

Hacker Outlaw Chronicles

Hacker Outlaw [The Outlaw Chronicles Trilogy](#) [Masters of Doom](#) [Water Walker](#) [Nomadland: Surviving America in the Twenty-First Century](#) [Pirate Cinema](#) [At Large Eyes](#) [Wide Open Hactivism and Cyberwars](#) [Hacker](#) [The Lost Wagon](#) [Big Wish](#) [Street Freaks](#) [Brightness Reef](#) [Dark Run](#) [Hacking Cyberspace](#) [What Technology Wants](#) [The Code Breaker](#) [Outlaws, Spies, and Gangsters](#) [Heaven Became Hell ... Hollywood Be Thy Name!](#) [The Blue Nowhere](#) [Cinder \(The Lunar Chronicles Book 1\)](#) [Bluebeard and the Outlaw 21: Bringing Down the House - Movie Tie-In](#) [Jacked Three](#) [Geek Mafia](#) [This Virtual Night](#) [Zeitgeist No Logo](#) [Black Blessed Child](#) [Different Natures](#) [Long Lost](#) [The Sacred & the Digital](#) [Cold Solar](#) [Against Technology](#) [Dragnet Nation](#) [Star Divide](#)

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[Brightness Reef](#) Aug 13 2021 Strange visitors throw a planet of refugees into chaos in this science fiction adventure by the author of New York Times bestseller *The Uplift War*. Book One in the *Uplift Storm* Trilogy Centuries ago, the Buyur race abandoned Jijo. Now off-limits to settlers, it's warded by guardian machines who will protect the planet until the Institutes of the Five Galaxies declare Jijo ready—in another million years—for new civilization. But mere laws and guardians can't keep out the desperate. Clandestine bands of "sooners" have sneaked down to the lonely planet. Six intelligent races—all refugees—have bickered . . . then built a new society in the wilds of Jijo, hidden beneath forest canopies. Together they live in harmony—and in fear of the day their illegal colony will be discovered and judgment from the Five Galaxies will rain down upon them. One day a strange starship finally does appear on Jijo. But its owners do not bring law or judgment. Only dire secrets. And they'll do whatever it takes to keep them . . . This ebook features a new introduction by the author. Hugo Award Finalist "A captivating read . . . *Brightness Reef* leaves you looking forward to more. It's a worthy addition to what promises to be a great science fiction series." —*Star Tribune* "Brin is a skillful storyteller. . . . There is more than enough action to keep the book exciting, and like all good serials, the first volume ends with a bang." —*The Plain Dealer* "A universe that's immensely appealing, leaving readers hungry for more of this exciting, epic adventure." —*Publishers Weekly* "Tremendously inventive, ambitious work." —*Kirkus Reviews* "A timely, science fictional contemplation of the refugee experience." —*Santa Fe Reporter*

Hacker Oct 27 2022 "My name is Nyah and I'm a hacker. I know things most people would never believe. Things that shouldn't exist, but do."

At Large Mar 20 2022 Hailed as "a chilling portrait" by *The Boston Globe* and "a crafty thriller" by *Newsweek*, this astonishing story of an obsessive hacker promises to change the way you look at the Internet forever. *At Large* chronicles the massive manhunt that united hard-nosed FBI agents, computer nerds, and uptight security bureaucrats against an elusive computer outlaw who broke into highly secured computer systems at banks, universities, federal agencies, and top-secret military weapons-research sites. Here is "a real-life tale of cops vs. hackers, by two technology writers with a flair for turning a complicated crime and investigation into a fast-moving edge-of-your-seat story" (*Kirkus Reviews*, starred). *At Large* blows the lid off the frightening vulnerability of the global online network, which leaves not only systems, but also individuals, exposed.

Hacker Dec 17 2021 "My name is Nyah and I'm a hacker. I know things most people would never believe. Things that shouldn't exist, but do."

