

Pirate Cinema Cory Doctorow

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Context

Evie Manieri's *Blood's Pride* is the first book of *The Shattered Kingdoms*, an engaging, action-packed, and "highly imaginative" (Kirkus Reviews) series of fantasy novels with epic scope and "the perfect mix of romance, family ties, betrayals, and agonizing dilemmas" (RT Book Reviews). Rising from their sea-torn ships like vengeful, pale phantoms, the Norlanders laid waste to the Shadar under cover of darkness. They forced the once-peaceful fisher folk into slavery and forged an alliance with their former trading partners, the desert-dwelling Nomas tribe, cutting off any hope of salvation. Now, two decades after the invasion, a rebellion gathers strength in the dark corridors of the city. A small faction of Shadari have hired the Mongrel, an infamous mercenary, to aid their fledgling uprising—but with her own shadowy ties to the region, she is a frighteningly volatile ally. Has she really come to lead a revolution, or for a more sinister purpose all her own? Set in a fictional quasi-Medieval Mediterranean region with a strong cast of male and female characters, the series "presents a striking world with civilizations similar to those of the Vikings and the nomadic cultures of the Middle East, and with the Mediterranean sensibilities of the ancient Greeks. Her characters are passionate and memorable, lending a personal touch to a complex tale of clashing cultures and philosophies. Fans of Sharon Shinn, Elspeth Cooper, and Gail Z. Martin should enjoy Manieri's approach to culture and drama." (Library Journal, starred review) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Architects of Memory

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 Yallow, 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.

Farthing

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.

Craphound

The Moon wants to kill you. Whether it's being unable to pay your per diem for your allotted food, water, and air, or you just get caught up in a fight between the Moon's ruling corporations, the Five Dragons. You must fight for every inch you want to gain in the Moon's near feudal society. And that is just what Adriana Corta did. As the leader of the Moon's newest

"dragon," Adriana has wrested control of the Moon's Helium-3 industry from the Mackenzie Metal corporation and fought to earn her family's new status. Now, at the twilight of her life, Adriana finds her corporation, Corta Helio, surrounded by the many enemies she made during her meteoric rise. If the Corta family is to survive, Adriana's five children must defend their mother's empire from her many enemies and each other.

A Place So Foreign and Eight More

We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience.

Attack Surface

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.

Overclocked

An Instant New York Times Bestseller! Return to the immersive, action-packed world of Warcross in this thrilling sequel from #1 New York Times bestselling author Marie Lu. Emika Chen barely made it out of the Warcross Championships alive. Now that she knows the truth behind Hideo's new NeuroLink algorithm, she can no longer trust the one person she's always looked up to, who she once thought was on her side. Determined to put a stop to Hideo's grim plans, Emika and the Phoenix Riders band together, only to find a new threat lurking on the neon-lit streets of Tokyo. Someone's put a bounty on Emika's head, and her sole chance for survival lies with Zero and the Blackcoats, his ruthless crew. But Emika soon learns that Zero isn't all that he seems--and his protection comes at a price. Caught in a web of betrayal, with the future of free will at risk, just how far will Emika go to take down the man she loves? In this explosive sequel to the New York Times bestselling Warcross, Marie Lu delivers an addictive finale that will hold you captive till the very last page.

Unauthorized Bread

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.

Overclocked

A collection of six standalone stories adapted from an acclaimed science-fiction writer's work features cover art by some of comics' top talents, including Sam Kieth, Scott Morse, Paul Pope, Ben Templesmith, Ashley Wood, and others. Simultaneous.

The Misadventures of Awkward Black Girl

Have you ever wondered what it's like to get bitten by a zombie? To live through a bioweapon attack? 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 mindbending 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 cyber-world, and hence the world at large, from worms and bioweapons. And yes, there is a story about zombies, too. Cory Doctorow is a Canadian-British blogger, journalist, and science fiction author who serves as co-editor of the blog

Boing Boing. He is an activist in favour of liberalising copyright laws and a proponent of the Creative Commons organization, using some of their licenses for his books. Some common themes of his work include digital rights management, file sharing, and post-scarcity economics. Doctorow began selling fiction when he was 17 years old and sold several stories followed by the publication of his story Craphound in 1998.

