

## What The Dormouse Said

Whether you lived through the sixties and seventies or just wish you had, this revised and expanded edition of the Hippie Dictionary entertains as much as it educates. Cultural and political listings such as "Age of Aquarius," "Ceasar Chavez," and "Black Power Movement," plus popular phrases like "acid flashback," "get a grip," and "are you for real?" will remind you of how revolutionary those 20 years were. Although the hippie era spans two decades beginning with the approval of the birth control pill in 1960 and ending with the death of John Lennon in 1980, it wasn't all about sex, drugs, and rock'n' roll. These were the early years of pro-ecology and anti-capitalist beliefs-beliefs that are just as timely as ever. So kick back and trip out on the new entries as well as the old, and discover why some are dubbing the sixties and seventies "the intellectual renaissance of the 20th century." This "charming" one-of-a-kind collection reminds weary adults not to lose sight of the values and virtues they learned as kids (The New York Times). Here are over three hundred quotations from over two hundred well-loved children's books, such as Charlotte's Web, Peter Pan, Harry Potter and the Sorcerer's Stone, Eloise, Sounder, Number the Stars, and Goodnight Moon, organized by topic, among them Acceptance, Goodness, Family Woes, and Growing Old. On Silence: "I assure you that you can pick up more information when you are listening than when you are talking." —E. B.White, The Trumpet of the Swan. On Reverence: "Dying's part of the wheel, right there next to being born . . . Being part of the whole thing, that's the blessing." —Natalie Babbitt, Tuck Everlasting. With clever illustrations from Pierre Le-Tan, here is a book to share with a friend or keep by your own bedside. It's the perfect gift for your sister, your mother, your brother, your nephew, your kid's teacher, your daughter away at college, your son in the Navy, your mailman, your priest, for the old lady next door, or for the baby just born. Most importantly, give it to yourself. It will help you remember why you loved reading in the first place. "Wise." —The Dallas Morning News "Insightful." —Publishers Weekly

The Internet is arguably the largest accumulation of information in one place, yet its own beginnings remain largely undocumented. In researching his recent book, John Markoff collected oral histories from many of the Stanford-area researchers whose technological inventions defined the both modern internet and personal computer. In his talk, Markoff will explore the role that the counterculture and anti war movements of the 1960s and 1970s played in the work of these researchers as they created what would later be called the 'world's largest legal accumulation of wealth.'

The Myth: Alice was an ordinary girl who stepped through the looking glass and entered a fairy-tale world invented by Lewis Carroll in his famous storybook. The Truth: Wonderland is real. Alyss Heart is the heir to the throne, until her murderous aunt Redd steals the crown and kills Alyss' parents. To escape Redd, Alyss and her bodyguard, Hatter Madigan, must flee to our world through the Pool of Tears. But in the pool Alyss and Hatter are separated. Lost and alone in Victorian London, Alyss is befriended by an aspiring author to whom she tells the violent, heartbreaking story of her young life. Yet he gets the story all wrong. Hatter Madigan knows the truth only too well, and he is searching every corner of our world to find the lost princess and return her to

Wonderland so she may battle Redd for her rightful place as the Queen of Hearts.

Most histories of the personal computer industry focus on technology or business. John Markoff's landmark book is about the culture and consciousness behind the first PCs—the culture being counter– and the consciousness expanded, sometimes chemically. It's a brilliant evocation of Stanford, California, in the 1960s and '70s, where a group of visionaries set out to turn computers into a means for freeing minds and information. In these pages one encounters Ken Kesey and the phone hacker Cap'n Crunch, est and LSD, The Whole Earth Catalog and the Homebrew Computer Lab. *What the Dormouse Said* is a poignant, funny, and inspiring book by one of the smartest technology writers around.

