

In Real Life Cory Doctorow

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FINAL THOUGHT

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Don't neglect to get in touch with us and fellow book lovers in our vivid community. Share your preferred reviews, participate in thoughtful discussions, and find brand-new literary prizes. And if you ever need help locating the best publication, our experienced staff is right here to offer tailored recommendations.

In Real Life *Macmillan*

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.

In Real Life *First Second*

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.

In Real Life *Square Fish*

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.

For the Win *HarperCollins UK*

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

Attack Surface *Tor Books*

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.

Walkaway *Tor Books*

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.

Eastern Standard Tribe *Macmillan*

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.

Koko Be Good *Macmillan*

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.

Homeland *Tor Teen*

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.

Great Big Beautiful Tomorrow *PM Press*

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

Someone Comes to Town, Someone Leaves Town *Tor Books*

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.

Context *Tachyon Publications*

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.

Cory Doctorow's Futuristic Tales of the Here and Now

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."

Overclocked Blackstone Publishing

"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

Little Brother Tor Teen

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.

Pirate Cinema Tor Teen

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 too 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.

Makers Macmillan

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.

Poesy the Monster Slayer First Second

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.

Stargazing First Second

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.

Information Doesn't Want to Be Free *McSweeney's*

"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.

Beasts of Burden: Animal Rites *Dark Horse Comics*

Welcome to Burden Hill — a picturesque little town adorned with white picket fences and green, green grass, home to a unique team of paranormal investigators. Beneath this shiny exterior, Burden Hill harbors dark and sinister secrets, and it's up to a heroic gang of dogs — and one cat — to protect the town from the evil forces at work. These are the Beasts of Burden Hill — Pugs, Ace, Jack, Whitey, Red and the Orphan — whose early experiences with the paranormal (including a haunted doghouse, a witches' coven, and a pack of canine zombies) have led them to become members of the Wise Dog Society, official animal agents sworn to protect their town from evil. This turns out to be no easy task, as they soon encounter demonic cannibal frogs, tortured spirits, a secret rat society, and a bizarre and deadly resurrection in the Burden Hill cemetery — events which lead to fear and heartbreak as our four-legged heroes discover that the evil within Burden Hill is growing and on the move. Can our heroes overcome these supernatural menaces? Can evil be bested by a paranormal team that doesn't have hands? And even more importantly, will Pugs ever shut the hell up? Adventure, mystery, horror, and humor thrive on every page of *Beasts of Burden* — a comic-book series that will capture readers' hearts and haunt their dreams. Award-winning comics creators Evan Dorkin (*Milk and Cheese*) and Jill Thompson (*Scary Godmother*) first introduced these very special investigators in *The Dark Horse Book of Hauntings* and the other *Dark Horse Book of . . .* anthologies, for which they won coveted Eisner Awards for Best Short Story and Best Painter. Those first tales are collected here, along with the comic series *Beasts of Burden* issues #1–#4.

Anya's Ghost *Macmillan*

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.*

Page by Paige *Abrams*

Paige Turner has just moved to New York with her family, and she's having some trouble adjusting to the big city. In the pages of her sketchbook, she tries to make sense of her new life, including trying out her secret identity: artist. As she makes friends and starts to explore the city, she slowly brings her secret identity out into the open, a process that is equal parts terrifying and rewarding. Laura Lee Gulledge crafts stories and panels with images that are thought-provoking, funny, and emotionally resonant. Teens struggling to find their place can see themselves in Paige's honest, heartfelt story. Praise for *Page by Paige* "Gulledge's b&w illustrations are simple but well-suited to their subject matter; the work as a whole is a good-natured, optimistic portrait of a young woman evolving toward adulthood." —*Publishers Weekly* "A sweet coming-of-age graphic novel about an artistic introvert. Paige's sketches are soft and expressive, and Gulledge does an admirable job of providing insight into Paige's musings, creating a very intimate ambiance for this well-fleshed-out character. The artist masterfully commands her piece, creating a cohesive and fluid work that cascade smoothly along. Teens are sure to relate to this wallflower who blooms—gloriously." —*Kirkus Reviews* "Gulledge has crafted a protagonist who's introspective with a capital I, and she conveys her character's thoughts and emotions in ways that are fresh but never feel forced. That same easy, organic quality is found in the book's design: the story panels and Paige's sketches blend and interact effortlessly. It all makes for a truly fresh coming-of-age—graphic—novel." —*Horn Book* "An elegant portrayal of the interactions of Paige's external and internal states." —*Publishers Weekly*

After the Siege

No Description Available

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Rabbits *Del Rey*

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

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

Dungeon Critters *First Second*

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

Guy in Real Life *Harper Collins*

From the acclaimed author of *Brooklyn, Burning* comes *Guy in Real Life*, an achingly 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.

