

## Contact Information

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## 7<sup>th</sup> volume in the Techno-thriller series by Breakfield and Burkey considers the boundaries of digital games

*Creating high definition games is the hottest competition*

Dallas, Texas March 18, 2016 – *The Enigma Gamers* is a fork in the road of the series that is focused on the Cyber Assassins Technology Services or CATS team, which is the street savvy, highly-trained, versatile operatives led by Julie, as an offshoot to the R-Group.

In the 21<sup>st</sup> century two important trends are emerging: The fast adoption of using machines to control machines, which displaces human involvement; and the use of computerized games to train and educate a changing workforce. When these two technology trends converge there is an inflection point that alters their positive benefits and turns them to adversaries.

Technical nightmares always have innocuous beginnings, but the breadcrumb trail in *The Enigma Gamers* quickly builds into a larger tapestry of misery for an ever growing group of people who failed to recognize they were actually the targets. Our evolving “technology genie” becomes harder and harder to return to its bottle of containment with so many technical weapons of choice to launch. The deadly problem with new technologies is that they can be used in multiple ways, frequently far differently than what its creator had envisioned.

The detective types of the 21<sup>st</sup> century now have to hunt for clues, criminals, and MACDORs (Malicious Acting Characters Deserving Ostracism and Retribution) using tried and true sleuthing techniques, updated for use in the digital age. Motivation for the new cyber criminals hasn’t changed, but their tools of aggression now contain a 21<sup>st</sup> century flavor and a digital backlash which can spill into our physical lives. How blurred is the line between gamification and reality?

“This tale started with the rampant increase in selfies. The crazy things we read about or saw in the news were definitely filled with risks,” said author Breakfield. “We also wanted to weave in the extreme Internet of Stuff potential. It isn’t that technology cannot do what we suggest, but rather who controls it when it does,” said author Burkey. “We also have a lot of fun with our specialized terms which are on our website. They seem to resonate with our readers,” added Breakfield. *The Enigma Gamers* (Create Space Independent Publishing Platform, 2016, **ISBN-13**: 978-1523861750, 13.95, <http://enigmabookseries.com/book-seven-the-enigma-gamers/>).

Breakfield and Burkey have spent the majority of their professional careers in the technology field. They have written two previous technology non-fiction books and numerous white papers with a technology freshness factor of months. They are now hooked on fiction with their Enigma Book Series, where they bring a fresh look at technology, woven into a story that adds depth to how we are embracing technology in this world. *The Enigma Gamers* will have you wondering what else could be at risk with the games. . Find the sample chapters, a place to ask questions, places to purchase, reviews, a book

trailer, and other interesting details regarding the series and where it can take you at <http://enigmabookseries.com/book-seven-the-enigma-gamers/> . “We always walk on the line of what technology can do, rather than build on science fiction. This is an important rule for us to abide by in our writing.” added author Breakfield.

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### About Breakfield and Burkey:

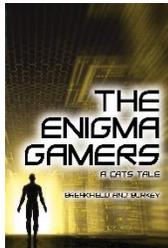


**Breakfield** is a long-time technology geek who enjoys writing, studying World War II history, travel, and cultural exchanges. He’s also a fan of wine-tastings, wine-making, riding his Harley, cooking extravaganzas, and continues developing his woodworking skills.

**Burkey** is a customer-experience technology-focused professional who has a writing passion. She has written white papers and technology documents but prefers the freedom of fictional writing. She is a fan of learning, travel, family, outdoor activities, good food, wine sampling, reading, and friends.

They love telling a good story framed with the possibilities of today’s technology and humor. They believe that ‘**Tech·nol·o·gy (tek’näləjē) – Today’s weapon of choice....**’ Find them on Facebook <https://www.facebook.com/TheEnigmaSeries/>

### About this Book:



A dark new era of digital crime is unleashed as malicious avatars escape their virtual landscapes and instigate wholesale terror attacks.

In the heart of the digital age, new advancements continue to make everything faster, easier, and more convenient than ever before. However, when these powerful technologies end up in the wrong hands, even an online game can be a catalyst for harmful cybercrimes—causing pain and turmoil in both the real and digital realms.

The CATS team evolved from the moral fiber of the R-Group as an elite squad of cyber sleuths that uses groundbreaking techniques to eliminate corruption and crime. They are called upon for security support by cities, businesses, and common services at various locations across the globe. They are more like operatives in the field with the agility and flexibility to gather data, analyze a given situation, ask the right questions, make rapid decisions and get results.

Shrouded by perceived anonymity, the unconscionable evildoers may think they’re completely untraceable. However, our cyber champions, the CATS team, have plenty of virtual tricks up their sleeves—including access to the supercomputer ICABOD, who is eager to help plunge these evildoers into darkness forever.

### Review Copies and Media Interviews:

For a review copy of *The Enigma Gamers* or an interview with Breakfield and Burkey, please contact Breakfield or Burkey at (214) 707-8035 or [seriesenigma@gmail.com](mailto:seriesenigma@gmail.com). When requesting a review copy, please provide your name and street address.