Star Divide Jun 18 2019 Lost! After initial contact with an alien entity leaves Kaylan unconscious, she wakes up to discover that she's now in command of the Athena mission

stranded in a star system far from Earth. The ship's computer is malfunctioning and former hacker and astronaut trainee, Zack Quick, is the only one who can fix it. If he can't figure out what's wrong, they have no hope of getting back home. In order to survive, the crew of the Athena must explore an alien star system to find the species that summoned them. The Star Divide is the second installment in an action packed science fiction thriller series. If you like space opera adventure stories with clever heroes, impossible situations, and chilling discoveries, then strap yourself in, you're in for a fun nonstop thrill ride. Buy *The Star Divide* and start your epic journey today!

Pirate Cinema Apr 21 2022 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.

Big Wish Oct 15 2021 Eleven-year-old Sam has a problem. Well, quite a few problems. So when he sees a shooting star, he naturally wishes on it—for a million wishes. Of course, he doesn't expect the wish to come true, but somehow it does. Sam has fun experimenting with wishes—he can change anything he wants. But when he discovers that changing things has consequences that aren't always good, he begins to think again.

Jacked Sep 02 2020 Inside the making of a videogame that defined a generation: *Grand Theft Auto* *Grand Theft Auto* is one of the biggest and most controversial videogame franchises of all time. Since its first release in 1997, *GTA* has pioneered the use of everything from 3D graphics to the voices of top Hollywood actors and repeatedly transformed the world of gaming. Despite its incredible innovations in the \$75 billion game industry, it has also been a lightning rod of debate, spawning accusations of ethnic and sexual discrimination, glamorizing violence, and inciting real-life crimes. *Jacked* tells the turbulent and mostly unknown story of *GTA*'s wildly ambitious creators, Rockstar Games, the invention and evolution of the franchise, and the cultural and political backlash it has provoked. Explains how British prep school brothers Sam and Dan Houser took their dream of fame, fortune, and the glamor of American pop culture and transformed it into a worldwide videogame blockbuster Written by David Kushner, author of *Masters of Doom* and a top journalist on gaming, and drawn from over ten years of interviews and research, including firsthand knowledge of *Grand Theft Auto*'s creators and detractors Offers inside details on key episodes in the development of the series, including the financial turmoil of Rockstar games, the infamous "Hot Coffee" sex mini-game incident, and more Whether you love *Grand Theft Auto* or hate it, or just want to understand the defining entertainment product of a generation, you'll want to read *Jacked* and get the real story behind this boundary-pushing game.

Geek Mafia Jun 30 2020 Fired from a job he hated at a company he loved, videogame designer Paul Reynolds is drowning his sorrows in late-morning margaritas when he meets an alluring, pink-haired conwoman named Chloe. With her gang of technopirate friends, Chloe helps Paul not only take revenge on his former employers, but also extort a small fortune from them in the process. What more could a recently unemployed, over-worked videogame designer in Silicon Valley ask for? In return for Chloe's help, Paul agrees to create counterfeit comic books for one of her crew's criminal schemes. In the process he falls in for their fun loving, drug fueled "off the grid" lifestyle almost as fast as he falls head over heels for Chloe. Wary of the Crew's darker side, but eager to impress both the girl and the gang, Paul uses his game design expertise to invent a masterful con of his own. If all goes according to plan, it will be one for the ages. But can he trust any of them, or is he the one who's really being conned? Inspired by author Rick Dakan's own eventful experiences in the videogame and comic book industries, *Geek Mafia*, satisfies the hunger in all of us to buck the system, take revenge on corporate America, and live a life of excitement and adventure.

Different Natures Dec 25 2019 Overland motorcycle travel author Graham Field recalls his early travels through North America from Alaska to Mexico.