Agency *Penguin*

AN INSTANT NEW YORK TIMES BESTSELLER "ONE OF THE MOST VISIONARY, ORIGINAL, AND QUIETLY INFLUENTIAL WRITERS CURRENTLY WORKING"* returns with a sharply imagined follow-up to the New York Times bestselling *The Peripheral*. William Gibson has trained his eye on the future for decades, ever since coining the term "cyberspace" and then popularizing it in his classic speculative novel *Neuromancer* in the early 1980s. Cory Doctorow raved that *The Peripheral* is "spectacular, a piece of trenchant, far-future speculation that features all the eyeball kicks of *Neuromancer*." Now Gibson is back with *Agency*—a science fiction thriller heavily influenced by our most current events. Verity Jane, gifted app whisperer, takes a job as the beta tester for a new product: a digital assistant, accessed through a pair of ordinary-looking glasses. "Eunice," the disarmingly human AI in the glasses, manifests a face, a fragmentary past, and a canny grasp of combat strategy. Realizing that her cryptic new employers don't yet know how powerful and valuable Eunice is, Verity instinctively decides that it's best they don't. Meanwhile, a century ahead in London, in a different time line entirely, Wilf Netherton works amid plutocrats and plunderers, survivors of the slow and steady apocalypse known as the jackpot. His boss, the enigmatic Ainsley Lowbeer, can look into alternate pasts and nudge their ultimate directions. Verity and Eunice are her current project. Wilf can see what Verity and Eunice can't: their own version of the jackpot, just around the corner, and the roles they both may play in it. *The Boston Globe

The Prince and the Dressmaker *First Second Books*

Prince Sebastian hides from his parents his secret life of dressing up in women's clothes as the hottest fashion icon in Paris, the fabulous Lady Crystallia, while his friend Frances the dressmaker strives to keep her friend's secret.

Return to Pleasure Island *Createspace Independent Publishing Platform*

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.

The Boy Who Could Change the World *The New Press*

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

True Names *CreateSpace*

The tale of duelling galactic colony-organisms that are competing to recruit all the matter in the universe for raw computation.

Radicalized *Tor Books*

Told through one of the most on-pulse genre voices of our generation--New York Times bestselling author Cory Doctorow--*Radicalized* is a timely novel comprised of four science fiction novellas connected by social, technological, and economic visions of today and what America could be in the near, near future. *Unauthorized Bread* is a tale of immigration, the toxicity of economic and technological stratification, and the young and downtrodden fighting against all odds to survive and prosper. In *Model Minority*, a Superman-like figure attempts to rectify the corruption of the police forces he long erroneously thought protected the defenseless...only to find his efforts adversely affecting their victims. *Radicalized* is a story of a darkweb-enforced violent uprising against insurance companies told from the perspective of a man desperate to secure funding for an experimental drug that could cure his wife's terminal cancer. The fourth story, *Masque of the Red Death*, harkens back to Doctorow's *Walkaway*, taking on issues of survivalism versus community. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

I Stop Somewhere *Feiwel & Friends*

Ellie Frias disappeared long before she vanished. Tormented

throughout middle school, Ellie begins her freshman year with a new look: she doesn't need to be popular; she just needs to blend in with the wallpaper. But when the unthinkable happens, Ellie finds herself trapped after a brutal assault. She wasn't the first victim, and now she watches it happen again and again. She tries to hold on to her happier memories in order to get past the cold days, waiting for someone to find her. The problem is, no one searches for a girl they never noticed in the first place. TE Carter's stirring and visceral debut not only discusses and dismantles rape culture, but it also reminds us what it is to be human.

Unauthorized Bread

Six Gun Gorilla *BOOM! Studios*

Welcome to the Blister, a bizarre other-world colonized by humans sometime in the 22nd century, which quickly became a hotly contested source of fertile land and natural resources long ago exhausted on Earth. In this new frontier, a rogue gunslinger and his companion wander across a wilderness in the grips of a civil war, encountering lawlessness, natives, and perversions of civilization in a world at the crossroads between the past and the future. The fact that said gunslinger is a bio-surgically modified silverback gorilla toting a pair of enormous revolvers is neither here nor there -

All the Things We Do in the Dark *HarperCollins*

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

begun to heal?

The Sculptor *First Second*

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

Designing Games *O'Reilly Media, Inc.*

Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design