

Hacker Outlaw Chronicles

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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."

What Technology Wants Kevin Kelly 2010-10-14 From the author of the New York Times bestseller *The Inevitable*— a sweeping vision of technology as a living force that can expand our individual potential This provocative book introduces a brand-new view of technology. It suggests that technology as a whole is not a jumble of wires and metal but a living, evolving organism that has its own unconscious needs and tendencies. Kevin Kelly looks out through the eyes of this global technological system to discover "what it wants." He uses vivid examples from the past to trace technology's long course and then follows a dozen trajectories of technology into the near future to project where technology is headed. This new theory of technology offers three practical lessons: By listening to what technology wants we can better prepare ourselves and our children for the inevitable technologies to come. By adopting the principles of pro-action and engagement, we can steer technologies into their best roles. And by aligning ourselves with the long-term imperatives of this near-living system, we can capture its full gifts. Written in intelligent and accessible language, this is a fascinating, innovative, and optimistic look at how humanity and technology join to produce increasing opportunities in the world and how technology can give our lives greater meaning.

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.

Poems 1817 John Keats 2018-09-28 Poems 1817 John Keats Poems 1817 is a classic collection of English poems by John Keats. Glory and loveliness have passed away; For if we wander out in early morn, No wreathed incense do we see upborne Into the east, to meet the smiling day: No crowd of nymphs soft voic'd and young, and gay.

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.

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.

Play Dead Ted Dekker 2021-04-27

A.D. 30 Ted Dekker 2014-10-28 A sweeping epic set in the harsh deserts of Arabia and ancient Palestine. A war that rages between kingdoms on the earth and in the heart. The harrowing journey of the woman at the center of it all. Step back in time to the year of our Lord...A.D. 30. The outcast daughter of one of the most powerful Bedouin sheikhs in Arabia, Maviah is called on to protect the very people who rejected

her. When their enemies launch a sudden attack with devastating consequences, Maviah escapes with the help of two of her father's warriors--Saba who speaks more with his sword than his voice and Judah, a Jew who comes from a tribe that can read the stars. Their journey will be fraught with terrible danger. If they can survive the vast forbidding sands of a desert that is deadly to most, they will reach a brutal world subjugated by kings and emperors. There Maviah must secure an unlikely alliance with King Herod of the Jews. But Maviah's path leads her unexpectedly to another man. An enigmatic teacher who speaks of a way in this life which offers greater power than any kingdom. His name is Yeshua, and his words turn everything known on its head. Though following him may present even greater danger, his may be the only way for Maviah to save her people--and herself.

The Code Breaker Walter Isaacson 2021-03-09 A Best Book of 2021 by Bloomberg BusinessWeek, Time, and The Washington Post The bestselling author of Leonardo da Vinci and Steve Jobs returns with a "compelling" (The Washington Post) account of how Nobel Prize winner Jennifer Doudna and her colleagues launched a revolution that will allow us to cure diseases, fend off viruses, and have healthier babies. When Jennifer Doudna was in sixth grade, she came home one day to find that her dad had left a paperback titled *The Double Helix* on her bed. She put it aside, thinking it was one of those detective tales she loved. When she read it on a rainy Saturday, she discovered she was right, in a way. As she sped through the pages, she became enthralled by the intense drama behind the competition to discover the code of life. Even though her high school counselor told her girls didn't become scientists, she decided she would. Driven by a passion to understand how nature works and to turn discoveries into inventions, she would help to make what the book's author, James Watson, told her was the most important biological advance since his codiscovery of the structure of DNA. She and her collaborators turned a curiosity of nature into an invention that will transform the human race: an easy-to-use tool that can edit DNA. Known as CRISPR, it opened a brave new world of medical miracles and moral questions. The development of CRISPR and the race to create vaccines for coronavirus will hasten our transition to the next great innovation revolution. The past half-century has been a digital age, based on the microchip, computer, and internet. Now we are entering a life-science revolution. Children who study digital coding will be joined by those who study genetic code. Should we use our new evolution-hacking powers to make us less susceptible to viruses? What a wonderful boon that would be! And what about preventing depression? Hmmm...Should we allow parents, if they can afford it, to enhance the height or muscles or IQ of their kids? After helping to discover CRISPR, Doudna became a leader in wrestling with these moral issues and, with her collaborator Emmanuelle Charpentier, won the Nobel Prize in 2020. Her story is an "enthraling detective story" (Oprah Daily) that involves the most profound wonders of nature, from the origins of life to the future of our species.