Long Lost Nov 23 2019 "Perfect to be read late into the night."—Stefan Bachmann, internationally bestselling author of *The Peculiar* "A spooky sisterhood mystery that is sure to be a hit with readers."—School Library Journal (starred review) "Grab a flashlight and stay up late with this one."—Kirkus Reviews Once there were two sisters who did everything together. But only one of them disappeared. New York Times—bestselling author Jacqueline West's *Long Lost* is an atmospheric, eerie mystery brimming with suspense. Fans of Katherine Arden's *Small Spaces* and Victoria Schwab's *City of Ghosts* series will lose themselves in this mesmerizing and century-spanning tale. Eleven-

year-old Fiona has just read a book that doesn't exist. When Fiona's family moves to a new town to be closer to her older sister's figure skating club—and far from Fiona's close-knit group of friends—nobody seems to notice Fiona's unhappiness. Alone and out of place, Fiona ventures to the town's library, a rambling mansion donated by a long-dead heiress. And there she finds a gripping mystery novel about a small town, family secrets, and a tragic disappearance. Soon Fiona begins to notice strange similarities that blur the lines between the novel and her new town. With a little help from a few odd Lost Lake locals, Fiona uncovers the book's strange history. Lost Lake is a town of restless spirits, and Fiona will learn that both help and danger come from unexpected places—maybe even from the sister she thinks doesn't care about her anymore. New York Times–bestselling and acclaimed author Jacqueline West weaves a heart-pounding, intense, and imaginative mystery that builds anticipation on every page, while centering on the strong and often tumultuous bond between sisters. Laced with suspense, *Long Lost* will fascinate readers of Trenton Lee Stewart's *The Secret Keepers* and fans of ghost stories.

Dark Run Jul 12 2021 The Keiko is a ship of smugglers, soldiers of fortune and adventurers, travelling Earth's colony planets searching for the next job. And nobody talks about their past. But when a face from Captain Ichabod Drift's former life send them on a run to Old Earth, all the rules change. Trust will be broken, and blood will be spilled.

The Blue Nowhere Jan 06 2021 People in Silicon Valley are dying, at the hands of a psychotic and brilliant computer hacker, code name Phate. He infiltrates their computer, invades their lives, and then - with the perfect line, the perfect personal detail, lures them to their death.

Zeitgeist Apr 28 2020 It's 1999, and in the Turkish half of Cyprus, the ever-enterprising Leggy Starlitz has alighted — pausing on his mission to storm the Third World with the G-7 girls, the cheapest, phoniest all-girl rock group ever to wear Wonderbras and spandex. His market is staring him in the face: millions of teenagers trapped in a world of mullahs and mosques, all ready to blow their pocket change on G-7's massive merchandising campaign — and to wildly anticipate music the band will never release. Leggy's brilliant plan means doing business with some of the world's most dangerous people. Among these thieves, schemers, and killers, he must act quickly and decisively. Y2K is just around the corner — and the only rule to live by is that the whole scheme stops before the year 2000. But Leggy's G-7 Zeitgeist is in serious jeopardy, for in Istanbul his former partners are getting restless — and the G-7 girls are beginning to die.... From the Paperback edition.

Outlaw Sep 26 2022 New York Times bestselling author Ted Dekker brings an exotic tale of adventure and creates his most memorable character ever. The story of how I, Julian Carter, and my precious two-year old son, Stephen, left Atlanta Georgia and found ourselves on a white sailboat, tossed about like a cork on a raging sea off of Australia's northern tip in 1963, is harrowing. But it pales in comparison to what happened deep in the jungle where I was taken as a slave by a savage tribe unknown to the world. Some places dwell in darkness so deep that even God seems to stay away. There, my mind was torn in two by the gods of the earth. There, one life ended so another could begin. Some will say I was a fool for making the choices I made. But they would have done the same. They, too, would have embraced death if they knew what I knew, and saw through my eyes. My name is Julian and this is my story. But more, it is the story of my son who was born to change the world. From deep in the impenetrable jungles where New York Times bestselling author Ted Dekker was born and raised, comes *OUTLAW*, an epic adventure of two worlds that perhaps only he could write. Full of harrowing twists, sweeping violence, and wild love, *Outlaw* takes us beyond the skin of this world to another unseen.

Street Freaks Sep 14 2021 The Lettered Edition of *Street Freaks* by Terry Brooks.