In *Blue Sky Dream: A Memoir of America's Fall from Grace*, award-winner David Beers offers a powerful, personal vision of the rise and fall of the American middle class. Here is a dazzling literary chronicle of a family, a people, and a nation: the “blue sky tribe” of ever-optimistic middle-class Americans who believed in something called the American Dream, then woke up one day to discover it was gone. *Blue Sky Dream* is a book incredibly rich in ideas, in ways of seeing the recent past with stunning clarity. David Beers explores issues that define our times—downsizing, middle-class anxiety, the profound anger with government, the sense that something has gone awry with the United States—with such skill, personal immediacy, and compassion that readers will see their own histories in his prose. *Blue Sky Dream* can rightly be called a communal memoir, because in telling his family's tale—growing tensions and disillusionment in their suburban paradise, a son rejecting his parents' values, one sudden and inexplicable moment of violence—Beers tells the story of his people, the blue sky tribe “who imagined ourselves to be living the inevitable future, and are very surprised today to discover we were but a strange and aberrant moment that is now receding into history.”

The brilliant first biography of the man President Nixon called 'the most dangerous man in America'.

When you look at fine connections, it's hard to say exactly what relation "Alice in Wonderland" has to this book, "Through the Looking-Glass," Oh, it's plainly the same girl, though she seems older, here, and some characters (like Tweedledum and Tweedledee) appear in both. But she doesn't get there the same way, and doesn't refer to her adventures in Wonderland so much as once. Oh well: maybe it's all a dream and she can't remember the last one -- or maybe the magic through the Looking-Glass has hold of her, just as it has hold of Humpty Dumpty, or the Walrus and the Carpenter.

In the early 1960s, computers haunted the American popular imagination. Bleak tools of the cold war, they embodied the rigid organization and mechanical conformity that made the military-industrial complex possible. But by the 1990s—and the dawn of the Internet—computers started to represent a very different kind of world: a collaborative and digital utopia modeled on the communal ideals of the hippies who so vehemently rebelled against the cold war establishment in the first place. *From Counterculture to Cyberculture* is the first book to explore this extraordinary and ironic transformation. Fred Turner here traces the previously untold story of a highly influential group of San Francisco Bay–area

entrepreneurs: Stewart Brand and the Whole Earth network. Between 1968 and 1998, via such familiar venues as the National Book Award–winning Whole Earth Catalog, the computer conferencing system known as WELL, and, ultimately, the launch of the wildly successful Wired magazine, Brand and his colleagues brokered a long-running collaboration between San Francisco flower power and the emerging technological hub of Silicon Valley. Thanks to their vision, counterculturalists and technologists alike joined together to reimagine computers as tools for personal liberation, the building of virtual and decidedly alternative communities, and the exploration of bold new social frontiers. Shedding new light on how our networked culture came to be, this fascinating book reminds us that the distance between the Grateful Dead and Google, between Ken Kesey and the computer itself, is not as great as we might think.

The dramatic true story of the capture of the world's most wanted cyberthief by brilliant computer expert Tsutomu Shimomura, describes Kevin Mitnick's long computer crime spree, which involved millions of dollars in credit card numbers and corporate trade secrets. Reprint. NYT.

“Bernard and his newfound friends—revolutionary rats, wise-cracking cats, and coffee-chugging squirrels, to name a few—will delight and inspire readers of all ages!” —Erin Entrada Kelly, Newbery Medal-winning author of Hello, Universe

The drowsy Dormouse from Lewis Carroll’s *Alice’s Adventures in Wonderland* is transported to modern-day New York City for the adventure of a lifetime in this middle grade novel that’s perfect for fans of *Stuart Little* and written by critically acclaimed author Cara Hoffman. When a girl in a blue dress crashes the Mad Hatter’s eternal tea party, the sleepy Dormouse feels more awake than he has in a long time. He wishes he could follow her and be a part of her adventure. And as luck would have it, a surprising twist of fate sends the Dormouse on an adventure of his own, where he must not fall asleep. For he is destined to save a magical world outside Wonderland, and it will take all his courage—and a few new friends—to do it.

A teen plunges into a downward spiral of addiction in this classic cautionary tale. January 24th After you’ve had it, there isn't even life without drugs... It started when she was served a soft drink laced with LSD in a dangerous party game. Within months, she was hooked, trapped in a downward spiral that took her from her comfortable home and loving family to the mean streets of an unforgiving city. It was a journey that would rob her of her innocence, her youth—and ultimately her life. Read her diary. Enter her world. You will never forget her. For thirty-five years, the acclaimed, bestselling first-person account of a teenage girl’s harrowing descent into the nightmarish world of drugs has left an indelible mark on generations of teen readers. As powerful—and as timely—today as ever, *Go Ask Alice* remains the definitive book on the horrors of addiction.

