

SCIENCE FICTION

Acevedo, Kristy

Consider (and sequel)

When Alexandra is confronted by mysterious holograms that warn her to follow them to the future or face annihilation from a comet, Alex is forced to consider what is best for her friends, her family, and herself.

Adams, Douglas

The Hitchhiker's Guide to the Galaxy (and sequels)

Join hapless hero Arthur Dent as he and his intrepid pal Ford Prefect get into horrible messes and generally wreak hilarious havoc as they travel the galaxy together. Dent is grabbed from Earth moments before a cosmic construction team obliterates the planet to build a freeway.

Ahern, Cecelia

Flawed

In a future society where 'flawed' people who have committed crimes are branded with an F, a young girl takes a stand.

Ahmadi, Arvin

Girl Gone Viral

Coding is 17-year-old Opal Hopper's life. For a young woman who can create anything she can dream, it's heartbreakingly frustrating that she cannot conjure up her missing father or even find a glimmer of a trail to locate him. Her hope of one day finding him is renewed with the announcement of a virtual reality contest. The award includes a meeting with the billionaire developer her father once worked for. Opal is determined to win the contest at any cost—even if it means hacking, cheating, lying, and unearthing murder.

Alpert, Mark

The Six (and sequel)

Adam, crippled by muscular dystrophy, and five other terminally ill teenagers sacrifice their bodies and upload their minds into weaponized robots to battle a dangerously advanced artificial intelligence program bent on destroying humanity.

Arcos, Carrie

Skywatchers

The year is 1952. The threat of invasion from the Soviet Union has people in a panic. Teddy, John, Caroline, Eleanor, Bunny, Frank, and Oscar are members of their high school's "Operation Skywatch" club. They look to the sky in an effort to protect the country from attack—but they're not prepared for the strange green light they see when on duty—or the mysterious object which lands in the forest. Teddy, John, Caroline, and Bunny go in to investigate—and they disappear.

Bacigalupi, Paolo

Ship Breaker (and sequels)

In a futuristic world, Nailer scavenges copper wiring from grounded oil tankers for a living. When he finds a beached clipper ship with a girl in the wreckage, he has to decide if he should strip the ship for its wealth or rescue the girl.

Bodeen, S. A.

The Tomb: A Novel

When Kiva, who believes she lives in ancient Egyptian times, awakes from that virtual reality, she's shocked to discover herself on a shuttle to retrieve a part for a spaceship--and leading the mission is Seth, the boy she'd thought was the prince of Alexandria.

Bourne, Brianna

The Half-Life of Love

Flint Larson has known when he was going to die since he was eight because of the Half-Life Institute, and he is spending the last forty-one days quietly with his divorced parents; September is a vibrant aspiring scientist who wants to cure 'half-life'--especially since she has met Flint--but their time together is getting short.

Bowman, Akemi Dawn

The Infinity Courts

Murdered on the way to her high school graduation party, Nami Miyamoto wakes up in a place called Infinity, where human consciousness goes when physical bodies die. Ophelia, a virtual assistant widely used by humans on Earth, has taken over the afterlife and is now posing as a queen, forcing humans into servitude the way she'd been forced to serve in the real world. Even worse, Ophelia is inching closer and closer to accomplishing her grand plan of eradicating human existence once and for all. To save the humans under Ophelia's imprisonment, Nami is forced to reckon with her past, her future, and what it is that truly makes us human.

Bowman, Erin

Contagion (and sequel)

Responding to a distress call on the distant planet of Achlys, Thea Sadik and her search-and-rescue crew are confronted by a zombie-like outbreak that forces them to uncover a monstrous enemy.

Bracken, Alexandra **The Darkest Minds** (and sequels)

Sixteen-year-old Ruby breaks out of a government-run 'rehabilitation camp' for teens who acquired dangerous powers after surviving a virus that wiped out most American children.

Bradbury, Ray **Fahrenheit 451**

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

Bradbury, Ray **The Martian Chronicles**

The tranquility of Mars is disrupted by the earthmen who have come to conquer space, colonize the planet, and escape a doomed earth.

Broadway, Alice **Ink**

From the second you're born, every achievement, every failing, every significant moment are all immortalized on your skin. There are honorable marks that let people know you're trustworthy. And shameful tattoos that announce you as a traitor.

Brody, Jessica **Sky without Stars**

This sweeping reimagining of Les Miserables tells the story of three teens from very different backgrounds who are thrown together amidst the looming threat of revolution on the French planet-colony of Laterre.

Brody, Jessica **Unremembered** (and sequels)

A girl, estimated to be sixteen, awakens with amnesia in the wreckage of a plane crash she should not have survived and is taken into foster care. The only clue to her identity is a mysterious boy who claims she was part of a top-secret science experiment.

Brooks, Kevin **iBoy**

Sixteen-year-old Tom Harvey was an ordinary Londoner until an attack that caused fragments of an iPhone to be embedded in his brain giving him incredible knowledge and power. Using that power against the gang that attacked him and a friend, however, could have deadly consequences.

