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MICROSERFS

A NOVEL

Harper Collins *They are Microserfs—six code-crunching computer whizzes who spend upward of sixteen hours a day "coding" and eating "flat" foods (food which, like Kraft singles, can be passed underneath closed doors) as they fearfully scan company e-mail to learn whether the great Bill is going to "flame" one of them. But now there's a chance to become innovators instead of cogs in the gargantuan Microsoft machine. The intrepid Microserfs are striking out on their own—living together in a shared digital flophouse as they desperately try to cultivate well-rounded lives and find love amid the dislocated, subhuman whir and buzz of their computer-driven world.*

MICROSERFS

HarperCollins UK *At computer giant Microsoft, Dan, Susan, Abe, Todd and Bug are struggling to get a life. The job may be super cool, the pay may be astronomical, but they're heading nowhere, and however hard they work, however many shares they earn, they're never going to be as rich as Bill. And besides, with all the hours they're putting in, their best relationships are on e-mail. Something's got to give.*

MICROSERFS

Harper Collins *A novel of life in the nineties explores the world of computer giant Microsoft, viewing it as a microcosm of modern society*

JPOD

Vintage Canada *A lethal joyride into today's new breed of technogeeks, Coupland's forthcoming novel updates Microserfs for the age of Google. Ethan Jarlewski and five co-workers whose names start with J are bureaucratically marooned in jPod. jPod is a no-escape architectural limbo on the fringes of a massive Vancouver game design company. The six workers daily confront the forces that define our era: global piracy, boneheaded marketing staff, people smuggling, the rise of China, marijuana grow ops, Jeff Probst, and the ashes of the 1990s financial tech dream. jPod's universe is amoral and shameless. The characters are products of their era even as they're creating it. Everybody in Ethan's life inhabits a moral grey zone. Nobody is exempt, not even his seemingly straitlaced parents or Coupland himself, as readers will see. Full of word games, visual jokes and sideways jabs, this book throws a sharp, pointed lawn dart into the heart of contemporary life. jPod is Douglas Coupland at the top of his game. Excerpt from jPod: I slunk into the BoardX meeting where Steve, Gord-O, and staff from the loftiest perches of the food chain were still trying to nail the essence of Jeff the Charismatic Turtle. Prototype turtle sketches were pinned onto a massive cork wall, all of them goofy and teensploitational: sunglasses, baggy pants and (dear God) a terry-cloth sweatband. "Does Jeff the Turtle follow players around the entire time they manipulate their third person?" "Almost. Like Watson is to Sherlock Holmes." "Can you imagine how annoying that would be?" "Maybe the buddy isn't such a good idea." Steve squashed that hope. "It's going to be a buddy. Players will love it." "It's really Poochie-Joins-Itchy-and-Scratchy." "How am I ever going to look somebody who plays Tony Hawk games in the face again?" "Isn't our turtle supposed to be a bit more studly?" "Turtles aren't studly by nature." "What about the turtle they used in the 1950s to pimp the atomic weapons program? He was kind of studly." "No he wasn't and, besides, he's dead." "What?" "Dead. Hanged himself from the side of his posh midtown Manhattan terrarium. Left a note saying he couldn't handle the shame of what he'd done. Wrote it on a piece of Bibb lettuce."*

LIFE AFTER GOD

Simon and Schuster *YOU ARE THE FIRST GENERATION RAISED WITHOUT RELIGION* What happens if we are raised without religion or beliefs? As we grow older, the beauty and disenchantments of the world temper our souls. We all have spiritual impulses, yet where do these impulses flow in a world of commodities and consumerism? *LIFE AFTER GOD* is a compellingly innovative collection of stories responding to these themes. Douglas Coupland takes us into worlds we know exist but rarely see, finding rare grace amid our pre-millennium turmoil.

HEY NOSTRADAMUS!

