comes *Pirate Cinema*, a new tale of a brilliant hacker runaway who finds himself standing up to tyranny. Trent McCauley is sixteen, brilliant, and obsessed with one thing: making movies on his computer by reassembling footage from popular films he downloads from the net. In the dystopian near-future Britain where Trent is growing up, this is more illegal than ever; the punishment for being caught three times is that your entire household’s access to the internet is cut off for a year, with no appeal. Trent’s too clever for that to happen. Except it does, and it nearly destroys his family. Shamed and shattered, Trent runs away to London, where he slowly learns the ways of staying alive on the streets. This brings him in touch with a demimonde of artists and activists who are trying to fight a new

bill that will criminalize even more harmless internet creativity, making felons of millions of British citizens at a stroke. Things look bad. Parliament is in power of a few wealthy media conglomerates. But the powers-that-be haven’t entirely reckoned with the power of a gripping movie to change people’s minds.... At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Boy Who Could Change the World Aaron Swartz 2016-01-05 In his too-short life, Aaron Swartz reshaped the Internet, questioned our assumptions about intellectual property, and touched all of us in ways that we may not even realize. His tragic suicide in 2013 at the age of twenty-six after being aggressively prosecuted for copyright infringement shocked the nation and the world. Here for the first time in print is revealed the quintessential Aaron Swartz: besides being a technical genius and a passionate activist, he was also an insightful, compelling, and cutting essayist. With a technical understanding of the Internet and of intellectual property law surpassing that of many seasoned professionals, he wrote thoughtfully and humorously about intellectual property, copyright, and the architecture of the Internet. He wrote as well about unexpected topics such as pop culture, politics both electoral and idealistic, dieting, and lifehacking. Including three in-depth and previously unpublished essays about education, governance, and cities, *The Boy Who Could Change the World* contains the life’s work of one of the most original minds of our time.

The Rapture of the Nerds Cory Doctorow 2012-09-04 A tale set at the end of the twenty-first century finds the planet’s divided hominid population subjected to the forces of a splintery metaconsciousness that inundates networks with plans for cataclysmic technologies, prompting an unwitting jury member to participate in a grueling decision.

Agency William Gibson 2020 In William Gibson’s first novel since 2014’s bestselling “*The Peripheral*,” a gifted “app-whisperer,” hired to beta test a mysterious new product, finds her life endangered by her relationship with her

surprisingly street-smart and combat-savvy digital assistant. Residence: Vancouver, B.C. Print run 150,000.

Attack Surface Cory Doctorow 2020-10-13 Cory Doctorow's *Attack Surface* is a standalone novel set in the world of New York Times bestsellers *Little Brother* and *Homeland*. Most days, Masha Maximow was sure she'd chosen the winning side. In her day job as a counterterrorism wizard for an transnational cybersecurity firm, she made the hacks that allowed repressive regimes to spy on dissidents, and manipulate their every move. The perks were fantastic, and the pay was obscene. Just for fun, and to piss off her masters, Masha sometimes used her mad skills to help those same troublemakers evade detection, if their cause was just. It was a dangerous game and a hell of a rush. But seriously self-destructive. And unsustainable. When her targets were strangers in faraway police states, it was easy to compartmentalize, to ignore the collateral damage of murder, rape, and torture. But when it hits close to home, and the hacks and exploits she's devised are directed at her friends and family—including boy wonder Marcus Yellow, her old crush and archrival, and his entourage of naïve idealists—Masha realizes she has to choose. And whatever choice she makes, someone is going to get hurt. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dungeon Critters Natalie Riess 2020-09-29 Natalie Riess and Sara Goetter's *Dungeon Critters* is a middle-grade graphic novel about a gang of adorable animal friends on a D&D style dungeon crawl. Quests! Plots! Evil Plants! Magic and mayhem! Join the *Dungeon Critters*—a tight-knit squad of animal companions—on a wild adventure investigating a sinister botanical conspiracy among the furry nobility. As they risk their lives traveling through haunted dungeons, swamps, and high society balls—they also come closer together as friends. Motivated by rivalries, ideals, and a lust for adventure, these critters navigate not only perils and dangers of the natural world, but also perils and dangers...of the heart!

Context Cory Doctorow 2011-10-01 One of the Web's most celebrated high-tech culture mavens

returns with this second collection of essays and polemics. Discussing complex topics in an accessible manner, Cory Doctorow's visions of a future where artists have full freedom of expression is tempered with his understanding that creators need to benefit from their own creations. From extolling the Etsy makerverse to excoriating Apple for dumbing down technology while creating an information monopoly, each unique piece is brief, witty, and at the cutting edge of tech. Now a stay-at-home dad as well as an international activist, Doctorow writes as eloquently about creating real-time Internet theater with his daughter as he does while lambasting the corporations that want to profit from inherent intellectual freedoms.

