

THE PUSHBACK STARTS HERE!

Marcus, aka “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 are 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 he’s finally released, Marcus discovers that his city has become a police state, where every citizen is treated like a potential terrorist. And no one will believe his story, which leaves him only one option: to take down the Department of Homeland Security himself.

Cory Doctorow || *Little Brother*
978-0-7653-1985-2 || 0-7653-1985-3
\$17.95/\$19.95 Can. || Pages: 384 || Trim: 5½" x 8¼"
Tor Teen Hardcover

**“THOUGHT-PROVOKING, ENTERTAINING,
AND ALSO A GREAT EDUCATION PIECE.”**

RAY OZZIE,
Chief Software Architect of Microsoft

CORY DOCTOROW is an activist, teacher, public speaker, and technology expert. He is a co-editor of BoingBoing.net, a site read by literally millions of people a month, and an op-ed columnist for publications ranging from *Information Week* to the *Guardian*. Most recently a visiting professor at the University of Southern California, Doctorow served as a Canadian Fulbright Chair in Public Diplomacy, and also serves on a number of boards of directors and advisory boards, including those of the Participatory Culture Foundations, the Open Rights Group, the MetaBrainz Foundation, Technorati, Inc, Onion Networks, and others.



BART NAGEL

He has also won the Locus Award three times, been nominated for the Hugo and the Nebula, won the Campbell Award, and was named one of the Web’s twenty-five influencers by *Forbes* magazine and a Young Global Leader by the World Economic Forum. He is invited to speak at colleges and corporations across the country every year. He hopes you’ll use technology to change the world.

**TAKING BACK THE WORLD,
ONE HACKED GAMING CONSOLE AT A TIME**

praise for
LITTLE BROTHER

“A rousing tale of techno-geek rebellion.”

SCOTT WESTERFELD,
author of *Uglies*, *Pretties*, and *Specials*

“The right book at the right time from the right author—
and, not entirely coincidentally, Cory Doctorow’s best novel yet.”

JOHN SCALZI,
author of *Old Man’s War*

“A tale of struggle familiar to any teenager,
about those moments when you choose what your life is going to mean.”

STEVEN GOULD,
author of *Jumper*

“Scarily realistic.... Action-packed with tales of courage, technology,
and demonstrations of digital disobedience as the technophile’s civil protest.”

ANDREW “BUNNIE” HUANG,
author of *Hacking the Xbox*

“A worthy younger sibling to Orwell’s *Nineteen Eighty-Four*, Cory Doctorow’s
Little Brother is lively, precocious, and, most important, a little scary.”

BRIAN K. VAUGHAN,
author of the graphic novel *Y: The Last Man*

“It’s just so compelling I can’t put it down.”

MITCH KAPOR,
inventor of *Lotus 1-2-3*, cofounder of the EFF,
and chairman of the board of Linden Labs (makers of *Second Life*)

“A great book.... Thought-provoking, entertaining, and also a great education piece.”

RAY OZZIE,
Chief Software Architect of Microsoft

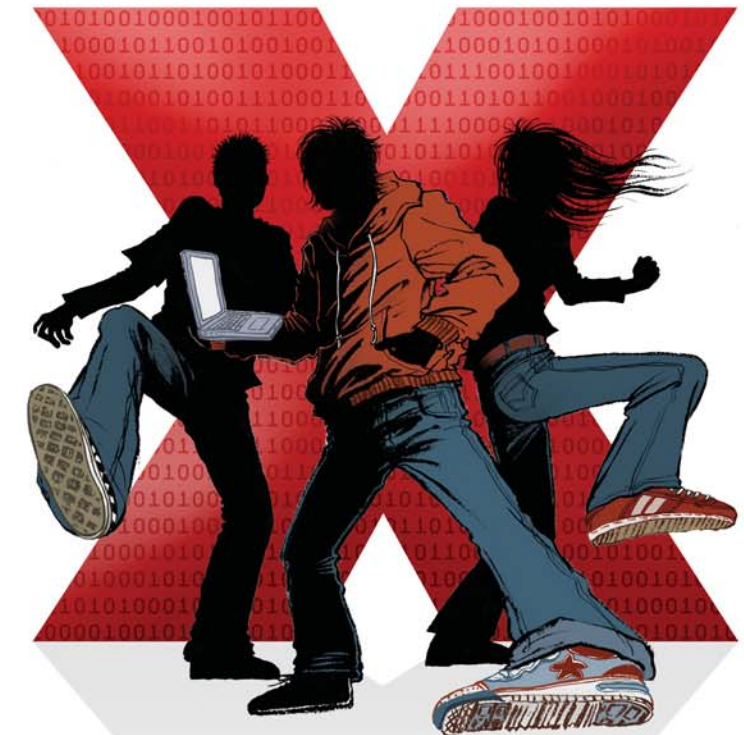


www.tor-forge.com

“A rousing tale of
techno-geek rebellion.”