Inside find helpful advice, such as: Take a Vacation, Not a Guilt-Trip Don't Get "Should Upon" Hades or Homecoming?

Opt In- or Out-of Family Events Quit Being Your Mother Ban Worry from Your Holidays It's Not Daytona—You're Not Jeff Gordon Don't Try to Cook Tailgating Turkeys Don't Get Scrooged is a jewel of a handbook on how to avoid, appease, and even win over the Scrooges who haunt your holidays. Whether it's the salesclerk who ignores you in favor of her cell phone, the customer who knowingly jumps ahead of you in line at Starbucks, the unnaturally irritable boss down the hall, or the in-laws who invite themselves (every year) for a two-week stay at your house, you will always need to deal with Scrooges, grumps, uninvited guests, sticks-in-the-mud, and supreme party poopers. Learning to handle them whenever and wherever they appear is not just optional—it's essential.

Scurry down the rabbit hole and step through the looking glass with this compilation of works from Lewis Carroll. Don't be late--it's a very important date! Witty, whimsical, and often nonsensical, the fiction of Lewis Carroll has been popular with both children and adults for over 150 years. Canterbury Classics's *Alice's Adventures in Wonderland* takes readers on a trip down the rabbit hole in Alice's *Adventures in Wonderland*, where height is dynamic, animals talk, and the best solutions to drying off are a dry lecture on William the Conqueror and a Caucus Race in which everyone runs in circles and there is no clear winner. *Through the Looking Glass* begins the adventure anew when Alice steps through a mirror into another magical world where she can instantly be made queen if she can only get to the other side of the colossal chessboard. Complete with the original drawings by John Tenniel, this edition is a steal for new readers and Carroll fans alike.

This tells the story of Douglas Engelbart's revolutionary vision, reaching beyond conventional histories of Silicon Valley to probe the ideology that shaped some of the basic ingredients of contemporary life.

An enchanting--and twisted--tale of two sisters' quest to find their parents When their parents disappear in the middle of the night, young sisters Summer and Bird set off on a quest to find them. A cryptic picture message from their mother leads them to a familiar gate in the woods, but comfortable sights quickly give way to a new world entirely--Down--one inhabited by talking birds and the evil Puppeteer queen. Summer and Bird are quickly separated, and their divided hearts lead them each in a very different direction in the quest to find their parents, vanquish the Puppeteer, lead the birds back to their Green Home, and discover the identity of the true bird queen. With breathtaking language and deliciously inventive details, Katherine Catmull has created a world unlike any other, skillfully blurring the lines between magic and reality and bringing to life a completely authentic cast of characters and creatures.

The award-winning literary critic takes readers down the rabbit hole of Victorian cultural and intellectual influences on Lewis Carroll's Alice books. In *Alice's Adventures in Wonderland* and *Through the Looking-Glass*, Lewis Carroll created fantastic worlds that continue to live in the minds of readers today. Carroll conceived his Alice books during the 1860s, a

time of intense intellectual upheaval, as new scientific, linguistic, educational, and mathematical ideas flourished around the world. *Alice in Space* explores these historic currents, revealing essential context for Carroll's jokes, concerns, and hidden references. Parody and Punch, evolutionary debates, philosophical dialogues, educational works for children, math and logic, manners and rituals, dream theory and childhood studies—all fueled the fireworks of Carroll's restless imagination. In this lively investigation, Gillian Beer convincingly shows him at play in the spaces of Victorian cultural and intellectual life, drawing on then-current controversies, reading prodigiously across many fields, and writing on multiple levels to please both children and adults in different ways. With a welcome combination of learning and lightness, Beer reminds us that Carroll's books are essentially about the risks and pleasures of curiosity. Along the way, *Alice in Space* shares Alice's exceptional ability to spark curiosity in us, too.

Candid autobiography of the great rock diva of Jefferson Airplane & Jefferson Starship revealing her wildly outlandish life in the Sixties & the Seventies.

