

Hacker Outlaw Chronicles

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Eyes Wide Open Ted Dekker 2014-01-21 First in the newest series from Ted Dekker, master of suspense, whose books have sold 9 million copies. Humming with intensity, Eyes Wide Open is a raw adrenaline rush from first page to last.

At Large Charles C. Mann 1998-06-03 Hailed as "a chilling portrait" by The Boston Globe and "a crafty thriller" by Newsweek, this astonishing story of an obsessive hacker promises to change the way you look at the Internet forever. At Large chronicles the massive manhunt that united hard-nosed FBI agents, computer nerds, and uptight security bureaucrats against an elusive computer outlaw who broke into highly secured computer systems at banks, universities, federal agencies, and top-secret military weapons-research sites. Here is "a real-life tale of cops vs. hackers, by two technology writers with a flair for turning a complicated crime and investigation into a fast-moving edge-of-your-seat story" (Kirkus Reviews, starred). At Large blows the lid off the frightening vulnerability of the global online network, which leaves not only systems, but also individuals, exposed.

Urban Outlaws Peter Jay Black 2015-05-05 Deep beneath London, five extraordinary youths, orphans who bonded over their shared sense of justice, have formed the Urban Outlaws and dedicated themselves to outsmarting criminals and performing Random Acts of Kindness (R.A.K.s), but they are in serious trouble when they face a genius super-computer, Proteus.

The Supernatural Book of Monsters, Spirits, Demons, and Ghouls Alex Irvine 2009-10-13 Twenty-three years ago, Sam and Dean Winchester lost their mother to a demonic supernatural force. Following the tragedy, their father, John, set out to teach his boys everything about the paranormal evil that lives in the dark corners and on the back roads of America . . . and how to kill it. Fans of the blockbuster television phenomenon can rejoice! A one-of-a-kind compilation of all of Sam and Dean's demon-busting knowledge, The Supernatural Book of Monsters, Spirits, Demons, and Ghouls contains illustrations and detailed descriptions that catalogue the more than two dozen otherworldly enemies that most people believe exist only in folklore, superstition, and nightmares: vampires, ghosts, revenants, reapers, and even bloody clowns. You'll find within these pages Sam and Dean's notes, observations, and memories interwoven with sections of John Winchester's invaluable journal, making this book the perfect companion to every thrilling episode—and an essential weapon in the secret war against the hidden creatures of the darkness!

God's Grace and the Homosexual Next Door Alan Chambers

What Technology Wants Kevin Kelly 2011-09-27 From the author of the New York Times bestseller The Inevitable—a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed—or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

Red Ted Dekker 2009 Attempting to rescue two worlds from collapse, Thomas Hunter races to stop a virus unleashed by terrorists, as he also commands an army of primitive warriors fighting for their survival.

Jacked David Kushner 2012-04-03 Inside the making of a videogame that defined a generation: Grand Theft Auto Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. Since its

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

Day of Independence William W. Johnstone 2014 In Last Chance, Texas, wounded Texas Ranger Hank Cannan leads a fight against ruthless cattle baron Abraham Hacker. Original.

Dove Arising Karen Bao 2015-02-24 Phaet Theta has lived her whole life in a colony on the Moon. She's barely spoken since her father died in an accident nine years ago. She cultivates the plants in Greenhouse 22, lets her best friend talk for her, and stays off the government's radar. Then her mother is arrested. The only way to save her younger siblings from the degrading Shelter is by enlisting in the Militia, the faceless army that polices the Lunar bases and protects them from attacks by desperate Earth-dwellers. Training is brutal, but it's where Phaet forms an uneasy but meaningful alliance with the preternaturally accomplished Wes, a fellow outsider. Rank high, save her siblings, free her mom: that's the plan. Until Phaet's logically ordered world begins to crumble... Suspenseful, intelligent, and hauntingly prescient, Dove Arising stands on the shoulders of our greatest tales of the future to tell a story that is all too relevant today.