Homeland

"A collection of humorous essays on what it's like to be unabashedly awkward in a world that regards introverts as hapless misfits, and Black as cool [from] Issa Rae, the creator of the Shorty Award-winning series The Misadventures of Awkward Black Girl"--

Complete Idiot's Guide to Publishing Science Fiction

A Hugo award-winning Novel! "Vinge is one of the best visionary writers of SF today." —David Brin Thirty-Thousand years before A Fire Upon the Deep, humans stand on the verge of first contact with an alien race. Two human groups: the Qeng Ho, a culture of free traders, and the Emergents, a ruthless society based on the technological enslavement of minds. The group that opens trade with the aliens will reap unimaginable riches. But first, both groups must wait at the aliens' very doorstep for their strange star to relight and for their planet to reawaken, as it does every two hundred and fifty years. More than just a great science fiction adventure, A Deepness in the Sky is a universal drama of courage, self-discovery, and the redemptive power of love. Tor books by Vernor Vinge Realtime/Bobble Series The Peace War Marooned in Realtime Other Novels The Witling Tatja Grimm's World Rainbows End Collections Collected Stories of Vernor Vinge True Names At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Walkaway

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.

Crux

This is the new world. Not the old. The dead walk, demand human flesh, and howl at the wall surrounding a Fort on a hill. A group of Texans stand against the zombie hordes, fighting to create a new community in a dead world. Unknown to them, their legend is starting to spread far and wide. Emma Valdez's life was forever changed when the zombies destroyed the world. She spent all her time and energy systematically killing all the zombies in her town while searching for her missing son. After a yearlong search, she finally put him to rest, and planned to take her own exit from the zombie-infested world. But a dream about a mysterious woman with raven black hair wearing a red sweater compelled her to seek out a community of survivors in Ashley Oaks, Texas. Little did she realize this was the start of a new season in her life. The Fort inhabitants, meanwhile, deal with the aftermath of the battle they fought against a massive horde of zombies and successfully redirected away from the town. Many mourn the loss of friends while helping repair and rebuild the Fort's defenses. Danger still lurks on the outskirts of town as the horde continues its trek into the west. Emma arrives just in time for yet another harrowing battle outside the walls. Guided by Juan De La Torre, who is nursing his own wounded heart, Emma finds her place among the Fort inhabitants and uses her excellent survival skills to help save others. It's not easy being the newcomer among people who have formed a family since the rise of the zombies. She struggles with adjusting and is not always comfortable with the close proximity of so many other people. But the high walls promise safety, and the friendly smiles are welcoming. When a zombie of a former Fort inhabitant shows up outside the wall, Emma is part of a team that is sent out to investigate what happened to the group that abandoned the Fort before the big battle. What happened to them might alter the course of the Fort forever. After Siege takes place in the days following the battle in *Siege: As The World Dies*, Book 4. Emma's background story is featured in *The Untold Tales: As The World Dies*, Book 3.5.

Pirate Cinema

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.