Eyes Wide Open Feb 19 2022 First in the newest series from Ted Dekker, master of suspense, whose books have sold 9 million copies. Humming with intensity, *Eyes Wide Open* is a raw adrenaline rush from first page to last.

No Logo Mar 28 2020 An analysis of the invasion of our personal lives by logo-promoting, powerful corporations combines muckraking journalism with contemporary memoir to discuss current consumer culture

What Technology Wants May 10 2021 From the author of the New York Times bestseller *The Inevitable*— a sweeping vision of technology as a living force that can expand our individual potential This provocative book introduces a brand-new view of technology. It suggests that technology as a whole is not a jumble of wires and metal but a living, evolving organism that has its own unconscious needs and tendencies. Kevin Kelly looks out through the eyes of this global technological system to discover "what it wants." He uses vivid examples from the past to trace technology's long course and then follows a dozen trajectories of technology into the near future to project where technology is headed. This new theory of technology offers three practical lessons: By listening to what technology wants we can better prepare ourselves and our children for the inevitable technologies to come. By adopting the principles of pro-action and engagement, we can steer technologies into their best roles. And by aligning ourselves with the long-term imperatives of this near-living system, we can capture its full gifts. Written in intelligent and accessible language, this is a fascinating, innovative, and optimistic

look at how humanity and technology join to produce increasing opportunities in the world and how technology can give our lives greater meaning.

21: Bringing Down the House - Movie Tie-In Oct 03 2020 Recounts the story of how a notorious gang of MIT blackjack savants devised and received backing for a system for winning at the world's most sophisticated casinos, an endeavor that earned them more than three million dollars. Originally published as *Bringing Down the House*. Reissue. (A Columbia Pictures film, written by Peter Steinfeld & Allan Loeb, directed by Robert Luketic, releasing March 2008, starring Kevin Spacey, Kate Bosworth, Laurence Fishburne, Jim Sturgess, & others) (Current Affairs)

Bluebeard and the Outlaw Nov 04 2020 "Marriage: the ultimate heist. Robin of the Greenwood spends her days robbing from the rich to feed the poor. With her knowledge of the fae paths, she eludes all attempts to capture her. But she and her merry band of brothers never seem to get anywhere. The more she steals, the more the evil Duke Guy ""Bluebeard"" taxes the villagers. When Robin discovers that Duke Guy plans to marry yet again, she conceives a plan for a final, big score. As Guy's wife, she will have access to his wealth. The lord is notorious for killing his wives shortly after he marries them, but Robin has no plans to be dead wife number four. The only problem is that Duke Guy is devastatingly handsome, brooding, and nothing at all what she expected. If she isn't careful, she might just find that he steals her heart before she can rob his riches. *Bluebeard and the Outlaw* is one of twelve short novels in *A VILLAIN'S EVER AFTER*, a collection of stand-alone stories featuring villainous twists on some of your favorite classic fairy tales. Read the series in any order for magical adventures ? and fall in love with villains as you've never seen them before. Who said villains can't have happily-ever-afters?"

Cinder (The Lunar Chronicles Book 1) Dec 05 2020 A forbidden romance. A deadly plague. Earth's fate hinges on one girl . . . CINDER, a gifted mechanic in New Beijing, is also a cyborg. She's reviled by her stepmother and blamed for her stepsister's sudden illness. But when her life becomes entwined with the handsome Prince Kai's, she finds herself at the centre of a violent struggle between the desires of an evil queen - and a dangerous temptation. Cinder is caught between duty and freedom, loyalty and betrayal. Now she must uncover secrets about her mysterious past in order to protect Earth's future. This is not the fairytale you remember. But it's one you won't forget.