What the Dormouse Said: How the Sixties Counterculture Shaped the Personal Computer Industry Penguin

*Awakenings*--which inspired the major motion picture--is the remarkable story of a group of patients who contracted sleeping-sickness during the great epidemic just after World War I. Frozen for decades in a trance-like state, these men and women were given up as hopeless until 1969, when Dr. Oliver Sacks gave them the then-new drug L-DOPA, which had an astonishing, explosive, "awakening" effect. Dr. Sacks recounts the moving case histories of his patients, their lives, and the extraordinary transformations which went with their reintroduction to a changed world.

Bible stories are every child's heritage and this is an original and fresh interpretation of one of the best-known stories from the life of Jesus.

From one of our greatest chroniclers of technology and society, the definitive biography of iconic serial visionary Stewart Brand, from the Merry Pranksters and the generation-defining *Whole Earth Catalog* to the marriage of environmental consciousness and hacker capitalism and the rise of a new planetary culture—the story behind so many other stories. Stewart Brand has long been famous if you know who he is, but for many people outside the counterculture, early computing, or the environmental movement, he is perhaps best known for his famous mantra “Stay Hungry. Stay Foolish.” Steve Jobs's endorsement of these words as his code to live by is fitting; Brand has played many roles, but one of the most important is as a model for how to live. The contradictions are striking: A blond-haired WASP with a modest family inheritance, Brand went to Exeter and Stanford and was an army veteran, but in California in the 1960s he became an artist and a photographer in the thick of the LSD revolution. While tripping on acid on the roof of his building, he envisioned how valuable it would be for humans to see a photograph of the planet they shared from space, an image

that in the end landed on the cover of his Whole Earth Catalog, the defining publication of the counterculture. He married a Native American woman and was committed to protecting indigenous culture, which connected to a broader environmentalist mission that has been a through line of his life. At the same time, he has outraged purists because of his pragmatic embrace of useful technologies, including nuclear power, in the fight against climate change. The famous tagline promise of his catalog was “Access to Tools”; with rare exceptions he rejected politics for a focus on direct power. It was no wonder, then, that he was early to the promise of the computer revolution and helped define it for the wider world. Brand's life can be hard to fit onto one screen. John Markoff, also a great chronicler of tech culture, has done something extraordinary in unfolding the rich, twisting story of Brand's life against its proper landscape. As Markoff makes marvelously clear, the streams of individualism, respect for science, environmentalism, and embrace of Eastern and indigenous thought that flow through Brand's entire life form a powerful gestalt, a California state of mind that has a hegemonic power to this day. At its best, it is the wellspring for a true planetary consciousness that may be the best hope we humans collectively have.

A celebration of the early years of the digital revolution, when computing power was deployed in a beige box on your desk. Today, people carry powerful computers in our pockets and call them “phones.” A generation ago, people were amazed that the processing power of a mainframe computer could be contained in a beige box on a desk. This book is a celebration of those early home computers, with specially commissioned new photographs of 100 vintage computers and a generous selection of print advertising, product packaging, and instruction manuals. Readers can recapture the glory days of fondly remembered (or happily forgotten) machines including the Commodore 64, TRS-80, Apple Lisa, and Mattel Aquarius—traces of the techno-utopianism of the not-so-distant past. Home Computers showcases mass-market success stories, rarities, prototypes, one-offs, and never-before-seen specimens. The heart of the book is a series of artful photographs that capture idiosyncratic details of switches and plugs, early user-interface designs, logos, and labels. After a general scene-setting retrospective, the book proceeds computer by computer, with images of each device accompanied by a short history of the machine, its inventors, its innovations, and its influence. Readers who inhabit today's always-on, networked, inescapably connected world will be charmed by this visit to an era when the digital revolution could be powered down every evening.

Alice in Wonderland (also known as Alice's Adventures in Wonderland), from 1865, is the peculiar and imaginative tale of a girl who falls down a rabbit-hole into a bizarre world of eccentric and unusual creatures. Lewis Carroll's prominent example of the genre of "literary nonsense" has endured in popularity with its clever way of playing with logic and a narrative structure that has influenced generations of fiction writing.