Return to Pleasure Island

The stunning sequel to NEXUS Six months have passed since the release of Nexus 5. The world is a different, more dangerous place. In the United States, the terrorists - or freedom fighters - of the Post-Human Liberation Front use Nexus to turn men and women into human time bombs aimed at the President and his allies. In Washington DC, a government scientist, secretly addicted to Nexus, uncovers more than he wants to know about the forces behind the assassinations, and finds himself in a maze with no way out. In Thailand, Samantha Cataranes has found peace and contentment with a group of children born with Nexus in their brains. But when forces threaten to tear her new family apart, Sam will stop at absolutely nothing to protect the ones she holds dear. In Vietnam, Kade and Feng are on the run from bounty hunters seeking the price on Kade's head, from the CIA, and from forces that want to use the back door Kade has built into Nexus 5. Kade knows he must stop the terrorists misusing Nexus before they ignite a global war between human and posthuman. But to do so, he'll need to stay alive and ahead of his pursuers. And in Shanghai, a posthuman child named Ling Shu will go to dangerous and explosive lengths to free her uploaded mother from the grip of Chinese authorities. The first blows in the war between human and posthuman have been struck. The world will never be the same. File Under: Science Fiction [Upgraded | Closer Than You Think | Upload | Civil War] Praise for Book 1: NEXUS: "The only serious successor to Michael Crichton." - Scott Harrison, author of Archangel "Good. Scary Good." - Wired "One of the Best Books of 2013"- NPR "Provocative. A double-edged vision of the post-human." - The Wall Street Journal "Starred Review. Naam turns in a stellar performance in his debut SF novel. What matters here is the remarkable scope and narrative power of the story." - Booklist "A gripping piece of near future speculation all the grit and pace of the Bourne films." - Alastair Reynolds, author of Revelation Space "A lightning bolt of a novel, with a sense of awe missing from a lot of current fiction." -Ars Technica "A rich cast of charactersthe action scenes are crisp, the glimpses of future tech and culture are mesmerizing." - Publishers Weekly "Read it before everyone's talking about it." - John Barnes Praise for Book 2: CRUX: "A blisteringly paced technothriller that dives deeper and even better into the chunky questions raised by Nexus. This is a fabulous book, and it ends in a way that promises at least one more. Count me in." - Cory Doctorow, author of Little Brother "Nexus and Crux are a devastating look into the political consequences of transhumanism; a sharp, chilling look at our likely future." - Charles Stross "Smart, thoughtful, and hard to drop, this richly nuanced sequel outshines its predecessor." - Publishers Weekly "A heady cocktail of ideas and page-turning prose. It left my brain buzzing for days afterwards." - Hannu Rajaniemi, author of The Quantum Thief "Highly recommended for preparation of the future revolution." - Harper Reed, Former CTO, Obama for America

For the Win

"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

After Siege

Millions died after the first contact. An alien weapon holds the key to redemption—or annihilation. Experience Karen Osborne's unforgettable science fiction debut, Architects of Memory. SyFY Wire SFF Reads to pick up in September Terminally ill salvage pilot Ash Jackson lost everything in the war with the alien Vai, but she'll be damned if she loses her future. Her plan: to buy, beg, or lie her way out of corporate indenture and find a cure. When her crew salvages a genocidal weapon from a ravaged starship above a dead colony, Ash uncovers a conspiracy of corporate intrigue and betrayal that threatens to turn her into a living weapon. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Pirate Cinema

A new paperback edition of Lauren Beukes's Arthur C Clarke Award-winning novel set in a world where murderers and other criminals acquire magical animals that are mystically bonded to them. Zinzi has a Sloth on her back, a dirty 419 scam habit, and a talent for finding lost things. When a little old lady turns up dead and the cops confiscate her last paycheck, Zinzi's forced to take on her least favorite kind of job--missing persons. Being hired by reclusive music producer Odi Huron to find a teenybop pop star should be her ticket out of Zoo City, the festering slum where the criminal underclass and their animal companions live in the shadow of hell's undertow. Instead, it catapults Zinzi deeper into the maw of a city twisted by crime and magic, where she'll be forced to confront the dark secrets of former lives--including her own.

For the Win

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Virus Thirteen

Offers advice on how to get a science fiction novel or short story published, including tips on the basic elements of a work of science fiction to getting an agent, and signing a contract.

Wildcard

When a deadly superflu is unleashed on the world, scientist James Logan must confront a desperate terrorist, armed government agents, and Virus Thirteen to save his wife and the world.

Iron Cast

A provocative and exhilarating tale of teen rebellion against global corporations from the New York Times bestselling author of Little Brother – a call to arms for a new generation.

Ready Player One

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.

Poesy the Monster Slayer

It's Boston, 1919, and the Cast Iron club is packed. On stage, hemopaths—whose “afflicted” blood gives them the ability to create illusions through art—Corinne and Ada have been best friends ever since infamous gangster Johnny Dervish recruited them into his circle. By night they perform for Johnny's crowds, and by day they con Boston's elite. When a job goes wrong and Ada is imprisoned, she realizes how precarious their position is. After she escapes, two of the Cast Iron's

hires are shot, and Johnny disappears. With the law closing in, Corinne and Ada are forced to hunt for answers, even as betrayal faces them at every turn. An ideal next read for fans of Libba Bray's *The Diviners*.

Luna: New Moon

Someone Comes to Town, Someone Leaves Town

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets *The Matrix*.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

Iraq + 100

Koko, a troublemaker who has promised herself to clean up her act, crosses paths with Jon, a promising musician going to Peru to support his girlfriend's humanitarian mission--a meeting that will change the direction of both their lives. Original.