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.

Sick Puppy Carl Hiaasen 2001-05-01 When Palmer Stoa notices the black pickup truck following him on the highway, he fears his precious Range Rover is about to be carjacked. But Twilly Spree, the man tailing Stoa, has vengeance, not sport-utility vehicles, on his mind. Idealistic, independently wealthy and pathologically short-tempered, Twilly has dedicated himself to saving Florida's wilderness from runaway destruction. He favors unambiguous political statements -- such as torching Jet-Skis or blowing up banks -- that leave his human targets shaken but re-educated. After watching Stoa blithely dump a trail of fast-food litter out the window, Twilly decides to teach him a lesson. Thus, Stoa's prized Range Rover becomes home to a horde of hungry dung beetles. Which could have been the end to it had Twilly not discovered that Stoa is one of Florida's cockiest and most powerful political fixers, whose latest project is the "malling" of a pristine Gulf Coast island. Now the real Hiaasen-variety fun begins . . . Dognapping eco-terrorists, bogus big-time hunters, a Republicans-only hooker, an infamous ex-governor who's gone back to nature, thousands of singing toads and a Labrador retriever greater than the sum of his Labrador parts -- these are only some of the denizens of Carl Hiaasen's outrageously funny new novel. Brilliantly twisted entertainment wrapped around a powerful ecological plea, *Sick Puppy* gleefully lives up to its title and gives us Hiaasen at his riotous and muckraking best. BONUS: This edition includes an excerpt from Carl Hiaasen's *Bad Monkey*.

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 Girl behind the Red Rope Ted Dekker 2020-09-08 "In this mind-bending thriller, father-daughter writing team Ted Dekker and Rachelle Dekker triumph in their faultlessly structured and deconstructed world of religious extremism. . . . the book's suspenseful plot drives the story forward at a racing pace, making this a riveting novel that will long haunt readers."--Booklist, Starred Review Ten years ago, Grace saw something that would forever change the course of history. When evil in its purest form is unleashed on the world, she and others from their religious community are already hidden deep in the hills of Tennessee, abiding by every rule that will keep them safe, pure--and alive. As long as they stay there, behind the red perimeter. Her older brother's questions and the arrival of the first outsiders she's seen in a decade set in motion events that will question everything Grace has built her life on.

Enemies rise on all sides--but who is the real enemy? And what will it cost her to uncover the truth? For the first time, bestselling authors Ted Dekker and Rachele Dekker team up and deliver an intense, tightly focused ride through the most treacherous world of all.

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.

The Lost Wagon Jim Kjelgaard 2017

Hacker Ted Dekker 2014-06-10 "My name is Nyah and I'm a hacker. I know things most people would never believe. Things that shouldn't exist, but do."

The Patriot's Daughter Kamryn Green 2017-11-15

The Skystone Jack Whyte 2004-08-01 This first novel in Jack Whyte's riveting Arthurian series tells how the story of Camelot may have actually come to be. We all know the story--how Arthur pulled the sword from the stone and how Camelot came to be. But how did it really happen? The Roman citizens of Britain faced a deadly choice: leave to live in a corrupt Roman world, or stay amidst the violence of the warring factions of Picts, Celts, and invading Saxons. For Publius Varrus and Caius Britannicus, there is only one answer. They will stay, try to preserve the best of Roman life, and create a new culture from the wreckage. In doing so, they will plant the seeds of a legend. For these two men are Arthur's great-grandfathers and their actions will shape a nation...and forge the sword known as Excalibur. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Blue Nowhere Jeffery Deaver 2016-06-28 A sadistic computer hacker infiltrates people's computers and lures them to their deaths. The California State Police Computer Crimes Unit frees former hacker Wyatt Gillette to aid in their investigation. As Gillette attempts to trace the hacker's insidious computer virus to its source, one of the division's own is murdered. Teamed with homicide detective Frank Bishop, Gillette must combine their talents to catch a killer.

Outlaws, Spies, and Gangsters Laura Scandiffio 2014-01-16 Provides information on eight of the most notorious criminals who were caught on the run, including John Dillinger, Adolf Eichmann, and Osama bin Laden.