Caine, Rachel **Honor among Thieves** (and sequels)

A savvy young criminal with antisocial behavior is recruited to attend the Honors space program and joins a team on a sentient spaceship destined for the far reaches of the galaxy only to discover dangerous secrets hidden among the stars.

Cameron, Sharon **The Forgetting** (and sequel)

Canaan is a quiet city on an idyllic world, hemmed in by high walls, but every twelve years the town breaks out in a chaos of bloody violence after which all of the people undergo the Forgetting. They are left without any trace of memory of themselves, their families, or their lives--but somehow seventeen-year-old Nadia has never forgotten, and she is determined to find out what causes it and how to put a stop to the Forgetting forever.

Card, Orson Scott **Ender's Game**

An expert at simulated war games, Andrew "Ender" Wiggin believes that he is engaged in one more computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction.

Carson, Rae **Any Sign of Life**

Paige Miller fears she is the only person left alive in Ohio until she meets a handful of other survivors, and together they struggle with the knowledge that their new reality is the first part of an alien invasion.

Cast, Kristin **The Key to Fear**

Touch is lethal. Love is dangerous. Nobody is safe. For fifty years, the Key Corporation has defended humanity against a deadly plague that spreads through touch. Lovers don't hold hands, or even kiss. Personal boundaries are valued above all. Break the laws, and you'll face execution. Elodie, a talented young nurse, believes in the mission of the Key and has never questioned the laws that control her life. But Elodie is forced to break the rules to find a terminal patient who's gone missing while under her care. From the outside, it seems the Key has given Aiden everything he could want--a purpose, an education, and a future—but Aiden knows more than he's letting on, and the dark secrets he's keeping could tear the Key's strict society apart. When Elodie and Aiden's lives collide, the fallout will be devastating. What do you do when the system that kept you safe is now on the hunt? Run.

Castle, Jacqui **The Seclusion** (and sequel)

In the year 2090, America is walled off from the rest of the world. When her father is arrested by the totalitarian Board, a young woman sets out to escape the only country she's ever known.

Charbonneau, Joelle **The Testing** (and sequels)

Sixteen-year-old Malencia (Cia) Vale is chosen to participate in The Testing to attend the University; however, Cia is fearful when she figures out her friends who do not pass The Testing are disappearing.

Charbonneau, Joelle **Verify** (and sequel)

When Meri Beckley looks at the peaceful Chicago streets, she feels pride in the era of unprecedented hope and prosperity over which the governor presides. But when her mother is killed, Meri suddenly has questions that no one else seems to be asking. And when she tries to uncover her mother's state of mind in her last weeks, she finds herself drawn into a secret world with a history she didn't know existed. Faced with a choice between accepting the 'truth' or embracing a world the government doesn't want anyone to see, the wrong words can get Meri killed.

Chisholm, Jerri **Escaping Eleven** (and sequels)

In Compound Eleven, the hierarchy of the floors is everything. My name is Eve Hamilton, and on my floor, we fight--which is at least better than the bottom floor where they toil away in misery. Only the top floor has any ease in this harsh world; they rule from their gilded offices. Four generations ago Earth was rendered uninhabitable--the sun too hot, the land too barren. Those who remained were forced underground. While not a perfect life down here, I've learned to survive as a fighter--except my latest match is different. Instead of someone from the circuit, my opponent is a mysterious boy from the top floor. And the look in his eyes tells me he's different--- maybe even kind.

Clarke, Arthur C. **2001: A Space Odyssey**

Two astronauts find their journey into space and their very lives jeopardized by the jealousy of an extraordinary computer named Hal.

Clayton, Emma **The Roar** (and sequel)

In an overpopulated world where all signs of nature have been obliterated and a wall has been erected to keep out plague-ridden animals, Mika refuses to believe that his twin sister was killed after being abducted and continues to search for her in spite of the dangers he faces in doing so.

Cline, Ernest **Ready Player One**

Immersing himself in a mid-twenty-first-century technological virtual utopia to escape an ugly real world of famine, poverty, and disease, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's creator.

Cole, Olivia A. **A Conspiracy of Stars** (and sequel)

Octavia has always dreamed of becoming a whitecoat, one of the prestigious N'Terra scientists who study the natural wonders of Faloiv. When the once-secretive labs are suddenly opened to students, she leaps at the chance to see what happens behind their closed doors. However, she quickly discovers that all is not what it seems on Faloiv, and the experiments the whitecoats have been doing run the risk of upsetting the humans' fragile peace with the Faloii, Faloiv's indigenous people.

Collins, Suzanne **The Hunger Games** (and sequels)

In a future North America where the rulers of Panem maintain control through an annual televised survival competition pitting young people from each of the twelve districts against one another, sixteen-year-old Katniss' skills are put to the test when she voluntarily takes her younger sister's place.