In Real Life Lawrence Tabak 2014-11-11 Fifteen-year-old math prodigy Seth Gordon knows exactly what he wants to do with his life—play video games. Every spare minute is devoted to honing his skills at *Starfare*, the world's most popular computer game. His goal: South Korea, where the top pros are rich and famous. But the best players train all day, while Seth has school and a job and divorced parents who agree on only one thing: "Get off that damn computer." Plus there's a new distraction named Hannah, an aspiring photographer who actually seems to understand his obsession. While Seth mopes about his tournament results and mixed signals from Hannah, Team Anaconda, one of the leading Korean pro squads, sees something special. Before he knows it, it's goodbye Kansas, goodbye Hannah, and hello to the strange new world of Korea. But the reality is more complicated than the fantasy, as he faces cultural shock, disgruntled teammates, and giant pots of sour-smelling kimchi. What happens next surprises Seth. Slowly, he comes to make new friends, and discovers what might be a breakthrough, mathematical solution to the challenges of *Starcraft*. Delving deeper into the formulas takes him in an unexpected direction, one that might just give him a new focus—and reunite him with Hannah.

All the Things We Do in the Dark Sandra Mitchell 2019-10-29 Sadie meets Girl in Pieces in this dark, emotional thriller by acclaimed author Sandra Mitchell. Something happened to Ava. The curving

scar on her face is proof. Ava would rather keep that something hidden—buried deep in her heart and her soul. But in the woods on the outskirts of town, the traces of someone else's secrets lie frozen, awaiting Ava's discovery—and what Ava finds threatens to topple the carefully constructed wall of normalcy that she's spent years building around her. Secrets leave scars. But when the secret in question is not your own—do you ignore the truth and walk away? Or do you uncover it from its shallow grave and let it reopen old wounds—wounds that have finally begun to heal?

Great Big Beautiful Tomorrow Cory Doctorow 2011-11-01 Cory Doctorow burst on the SF scene in 2000 like a rocket, inspiring awe in readers (and envy in other writers) with his bestselling novels and stories, which he insisted on giving away via Creative Commons. Meanwhile, as coeditor of the wildly popular blog Boing Boing, he became the radical new voice of the Web, boldly arguing for internet freedom from corporate control. Doctorow's activism and artistry are both on display in this Outspoken Author edition. The crown jewel is his novella *The Great Big Beautiful Tomorrow*, the high-velocity adventures of a transhuman teenager in a toxic post-Disney dystopia, battling wireheads and wumpuses (and having fun doing it!) until he meets the "meat girl" of his dreams, and is forced to choose between immortality and sex. Plus a live transcription of Cory's historic address to the 2010 World SF Convention, "Creativity vs. Copyright," dramatically presenting his controversial case for open-source in both information and art. Also included is an international Outspoken Interview (Skyped from England, Canada, and the U.S.) in which Doctorow reveals the surprising sources of his genius.

The Unraveling Benjamin Rosenbaum 2021-06-08 "A wildly inventive, funny, and ultimately quite heartfelt novel, *The Unraveling* is a chaotic romp of gender deconstruction packaged up in a groovy science-fictional coming-of-age tale." —Chicago Review of Books In a society where biotechnology has revolutionized gender, young Fift must decide whether to conform or carve a new path. In the distant future, somewhere in the galaxy, a Staid-gendered youth

with three bodies is just trying to figure life out. Fift is struggling to maintain zir position in Fullbelly's rigid social system, which is only made more difficult as ze develops an intriguing—and controversial—friendship with the acclaimed Vail-gendered bioengineer Shria. When Fift and Shria wind up at the center of a scandalous art spectacle that precipitates a multilayered Unraveling of society, Fift is torn between zir attraction to Shria and the safety of zir family, between staying true to zir feelings and social compliance . . . all while zir personal crises suddenly take on global significance. What's a young Staid to do when the whole world is watching?