Bloomsbury Publishing USA *Pregnant and secretly married, Cheryl Anway scribbles what becomes her last will and testament on a school binder shortly before a rampaging trio of misfit classmates gun her down in a high school cafeteria. Overrun with paranoia, teenage angst, and religious zeal in the massacre's wake, this sleepy suburban neighborhood declares its saints, brands its demons, and moves on. But for a handful of people still reeling from that horrific day, life remains permanently derailed. Four dramatically*

different characters tell their stories: Cheryl, who calmly narrates her own death; Jason, the boy no one knew was her husband, still marooned ten years later by his loss; Heather, the woman trying to love the shattered Jason; and Jason's father, Reg, whose rigid religiosity has separated him from nearly everyone he loves. *Hey Nostradamus!* is an unforgettable portrait of people wrestling with spirituality and with sorrow and its acceptance.

SHAMPOO PLANET

Simon and Schuster Chronicles six months in the life of Tyler Johnson, an ambitious, conservative twenty year old who was raised in a hippie commune. By the author of *Generation X*. Reprint.

GIRLFRIEND IN A COMA

A NOVEL

Harper Collins On a snowy Friday night in 1979, just hours after making love for the first time, Richard's girlfriend, high school senior Karen Ann McNeil, falls into a coma. Nine months later she gives birth to their daughter, Megan. As Karen sleeps through the next seventeen years, Richard and their circle of friends reside in an emotional purgatory, passing through a variety of careers—modeling, film special effects, medicine, demolition—before finally reuniting on a conspiracy-driven super-natural television series. But real life grows as surreal as their TV show as Richard and his friends await Karen's reawakening . . . and the subsequent apocalypse.

GEEKS, LEGO AND LANGUAGE

AN ANALYSIS OF DOUGLAS COUPLAND'S MICROSERFS

MISS WYOMING

HarperCollins UK Meet Susan Colgate - beauty queen, child TV star and, miraculously, the sole survivor of flight 802, If she were to walk away from the wreckage now, she could vanish and nobody would ever know... Meet John Johnson - action-film star, occasional sado-masochist, junkie. In a near-death experience, John has a vision of a beautiful girl, and realizes that it's time to ditch the baggage of being famous, disappear - and find the girl who can save him...

ALL FAMILIES ARE PSYCHOTIC

HarperCollins UK On the eve of the next Space Shuttle mission, a divided family comes together... Warm, witty and wise, *All Families Are Psychotic* is Coupland at the very top of his form: 'Irresistibly hilarious, unique and wonderful' *Independent on Sunday* In a cheap motel an hour from Cape Canaveral, Janet Drummond takes her medication, and does a rapid tally of the whereabouts of her children. Wade has spent the night in jail; suicidal Bryan is due to arrive at any moment with his vowel-free girlfriend, Shw; and then there is Sarah, 'a bolt of lightning frozen in midflash' -- here in Orlando to be the star of Friday's shuttle mission. With Janet's ex-husband and his trophy wife also in town, Janet spends a moment contemplating her family, and where it all went wrong. Or did it?

WORST. PERSON. EVER.

Random House A razor-sharp portrait of a morally bankrupt and gleefully wicked modern man, *Worst. Person. Ever.* is Douglas Coupland's gloriously filthy, side-splittingly funny and unforgettable novel. Meet Raymond Gunt. A decent chap who tries to do the right thing. Or, to put it another way, the worst person ever: a foul-mouthed, misanthropic cameraman, trailing creditors, ex-wives and unhappy homeless people in his wake. Men dislike him, women flee from him. *Worst. Person. Ever.* is a deeply unworthy book about a dreadful human being with absolutely no redeeming social value. Gunt, in the words of the author, "is a living, walking, talking, hot steaming pile of pure id." He's a B-unit cameraman who enters an amusing downward failure spiral that takes him from London to Los Angeles and then on to an obscure island in the Pacific where a major American TV network is shooting a *Survivor*-style reality show. Along the way, Gunt suffers multiple comas and unjust imprisonment, is forced to re-enact the 'Angry Dance' from the movie *Billy Elliot* and finds himself at the centre of a nuclear war. We also meet Raymond's upwardly failing sidekick, Neal, as well as Raymond's ex-wife, Fiona, herself 'an atomic bomb of pain'. Even though he really puts the 'anti' in anti-hero, you may find Raymond Gunt an oddly likeable character.