Heaven Became Hell ... Hollywood Be Thy Name! Brent David Schroeder 2012-05-16 This story is based on 10 years of my life as a Hollywood musician and my secret life as a top shot-caller in the gritty Hollywood underworld. The four of us set out for Hollywood on September 1st, 1987, with dreams of becoming the next Motley Crue. We had the talent and the looks, and vowed to each other to avoid the lure of drugs. Unfortunately, Hollywood had other plans. When the record deal fell through and I was on my last dime, I found myself being dragged into an underground world of corruption. Before long, I was working for organized crime, doing business deals with outlaw motor cycle gangs, staying one step ahead of the FBI, and losing touch with the world I had once known. My guitar cases were now filled with deadly weapons. Love, betrayal, Wicca, crystal meth, and a crippling blast from a sawed-off shot gun would all have roles in bringing me to my knees. Many of the people and events in the story have been the focus of local and national news programs, though I have changed most of the names. This book includes my adventures with dozens of celebrities, from famous musicians to Hollywood actors and known underworld figures. It goes into great depth explaining how methamphetamine made the jump from the biker culture to the Hollywood nightlife and then via the Internet to the rest of the country.

Water Walker Ted Dekker 2014-09-10 Alice Snow, a thirteen-year-old orphan, is abducted from her adopted home by a strange man claiming

that her real mother is alive, and a frantic FBI manhunt ensues.

Masters of Doom David Kushner 2004-05-11 Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. "To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way."—Mark Leyner, author of *I Smell Esther Williams*

In Search of Us Ava Dellaira 2018-03-06 This sweeping multi-generational love story introduces readers to mother-and-daughter pair Marilyn and Angie. To seventeen-year-old Angie, who is mixed-race, Marilyn is her hardworking, devoted white single mother. But Marilyn was once young, too. When Marilyn was seventeen, she fell in love with Angie's father, James, who was African-American. But Angie's never met him, and Marilyn has always told her he died before she was born. When Angie discovers evidence of an uncle she's never met she starts to wonder: What if her dad is still alive, too? So she sets off on a journey to find him, hitching a ride to LA from her home in New Mexico with her ex-boyfriend, Sam. Along the way, she uncovers some hard truths about herself, her mother, and what truly happened to her father.

The Priest's Graveyard Ted Dekker 2011-04-19 Two abandoned souls are on the hunt for one powerful man. Soon, their paths will cross and lead to one twisted fate. Danny Hansen is a Bosnian immigrant who came to America with hopes of escaping haunted memories of a tragic war that took his other's life. Now he's a priest incensed by the powerful among us who manipulate the law for their own gain, uncaring of the hattered lives they leave behind. It is his duty to show them the error of their ways, even if he must put them in the grave. Renee Gilmore is the frail and helpless victim of one such powerful man. Having escaped his clutches, she now lives only to satisfy justice by destroying him, regardless of whom she must become in that pursuit. But when Danny and Renee's paths become inexorably entangled things go very, very badly and neither of them may make it out of this hunt alive. !-EndFragment--

21: Bringing Down the House - Movie Tie-In Ben Mezrich 2008-02-01 Recounts the story of how a notorious gang of MIT blackjack savants devised and received backing for a system for winning at the world's most sophisticated casinos, an endeavor that earned them more than three million dollars. Originally published as *Bringing Down the House*. Reissue. (A Columbia Pictures film, written by Peter Steinfeld & Allan Loeb, directed by Robert Luketic, releasing March 2008, starring Kevin Spacey, Kate Bosworth, Laurence Fishburne, Jim Sturgess, & others) (Current Affairs)

White Ted Dekker 2009 Thomas tries to fight wars on two different worlds, one in which a virus threatens to wipe out all life and the other in which a forbidden love can destroy the Circle.