Green Ted Dekker 2009-09

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.

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

Hello Navi Sandy Storm 2016-08 HELLO NAVI - a novella about human trafficking Written by a Survivor, Based on Actual Events Hello Navi is a novella about human trafficking told both in the physical and spirit realms. The story follows Navi, a young lady who faces demons of childhood sexual abuse that are driving her to drug use and leading her into a situation that places her under the control of an abusive pimp. All the while, a mysterious man who is pursuing her takes the girl from the harsh reality of sex trafficking to a wonderful place of love and acceptance in a spiritual world where Navi learns her royal identity, experiences true love and ultimately, finds freedom. Hello Navi is a message of hope for anyone who has experienced abuse, addiction, rape, or thinks God was distant when they were in a dark place.

Bone Music Christopher Rice 2020-03 There's more than one way to stoke the flames of revenge... Charlotte Rowe spent the first seven years of her life in the hands of the only parents she knew--a pair of serial killers who murdered her mother and tried to shape Charlotte in their own twisted image. If only the nightmare had ended when she was rescued. Instead, her real father exploited her tabloid-ready story for fame and profit--until Charlotte finally broke free from her ghoulish past and fled. Just when she thinks she has buried her personal hell forever, Charlotte is swept into a frightening new ordeal. Secretly dosed with an experimental drug, she's endowed with a shocking new power--but pursued by a treacherous corporation desperate to control her. Except from now on, if anybody is going to control

Charlotte, it's going to be Charlotte herself. She's determined to use the extraordinary ability she now possesses to fight the kind of evil that shattered her life--by drawing a serial killer out from the shadows to face the righteous fury of a victim turned avenger.

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

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. .

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.

Fear Has a Name Mapes 2021-11-26 A Haunting Name From the Past . . . Granger Meade was mentally scarred as a boy by his religious zealot parents. He was bullied at school for his quiet, oafish appearance, which naturally made him a loner and outcast. But one girl treated him differently--Pamela Wagner. Pam talked to Granger, took an interest, listened, made him feel like a human being. She cared when no one else did, and Granger loved her for it; and still does 20 years later. So Granger goes back to their Ohio town. Back to Pamela. But she is happily married to reporter Jack Crittendon, who's embroiled in a time-sensitive story about a pastor who's disappeared and left a suicide note; a case swirling with suspicion and talk of scandal. With tension on every page, Amazon #1 Best-Selling author Creston Mapes demonstrates why he is a "Top Pick" among mystery, fiction and thriller lovers. Fans of Frank Peretti, Terri Blackstock, Ted Dekker, Joel Rosenberg, Lynette Eason, Susan Sleeman, Colleen Coble, and Christy Barritt will love this thriller from award-winning and bestselling author Creston Mapes. Reader praise for *Fear Has a Name* ????? Gripping Suspense, Edge of Your Seat Reading. *Fear Has a Name* is a gripping Christian suspense novel that gives you everything you want from cover to cover. You will be on the edge of your seat wondering what is going to happen next. The best thing about this novel from a Christian readers perspective is the way that faith, mercy and forgiveness are woven seamlessly throughout the book . . . A very good read for anyone who likes Christian Suspense and drama. Once you start reading you won't be able to stop until it's done. ????? First time I have read a Christian suspense novel . . . I'm hooked. Honestly not sure how I stumbled on to this book but have found a new genre. I have read a lot of suspense and crime novels and didn't know there were Christian suspense novels until this one! Creston Mapes is an incredible author. Powerful storytelling with believable characters and plenty of suspense. ????? Fast-Paced Christian Thriller. Two intriguing storylines converge in the end . . . I read late into the night, and after I went to sleep, I had a nightmare about being kidnapped like Pamela. I woke up and had to finish the book before I went back to sleep. ????? This is an excellent and gripping Christian Fiction thriller that will keep you glued to the pages until the very end. Or, if you are like me, it will keep you up all night because you can't walk away from it. The story line is enticing and action packed. ????? Highly Recommend. This was a great read! I enjoy clean suspense. The plot was well laid out. The Christian themes were strong. This book is a ministry, and it was nice to see such a strong statement of faith presented in a story that was full of real life hurt, pain, and imperfection.