GENERATION A

A NOVEL

Simon and Schuster *Generation A* is set in the near future in a world where bees are extinct, until five unconnected people all around the world— in the United States, Canada, France, New Zealand, and Sri Lanka—are all stung. Their shared experience unites them in ways they never could have imagined. *Generation A* mirrors Coupland's debut novel, 1991's *Generation X*. It explores new ways of storytelling in a digital world. Like much of Coupland's writing, it occupies the perplexing hinterland between optimism about the future and everyday apocalyptic paranoia. Imaginative, inventive, and fantastically entertaining, *Generation A* is his most ambitious work to date.

ELEANOR RIGBY

HarperCollins UK Following the hugely acclaimed bestseller *Hey Nostradamus!* comes a major novel from Douglas Coupland: the wonderfully warm, funny, life-affirming story of Liz Dunn, a woman who has spent her whole life alone and lonely - until now... This is a brilliant work of commercial literary fiction from an author who just gets better and better.

GENERATION X

TALES FOR AN ACCELERATED CULTURE

Hachette UK *Andy, Dag and Claire have been handed a society beyond their means. Twentysomethings, brought up with divorce, Watergate and Three Mile Island, and scarred by the 80s fallout of yuppies, recession, crack and Ronald Reagan, they represent the new generation- Generation X. Fiercely suspicious of being lumped together as an advertiser's target market, they have quit dreary careers and cut themselves adrift in the California desert. Unsure of their futures, they immerse themselves in a regime of heavy drinking and working in no future McJobs in the service industry. Underemployed, overeducated and intensely private and unpredictable, they have nowhere to direct their anger, no one to assuage their fears, and no culture to replace their anomie. So they tell stories: disturbingly funny tales that reveal their barricaded inner world. A world populated with dead TV shows, 'Elvis moments' and semi-disposable Swedish furniture.*

PLAYER ONE

WHAT IS TO BECOME OF US : A NOVEL IN FIVE HOURS

Random House *This is a real-time five-hour story set in an airport cocktail lounge during a global disaster. Five disparate people are trapped inside: Karen, a single mother waiting for her online date; Rick, the down-on-his-luck airport lounge bartender; Luke, a pastor on the run; Rachel, a cool Hitchcock blonde incapable of true human contact; and, finally a mysterious voice known as Player One. Slowly, each reveals the truth about themselves while the world as they know it comes to an end. In the tradition of Kurt Vonnegut and J.G. Ballard, Coupland explores the modern crises of time, human identity, society, religion and the afterlife. The book asks as many questions as it answers and readers will leave the story with no doubt that we are in a new phase of existence as a species and that there is no turning back.*

GENERATION A

Random House *In the near future bees are believed to be extinct until one autumn when five people are stung in different places around the world. This shared experience unites them in a way they could never have imagined.*

BIT ROT

Random House *In Bit Rot, Douglas Coupland explores the different ways in which twentieth-century notions of the future are being shredded, and creates a gem of the digital age. Reading the stories and essays in Bit Rot is like bingeing on Netflix . . . you can't stop with just one. 'Bit rot' is a term used in digital archiving to describe the way digital files can spontaneously and quickly decompose. As Coupland writes, 'bit rot also describes the way my brain has been feeling since 2000, as I shed older and weaker neurons and connections and enhance new and unexpected ones'. Bit Rot the book explores the ways humanity tries to make sense of our shifting consciousness. Coupland, just like the Internet, mixes forms to achieve his ends. Short fiction is interspersed with essays on all aspects of modern life. The result is addictively satisfying for Coupland's legion of fans hungry for his observations about our world. For almost three decades, his unique pattern recognition has powered his fiction, and his phrase-making. Every page of Bit Rot is full of wit, surprise and delight.*

