GEEK MAFIA: MILE ZERO

Rick Dakan

Key West—southernmost point in the United States, Mile Zero on Highway 1; and as far as you can run away from your past troubles without swimming to Cuba.

Key West—originally Cayo Huesos or Isle of Bones, for centuries a refuge for pirates, wreckers, writers, scoundrels, drunks, and tourists. Now home to a Crew of techno geek con artists who've turned it into their own private hunting ground. Paul and Chloe have the run of the sun-drenched island, free to play and scam far from the enemies they left behind in Silicon Valley.

But that doesn't mean they can't bring a little high tech know-how to the paradise. They and their new Crew have covered the island with their own private Big Brother style network—hidden cameras, RFID sensors, and a web of informers that tip them off about every crime committed and tourist trapped on the island. But will all the gadgets and games be enough when not one but three rival crews of con artists come to hold a top-secret gang summit? And when one of them is murdered, who will solve the crime?

Inspired by author Rick Dakan's own eventful experiences in the video game and comic book industries, the *Geek Mafia* series satisfies the hunger in all of us to buck the system, take revenge on corporate America, and live a life of excitement and adventure.
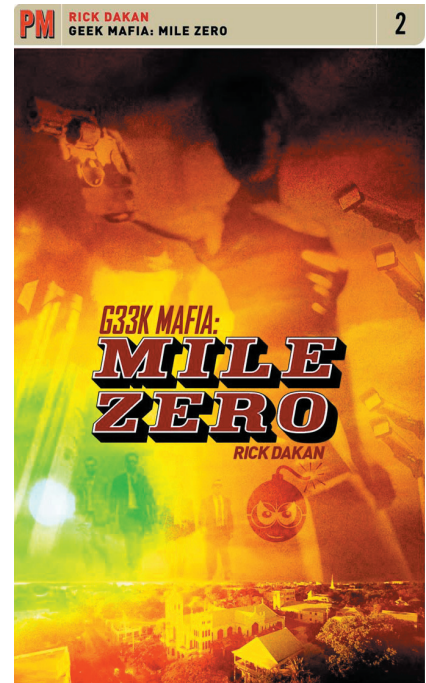
ABOUT THE AUTHOR

Rick Dakan lives, writes, and plays in Sarasota, Florida, his home and native town. Prior to writing the *Geek Mafia* book series, he scratched out a rewarding (if poor) living writing role-playing game books for numerous product lines, including: Wraith: The Oblivion, Kult, Conspiracy X, Deadlands, Vampire: The Masquerade, and Dungeons & Dragons.

REVIEWS

"Dakan's sequel is just as much fun as the first volume (*Geek Mafia*), a great, rollicking story of crosses, double-crosses, and triple-crosses among conflicting tribes of nerd grifters who are working Key West for every penny they can take out of the island. *Mile Zero* is a labyrinth of twists and turnabouts, filled with charming geek humor, thoroughly likable characters, and a relentless plot that you won't be able to put down."
—Cory Doctorow, co-editor of *BoingBoing*