Beasts of Burden: Animal Rites Evan Dorkin 2018-05-22 Welcome to Burden Hill — a picturesque little town adorned with white picket fences and green, green grass, home to a unique team of paranormal investigators. Beneath this shiny exterior, Burden Hill harbors dark and sinister secrets, and it's up to a heroic gang of dogs — and one cat — to protect the town from the evil forces at work. These are the Beasts of Burden Hill — Pugs, Ace, Jack, Whitey, Red and the Orphan — whose early experiences with the paranormal (including a haunted doghouse, a witches' coven, and a pack of canine zombies) have led them to become members of the Wise Dog Society, official animal agents sworn to protect their town from evil. This turns out to be no easy task, as they soon encounter demonic cannibal frogs, tortured spirits, a secret rat society, and a bizarre and deadly resurrection in the Burden Hill cemetery — events which lead to fear and heartbreak as our four-legged heroes discover that the evil within Burden Hill is growing and on the move. Can our heroes overcome these supernatural menaces? Can evil be bested by a paranormal team that doesn't have hands? And even more importantly, will Pugs ever shut the hell up? Adventure, mystery, horror, and humor thrive on every page of *Beasts of Burden* — a comic-book series that will capture readers' hearts and haunt their dreams. Award-winning comics creators Evan Dorkin (*Milk and Cheese*) and Jill Thompson (*Scary Godmother*) first introduced these very special investigators in *The*

Dark Horse Book of Hauntings and the other Dark Horse Book of . . . anthologies, for which they won coveted Eisner Awards for Best Short Story and Best Painter. Those first tales are collected here, along with the comic series Beasts of Burden issues #1-#4.

Stargazing Jen Wang 2019-09-10 Stargazing is a heartwarming middle-grade graphic novel in the spirit of Real Friends and El Deafo, from New York Times bestselling author-illustrator Jen Wang. Moon is everything Christine isn't. She's confident, impulsive, artistic . . . and though they both grew up in the same Chinese-American suburb, Moon is somehow unlike anyone Christine has ever known. But after Moon moves in next door, these unlikely friends are soon best friends, sharing their favorite music videos and painting their toenails when Christine's strict parents aren't around. Moon even tells Christine her deepest secret: that she has visions, sometimes, of celestial beings who speak to her from the stars. Who reassure her that earth isn't where she really belongs. Moon's visions have an all-too-earthly root, however, and soon Christine's best friend is in the hospital, fighting for her life. Can Christine be the friend Moon needs, now, when the sky is falling? Jen Wang draws on her childhood to paint a deeply personal yet wholly relatable friendship story that's at turns joyful, heart-wrenching, and full of hope.

Craphound Cory Cory Doctorow 2018-01-17 Please read the legal notice included in this e-book and/or check the copyright status in your country.

Anya's Ghost Vera Brosgol 2011-06-07 Anya, embarrassed by her Russian immigrant family and self-conscious about her body, has given up on fitting in at school, but when she falls down a well and makes friends with the ghost there, she thinks she's found just what she needs--or has she? Simultaneous.

Homeland Cory Doctorow 2013-02-05 In Cory Doctorow's wildly successful Little Brother, young Marcus Yallow was arbitrarily detained and brutalized by the government in the wake of a terrorist attack on San Francisco—an experience that led him to become a leader of the whole movement of technologically clued-in teenagers,

fighting back against the tyrannical security state. A few years later, California's economy collapses, but Marcus's hacktivist past lands him a job as webmaster for a crusading politician who promises reform. Soon his former nemesis Masha emerges from the political underground to gift him with a thumbdrive containing a Wikileaks-style cable-dump of hard evidence of corporate and governmental perfidy. It's incendiary stuff—and if Masha goes missing, Marcus is supposed to release it to the world. Then Marcus sees Masha being kidnapped by the same government agents who detained and tortured Marcus years earlier. Marcus can leak the archive Masha gave him—but he can't admit to being the leaker, because that will cost his employer the election. He's surrounded by friends who remember what he did a few years ago and regard him as a hacker hero. He can't even attend a demonstration without being dragged onstage and handed a mike. He's not at all sure that just dumping the archive onto the Internet, before he's gone through its millions of words, is the right thing to do. Meanwhile, people are beginning to shadow him, people who look like they're used to inflicting pain until they get the answers they want. Fast-moving, passionate, and as current as next week, Homeland is every bit the equal of Little Brother—a paean to activism, to courage, to the drive to make the world a better place. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Little Brother Cory Doctorow 2010-04-13 Marcus, a.k.a "w1n5t0n," is only seventeen years old, but he figures he already knows how the system works—and how to work the system. Smart, fast, and wise to the ways of the networked world, he has no trouble outwitting his high school's intrusive but clumsy surveillance systems. But his whole world changes when he and his friends find themselves caught in the aftermath of a major terrorist attack on San Francisco. In the wrong place at the wrong time, Marcus and his crew are apprehended by the Department of Homeland Security and whisked away to a secret prison where they're mercilessly interrogated for days. When the DHS finally releases them, Marcus

discovers that his city has become a police state where every citizen is treated like a potential terrorist. He knows that no one will believe his story, which leaves him only one option: to take down the DHS himself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Walkaway Cory Doctorow 2017-04-25 Kirkus' Best Fiction of 2017 From New York Times bestselling author Cory Doctorow, an epic tale of revolution, love, post-scarcity, and the end of death.