DOUGLAS COUPLAND AND ERGODIC PARATEXT

OVERCOMING APORIA IN GENERATION X AND MICROSERFS

DOUGLAS COUPLAND

Manchester University Press *This book is the first full-length study of Douglas Coupland, one of the twenty-first century's most innovative and influential novelists. The study explores the prolific first decade and a half of Coupland's career, from Generation X: Tales for an Accelerated Culture (1991) to JPod (2006), a period in which he published ten novels and four significant volumes of non-fiction. Emerging in the last decade of the twentieth century - amidst the absurd contradictions of instantaneous global communication and acute poverty - Coupland's novels, short stories, essays and visual art have intervened in specifically contemporary debates regarding authenticity, artifice and art. This book explores Coupland's response, in ground-breaking novels such as Microserfs, Girlfriend in a Coma and Miss Wyoming, to some of the most pressing issues of our times. Designed for students, researchers and general readers alike, the study is structured around thematically focused chapters that consider Coupland's engagement with narrative, consumer culture, space, religion and ideas of the future.*

NOVELS BY DOUGLAS COUPLAND

ALL FAMILIES ARE PSYCHOTIC, ELEANOR RIGBY (NOVEL), GENERATION A, GENERATION X

University-Press.org *Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 21. Chapters: All Families Are Psychotic, Eleanor Rigby (novel), Generation A, Generation X: Tales for an Accelerated Culture, Girlfriend in a Coma (novel), God Hates Japan, Hey Nostradamus!, JPod, Microserfs, Miss Wyoming (novel), Player One, Shampoo Planet, The Gum Thief. Excerpt: Microserfs, published by HarperCollins in 1995, is an epistolary novel by Douglas Coupland. It first appeared in short story form as the cover article for the January 1994 issue of Wired magazine and was subsequently expanded to full novel length. Set in the early 1990s, it captures the state of the technology industry before Windows 95, and predicts the dot-com bubble of the late 1990s. The novel is presented in the form of diary entries maintained on a PowerBook by the narrator, Daniel. Because of this, as well as its formatting and usage of emoticons, this novel is similar to what*

emerged a decade later as the blog format. Coupland revisited many of the ideas in *Microserfs* in his 2006 novel *JPod*, which has been labeled "Microserfs for the Google generation." The plot of the novel has two distinct movements: the events at Microsoft and in Redmond, Washington, and the movement to Silicon Valley and the "Oop!" project. The novel begins in Redmond as the characters are working on different projects at Microsoft's main campus. Life at the campus feels like a feudalistic society, with Bill Gates as the lord, and the employees the serfs. The majority of the main characters—Daniel (the narrator), Susan, Todd, Bug, Michael, and Abe—are living together in a "geek house," and their lives are dedicated to their projects and the company. Daniel's foundations are shaken when his father, a longtime employee of IBM, is laid off. The lifespan of a Microsoft coder weighs heavily on Daniel's mind. The second movement of the novel...

THE GUM THIEF

Vintage Canada The first and only story of love and looming apocalypse set in the aisles of an office supply superstore. In Douglas Coupland's ingenious new novel-sort of a *Clerks-meets-Who's Afraid of Virginia Woolf*—we meet Roger, a divorced, middle-aged "aisles associate" at a Staples outlet, condemned to restocking reams of twenty-lb. bond paper for the rest of his life. And then there's Roger's co-worker Bethany, who's at the end of her Goth phase, and young enough to be looking at fifty more years of sorting the red pens from the blue in Aisle Six. One day, Bethany comes across Roger's notebook in the staff room. When she opens it up, she discovers that this old guy she's never considered as quite human is writing mock diary entries pretending to be her—and spookily, he is getting her right. She also learns he has a tragedy in his past—and suddenly he no longer seems like just a paper-stocking robot with a name tag. These two retail workers strike up a peculiar and touching epistolary relationship, their lives unfolding alongside Roger's work-in-progress, the oddly titled *Glove Pond*, a Cheever-era novella gone horribly, horribly wrong. Through a complex layering of narratives, *The Gum Thief*, highlights number-one bestselling author Douglas Coupland's eye for the comedy, loneliness and strange comforts of contemporary life. On every page of this witty, wise and unforgettable novel, Coupland reminds us that love, death and eternal friendship can all transpire where we least expect them. And that even after tragedy seems to have wiped your human slate clean, stories can slowly rebuild you. I'm the dead girl whose locker you spat on somewhere between recess and lunch. I'm not really dead, but I dress like I want to be. There's something generic about girls like me: we hate the sun, we wear black, and we feel trapped inside our bodies like a nylon fur mascot at a football game. I wish I were dead most of the time. I can't believe the meat I got stuck with, and where I got stuck and with whom. I wish I were a ghost. And FYI, I'm not in school any more, but the spitting thing was real: a little moment that sums up life. I work in a Staples. I'm in charge of restocking aisles 2-North and 2-South: Sheet Protectors, Indexes & Dividers, Note books, Post-It Products, Paper Pads, Specialty Papers and "Social Stationery." Do I hate this job? Are you nuts? Of course I hate it. How could you not hate it? Everyone who works with me is either already damaged or else they're embryos waiting to be damaged, fresh out of school and slow as a 1999 modem. Just because you've been born and made it through high school doesn't mean society can't still abort you. Wake up. Let me try to say something positive here. For balance. Staples allows me to wear black lipstick to work. —Bethany —from *The GumThief*