Down and Out in the Magic Kingdom

One of NPR's Best Books of 2017! A groundbreaking anthology of science fiction from Iraq that will challenge your perception of what it means to be “The Other” “History is a hostage, but it will bite through the gag you tie around its mouth, bite through and still be heard.”—Operation Daniel In a calm and serene world, one has the luxury of imagining

what the future might look like. Now try to imagine that future when your way of life has been devastated by forces beyond your control. Iraq + 100 poses a question to Iraqi writers (those who still live in that nation, and those who have joined the worldwide diaspora): What might your home country look like in the year 2103, a century after a disastrous foreign invasion? Using science fiction, allegory, and magical realism to challenge the perception of what it means to be “The Other”, this groundbreaking anthology edited by Hassan Blasim contains stories that are heartbreakingly surreal, and yet utterly recognizable to the human experience. Though born out of exhaustion, fear, and despair, these stories are also fueled by themes of love, family, and endurance, and woven through with a delicate thread of hope for the future. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Deepness in the Sky

In the virtual future, you must organize to survive At any hour of the day or night, millions of people around the globe are engrossed in multiplayer online games, questing and battling to win virtual "gold," jewels, and precious artifacts. Meanwhile, others seek to exploit this vast shadow economy, running electronic sweatshops in the world's poorest countries, where countless "gold farmers," bound to their work by abusive contracts and physical threats, harvest virtual treasure for their employers to sell to First World gamers who are willing to spend real money to skip straight to higher-level gameplay. Mala is a brilliant 15-year-old from rural India whose leadership skills in virtual combat have earned her the title of "General Robotwalla." In Shenzhen, heart of China's industrial boom, Matthew is defying his former bosses to build his own successful gold-farming team. Leonard, who calls himself Wei-Dong, lives in Southern California, but spends his nights fighting virtual battles alongside his buddies in Asia, a world away. All of these young people, and more, will become entangled with the mysterious young woman called Big Sister Nor, who will use her experience, her knowledge of history, and her connections with real-world organizers to build them into a movement that can challenge the status quo. The ruthless forces arrayed against them are willing to use any means to protect their power—including blackmail, extortion, infiltration, violence, and even murder. To survive, Big Sister's people must out-think the system. This will lead them to devise a plan to crash the economy of every virtual world at once—a Ponzi scheme combined with a brilliant hack that ends up being the biggest, funnest game of all. Imbued with the same lively, subversive spirit and thrilling storytelling that made LITTLE BROTHER an international sensation, FOR THE WIN is a prophetic and inspiring call-to-arms for a new generation At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Information Doesn't Want to Be Free

Amusement park rides are the ultimate battleground in this Locus Award-winning dystopian sci-fi novel by the acclaimed author of Little Brother. In the near-future world of the Bitchun Society, scarcity is a thing of the past, death has been

conquered, and a constant internal interface allows everyone to monitor their ultimate pursuit: the esteem of others. At barely a century old, Jules is still a young man when he realizes his dream of living and working at Disney World. He devotes himself to keeping the classic attractions intact, with only minor adjustments to their original twentieth-century designs. But when the Hall of Presidents is overtaken by a rival group, the old animatronic designs are replaced with a new, direct-to-brain immersive experience. For Jules, this assault on the artistic purity of Disney World cannot stand. And it only upsets him more when someone has him killed. After rebooting in a new body, Jules is ready for war. "A black-comedic sci-fi prophecy on the dangers of surrendering our consensual hallucination to the regime. Fun to read, but difficult to sleep afterwards." —Douglas Rushkoff, author of *Cyberia*

Cory Doctorow's Futuristic Tales of the Here and Now

When Trent McCauley's obsession for making movies by reassembling footage from popular films causes his home's internet to be cut off, it nearly destroys his family. Shamed, Trent runs away to London. A new bill threatens to criminalize even harmless internet creativity. Things look bad, but the powers-that-be haven't entirely reckoned with the power of a gripping movie to change people's minds

The Rapture of the Nerds

Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero. It's a place where she can meet people from all over the world, and make friends. Gaming is, for Anda, entirely a good thing. But things become a lot more complicated when Anda befriends a gold farmer -- a poor Chinese kid whose avatar in the game illegally collects valuable objects and then sells them to players from developed countries with money to burn. This behavior is strictly against the rules in Coarsegold, but Anda soon comes to realize that questions of right and wrong are a lot less straightforward when a real person's real livelihood is at stake. From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, *In Real Life* is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. This title has common Core connections. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Makers