SCOTT WESTERFELD,
author of *UGLIES*, *PRETTIES*, and *SPECIALS*

LITTLE BROTHER



CORY DOCTOROW

**BIG BROTHER IS WATCHING YOU.
WHO’S WATCHING BACK?**

DEAR EDUCATOR,

Tor Teen is pleased to announce the publication of Cory Doctorow's *Little Brother*, a warm, engaging, fast-moving adventure story about Marcus, a seventeen-year-old boy who, after being caught in the wrong place at the wrong time, suddenly finds that his city has turned into a heavily surveilled police state in which every citizen is treated like a potential terrorist. In order to survive, Marcus has no choice but to take down the Department of Homeland Security himself.

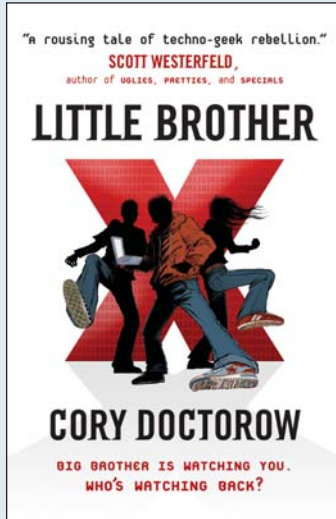
As an activist, teacher, and op-ed columnist for publications ranging from *Information Week* to the *Guardian*, author Cory Doctorow has long been at the forefront of the fight for basic civil rights in the digital realm, and this novel of youthful resistance to an overweening "security" apparatus is the kind of book he was born to write. *Little Brother* is a direct expression of Doctorow's activism, and at the same time an exciting, thought-provoking story about real young people with real problems to overcome. Like Scott Westerfeld's bestselling "Uglies" novels, *Little Brother* will

attract a broad range of readers from teen to adult.

Each chapter of *Little Brother* illustrates a different security issue, both in practical terms (for instance, explaining how public key cryptography works) and in its social implications (how can society protect itself from evildoers? and how can citizens protect themselves from governmental wrongdoing?). It is a great springboard for topics such as definitions of freedom and privacy, and governmental and citizen rights. *Little Brother* also includes an afterword by Bruce Schneier, world-famous security expert and author of *Beyond Fear* (2003), and one by Andrew "bunnie" Huang, author of *Hacking the Xbox* (2003).

This is Cory Doctorow's first YA novel, but it will not be his last; he is planning to write more near-future SF with young protagonists. The next one will be about teenaged girls who happen to be immersive computer gamers, and it will incorporate some of the settings and characters of his award-winning short story "Anda's Game."

We hope that you will find *Little Brother* illuminating and thought-provoking.



Q&A WITH CORY DOCTOROW

Tell us a little bit about *Little Brother*.

Little Brother is a YA adventure novel about hacker kids who take on the Department of Homeland Security and win back the US Bill of Rights. It's a book written in the vein of the adventure novels I loved when I was a kid: books that taught me about how the political process worked at the same time as they

were teaching me about how science and technology worked. The characters in *Little Brother* deploy real-world technologies that young readers can build and use themselves to make themselves more free: cryptographic tools that protect their privacy, homebrew hidden-camera detectors and so on.

What inspired you to write *Little Brother*?

I worked for many years at the Electronic Frontier Foundation, a nonprofit civil liberties organization headquartered in San Francisco. EFF fights to ensure that the freedoms we enjoy in the real world survive the transition to the digital world—keeping privacy, free speech, due process, and similar ideals alive on the Internet. I worked in a variety of ways for EFF, from scrapping at standards committees to briefing the FCC to helping to kill a bad UN treaty and replace it with a good one.