THE AGE OF EARTHQUAKES

A GUIDE TO THE EXTREME PRESENT

Penguin UK Planet Earth needs a self-help book, and this is it The future is happening to us far faster than we thought it would and this book explains why Fifty years after Marshall McLuhan's ground breaking book on the influence of technology on culture *The Medium is the Massage*, Shumon Basar, Douglas Coupland and Hans Ulrich Obrist extend the analysis to today, touring the world that's redefined by the Internet, decoding and explaining what they call the 'extreme present'. *The Age of Earthquakes* is a quick-fire paperback, harnessing the images, language and perceptions of our unfurling digital lives. The authors invent a glossary of new words to describe how we are truly feeling today; and 'mindsource' images and illustrations from over 30 contemporary artists. Wayne Daly's striking graphic design imports the surreal, juxtaposed, mashed mannerisms of screen to page. It's like a culturally prescient, all-knowing email to the reader: possibly the best email they will ever read. Welcome to *The Age of Earthquakes*, a paper portrait of Now, where the Internet hasn't just changed the structure of our brains these past few years, it's also changing the structure of the planet. This is a new history of the world that fits perfectly in your back pocket.

MICROSERFS

ReganBooks Narrated in the form of a Powerbook entry by Dan Underwood, a computer programmer for Microsoft, this state-of-the-art novel about life in the '90s follows the adventures of six code-crunching computer whizzes. Known as "microserfs," they spend upward of 16 hours a day "coding" (writing software) as they eat "flat" foods (such as Kraft singles, which can be passed underneath closed doors) and fearfully scan the company email to see what the great Bill might be thinking and whether he is going to "flame" one of them. Seizing the chance to be innovators instead of cogs in the Microsoft machine, this intrepid bunch strike out on their own to form a high-tech start-up company named *Oop!* in Silicon Valley. Living together in a sort of digital flophouse --"Our House of Wayward Mobility" -- they desperately try to cultivate well-rounded lives and find love amid the dislocated, subhuman whir and buzz of their computer-driven world. Funny, illuminating and ultimately touching, *Microserfs* is the story of one generation's very strange and claustrophobic coming of age.

MICROSERFS

HarperPerennial Canada They are *Microserfs*--six code-crunching computer whizzes who spend upward of sixteen hours a day "coding" and eating "flat" foods (food which, like Kraft singles, can be passed underneath closed doors) as they fearfully scan company e-mail to learn whether the great Bill is going to "flame" one of them. But now there's a chance to become innovators instead of cogs in the gargantuan Microsoft machine. The intrepid *Microserfs* are striking out on their own--living together in a shared digital flophouse as they desperately try to cultivate well-rounded lives and find love amid the dislocated, subhuman whir and buzz of

their computer-driven world.

SCHOOL SPIRIT

Dis Voir Editions In Collaboration with Douglas Coupland.

WORST. PERSON. EVER.

