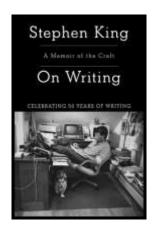


Warehouse Connections Reading List Created in partnership with



Further Reading after Misery (including Misery)

Stephen King: the writer



On Writing: a memoir of the craft

Immensely helpful and illuminating to any aspiring writer, this special edition of Stephen King's critically lauded, million-copy bestseller shares the experiences, habits, and convictions that have shaped him and his work.

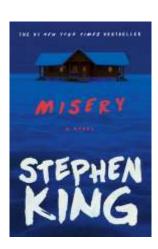
Part memoir, part master class by one of the bestselling authors of all time, this superb volume is a revealing and practical view of the writer's craft, comprising the basic tools of the trade every writer must have. King's advice is grounded in his vivid memories from childhood through his emergence as a writer, from his struggling early career to his widely reported, near-fatal accident in 1999—and how the inextricable link between writing and living spurred his recovery. Brilliantly structured, friendly, and inspiring, *On Writing* will empower and entertain everyone who reads it—fans, writers, and anyone who loves a great story well-told



The Shining

Jack Torrance's new job at the Overlook Hotel is the perfect chance for a fresh start. As the off-season caretaker at the atmospheric old hotel, he'll have plenty of time to spend reconnecting with his family and working on his writing. But as the harsh winter weather sets in, the idyllic location feels ever more remote . . . and more sinister. And the only one to notice the strange and terrible forces gathering around the Overlook is Danny Torrance, a uniquely gifted five-year-old.

We love it when Stephen King writes about writers. This is a classic for a reason.



Misery

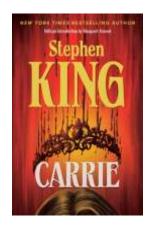
(you've seen the play, now read the novel!)

Paul Sheldon is a bestselling novelist who has finally met his number-one fan. Her name is Annie Wilkes, and she is more than a rabid reader—she is Paul's nurse, tending his shattered body after an automobile accident. But she is also furious that the author has killed off her favorite character in his latest book. Annie becomes his captor, keeping him prisoner in her isolated house.

Annie wants Paul to write a book that brings Misery back to life—just for her. She has a lot of ways to spur him on. One is a needle. Another is an axe. And if they don't work, she can get really nasty.

Well, that's one way to get rid of writer's block...

King at his literary best (in our bookish opinion)



Carrie

Unpopular at school and subjected to her mother's religious fanaticism at home, Carrie White does not have it easy. But while she may be picked on by her classmates, she has a gift she's kept secret since she was a little girl: she can move things with her mind. Doors lock. Candles fall. Her ability has been both a power and a problem. And when she finds herself the recipient of a sudden act of kindness, Carrie feels like she's finally been given a chance to be normal. She hopes that the nightmare of her classmates' vicious taunts is over . . . but an unexpected and cruel prank turns her gift into a weapon of horror so destructive that the town may never recover.

This is the novel that started it all for King (see On Writing) and still holds up today.



The Green Mile

Welcome to Cold Mountain Penitentiary, home to the Depression-worn men of E Block. Convicted killers all, each awaits his turn to walk "the Green Mile," the lime-colored linoleum corridor leading to a final meeting with Old Sparky, Cold Mountain's electric chair. Prison guard Paul Edgecombe has seen his share of oddities over the years working the Mile, but he's never seen anything like John Coffey—a man with the body of a giant and the mind of a child, condemned for a crime terrifying in its violence and shocking in its depravity. And in this place of ultimate retribution, Edgecombe is about to discover the terrible, wondrous truth about John Coffey—a truth that will challenge his most cherished beliefs….

Fun fact: this was first published as a serialized set of six paperbacks! The idea of serialized publication appealed to King on multiple levels; from the

writer's responsibility to finish the story once the first installment is published, to the readers' inability to skip to the end of the story and ruin the suspense.

The movie made us cry; the book did, too.

And now for something completely different...



Sleeping Beauties: the graphic novel series

This official graphic novel adaptation of the horror novel by Stephen King and Owen King is a haunting interpretation of the chilling, timely bestseller.

A bizarre sleeping sickness, called Aurora, has fallen over the world. Its victims can't wake up. And all of them are women. As nations fall into chaos, those women still awake take desperate measures to stay that way, and men everywhere begin to give in to their darkest impulses.

Meanwhile, in the small town of Dooling, a mysterious woman has walked out of the woods; she calls herself Eve and leaves a trail of carnage in her wake. Strangest of all, she's the only woman who can wake up.

Energetic, gorgeous artwork brings this series to (disturbing and vivid) life.

And a few more for the road...

we love when writers write about writing (follow that?)

- Wonderboys by Micheal Chabon
- Writers and Lovers by Lily King
- *Atonement* by Ian McEwan
- I Capture the Castle by Dodie Smith