

In Real Life Cory Doctorow

In Real LifeMacmillan

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.

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.

A queer minister, politician and staunch activist for LGBTQ rights, Cheri DiNovo went from living on the streets as a teenager to performing the first legalized same-sex marriage registered in Canada in 2001. From rights for queer parents to banning conversion therapy, her story will inspire people (queer or ally) to not only resist the system—but change it. In *The Queer Evangelist*, Rev. Dr. Cheri DiNovo (CM) shares her origins as a young socialist activist in the 1960s, and her rise to ordained minister in the '90s and New Democratic member of provincial parliament. During her tenure representing Parkdale-High Park in the Legislative Assembly of Ontario from 2006 to 2017, DiNovo passed more LGBTQ bills than anyone in Canadian history. She describes the behind-the-scenes details of major changes to Canadian law, including Toby's Law: the first Transgender Rights legislation in North America. She also passed bills banning conversion therapy, proclaiming parent equality for LGBTQ parents, and for enshrining Trans Day of Remembrance into Ontario law. Every year on November 20th in the legislature, the provincial government is mandated to observe a minute of silence while Trans murders and suicides are detailed. Interspersed with her political work, DiNovo describes her conversion to religious life with radical intimacy, including her theological work and her ongoing struggle with the Christian Right. Cheri DiNovo's story shows how queer people can be both people of faith and critics of religion, illustrating how one can resist and change repressive systems from within. "Living on the street, using drugs, abandoned by the adults in her life, all while identifying as 'queer' in a hostile world—any one of these things could have unravelled many of us. Cheri hauled herself up and not only survived but thrived. I love that this strong, brilliant, competent woman has told her story so honestly." —Kathleen Wynne, former premier of Ontario

Science fiction stories of pandemic-inspired ingenuity, grit, and determination. This new volume in the *Twelve Tomorrows* series of science fiction anthologies looks at how science and technology—existing or speculative—might help us create a more equitable and hopeful world after the coronavirus pandemic. The original stories presented here, from a diverse collection of authors, offer no miracles or simple utopias, but visions of ingenuity, grit, and incremental improvement. In the tradition of inspirational science fiction that goes back to Isaac Asimov and Arthur C. Clarke, these writers remind us that we can choose our future, and show us how we might build it.

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 Mothaship", "The Superman and the Bugout", "Home Again, Home Again", and "Return to the Pleasure Island".

"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.

Shirley Jackson Award Winner World Fantasy Award Winner Harrison was the *Monster Detective*, a storybook hero. Now he's in his mid-thirties and spends most of his time popping pills and not sleeping. Stan became a minor celebrity after being partially eaten by cannibals. Barbara is haunted by unreadable messages carved upon her bones. Greta may or may not be a mass-murdering arsonist. Martin never takes off his sunglasses. Never. No one believes the extent of their horrific tales, not until they are sought out by psychotherapist Dr. Jan Sayer. What happens when these seemingly-insane outcasts form a support group?

Together they must discover which monsters they face are within—and which are lurking in plain sight.

Award-winning author Tom Angleberger flexes his comic muscle in this hairy adventure story with twists at every turn.

Regular kid Lenny Flem Jr. is the only one standing between his evil-genius best friend—Casper, a master of disguise and hypnosis—and world domination. It all begins when Casper spends money from his granny on a spectacularly convincing fake mustache, the Heidelberg Handlebar #7. With it he's able to rob banks, amass a vast fortune, and run for president. Is Lenny the only one who can see through his disguise? And will he be able to stop Casper from taking over the world?

Praise for Fake Mustache "There's no twist too goofy or absurd as Angleberger pulls out all the stops for this unabashedly silly story."—Publishers Weekly "Angleberger's foot-on-the-floor zaniness helps pull it off, fueled by a steady stream of gags and utter ridiculousness that make Saturday-morning cartoons seem reasonable in comparison. Pure, unfiltered hilarity." —Booklist "The 2012 campaign season just got a little hairier. Kids will delight in the various ways in which Casper exploits his power over grownups." —The Bulletin of the Center for Children's Books "Appropriately goofy." —The Horn Book "Angleberger severs all ties with sanity in his latest farce for preteens with hilarious results. There's plenty of action and goofiness. Fans of Angleberger's previous efforts won't be disappointed. Total deadpan lunacy."

—Kirkus Reviews "This is a cute, although improbable, story about two best friends, Lenny and Casper, who live in the small town of Hairsprinkle.. Jodie brings many positive traits of a strong, female hero." —Library Media Connection Writer and BoingBoing.net co-editor Cory Doctorow has won acclaim for his science-fiction writing as well as his Creative Commons presentation of his material. Now, IDW Publishing is proud to present six standalone stories adapted from Doctorow's work, each featuring cover art by some of comics' top talents including Sam Kieth, Scott Morse, Paul Pope, Ben Templesmith, Ashley Wood, and more. Stories collected include: The Locus Award-winning "When Sysadmins Ruled the Earth;" "Anda's Game", a story selected for inclusion in the Michael Chabon-edited 2005 Best American Short Stories; "Craphound", a story selected for Year's Best Science Fiction XVI; "Nimby and the D-Hoppers", selected for Year's Best Science Fiction 9; The Hugo-nominated and Locus Award-winning "I Robot;" and "After the Siege."