One summer weekend in 1949—but not our 1949—the well-connected "Farthing set", a group of upper-crust English families, enjoy a country retreat. Lucy is a minor daughter in one of those families; her parents were both leading figures in the group that overthrew Churchill and negotiated peace with Herr Hitler eight years before. Despite her parents' evident

disapproval, Lucy is married—happily—to a London Jew. It was therefore quite a surprise to Lucy when she and her husband David found themselves invited to the retreat. It's even more startling when, on the retreat's first night, a major politician of the Farthing set is found gruesomely murdered, with abundant signs that the killing was ritualistic. It quickly becomes clear to Lucy that she and David were brought to the retreat in order to pin the murder on him. Major political machinations are at stake, including an initiative in Parliament, supported by the Farthing set, to limit the right to vote to university graduates. But whoever's behind the murder, and the frame-up, didn't reckon on the principal investigator from Scotland Yard being a man with very private reasons for sympathizing with outcasts and looking beyond the obvious. As the trap slowly shuts on Lucy and David, they begin to see a way out—a way fraught with peril in a darkening world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Zoo City

Considered one of the most promising science fiction writers, Cory Doctorow's name is already mentioned with such SF greats as J.G. Ballard, Michael Moorcock, William Gibson and Bruce Sterling. He was awarded the John W. Campbell Award for Best New Science Fiction Writer at the 2000 Hugo Awards. Cory's singular tales push the boundaries of the genre, exploring pop culture, trash, nerd pride, and the nexus of technology and social change. His work is a roadmap to the possible futures that may arise in our lifetimes. Additional stories include "Craphound", "All Day Sucker", "Shadow of the Mothship", "The Superman and the Bugout", "Home Again, Home Again", and "Return to the Pleasure Island".

Koko Be Good

In a dystopian, near-future Britain, sixteen-year-old Trent, obsessed with making movies on his computer, joins a group of artists and activists who are trying to fight a new bill that will criminalize even more harmless internet creativity.

Pirate Cinema

Humanity pushed its way to the stars - and encountered the Gbaba, a ruthless alien race that nearly wiped us out. Earth and her colonies are now smoldering ruins, and the few survivors have fled to distant, Earth-like Safehold, to try to rebuild. But the Gbaba can detect the emissions of an industrial civilization, so the human rulers of Safehold have taken extraordinary measures: with mind control and hidden high technology, they've built a religion in which every Safeholdian believes, a religion designed to keep Safehold society medieval forever. 800 years pass. In a hidden chamber on Safehold, an android from the far human past awakens. This "rebirth" was set in motion centuries before, by a faction that opposed shackling humanity with a concocted religion. Via automated recordings, "Nimue" - or, rather, the android with the

memories of Lieutenant Commander Nimue Alban - is told her fate: she will emerge into Safeholdian society, suitably disguised, and begin the process of provoking the technological progress which the Church of God Awaiting has worked for centuries to prevent. Nothing about this will be easy. To better deal with a medieval society, "Nimue" takes a new gender and a new name, "Merlin." His formidable powers and access to caches of hidden high technology will need to be carefully concealed. And he'll need to find a base of operations, a Safeholdian country that's just a little more freewheeling, a little less orthodox, a little more open to the new. And thus Merlin comes to Charis, a mid-sized kingdom with a talent for naval warfare. He plans to make the acquaintance of King Haarahld and Crown Prince Cayleb, and maybe, just maybe, kick off a new era of invention. Which is bound to draw the attention of the Church, inevitably, lead to war. It's going to be a long, long process. And David Weber's epic *Off Armageddon Reef* is can't-miss sci-fi. *Safehold Series 1. Off Armageddon Reef 2. By Schism Rent Asunder 3. By Heresies Distressed 4. A Mighty Fortress 5. How Firm A Foundation 6. Midst Toil and Tribulation 7. Like A Mighty Army 8. Hell's Foundations Quiver 9. At the Sign of Triumph* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Off Armageddon Reef

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.

In Real Life

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.

Blood's Pride

“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.

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