Looks at the dining customs, social traditions, and food of the Roman Empire, and includes recipes reconstructed for the modern cook.

Pinocchio, The Tale of a Puppet follows the adventures of a talking wooden puppet whose nose grew longer whenever he told a lie and who wanted more than anything else to become a real boy. As carpenter Master Antonio begins to carve a block of pinewood into a leg for his table the log shouts out, "Don't strike me too hard!" Frightened by the talking log, Master Cherry does not know what to do until his neighbor Geppetto drops by looking for a piece of wood to build a marionette. Antonio gives the block to Geppetto. And thus begins the life of Pinocchio, the puppet that turns into a boy. Pinocchio, The Tale of a Puppet is a novel for children by Carlo Collodi is about the mischievous adventures of Pinocchio, an animated marionette, and his poor father and woodcarver Geppetto. It is considered a classic of children's literature and has spawned many derivative works of art. But this is not the story we've seen in film but the original version full of harrowing adventures faced by Pinocchio. It includes 40 illustrations. As robots are increasingly integrated into modern society—on the battlefield and the road, in business, education, and health—Pulitzer-Prize-winning New York Times science writer John Markoff searches for an answer to one of the most important questions of our age: will these machines help us, or will they replace us? In the past decade alone, Google introduced us to driverless cars, Apple debuted a personal assistant that we keep in our pockets, and an Internet of Things connected the smaller tasks of everyday life to the farthest reaches of the internet. There is little doubt that robots are now an integral part of society, and cheap sensors and powerful computers will ensure that, in the coming years, these robots will soon act on their own. This new era offers the promise of immense computing power, but it also reframes a question first raised more than half a century ago, at the birth of the intelligent machine: Will we control these systems, or will they control us? In *Machines of Loving Grace*, New York Times reporter John Markoff, the first reporter to cover the World Wide Web, offers a sweeping history of the complicated and evolving relationship between humans and computers. Over the recent years, the pace of technological change has accelerated dramatically, reintroducing this difficult ethical quandary with newer and far weightier consequences. As Markoff chronicles the history of automation, from the birth of the artificial intelligence and intelligence augmentation communities in the 1950s, to the modern day brain trusts at Google and Apple in Silicon Valley, and on to the expanding tech corridor between Boston and New York, he traces the different ways developers have addressed this fundamental problem and urges them to carefully consider the consequences of their work. We are on the verge of a technological revolution, Markoff argues, and robots will profoundly transform the way our lives are organized. Developers must now draw a bright line between what is human and what is machine, or risk upsetting the delicate balance between them.

Robert Douglas-Fairhurst illuminates two entangled lives: the Oxford mathematician Charles Dodgson (Lewis Carroll) and Alice Liddell, the child for whom he invented the Alice stories. This relationship influenced Carroll's imaginative creation of *Wonderland*—a sheltered world apart during the stormy transition from the Victorian to the modern era.

Profiles computer hackers who overstep ethical boundaries and break the law to penetrate society's most sensitive computer

networks.

A walrus and a carpenter encounter some oysters during their walk on the beach--an unfortunate meeting for the oysters.

A collection of words of wisdom features incisive quotations from children's books--including Charlotte's Web, Harry Potter and the Sorcerer's Stone, Sounder, and Goodnight Moon--all arranged by topic, including faith, imagination, character, acceptance, sadness, goodness, greed, wisdom, and growing old. Reprint.

On a quiet November night in the idyllic mountain town of Lake Arrowhead, California, three black, ominous machines descend from the sky. At first Tom and Kathy Halloran think it's an extraterrestrial invasion...but they're wrong. In the surreal hours that follow they discover the machines are governed by "Repros", soulless human replicas that have traveled from our future to conduct a sinister, terrifying experiment.

This book prompts children in verbal responses to pictures of animals: reptiles and insects are bad, mammals and birds are good.