Vintage Books Canada A national bestseller, Douglas Coupland's *Worst. Person. Ever.* is a gloriously filthy, side-splittingly funny and unforgettable novel. Now in paperback. *Worst. Person. Ever.* is a deeply unworthy book about a dreadful human being with absolutely no redeeming social value. Raymond Gunt, in the words of the author, "is a living, walking, talking, hot steaming pile of pure id." He's a B-unit cameraman who enters an amusing downward failure spiral that takes him from London to Los Angeles and then on to an obscure island in the Pacific where a major American TV network is shooting a *Survivor*-style reality show. Along the way, Raymond suffers multiple comas and unjust imprisonment, is forced to reenact the "Angry Dance" from the movie *Billy Elliot* and finds himself at the centre of a nuclear war. We also meet Raymond's upwardly failing sidekick, Neal, as well as Raymond's ex-wife, Fiona, herself "an atomic bomb of pain." Even though he really puts the "anti" in anti-hero, you may find Raymond Gunt an oddly likeable character. But you will want to wash his mouth out with soap.

CITY OF GLASS

DOUGLAS COUPLAND'S VANCOUVER

Douglas & McIntyre Limited This irresistible little book offers a very different take on Vancouver, one of the world's most beautiful cities. Douglas Coupland applies his unique sensibility to everything from the Grouse Grind to glass towers, First Nations to feng shui, Kitsilano to Cantonese. Cleverly designed to mimic an underground Japanese magazine, this edition is fully updated and revised with riffs on Vancouver as a neon city, a land of treehuggers, and more.

BINGE

60 STORIES TO MAKE YOUR BRAIN FEEL DIFFERENT

Random House Canada NATIONAL BESTSELLER The first new work of fiction since 2013 from one of Canada's most successful, idiosyncratic and world-defining writers, Douglas Coupland. He's called it *Binge* because it's impossible to read just one. Imagine feeling 100% alive every moment of every minute of the day! Maybe that's how animals live. Or trees, even. I sometimes stare at the plastic bag tree visible from my apartment window and marvel that both it and I are equally alive and that there's no sliding scale of life. You're either alive, or you're not. Or you're dead or you're not. Thirty years after Douglas Coupland broke the fiction mould and defined a generation with *Generation X*, he is back with *Binge*, 60 stories laced with his observational profundity about the way we live and his existential worry about how we should be living: the very things that have made him such an influential and bestselling writer. Not to mention that he can also be really funny. Here the narrators vary from story to story as Doug catches what he calls "the voice of the people," inspired by the way we write about ourselves and our experiences in online forums. The characters, of course, are Doug's own: crackpots, cranks and sweetie-pies, dad dancers and perpetrators of barbecues. People in the grip of unconscionable urges; lonely people; dying people; silly people. If you love Doug's fiction, this collection is like rain on the desert.

HEY NOSTRADAMUS!

HarperCollins UK The story of one family piecing itself back together after a tragic highschool shooting, *Hey Nostradamus!* is Douglas Coupland's most soulful, piercing and searching novel yet.

KITTEN CLONE

INSIDE ALCATEL-LUCENT

The third book to be released as part of the *Writers in Residence* series is written by Canadian cultural literary giant Douglas Coupland. Coupland takes readers on a web surfing-inspired ride through Alcatel-Lucent: one of the largest global telecommunications companies in the world. Coupland, with Magnum photographer Olivia Arthur, reports from inside Alcatel's faceless corporate offices and wire-laden science labs, writing in his inimitably playful and insightful way about the wider cultural implications of the Internet and the affect Alcatel's information technology has on each of our lives and the way we live. A non-fiction spin of *Microserfs* meets *J-Pod*, here comes Coupland's wildly funny meditation on the Internet, its future and our possible future within it, in ways we would only hope for and expect from Douglas Coupland.

SOUVENIR OF CANADA

Douglas & McIntyre Limited Douglas Coupland's valentine to Canada looks at how it feels to be a Canadiannow and imagines what it might feel like to be a Canadian in the future.

SHOPPING IN JAIL

IDEAS, ESSAYS, AND STORIES FOR THE INCREASINGLY REAL TWENTY-FIRST CENTURY

MIT Press In Douglas Coupland's writing, the doldrums of a world afflicted by the pains of dotcom booms and busts, the ascendancy of subcultures to pop cultures, and the subsequent struggle for identity are counterbalanced by droll, personal, and incisive analyses. This collection of nonfiction essays provides an illuminating meander through what we call culture today. Douglas Coupland is a

Canadian writer, visual artist, and designer. His first novel, *Generation X*, was an international bestseller. He has published fourteen novels, two collections of short stories, and seven nonfiction books; written and performed for the the Royal Shakespeare Company; and has penned a number of works for film and television. He is a regular contributor to the *New York Times*, *Wired* magazine, and the *Financial Times*.