Nomadland: Surviving America in the Twenty-First Century May 22 2022 The inspiration for Chloé Zhao's 2020 Golden Lion award-winning film starring Frances McDormand. "People who thought the 2008 financial collapse was over a long time ago need to meet the people Jessica Bruder got to know in this scorching, beautifully written, vivid, disturbing (and occasionally wryly funny) book." —Rebecca Solnit From the beet fields of North Dakota to the campgrounds of California to Amazon's CamperForce program in Texas, employers have discovered a new, low-cost labor pool, made up largely of transient older adults. These invisible casualties of the Great Recession have taken to the road by the tens of thousands in RVs and modified vans, forming a growing community of nomads. *Nomadland* tells a revelatory tale of the dark underbelly of the American economy—one which foreshadows the precarious future that may await many more of us. At the same time, it celebrates the exceptional resilience and creativity of these Americans who have given up ordinary rootedness to survive, but have not given up hope.

The Sacred & the Digital Oct 23 2019 Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

The Lost Wagon Nov 16 2021

Dragnet Nation Jul 20 2019 An inside look at who's watching you, what they know and why it matters. We are being watched. We see online ads from websites we've visited, long after we've moved on to other interests. Our smartphones and cars transmit our location, enabling us to know what's in the neighborhood but also enabling others to track us. And the federal government, we recently learned, has been conducting a massive data-gathering surveillance operation across the Internet and on our phone lines. In *Dragnet Nation*, award-winning investigative journalist Julia Angwin reports from the front lines of America's surveillance economy, offering a revelatory and unsettling look at how the government, private companies, and even criminals use technology to indiscriminately sweep up vast amounts of our personal data. In a world where we can be watched in our own homes, where we can no longer keep secrets, and where we can be impersonated, financially manipulated, or even placed in a police lineup, Angwin

argues that the greatest long-term danger is that we start to internalize the surveillance and censor our words and thoughts, until we lose the very freedom that makes us unique individuals. Appalled at such a prospect, Angwin conducts a series of experiments to try to protect herself, ranging from quitting Google to carrying a "burner" phone, showing how difficult it is for an average citizen to resist the dragnets' reach. Her book is a cautionary tale for all of us, with profound implications for our values, our society, and our very selves.

Outlaws, Spies, and Gangsters Mar 08 2021 Provides information on eight of the most notorious criminals who were caught on the run, including John Dillinger, Adolf Eichmann, and Osama bin Laden.

The Code Breaker Apr 09 2021 A Best Book of 2021 by Bloomberg BusinessWeek, Time, and The Washington Post The bestselling author of Leonardo da Vinci and Steve Jobs returns with a "compelling" (The Washington Post) account of how Nobel Prize winner Jennifer Doudna and her colleagues launched a revolution that will allow us to cure diseases, fend off viruses, and have healthier babies. When Jennifer Doudna was in sixth grade, she came home one day to find that her dad had left a paperback titled *The Double Helix* on her bed. She put it aside, thinking it was one of those detective tales she loved. When she read it on a rainy Saturday, she discovered she was right, in a way. As she sped through the pages, she became enthralled by the intense drama behind the competition to discover the code of life. Even though her high school counselor told her girls didn't become scientists, she decided she would. Driven by a passion to understand how nature works and to turn discoveries into inventions, she would help to make what the book's author, James Watson, told her was the most important biological advance since his codiscovery of the structure of DNA. She and her collaborators turned a curiosity of nature into an invention that will transform the human race: an easy-to-use tool that can edit DNA. Known as CRISPR, it opened a brave new world of medical miracles and moral questions. The development of CRISPR and the race to create vaccines for coronavirus will hasten our transition to the next great innovation revolution. The past half-century has been a digital age, based on the microchip, computer, and internet. Now we are entering a life-science revolution. Children who study digital coding will be joined by those who study genetic code. Should we use our new evolution-hacking powers to make us less susceptible to viruses? What a wonderful boon that would be! And what about preventing depression? Hmmm...Should we allow parents, if they can afford it, to enhance the height or muscles or IQ of their kids? After helping to discover CRISPR, Doudna became a leader in wrestling with these moral issues and, with her collaborator Emmanuelle Charpentier, won the Nobel Prize in 2020. Her story is an "enthralled detective story" (Oprah Daily) that involves the most profound wonders of nature, from the origins of life to the future of our species.