Outlaw Ted Dekker 2013-10-22 New York Times bestselling author Ted Dekker brings an exotic tale of adventure and creates his most memorable character ever. The story of how I, Julian Carter, and my precious two-year old son, Stephen, left Atlanta Georgia and found ourselves on a white sailboat, tossed about like a cork on a raging sea off of Australia's northern tip in 1963, is harrowing. But it pales in comparison to what happened deep in the jungle where I was taken as a slave by a savage tribe unknown to the world. Some places dwell in

darkness so deep that even God seems to stay away. There, my mind was torn in two by the gods of the earth. There, one life ended so another could begin. Some will say I was a fool for making the choices I made. But they would have done the same. They, too, would have embraced death if they knew what I knew, and saw through my eyes. My name is Julian and this is my story. But more, it is the story of my son who was born to change the world. From deep in the impenetrable jungles where New York Times bestselling author Ted Dekker was born and raised, comes *OUTLAW*, an epic adventure of two worlds that perhaps only he could write. Full of harrowing twists, sweeping violence, and wild love, *Outlaw* takes us beyond the skin of this world to another unseen.

Green Ted Dekker 2009-09

Geek Mafia Rick Dakan 2008-03-01 Fired from a job he hated at a company he loved, videogame designer Paul Reynolds is drowning his sorrows in late-morning margaritas when he meets an alluring, pink-haired conwoman named Chloe. With her gang of technopirate friends, Chloe helps Paul not only take revenge on his former employers, but also extort a small fortune from them in the process. What more could a recently unemployed, over-worked videogame designer in Silicon Valley ask for? In return for Chloe's help, Paul agrees to create counterfeit comic books for one of her crew's criminal schemes. In the process he falls in for their fun loving, drug fueled "off the grid" lifestyle almost as fast as he falls head over heels for Chloe. Wary of the Crew's darker side, but eager to impress both the girl and the gang, Paul uses his game design expertise to invent a masterful con of his own. If all goes according to plan, it will be one for the ages. But can he trust any of them, or is he the one who's really being conned? Inspired by author Rick Dakan's own eventful experiences in the videogame and comic book industries, *Geek Mafia*, satisfies the hunger in all of us to buck the system, take revenge on corporate America, and live a life of excitement and adventure.

Cinder Marissa Meyer 2013-01-08 As plague ravages the overcrowded Earth, observed by a ruthless lunar people, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take on the Cinderella story.

Long Lost Jacqueline West 2021-05-18 "Perfect to be read late into the night."—Stefan Bachmann, internationally bestselling author of *The Peculiar* "A spooky sisterhood mystery that is sure to be a hit with readers."—School Library Journal (starred review) "Grab a flashlight and stay up late with this one."—Kirkus Reviews Once there were two sisters who did everything together. But only one of them disappeared. New York Times–bestselling author Jacqueline West's *Long Lost* is an atmospheric, eerie mystery brimming with suspense. Fans of Katherine Arden's *Small Spaces* and Victoria Schwab's *City of Ghosts* series will lose themselves in this mesmerizing and century-spanning tale. Eleven-year-old Fiona has just read a book that doesn't exist. When Fiona's family moves to a new town to be closer to her older sister's figure skating club—and far from Fiona's close-knit group of friends—nobody seems to notice Fiona's unhappiness. Alone and out of place, Fiona ventures to the town's library, a rambling mansion donated by a long-dead heiress. And there she finds a gripping mystery novel about a small town, family secrets, and a tragic disappearance. Soon Fiona begins to notice strange similarities that blur the lines between the novel and her new town. With a little help from a few odd *Lost Lake* locals, Fiona uncovers the book's strange history. *Lost Lake* is a town of restless spirits, and Fiona will learn that both help and danger come from unexpected places—maybe even from the sister she thinks doesn't care about her anymore. New York Times–bestselling and acclaimed author Jacqueline West weaves a heart-pounding, intense, and imaginative mystery that builds anticipation on every page, while centering on the strong and often tumultuous bond between sisters. Laced with suspense, *Long Lost* will fascinate readers of Trenton Lee Stewart's *The Secret Keepers* and fans of ghost stories.