"Walkaway is now the best contemporary example I know of, its utopia glimpsed after fascinatingly-extrapolated revolutionary struggle." —William Gibson
 Hubert Vernon Rudolph Clayton Irving Wilson Alva Anton Jeff Harley Timothy Curtis Cleveland Cecil Ollie Edmund Eli Wiley Marvin Ellis Espinoza—known to his friends as Hubert, Etc—was too old to be at that Communist party. But after watching the breakdown of modern society, he really has no where left to be—except amongst the dregs of disaffected youth who party all night and heap scorn on the sheep they see on the morning commute. After falling in with Natalie, an ultra-rich heiress trying to escape the clutches of her repressive father, the two decide to give up fully on formal society—and walk away. After all, now that anyone can design and print the basic necessities of life—food, clothing, shelter—from a computer, there seems to be little reason to toil within the system. It's still a dangerous world out there, the empty lands wrecked by climate change, dead cities hollowed out by industrial flight, shadows hiding predators animal and human alike. Still, when the initial pioneer walkaways flourish, more people join them. Then the walkaways discover the one thing the ultra-rich have never been able to buy: how to beat death. Now it's war - a war that will turn the world upside down. Fascinating, moving, and darkly humorous, *Walkaway* is a multi-generation SF thriller about the wrenching changes of the next hundred years...and the very human people who will live their consequences. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hitler's Last Days Bill O'Reilly 2015-06-09 By

early 1945, the destruction of the German Nazi State seems certain. The Allied forces, led by American generals George S. Patton and Dwight D. Eisenhower, are gaining control of Europe, leaving German leaders scrambling. Facing defeat, Adolf Hitler flees to a secret bunker with his new wife, Eva Braun, and his beloved dog, Blondi. It is there that all three would meet their end, thus ending the Third Reich and one of the darkest chapters of history. *Hitler's Last Days* is a gripping account of the death of one of the most reviled villains of the 20th century—a man whose regime of murder and terror haunts the world even today. Adapted from Bill O'Reilly's historical thriller *Killing Patton*, this book will have young readers—and grown-ups too—hooked on history. This thoroughly-researched and documented book can be worked into multiple aspects of the common core curriculum.

Page by Paige Laura Lee Gulledge 2011-09-05
 Paige Turner has just moved to New York with her family, and she's having some trouble adjusting to the big city. In the pages of her sketchbook, she tries to make sense of her new life, including trying out her secret identity: artist. As she makes friends and starts to explore the city, she slowly brings her secret identity out into the open, a process that is equal parts terrifying and rewarding. Laura Lee Gulledge crafts stories and panels with images that are thought-provoking, funny, and emotionally resonant. Teens struggling to find their place can see themselves in Paige's honest, heartfelt story. Praise for *Page by Paige* "Gulledge's b&w illustrations are simple but well-suited to their subject matter; the work as a whole is a good-natured, optimistic portrait of a young woman evolving toward adulthood." —Publishers Weekly "A sweet coming-of-age graphic novel about an artistic introvert. Paige's sketches are soft and expressive, and Gulledge does an admirable job of providing insight into Paige's musings, creating a very intimate ambiance for this well-fleshed-out character. The artist masterfully commands her piece, creating a cohesive and fluid work that cascade smoothly along. Teens are sure to relate to this wallflower who blooms—gloriously." —Kirkus Reviews "Gulledge has crafted a protagonist who's

introspective with a capital I, and she conveys her character's thoughts and emotions in ways that are fresh but never feel forced. That same easy, organic quality is found in the book's design: the story panels and Paige's sketches blend and interact effortlessly. It all makes for a truly fresh coming-of-age—graphic—novel.” -Horn Book “An elegant portrayal of the interactions of Paige's external and internal states.” -Publishers Weekly
Koko Be Good Jen Wang 2010-09-14 The story of two very different people: KoKo, a twenty-something free spirit living her life to the max, and Jon, a quiet average guy who has given up his own dreams to move to Peru with his girlfriend. When the two meet, they find themselves rethinking their own lives.