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.

Hacking Cyberspace David J. Gunkel 2018-02-19 In *Hacking Cyberspace* David J. Gunkel examines the metaphors applied to new technologies, and how those metaphors inform, shape, and drive the implementation of the technology in question. The author explores the metaphorical tropes that have been employed to describe and evaluate recent advances in computer technology, telecommunications systems, and interactive media. Taking the stance that no speech is value-neutral, Gunkel examines such metaphors as "the information superhighway" and "the electronic frontier" for their political and social content, and he develops a critical investigation that not only traces the metaphors' conceptual history, but explicates their implications and consequences for technological development. Through *Hacking Cyberspace*, David J. Gunkel develops a sophisticated understanding of new technology that takes into account the effect of technoculture's own discursive techniques and maneuvers on the actual form of technological development.

Trouble and Her Friends Melissa Scott 2014-09 One hundred years in the future, someone steals Trouble's identity on the computer nets and she, the greatest hacker of them all, returns from retirement to track down and confront the imposter in the strange, constantly-changing world of computer reality.

21: *Bringing Down the House - Movie Tie-In* Ben Mezrich 2008-02 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)

God's Grace and the Homosexual Next Door Alan Chambers

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.

The Sacred & the Digital F.G. (Frank) Bosman 2019-04-18 Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

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 Leiah—the French-Canadian nurse who escapes the monastery with him—quickly realize Caleb's supernatural power to heal. But so do the boy's enemies, who will stop at nothing to destroy him. Jason and Leiah fight for Caleb's survival while the world erupts in debate over the source of the boy's power. In the end nothing can prepare them for what they discover. Book one in the Caleb duology: *Blessed Child* A Man Called Blessed Book length: approximately 100,000 words

Exploding the Phone Phil Lapsley 2013-02-05 "A rollicking history of the telephone system and the hackers who exploited its flaws." —Kirkus Reviews, starred review Before smartphones, back even before the Internet and personal computers, a misfit group of technophiles, blind teenagers, hippies, and outlaws figured out how to hack the world's largest machine: the telephone system. Starting with Alexander Graham Bell's revolutionary "harmonic telegraph," by the middle of the twentieth century the phone system had grown into something extraordinary, a web of cutting-edge switching machines and human operators that linked together millions of people like never before. But the network had a billion-dollar flaw, and once people discovered it, things would never be the same. *Exploding the Phone* tells this story in full for the first time. It traces the birth of long-distance communication and the telephone, the rise of AT&T's monopoly, the creation of the sophisticated machines that made it all work, and the discovery of Ma Bell's Achilles' heel. Phil Lapsley expertly weaves together the clandestine underground

of "phone phreaks" who turned the network into their electronic playground, the mobsters who exploited its flaws to avoid the feds, the explosion of telephone hacking in the counterculture, and the war between the phreaks, the phone company, and the FBI. The product of extensive original research, *Exploding the Phone* is a groundbreaking, captivating book that "does for the phone phreaks what Steven Levy's *Hackers* did for computer pioneers" (Boing Boing). "An authoritative, jaunty and enjoyable account of their sometimes comical, sometimes impressive and sometimes disquieting misdeeds." —The Wall Street Journal "Brilliantly researched." —The Atlantic "A fantastically fun romp through the world of early phone hackers, who sought free long distance, and in the end helped launch the computer era." —The Seattle Times

Against Technology Steven E. Jones 2013-01-11 This book addresses the question of what it might mean today to be a Luddite—that is, to take a stand against technology. Steven Jones here explains the history of the Luddites, British textile workers who, from around 1811, proclaimed themselves followers of "Ned Ludd" and smashed machinery they saw as threatening their trade. *Against Technology* is not a history of the Luddites, but a history of an idea: how the activities of a group of British workers in Yorkshire and Nottinghamshire came to stand for a global anti-technology philosophy, and how an anonymous collective movement came to be identified with an individualistic personal conviction. Angry textile workers in the early nineteenth century became romantic symbols of a desire for a simple life—certainly not the original goal of the actions for which they became famous. *Against Technology* is, in other words, a book about representations, about the image and the myth of the Luddites and how that myth was transformed over time into modern neo-Luddism.

Masters of Doom David Kushner 2003-04-24 *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*