The Outlaw Chronicles Trilogy Ted Dekker 2017-10-17 **ONE THING CONNECTS EYES WIDE OPEN, WATER WALKER, AND HACKER—THEY CALL HIM OUTLAW.** It all begins with Christy Snow in *Eyes Wide Open*: seventeen, buried alive in a coffin, and about to die. Is what she's experiencing real? Or is she suffering a delusional breakdown? In *Water Walker*, Alice Ringwald is a thirteen-year-old orphan suffering from amnesia. She is still adjusting to her new life when suddenly she is kidnapped by a strange man. Finally, in *Hacker*, skilled computer expert Nyah Parks is using her technical knowledge to get money for her mom's life-saving medical treatment. When Nyah cracks the wrong firewall, it's not just her mother's life that is in danger. Nyah is forced into one last

hack that will either save her or kill her. Humming with intensity, *The Outlaw Chronicles Trilogy* is a raw adrenaline rush from the first page to the last from master of suspense Ted Dekker. .

Hacker Ted Dekker 2015-01-07 "My name is Nyah and I'm a hacker. I know things most people would never believe. Things that shouldn't exist, but do."

Dragnet Nation Julia Angwin 2014-02-25 An investigative journalist offers a revealing look at the surveillance economy in America that captures what citizens actions online and off, putting individual freedoms at risk and discusses results from a number of experiments she conducted to try and protect herself.

Play Dead Ted Dekker 2021-04-27

Border Hacker Levi Vonk 2022-04-26 An unlikely friendship, a four-thousand-mile voyage, and an impenetrable frontier—this dramatic odyssey reveals the chaos and cruelty US immigration policies have unleashed beyond our borders. Axel Kirschner was a lifelong New Yorker, all Queens hustle and bravado. But he was also undocumented. After a minor traffic violation while driving his son to kindergarten, Axel was deported to Guatemala, a country he swore he had not lived in since he was a baby. While fighting his way back through Mexico on a migrant caravan, Axel met Levi Vonk, a young anthropologist and journalist from the US. That chance encounter would change both of their lives forever. Levi soon discovered that Axel was no ordinary migrant. He was harboring a secret: Axel was a hacker. This secret would launch the two friends on a dangerous adventure far beyond what either of them could have imagined. While Axel's abilities gave him an edge in a system that denied his existence, they would also ensnare him in a tangled underground network of human traffickers, corrupt priests, and anti-government guerillas eager to exploit his talents for their own ends. And along the way, Axel's secret only raised more questions for Levi about his past. How had Axel learned to hack? What did he want? And was Axel really who he said he was? *Border Hacker* is at once an adventure saga—the story of a man who would do anything to return to his family, and the friend who would do anything to help him—and a profound parable about the violence of American immigration policy told through a single, extraordinary life.

Respawn Colin Milburn 2018-12-14 In *Respawn* Colin Milburn examines the connections between video games, hacking, and science fiction that galvanize technological activism and technological communities. Discussing a wide range of games, from *Portal* and *Final Fantasy VII* to *Super Mario Sunshine* and *Shadow of the Colossus*, Milburn illustrates how they impact the lives of gamers and non-gamers alike. They also serve as resources for critique, resistance, and insurgency, offering a space for players and hacktivist groups such as Anonymous to challenge obstinate systems and experiment with alternative futures. Providing an essential walkthrough guide to our digital culture and its high-tech controversies, Milburn shows how games and playable media spawn new modes of engagement in a computerized world.

The Cambridge History of Science Fiction Gerry Canavan 2018-12-31 The first science fiction course in the American academy was held in the early 1950s. In the sixty years since, science fiction has become a recognized and established literary genre with a significant and growing body of scholarship. *The Cambridge History of Science Fiction* is a landmark volume as the first authoritative history of the genre. Over forty contributors with diverse and complementary specialties present a history of science fiction across national and genre boundaries, and trace its intellectual and creative roots in the philosophical and fantastic narratives of the ancient past. Science fiction as a literary genre is the central focus of the volume, but fundamental to its story is its non-literary cultural manifestations and influence. Coverage thus includes transmedia manifestations as an integral part of the genre's history, including not only short stories and novels, but also film, art, architecture, music, comics, and interactive media.