Someone Comes to Town, Someone Leaves Town Cory Doctorow 2018-05-22 The repackaged trade paperback of Cory Doctorow's miraculous novel of family history, Internet connectivity, and magical secrets—now with a new cover! Alan is a middle-aged entrepreneur who moves to a bohemian neighborhood of Toronto. Living next door is a young woman who reveals to him that she has wings—which grow back after each attempt to cut them off. Alan understands. He himself has a secret or two. His father is a mountain, his mother is a washing machine, and among his brothers are sets of Russian nesting dolls. Now two of the three dolls are on his doorstep, starving, because their innermost member has vanished. It appears that Davey, another brother who Alan and his siblings killed years ago, may have returned, bent on revenge. Under the circumstances it seems only reasonable for Alan to join a scheme to blanket Toronto with free wireless Internet, spearheaded by a brilliant technopunk who builds miracles from scavenged parts. But Alan's past won't leave him alone—and Davey isn't the only one gunning for him and his friends. Whipsawing between the preposterous, the amazing, and the deeply felt, *Someone Comes to Town, Someone Leaves Town* is unlike any novel you have ever read.

Blood in the Machine Brian Merchant 2023-09-05 The true story of what happened the first time machines came for human jobs, when an underground network of 19th century rebels, the Luddites, took up arms against the industrialists

that were automating their work--and how it explains the power, threat, and toll of big tech today. The most pressing story in modern tech begins not in Silicon Valley, Seattle, or even Shenzhen. It begins two hundred years ago in rural England, when working men and women rose up en masse rather than starve at the hands of the factory owners who were using machines to erase and degrade their livelihoods. They organized guerilla raids, smashed those machines, and embarked on full-scale assaults against the wealthy machine owners. They won the support of Lord Byron, inspired Mary Shelley, and enraged the Prince Regent and his bloodthirsty government. Before it was over, much blood would be spilled--of rich and poor, of the invisible and of the powerful. This all-but-forgotten and deeply misunderstood class struggle nearly brought 19th century England to its knees. We live now in the second machine age, when similar fears that big tech is dominating our lives and machines replacing human labor run high. We worry that technology imperils millions of jobs, robots are ousting workers from factories, and artificial intelligence will soon remove drivers from cars. How will this all reshape our economy and the way we live? And what can we do about it? The answers lie in the story of our first machine age, when mechanization first came to British factories at the beginning of the industrial revolution. Intertwined with a lucid examination of our current age, the story of the Luddites, the working-class insurgency that took up arms against automation (at a time when it was punishable by death to break a machine), *Blood in the Machine* reaches through time and space to tell a story about how technology changed our world--and how it's already changing our future.

The Poison Song (the Winnowing Flame Trilogy 3) Jen Williams 2020-01-23 From two time British Fantasy Award-winning author, Jen Williams, comes the electrifying conclusion to the Winnowing Flame trilogy. Exhilarating epic fantasy for fans of Robin Hobb. 'One of the best fantasy novels of the year, if not the decade' James Oswald 'A fitting finale, triumphant and bittersweet in all the best ways' SciFiNow All is chaos. All is confusion. The Jure'lia are weak, but

the war is far from over. Eboria was once a glorious city, defended by legendary warriors and celebrated in song. Now refugees from every corner of Sarn seek shelter within its crumbling walls, and the enemy that has poisoned their land won't lie dormant for long. The deep-rooted connection that Tormalin, Noon and the scholar Vintage share with their Eboran war-beasts has kept them alive so far. But with Tor distracted, and his sister Hestillion hell-bent on bringing ruthless order to the next Jure'lia attack, the people of Sarn need all the help they can get. Noon is no stranger to playing with fire and knows just where to recruit a new - and powerful - army. But even she underestimates the epic quest that is to come. It is a journey wrought with pain and sacrifice - a reckoning that will change the face of Sarn forever. Join forces with the heroes of the WINNOWERING FLAME TRILOGY as they strive to

silence the Jure'lia's poison song once and for all. What readers are saying about the WINNOWERING FLAME trilogy: 'The woman is a genius! Modern and fresh fantasy... one of my favourite series of the last few years and it ended super strong' 'A fitting end to the trilogy and I am very sad to be leaving this world behind' 'Loved it! When I grow up, I want to be a war-beast' 'Williams knocks it out of the park' 'All the stars for this. ALL... An exceptional finale that exceeded every expectation' 'Feminist fantasy at its best' 'The perfect conclusion to an epic and epically brilliant fantasy trilogy. Jen Williams is a master' 'Brilliantly creative fantasy' 'Great pacing, top-notch writing, quality characterisation, plenty of action!' 'More action, scarier monsters and a more expansive story' 'Be ready for some great reveals and twists that may break your heart, but that will overall leave you fist pumping the air' 'The world building continues to blow my mind'