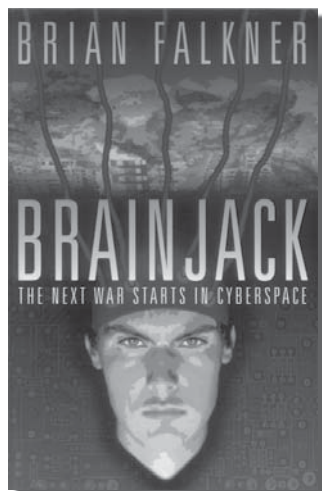




YOUNG ADULT FICTION



Brainjack

Brian Falkner
Walker Books
ISBN 978-1-921150-95-1 pb RRP \$19.99
Target age 12+

It would take a very special person to crack the computer systems of the White House – someone like Sam Wilson, brilliant teenage computer hacker. But Sam's obsession is about to lead him into a dangerous world, where logging on to your computer could mean the difference between life and death.



Brian Falkner was born and raised in Auckland. He is the author of several novels for children including, *The Flea Thing* (shortlisted for the LIANZA Esther Glen Award, 2004), *The Real Thing*, and *The Super Freak* (shortlisted for the New Zealand Post Children's Book Awards, 2006), as well as the action adventure sci-fi novel, *The Tomorrow Code* which was shortlisted for the New Zealand Post Children's Book Awards and the LIANZA Esther Glen Award, both in 2009.

Great Activity and Event Ideas

1. When Sam hacked into Telecomerica what did he order from them? How did he evade them when he was detected? Do you think hacking is this easy? Discuss why / why not?
2. There are a number of novels and movies that use the computer personality as the basis for a story (e.g. 2001: a space odyssey, Terminator series, I Robot). Often the computer becomes a personality. Describe in detail who or what Ursula is.
3. In Book Three: Wisdom; Chapter 14 - 23 Sam, Vienna, Ranger and Dodge choose to stay in Vegas, now a city flooded with deadly radiation. Why did they choose to go there and how did they endeavour to stay safe?
4. Sam's friend, Fargas, gets hooked on computer games and describes this as, "Inside the game, I'm a king" (Book Two: Revelations; Chapter 6: Fargas). Write a play script where person A is trying to convince person B that they have a problem with game addiction and need help. However, person B regards the game as their real world and that ..."When you log out, the real world seems flat and grey." (Fargas' speaking)
5. At the back of the book, Brian Falkner refers to his website. This form of contact between the reader and the novel is becoming a common feature of many books and authors. Go to his website www.brianfalkner.com and find out how Sam, Dodge, Kiwi, Fargas and Swamp Witch got their names plus a number of other interesting facts. How did the idea of neuro headsets develop? Again often ideas in literature precede technological development. Can you find some other cool things on his website?



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Activity

If the world suddenly lost all computers and computer related telecommunications (T.V., phones, transport systems, etc.) how would it affect you and your community?

How would you bring order from the chaos that might follow such an event and get things working again without computers? Outline your action plan below.