Outlaws, Spies, and Gangsters Laura Scandiffio 2014 Provides information on eight of the most notorious criminals who were caught on the run, including John Dillinger, Adolf Eichmann, and Osama bin Laden.

Three Ted Dekker 2006-12-10 The award-winning, best-selling suspense masterwork, now a major motion picture event. Enter a world where nothing is what it seems. Where your closest friend could be your greatest enemy. Kevin Parson is alone in his car when his cell phone rings. A man calling himself Slater offers a deadly ultimatum: You have exactly three minutes to confess your sin to the world. Refuse, and the car you're driving will blow sky high. Then the phone goes dead. Kevin panics. Who would make such a demand? What sin? Yet not sure what else to do, Kevin swerves into a parking lot and runs from his car. Just in

case. Precisely three minutes later, a massive explosion sets his world on a collision course with madness. And that's only the first move in this deadly game. From the #1 best-selling fiction author comes a powerful story of good, evil, and all that lies between.

Brightness Reef David Brin 2021-05-25 Strange visitors throw a planet of refugees into chaos in this science fiction adventure by the author of New York Times bestseller *The Uplift War*. Book One in the *Uplift Storm Trilogy* Centuries ago, the Buyur race abandoned Jijo. Now off-limits to settlers, it's warded by guardian machines who will protect the planet until the Institutes of the Five Galaxies declare Jijo ready—in another million years—for new civilization. But mere laws and guardians can't keep out the desperate. Clandestine bands of "sooners" have sneaked down to the lonely planet. Six intelligent races—all refugees—have bickered . . . then built a new society in the wilds of Jijo, hidden beneath forest canopies. Together they live in harmony—and in fear of the day their illegal colony will be discovered and judgment from the Five Galaxies will rain down upon them. One day a strange starship finally does appear on Jijo. But its owners do not bring law or judgment. Only dire secrets. And they'll do whatever it takes to keep them . . . This ebook features a new introduction by the author. Hugo Award Finalist "A captivating read . . . *Brightness Reef* leaves you looking forward to more. It's a worthy addition to what promises to be a great science fiction series." —Star Tribune "Brin is a skillful storyteller. . . . There is more than enough action to keep the book exciting, and like all good serials, the first volume ends with a bang." —The Plain Dealer "A universe that's immensely appealing, leaving readers hungry for more of this exciting, epic adventure." —Publishers Weekly "Tremendously inventive, ambitious work." —Kirkus Reviews "A timely, science fictional contemplation of the refugee experience." —Santa Fe Reporter

Blessed Child Ted Dekker 2006-04-02 One orphaned boy. A desperate race to keep him alive. And powers that are beyond comprehension. "Whoever said a straightened hand was more dramatic than a healed heart anyway?" A young orphaned boy was abandoned and raised in an Ethiopian monastery. He has never seen outside its walls—at least, not the way most people see. Now he must flee or die. But the world beyond is hardly ready for a boy like Caleb. When relief expert Jason Marker agrees to rescue Caleb from the monastery, he unwittingly opens humanity's doors to an incredible journey filled with political intrigue and peril. Jason and Leah—the French-Canadian nurse who escapes the monastery with him—quickly realize Caleb's supernatural power to heal. But so do the boy's enemies, who will stop at nothing to destroy him. Jason and Leah fight for Caleb's survival while the world erupts in debate over the source of the boy's power. In the end nothing can prepare them for what they discover. Book one in the Caleb duology: *Blessed Child* A Man Called Blessed Book length: approximately 100,000 words

The Boat of a Million Years Poul Anderson 2018-09-18 A New York Times Notable Book and Hugo and Nebula Award Finalist: This epic chronicle of ten immortals over the course of history "succeeds admirably" (*The New York Times*). The immortals are ten individuals born in antiquity from various cultures. Immune to disease, able to heal themselves from injuries, they will never die of old age—although they can fall victim to catastrophic wounds. They have walked among mortals for millennia, traveling across the world, trying to understand their special gifts while searching for one another in the hope of finding some meaning in a life that may go on forever. Following their individual stories over the course of human history and beyond into a richly imagined future, "one of science fiction's most revered writers" (*USA Today*) weaves a broad tapestry that is "ambitious in scope, meticulous in detail, polished in style" (*Library Journal*).