Heaven Became Hell... Hollywood Be Thy Name! Feb 07 2021 This story is based on 10 years of my life as a Hollywood musician and my secret life as a top shot-caller in the gritty Hollywood underworld. The four of us set out for Hollywood on September 1st, 1987, with dreams of becoming the next Motley Crue. We had the talent and the looks, and vowed to each other to avoid the lure of drugs. Unfortunately, Hollywood had other plans. When the record deal fell through and I was on my last dime, I found myself being dragged into an underground world of corruption. Before long, I was working for organized crime, doing business deals with outlaw motor cycle gangs, staying one step ahead of the FBI, and losing touch with the world I had once known. My guitar cases were now filled with deadly weapons. Love, betrayal, Wicca, crystal meth, and a crippling blast from a sawed-off shot gun would all have roles in bringing me to my knees. Many of the people and events in the story have been the focus of local and national new programs, though I have changed most of the names. This book includes my adventures with dozens of celebrities, from famous musicians to Hollywood actors and known underworld figures. It goes into great depth explaining how methamphetamine made the jump from the biker culture to the Hollywood nightlife and then via the Internet to the rest of the country.

Hactivism and Cyberwars Jan 18 2022 As global society becomes more and more dependent, politically and economically, on the flow of information, the power of those who can disrupt and manipulate that flow also increases. In *Hactivism and Cyberwars* Tim Jordan and Paul Taylor provide a detailed history of hacktivism's evolution from early hacking culture to its present day status as the radical face of online politics. They describe the ways in which hacktivism has re-appropriated hacking techniques to create an innovative new form of political protest. A full explanation is given of the different strands of hacktivism and the 'cyberwars' it has created, ranging from such avant garde groups as the Electronic Disturbance Theatre to more virtually focused groups labelled 'The Digitally Correct'. The full social and historical context of hacktivism is portrayed to take into account its position in terms of new social movements, direct action and its contribution to the globalization debate. This book provides an important corrective flip-side to mainstream accounts of E-commerce and broadens the conceptualization of the internet to take into full account the other side of the digital divide.

Water Walker Jun 23 2022 Alice Snow, a thirteen-year-old orphan, is abducted from her adopted home by a strange man claiming that her real mother is alive, and a frantic FBI manhunt ensues.

Against Technology Aug 21 2019 This book addresses the question of what it might mean today to be a Luddite--that is, to take a stand against technology. Steven Jones here explains the history of the Luddites, British textile workers who, from around 1811, proclaimed themselves followers of "Ned Ludd" and smashed machinery they saw as threatening their trade. *Against Technology* is not a history of the Luddites, but a history of an idea: how the activities of a group of British workers in Yorkshire and Nottinghamshire came to stand for a global anti-technology philosophy, and how an anonymous collective movement came to be identified with an individualistic personal conviction. Angry textile workers in the early nineteenth century became romantic symbols of a desire for a simple life--certainly not the original goal of the actions for which they became famous. *Against Technology* is, in other words, a book about representations, about the image and the myth of the Luddites and how that myth was transformed over time into modern neo-Luddism.

Three Aug 01 2020 The award-winning, best-selling suspense masterwork, now a major motion picture event. Enter a world where nothing is what it seems. Where your closest friend could be your greatest enemy. Kevin Parson is alone in his car when his cell phone rings. A man calling himself Slater offers a deadly ultimatum: You have exactly three minutes to confess your sin to the world. Refuse, and the car you're driving will blow sky high. Then the phone goes dead. Kevin panics. Who would make such a demand? What sin? Yet not sure what else to do, Kevin swerves into a parking lot and runs from his car. Just in case. Precisely three minutes later, a massive explosion sets his world on a collision course with madness. And that's only the first move in this deadly game. From the #1 best-selling fiction author comes a powerful story of good, evil, and all that lies between.