SHAMPOO PLANET

Tyler Johnson is an apocalyptic entrepreneur in the making. His memories begin with Ronald Reagan. With his neat girlfriend, smart jokes and shampoo collection, he works at the nuclear power plant where his hippie parents used to demonstrate, plotting his fortune. But fortune has other plans - the return of a Paris summer fling, one of the 'low-ambition Euro-teens', who takes Tyler on the road to the shimmering dreams of L.A.

HIGHLY INAPPROPRIATE TALES FOR YOUNG PEOPLE

Random House Seven pants-peeingly funny stories featuring seven evil characters you can't help but love: Douglas Coupland's stories are illustrated with dark charm by Graham Roumieu in a collaboration that brings together two of Canada's wittiest creators for the first time. Put your therapist on speed dial and read them with pleasure. A cast of unlovable miscreants who unleash their dark, unruly and antisocial desires on every page: They are Donald, the Incredibly Hostile Juice Box; Kevin, the Hobo Minivan with Extremely Low Morals; Brandon, the Action Figure with Issues; Sandra, the Truly Dreadful Babysitter; Hans, the Weird Exchange Student; Cindy, the Terrible Role Model; and Mr. Fraser, the Undead Substitute Teacher. A lot of laughs-of the evil, twisted kind: Definitely inappropriate for young people.

I'M FEELING LUCKY

THE CONFESSIONS OF GOOGLE EMPLOYEE NUMBER 59

HMH A marketing director's story of working at a startup called Google in the early days of the tech boom: "Vivid inside stories . . . Engrossing" (Ken Auletta). Douglas Edwards wasn't an engineer or a twentysomething fresh out of school when he received a job offer from a small but growing search engine company at the tail end of the 1990s. But founders Larry Page and Sergey Brin needed staff to develop the brand identity of their brainchild, and Edwards fit the bill with his journalistic background at the *San Jose Mercury News*, the newspaper of Silicon Valley. It was a change of pace for Edwards, to say the least, and put him in a unique position to interact with and observe the staff as Google began its rocket ride to the top. In entertaining, self-deprecating style, he tells his story of participating in this moment of business and technology history, giving readers a chance to fully experience the bizarre mix of camaraderie and competition at this phenomenal company. Edwards, Google's first director of marketing and brand management, describes the idiosyncratic Page and Brin, the evolution of the famously nonhierarchical structure in which every employee finds a problem to tackle and works independently, the races to develop and implement each new feature, and the many ideas that never came to pass. *I'm Feeling Lucky* reveals what it's like to be "indeed lucky, sort of an accidental millionaire, a reluctant bystander in a sea of computer geniuses who changed the world. This is a rare look at what happened inside the building of the most important company of our time" (Seth Godin, author of *Linchpin*). "An affectionate, compulsively readable recounting of the early years (1999–2005) of Google . . . This lively, thoughtful business memoir is more entertaining than it really has any right to be, and should be required reading for startup aficionados." —Publishers Weekly, starred review "Edwards recounts Google's stumbles and rise with verve and humor and a generosity of spirit. He kept me turning the pages of this engrossing tale." —Ken Auletta, author of *Greed and Glory on Wall Street* "Funny, revealing, and instructive, with an insider's perspective I hadn't seen anywhere before. I thought I had followed the Google story closely, but I realized how much I'd missed after reading—and enjoying—this book." —James Fallows, author of *China Airborne*