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.

A NEW YORK TIMES BESTSELLER 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. From the acclaimed author of Brooklyn, Burning comes Guy in Real Life, an aching real and profoundly moving love story about two teens that National Book Award–finalist Sara Zarr has called "wholly original and instantly classic." It is Labor Day weekend in Saint Paul, Minnesota, and boy and girl collide on a dark street at two thirty in the morning: Lesh, who wears black, listens to metal, and plays MMOs; Svetlana, who embroiders her skirts, listens to Björk and Berlioz, and dungeon masters her own RPG. They should pick themselves up, continue on their way, and never talk to each other again. But they don't. This is a story of the roles we all play—at school, at home, online, and with our friends—and the one person who might be able to show us who we are underneath it all.

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.

In a distant-future tale in which humanity has spread to every system within five hundred light-years, the inhabitants of an ancient starship enter orbit around a promising Earth-like planet after a four-hundred-year journey, but detect curious electromagnetic emissions that reveal the existence of intelligent life. By the author of Newton's Wake.

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.

A collection of signature works by the influential writer and activist includes a novella in which a transhuman future teen must choose between immortality and sex with the "meat girl" of his dreams, a transcript of his controversial address at the 2010 World Science Fiction Convention and an essay on his literary inspirations. Original.

"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

A monstrously big guide that teaches you how to draw the silliest and scariest zombies, vampires, witches, ghouls, and other creepy cartoon favorites. Aspiring artists learn all the drawing tips and tricks they need to create laugh-out-loud renditions of their favorite monsters and scary creatures direct from cartooning master Christopher Hart. This jam-packed cartooning guide shows readers how to capture the lighter side of these creepy creatures by combining them with Hart's incredibly popular cartoon drawing style! Taking readers step-by-step through each monster type, Hart demonstrates how to draw everything from terrifyingly silly heads to wacky comic strip-like scenes of monstrous menace. Chockful of hints, humor, and horror, The Ginormous Book of Monster Cartoons is guaranteed to be a real scream for aspiring and professional artists, as well as all fans of things that go bump in the night.

Art, a member of the Eastern Standard Tribe--a secret society bound together by their sleep schedule and communicating via encrypted instant messaging--is incarcerated thanks to his friends and family, masquerading as consultants.

A lively collection of stories about robotic revolution and human resistance includes contributions by such genre luminaries as Alan Dean Foster, Corey Doctorow and Ian McDonald. Original. 30,000 first printing.

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.

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.

Glowing red lines split their faces. Shock-red hair and clothes warn people to flee their approach. They are plague birds, the powerful merging of humans and artificial intelligences who serve as judges and executioners after the collapse of civilization. And the plague birds' judgment is swift and deadly, as Crista discovered as a child when she watched one kill her mother. In a world of gene-modded humans constantly watched over by benevolent AIs, everyone hates and fears the plague birds. But to save her father and home village, Crista becomes the very creature she fears the most. And her first task as a plague bird is hunting down an ancient group of murderers wielding magic-like powers. As Crista and her AI symbiote travel farther from home than she ever imagined, they are plunged into a strange world where she judges wrongdoers, befriends other outcasts, and uncovers an extremely personal conspiracy that threatens the lives of millions. Plague Birds is a genre-bending mix of science fiction and dark fantasy and the epic story of a young woman who becomes one of the future's most hated creatures, with a killer AI bonded to her very blood.

Paris, at the dawn of the modern age: Prince Sebastian is looking for a bride—or rather, his parents are looking for one for him. Sebastian is too busy hiding his secret life from everyone. At night he puts on daring dresses and takes Paris by storm as the fabulous Lady Crystallia—the hottest fashion icon in the world capital of fashion! Sebastian's secret weapon (and best friend) is the brilliant dressmaker Frances—one of only two people who know the truth: sometimes this boy wears dresses. But Frances dreams of greatness, and being someone's secret weapon means being a secret. Forever. How long can Frances defer her dreams to protect a friend? Jen Wang weaves an exuberantly romantic tale of identity, young love, art, and family. A fairy tale for any age, The Prince and the Dressmaker will steal your heart.

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.