Cold Solar Sep 21 2019 A dark and gritty page-turner set in a dystopian near-future Los Angeles the year 2048. Written in the spirits of *Hunger Games*, *Divergent*, Tom Clancy, and the Max Payne game series. Gripping characters are put through hell in a thrilling story of war, romance, betrayal, and secrets. Earth colonized Mars but she treated her own pioneers as slaves for personal greed. They dug too deep into the Martian rock and discovered a weapon. Now they're coming back years later to bring vengeance. Caught up in the war is Mark Bowen, a pro-swordfighter with a twisted sense of sarcastic humor and a hidden secret buried deep within his DNA. For Bowen, it's a race against time to stop a hate-driven war machine from destroying everything he's ever known. He's thrown in with the oddest crew imaginable consisting of a Russian troublemaker, a quirky computer hacker, and a cold-hearted warrior woman. Together, they might be just enough to set things right.

Masters of Doom Jul 24 2022 *Masters of Doom* is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history--*Doom* and *Quake*--until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry--a powerful and compassionate account of what it's like to be young, driven, and wildly creative. "To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses--and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way."--Mark Leyner, author of *I Smell Esther Williams*

Blessed Child Jan 26 2020 One orphaned boy. A desperate race to keep him alive. And powers that are beyond comprehension. "Whoever said a straightened hand was more dramatic than a healed heart anyway?" A young orphaned boy was abandoned and raised in an Ethiopian monastery. He has never seen outside its walls--at least, not the way most people see. Now he must flee or die. But the world beyond is hardly ready for a boy like Caleb. When relief expert Jason Marker agrees to rescue Caleb from the monastery, he unwittingly opens humanity's doors to an incredible journey filled with political intrigue and peril. Jason and Leiah--the French-Canadian nurse who escapes the monastery with him--quickly realize Caleb's supernatural power to heal. But so do the boy's enemies, who will stop at nothing to destroy him. Jason and Leiah fight for Caleb's survival while the world erupts in debate over the source of the boy's power. In the end nothing can prepare them for what they discover. Book one in the Caleb duology: *Blessed Child* A Man Called Blessed Book length: approximately 100,000 words

Hacking Cyberspace Jun 11 2021 In Hacking Cyberspace David J. Gunkel examines the metaphors applied to new technologies, and how those metaphors inform, shape, and drive the implementation of the technology in question. The author explores the metaphorical tropes that have been employed to describe and evaluate recent advances in computer technology, telecommunications systems, and interactive media. Taking the stance that no speech is value-neutral, Gunkel examines such metaphors as "the information superhighway" and "the electronic frontier" for their political and social content, and he develops a critical investigation that not only traces the metaphors' conceptual history, but explicates their implications and consequences for technological development. Through Hacking Cyberspace, David J. Gunkel develops a sophisticated understanding of new technology that takes into account the effect of technoculture's own discursive techniques and maneuvers on the actual form of technological development.

Black Feb 25 2020 Thomas Hunter narrowly survives a shooting attempt only to awaken in an alternate universe of green forests, a world to which he subsequently travels every time he goes to sleep.

The Outlaw Chronicles Trilogy Aug 25 2022 ONE THING CONNECTS EYES WIDE OPEN, WATER WALKER, AND HACKER—THEY CALL HIM OUTLAW. It all begins with Christy Snow in Eyes Wide Open: seventeen, buried alive in a coffin, and about to die. Is what she's experiencing real? Or is she suffering a delusional breakdown? In Water Walker, Alice Ringwald is a thirteen-year-old orphan suffering from amnesia. She is still adjusting to her new life when suddenly she is kidnapped by a strange man. Finally, in Hacker, skilled computer expert Nyah Parks is using her technical knowledge to get money for her mom's life-saving medical treatment. When Nyah cracks the wrong firewall, it's not just her mother's life that is in danger. Nyah is forced into one last hack that will either save her or kill her. Humming with intensity, The Outlaw Chronicles Trilogy is a raw adrenaline rush from the first page to the last from master of suspense Ted Dekker. .

This Virtual Night May 30 2020 A return to the world of This Alien Shore, set in the second age of stellar colonization.

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