One of New York Magazine's best books on Silicon Valley! The true, behind-the-scenes history of the people who built Silicon Valley and shaped Big Tech in America Long before Margaret O'Mara became one of our most consequential historians of the American-led digital revolution, she worked in the White House of Bill Clinton and Al Gore in the earliest days of the commercial Internet. There she saw firsthand how deeply intertwined Silicon Valley was with the federal government--and always had been--and how shallow the common understanding of the secrets of the Valley's success actually was. Now, after almost five years of pioneering research, O'Mara has produced the definitive history of Silicon Valley for our time, the story of mavericks and visionaries, but also of powerful institutions creating the framework for innovation, from the Pentagon to Stanford University. It is also a story of a community that started off remarkably homogeneous and tight-knit and stayed that way, and whose belief in its own mythology has deepened into a collective hubris that has led to astonishing triumphs as well as devastating second-order effects. Deploying a wonderfully rich and diverse cast of protagonists, from the justly famous to the unjustly obscure, across four generations of explosive growth in the Valley, from the forties to the present, O'Mara has wrestled one of the most fateful developments in modern American history into magnificent narrative form. She is on the ground with all of the key tech companies, chronicling the evolution in their offerings through each successive era, and she has a profound fingertip feel for the politics of the sector and its relation to the larger cultural narrative about tech as it has evolved over the years. Perhaps most impressive, O'Mara has penetrated the inner kingdom of tech venture capital firms, the insular and still remarkably old-boy world that became the cockpit of American capitalism and the crucible for bringing technological innovation to market, or not. The transformation of big tech into the engine room of the American economy and the nexus of so many of our hopes and dreams--and, increasingly, our nightmares--can be understood, in Margaret O'Mara's masterful hands, as the story of one California valley. As her majestic history makes clear, its fate is the fate of us all.

"This is the most important book on Silicon Valley I've read in two decades. It will take us all back to our roots in the counterculture, and will remind us of the true nature of the innovation process, before we tried to tame it with slogans and buzzwords." -- Po Bronson, #1 New York Times bestselling author of The Nudist on the Late Shift and Nurtureshock A candid, colorful, and comprehensive oral history that reveals the secrets of Silicon Valley -- from the origins of Apple and Atari to the present day clashes of Google and Facebook, and all the start-ups and disruptions that happened along the way. Rarely has one economy asserted itself as swiftly--and as aggressively--as the entity we now know as Silicon Valley. Built with a seemingly permanent culture of reinvention, Silicon Valley does not fight change; it embraces it, and now

powers the American economy and global innovation. So how did this omnipotent and ever-morphing place come to be? It was not by planning. It was, like many an empire before it, part luck, part timing, and part ambition. And part pure, unbridled genius... Drawing on over two hundred in-depth interviews, Valley of Genius takes readers from the dawn of the personal computer and the internet, through the heyday of the web, up to the very moment when our current technological reality was invented. It interweaves accounts of invention and betrayal, overnight success and underground exploits, to tell the story of Silicon Valley like it has never been told before. Read it to discover the stories that Valley insiders tell each other: the tall tales that are all, improbably, true.

In less than a decade, the Internet went from being a series of loosely connected networks used by universities and the military to the powerful commercial engine it is today. This book describes how many of the key innovations that made this possible came from entrepreneurs and iconoclasts who were outside the mainstream—and how the commercialization of the Internet was by no means a foregone conclusion at its outset. Shane Greenstein traces the evolution of the Internet from government ownership to privatization to the commercial Internet we know today. This is a story of innovation from the edges. Greenstein shows how mainstream service providers that had traditionally been leaders in the old-market economy became threatened by innovations from industry outsiders who saw economic opportunities where others didn't—and how these mainstream firms had no choice but to innovate themselves. New models were tried: some succeeded, some failed. Commercial markets turned innovations into valuable products and services as the Internet evolved in those markets. New business processes had to be created from scratch as a network originally intended for research and military defense had to deal with network interconnectivity, the needs of commercial users, and a host of challenges with implementing innovative new services. How the Internet Became Commercial demonstrates how, without any central authority, a unique and vibrant interplay between government and private industry transformed the Internet.

Argues that Americans must improve their understanding of probability and logic

Twins Joe and Nancy were raised in a circus but on their eleventh birthday they learn their parents are still alive and need their help, so they set out on an quest filled with many extraordinary beings and adventures. Consists of twenty-seven episodes by nineteen authors and pictures by five illustrators.

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