In 1973, a young filmmaker named George Lucas scribbled some notes for a far-fetched space-fantasy epic. Some forty years and 37 billion later, Star Wars -- related products outnumber human beings, a growing stormtrooper army spans the globe, and "Jediism" has become a religion in its own right. Lucas's creation has grown into far more than a cinematic classic; it is, quite simply, one of the most lucrative, influential, and interactive franchises of all time. Yet incredibly, until now the complete history of Star Wars -- its influences and impact, the controversies it has spawned, its financial growth and long-term prospects -- has never been told. In How Star Wars Conquered the Universe, veteran journalist Chris Taylor traces the series from the difficult birth of the original film through its sequels, the franchise's death and rebirth, the prequels, and the preparations for a new trilogy. Providing portraits of the friends, writers, artists, producers, and marketers who labored behind the scenes to turn Lucas's idea into a legend, Taylor also jousts with modern-day Jedi, tinkers with droid builders, and gets inside Boba Fett's helmet, all to find out how Star Wars has attracted and inspired so many fans for so long. Since the first film's release in 1977, Taylor shows, Star Wars has conquered our culture with a sense of lightness and exuberance, while remaining serious enough to influence politics in far-flung countries and spread a spirituality that appeals to religious groups and atheists alike. Controversial digital upgrades and poorly received prequels have actually made the franchise stronger than ever. Now, with a savvy new set of bosses holding the reins and Episode VII on the horizon, it looks like Star Wars is just getting started. An energetic, fast-moving account of this creative and commercial phenomenon, How Star Wars Conquered the Universe explains how a young filmmaker's fragile dream beat out a surprising number of rivals to gain a diehard, multigenerational fan base -- and why it will be galvanizing our imaginations and minting money for generations to come.

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.

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.

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.

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.

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.

A provocative and exhilarating tale of teen rebellion against global corporations from the New York Times bestselling author of *Little Brother*. Not far in the future... In the twenty-first century, it's not just capital that's globalized: labour is too. Workers in special economic zones are trapped in lives of poverty with no trade unions to represent their rights. But a group of teenagers from across the world are set to fight this injustice using the most surprising of tools - their online video games. In Industrial South China Matthew and his friends labour day and night as gold-farmers, amassing virtual wealth that's sold on to rich Western players, while in the slums of Mumbai 'General Robotwallah' Mala marshalls her team of online thugs on behalf of the local gang-boss, who in turn works for the game-owners. They're all being exploited, as their friend Wei-Dong, all the way over in LA, knows, but can do little about. Until they begin to realize that their similarities outweigh their differences, and agree to work together to claim their rights to fair working conditions. Under the noses of the ruling elites in China and the rest of Asia, they fight their bosses, the owners of the games and rich speculators, outsmarting them all with their gaming skills. But soon the battle will spill over from the virtual world to the real one, leaving Mala, Matthew and even Wei-Dong fighting not just for their rights, but for their lives...

"Sure, you know the story of those wretched Dalmatians. But don't I deserve a chance to tell my own side of the story? It is fabulous, after all. "You may think you know the tale: a happy young couple, one hundred and one Dalmatians, and the woman determined to turn them into a perfectly spotted fur coat. But who is that monster, that scene-stealer, that evil thing? Who is the woman behind it all? Before the car crash, before the dognapping, before furs became her only true love, there was another story. This is the story of Cruella De Vil—in her own words. Even the cruelest villains have best friends, true loves, and daring dreams. After all, nothing is as simple as black and white. In this first graphic novel adaptation of the New York Times best-selling Villains series, Arielle Jovellanos brings Serena Valentino's darkly captivating world to life with beautiful and haunting illustrations in a stunning new visual format.

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.

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.

Cake is a Card Wars champ who can't be beat, and Fiona...is really tired of getting beaten! They set off in search of a challenger who can really test Cake's mettle. When they stumble across some gamer slugs, they think they've hit the jackpot, but these guys have never heard of Cake and refuse to even play with her! Collects the complete mini-series!

OneZero, Medium's official technology publication, is thrilled to announce a print-on-demand edition of *How to Destroy Surveillance Capitalism* by Cory Doctorow, with an exclusive new chapter. *How to Destroy Surveillance Capitalism* was first published online in August, where it was an instant hit with readers, scholars, and critics alike. For years now, we've been hearing about the ills of surveillance capitalism - the business of extracting, collecting, and selling vast reams of user data that has exploded with the rise of tech giants like Google, Facebook, and Amazon. But what if everything we've been hearing is wrong? What if surveillance capitalism is not some rogue capitalism or a wrong turn taken by some misguided corporations? What if the system is working exactly as intended - and the only hope of restoring an open web is to take the fight directly to the system itself? In Doctorow's timely and crucial new nonfiction work, the internationally bestselling author of *Walkaway*, *Down and Out in the Magic Kingdom*, and *Little Brother*, argues that if we're to have any hope of destroying surveillance capitalism, we're going to have to destroy the monopolies that currently comprise the commercial web as we know it. Only by breaking apart the tech giants that totally control our online experiences can we hope to return to a more open and free web - one where predatory data-harvesting is not a founding principle. Doctorow shows how, despite popular misconception, Facebook and Google do not possess any "mind-control rays" capable of brainwashing users into, say, voting for a presidential candidate or joining an extremist group - they have simply used their monopoly power to profit mightily off of people interested in doing those things and made it easy for them to find each other. Doctorow takes us on a whirlwind tour of the last 30 years of digital rights battles and the history of American monopoly - and where the two intersect. Through a deeply compelling and highly readable narrative, he makes the case for breaking up Google, Facebook, Amazon, and Apple as a means of ending surveillance capitalism.

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.

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