COUPLAND'S TOOLBOX

THE METHODS AND MOTIVES EMPLOYED IN DOUGLAS COUPLAND'S SHAMPOO PLANET AND MICROSERFS

LARA'S BOOK

LARA CROFT AND THE TOMB RAIDER PHENOMENON

Prima Games *Tomb Raider's Lara Croft* has become a multi-million dollar merchandising franchise. From videos to action figures to comics and an upcoming film, anything that bears the Lara Croft Image turns to gold. With *Tomb Raider II* sales running into the millions, and Lara Croft's Image becoming a mass market icon, it's prime time for a Collector's Edition of *Lara Croft Art, News, Essays, Rumors, and Game Strategy*. "Tomb Raider Anthology" Outline: - The Tomb Raider Story- The Lara Phenomenon- Evolution of the Tomb Raider series Tomb Raider to Tomb Raider II -- advances in storyline and gameplay- Game Play Strategies, Walkthrough Tomb Raider I- A Lara Adventure- Story of Core and Eidos- Game Play Strategies, Walkthroughs Tomb Raider II- Tomb Raider Merchandise- Tomb Raider Movie- Game Play Strategies, Walkthroughs Tomb Raider Gold -- Exclusive!!- Lara Croft Fictional Story

TERRY

TERRY FOX AND HIS MARATHON OF HOPE

Douglas & McIntyre Limited The loving portrait of a Canadian cancer victim who ran across Canada to raise money for cancer treatment recalls his loss of a leg to the disease and his subsequent run, with a prosthesis, which ultimately raised \$24 million. Original.

ALL FAMILIES ARE PSYCHOTIC

Vintage Canada *Psychosis: any form of severe mental disorder in which the individual's contact with reality becomes highly distorted. Douglas Coupland, the author whom Tom Wolfe calls "one of the freshest, most exciting voices of the novel today," delivers his tenth book in ten years of writing, with All Families Are Psychotic. Coupland recently has been compared to Jack Kerouac and F. Scott Fitzgerald, yet he is a man firmly grounded in the current era. The novel is a sizzling and sharp-witted entertainment that resounds with eternal human yearnings. In the opening pages, 65-year-old Janet Drummond checks the clock in her cheap motel room near Cape Canaveral, takes her prescription pills and does a rapid tally of the whereabouts of her three children: Wade, the eldest, in and out of jail and still radiating "the glint"; suicidal Bryan, whose girlfriend, the vowel-free Shw, is pregnant; and Sarah, the family's shining light, an astronaut preparing to be launched into space as the star of a shuttle mission. They will all arrive in Orlando today - along with Janet's ex-husband Ted and his new trophy wife - setting the stage for the most disastrous family reunion in the history of fiction. Florida may never recover from their version of fun in the sun. The last time the family got together, there was gunplay and an ensuing series of HIV infections. Now, what should be a celebration turns instead into a series of mishaps and complications that place the family members in constant peril. When the reformed Wade attempts to help his dad out of a financial jam and pay off his own bills at the fertility clinic, his plan spins quickly out of control. Adultery, hostage-taking, a letter purloined from Princess Diana's coffin, heart attacks at Disney World, bankruptcy, addiction and black-market negotiations - Coupland piles on one deft, comic plot twist after another, leaving you reaching for your seat belt. When the crash comes, it is surprisingly sweet. Janet contemplates her family, and where it all went wrong. "People are pretty forgiving when it comes to other people's family. The only family that ever horrifies you is your own." During the writing, Coupland described the book as being about "the horrible things that families do to each other and how it makes them strong." He commented: "Families who are really good to each other, I've noticed, tend to dissipate, so I wonder how awful a family would have to be to stick together." Coupland's first novel, Generation X: Tales for an Accelerated Culture, became a cultural phenomenon, affixing a buzzword and a vocabulary to a generation and going on to sell over a million copies. The novels that followed were all bestsellers, and his work has continued to show a fascination with the digital, brand-conscious, media-dense culture of contemporary North American society, leading some to peg him as "an up-to-the-minute cultural reference engine." Meanwhile, his deeper interests in how human beings function in this spiritual vacuum have become increasingly apparent. For example, the character Wade contemplates his father: "What would the world have to offer Ted Drummond, and the men like him, a man whose usefulness to the culture had vanished somewhere around the time of Windows 95? Golf? Gold? Twenty-four hour stock readouts?" Janet, on the other hand, nears a kind of peace with life: "Time erases both the best and the worst of us." All Families Are Psychotic shows Coupland being just as concerned for the grown-ups as for the kids.*