Many people seem ready to throw away our freedoms today—both in the real world and the digital world—to "fight terrorism." Fighting terrorism has become the catch-all excuse for every pipsqueak authoritarian with an axe to grind. It's the reason we get busted for taking pictures in the subway, carrying a bottle of medicine onto a plane, or objecting to being fingerprinted and forced to show ID just to move around the world.

Today's kids are the most surveilled, most controlled generation in the history of the world. There's no public space left for kids to play in unregarded, and every place they find that can be theirs is shut down or demonized as a pedophile's dream come true—this despite the minuscule, infinitesimal proportion of attacks on children that come from strangers they meet on the Internet.

Walt Disney World has instituted mandatory fingerprinting for visitors to the park. The last time I was there, I argued with the guy at the turnstile about this. A little kid standing behind me piped up and said, "No no, you have to be fingerprinted, we all have to be fingerprinted." It froze the blood in my veins. It's one thing to worry that Disney is training our kids to want to be little princesses or whatnot, but that's a pale shadow of my concern that Disney will train my daughter—who will be born in January!—to grow up to be a happy citizen of a police state.

What are some of the timely issues explored in *Little Brother*—and/or what issues will people find especially compelling?

Little Brother is one of those SF novels that "predicts the present," in that I took a bunch of stuff that was bubbling under the surface of the world today and made it front and center of my world of tomorrow. There's a whole lot in there about using censor-busting tools that allow kids to access the free Internet; about hacking game consoles to allow you to do stuff with them that the manufacturer never imagined, about fighting for the security that comes from being free—even some pretty chilling material about waterboarding.

What message, if any, do you want people to take away from *Little Brother*?

The most important message is the one that Benjamin Franklin gave to us in the eighteenth century: "Those who would give up Essential Liberty to purchase a little Temporary Safety, deserve neither Liberty nor Safety."

The freedom to be left alone; to open, understand, and improve your tools; to organize; to socialize—these freedoms are all under unprecedented assault today, all over the world. The next generation of kids could grow up thinking that this is normal. That would be the worst disaster of all.

Can you talk about some of the practices or gadgets from *Little Brother* that exist—or almost exist—right now?

Little Brother is chockablock with real-world technologies: facial recognition systems, CCTVs, gait recognition, data-mining, RFID cards, and snoopers. Take the increasingly ubiquitous RFID—radio frequency ID—tag. These are the "contactless" chips that let you board the subway or drive through a toll-booth by authenticating yourself wirelessly.

These tools are more than a convenient way of authenticating yourself, though: they're also a way of identifying yourself. The guy who takes your coins at the toll plaza doesn't know who

you are, just that you paid—same with the collector you show your transfer to. But with RFID, your personal identity is now logged along with the time, your destination, and so on.

What's more, these things can be read at a distance, without your knowing it. Hackers at DefCon in Los Vegas have read these cards from forty feet away! Bad guys, snoops, and spies can identify you as you move through time and space, building up a detailed picture of all your movements. They're even putting these things in US passports (wait for Hollywood movies in which terrorists build bombs that are triggered by US passports).

All this data makes bigger haystacks in which it becomes harder and harder to identify the needles—the real terrorist threats. Remember, the FBI had everything they needed to bust the 9/11 hijackers weeks before the planes went down, but they didn't know it because the useful information was buried under mountains of useless stuff. The useless mountains are growing—and so is the chance that you'll be mistakenly identified as a terrorist and lose your freedom in large or small ways.

Tell us a bit about your background and your experience with education and bookselling.

I was lucky enough to attend publicly funded alternative schools in Canada where we were encouraged to work independently of the teacher, in groups, using expert input from people we sourced in the community. It worked great for me, making me into a self-starter who can just figure stuff out (it also ruined me for higher education, with its rigid rules and exams—I dropped out of four undergrad programs in the US and Canada before giving up).

I worked as a bookseller and library page for years, all through high school and university, mostly in specialist academic and science fiction stores. These shops were great experience for a new writer, in that they really helped me understand how people really buy books, the importance of recommendations from friends and booksellers, educators and librarians.



AGES 13 +

AVAILABLE IN
HARDCOVER FROM
TOR TEEN MAY 2008

978-0-7653-1985-2 || 0-7653-1985-3
\$17.95/\$19.95 Can. || Pages: 384 || Trim: 5½" x 8½"