Exploding the Phone Phil Lapsley 2014 Describes how "phone phreaks" learned how to make illicit but technologically innovative free phone calls and shared the technique, and places the process in the development of telecommunications and the behavior of the telephone monopoly.

Hacking Life Joseph M. Reagle Jr. 2019-04-16 In an effort to keep up with a world of too much, life hackers sometimes risk going too far. Life hackers track and analyze the food they eat, the hours they sleep, the money they spend, and how they're feeling on any given day. They share tips on the most efficient ways to tie shoelaces and load the dishwasher; they employ a tomato-shaped kitchen timer as a time-management tool. They see everything as a system composed of parts that can be decomposed and recomposed, with algorithmic rules that can be understood, optimized, and subverted. In *Hacking Life*, Joseph Reagle examines these attempts to systematize living and finds that they are the

latest in a long series of self-improvement methods. Life hacking, he writes, is self-help for the digital age's creative class. Reagle chronicles the history of life hacking, from Benjamin Franklin's Poor Richard's Almanack through Stephen Covey's 7 Habits of Highly Effective People and Timothy Ferriss's The 4-Hour Workweek. He describes personal outsourcing, polyphasic sleep, the quantified self movement, and hacks for pickup artists. Life hacks can be useful, useless, and sometimes harmful (for example, if you treat others as cogs in your machine). Life hacks have strengths and weaknesses, which are sometimes like two sides of a coin: being efficient is not the same thing as being effective; being precious about minimalism does not mean you are living life unfettered; and compulsively checking your vital signs is its own sort of illness. With *Hacking Life*, Reagle sheds light on a question even non-hackers ponder: what does it mean to live a good life in the new millennium?

Billy the Kid Michael Wallis 2007 Complemented by rare images and period photographs, an evocative re-creation of the life of Billy the Kid journeys behind the sensationalized legend to reveal the real world of the celebrity outlaw, a young man who became one of the most enduring icons of the American West.

Black Ted Dekker 2009-07-28 Thomas Hunter narrowly survives a shooting attempt only to awaken in an alternate universe of green forests, a world to which he subsequently travels every time he goes to sleep.

Warcross Marie Lu 2017-09-14 For the millions who log in every day, Warcross isn't just a game - it's a way of life. Struggling to make ends

meet, teenage hacker Emika Chen works as a bounty hunter, tracking down players who bet on the game illegally. When Emika hacks into Warcross, she is shocked when she gets a call from the game's creator with an irresistible offer. He needs a spy on the inside of this year's tournament in order to uncover a security problem . . . and he wants Emika for the job. In this sci-fi thriller, #1 New York Times bestselling author Marie Lu conjures an immersive, exhilarating world where choosing who to trust may be the biggest gamble of all.

Hactivism and Cyberwars Tim Jordan 2004-03-01 As global society becomes more and more dependent, politically and economically, on the flow of information, the power of those who can disrupt and manipulate that flow also increases. In *Hactivism and Cyberwars* Tim Jordan and Paul Taylor provide a detailed history of hactivism's evolution from early hacking culture to its present day status as the radical face of online politics. They describe the ways in which hactivism has re-appropriated hacking techniques to create an innovative new form of political protest. A full explanation is given of the different strands of hactivism and the 'cyberwars' it has created, ranging from such avant garde groups as the Electronic Disturbance Theatre to more virtually focused groups labelled 'The Digitally Correct'. The full social and historical context of hactivism is portrayed to take into account its position in terms of new social movements, direct action and its contribution to the globalization debate. This book provides an important corrective flip-side to mainstream accounts of E-commerce and broadens the conceptualization of the internet to take into full account the other side of the digital divide.