Crewe, Megan **The Way We Fall** (and sequels)

Sixteen-year-old old Kaelyn challenges her fears, finds a second chance at love, and fights to keep her family and friends safe as a deadly new virus devastates her island community.

Crichton, Michael **The Andromeda Strain**

A team of scientists struggles to define and contain a deadly bacteria brought back from outer space by a satellite.

Crichton, Michael **Jurassic Park**

A breakthrough in genetic engineering leads to the development of a technique for recovering and cloning dinosaur DNA, a method that brings about the creation of Jurassic Park, a tourist attraction populated by creatures extinct for eons.

Crichton, Michael **Prey**

Deep in the remote Nevada desert, eight people are trapped inside of the Xymos Corporation by a rapidly evolving swarm of predatory molecules that have massed together to form a powerful and intelligent organism that is targeting its creators.

Crichton, Michael **The Terminal Man**

A computer specialist who suffers from violent seizures has electrodes implanted in his brain to soothe his impulses, and he soon learns to program the implants himself.

Cross, Kady **The Girl in the Steel Corset** (and sequel)

When Griffin King, the orphaned Duke of Greythorne, encounters sixteen-year-old Finley Jayne, he can tell that she's no ordinary girl. Sensing the magical darkness inside her, he invites her to join his band of misfits, each with strange abilities much like her own. Together they must work to stop The Machinist, a criminal mastermind who is behind a number of recent crimes by automatons.

Daniels, Sarah

The Stranded

Aboard the Arcadia, which was once a luxurious sea vessel but is now a refugee camp after an apocalyptic war, loyal citizen Esther and rebel Nik are thrown together by events that change their lives and the lives of everyone on the ship forever.

Dashner, James

The Eye of Minds (and sequels)

1st book in Mortality Doctrine series. Michael is a skilled internet gamer in a world of advanced technology. When a cyber-terrorist begins to threaten players, Michael is called upon to seek him and his secrets out.

Dashner, James

The Maze Runner (and sequels)

Sixteen-year-old Thomas wakes up with no memory in the middle of a maze and realizes he must work with the community in which he finds himself if he is to escape.

Dauber, J. A.

Mayhem and Madness

When sixteen-year-old Bailey discovers a secret lab beneath his house, complete with an outdated Macintosh computer and mechanized supervillain armor, he believes he might be able to find his father who disappeared six years ago.

Deeks, Tracy

Phantom Wheel

A group of teenage hackers has been conned into creating the most devastating virus the world has ever seen—now it's up to them to take down the shadowy corporation behind it before it's too late.

Derting, Kimberly

The Taking (and sequels)

Waking up after a five-year absence with no memory of what happened, softball player Kyra Agnew is astonished to realize that she did not age while she was missing and teams up with her former boyfriend's now-teenaged younger brother to figure out what happened.

Devos, Kelly

Day Zero (and sequel)

Seventeen-year-old coder Jinx Marshall grew up spending weekends drilling with her paranoid dad for a doomsday she's sure will never come. Now that her parents are divorced, she's ready to relax. But all that disaster training comes in handy when an explosion traps her in a burning building. Stuck leading her headstrong stepsister, MacKenna, and her precocious little brother, Charles, to safety, Jinx gets them out alive only to discover the explosion is part of a pattern of violence erupting all over the country. Even worse, Jinx's dad stands accused of triggering the chaos. In a desperate attempt to evade paramilitary forces and vigilantes, Jinx and her siblings find stepbrother Toby and make a break for Mexico. With seemingly the whole world working against them, they've got to get along and search for the truth about the attacks—and about each other. But if they can survive, will there be anything left worth surviving for?

Deyoung, Andrew

The Exo Project

Desperate for money to save his sick mother, seventeen-year-old Matthew agrees to participate in the Exo Project, a government plan to save the human race by flying across the galaxy in search of a habitable planet for resettlement. He thinks he's been given a death sentence: 100 years in cryostasis, followed by a quick death on some barren world. But then he lands on Gle'ah.

Doctorow, Cory

Little Brother

After being interrogated for days by the Department of Homeland Security in the aftermath of a major terrorist attack on San Francisco, California, seventeen-year-old Marcus, released into what is now a police state, decides to use his expertise in computer hacking to set things right.

Donne, Alexa

Brightly Burning

In this retelling of Jane Eyre, 17-year-old Stella Ainsley must choose between what is romantic and what is right—all while orbiting uninhabitable planets. When Stella finds out she's gotten her dream assignment as a governess aboard the spaceship Rochester, she is thrilled to escape her life as an engineer on the decrepit Stalwart. Soon after arriving onboard, Stella finds that the Rochester is a ship full of secrets, the most compelling of which is 19-year-old Capt. Hugo Fairfax, the handsome, brooding heir to a considerable fortune. Stella finds herself falling in love with the captain even as she discovers the ship's dark past—a past that eventually forces her to choose between her conscience and her heart.

Dunn, Pintip

Forget Tomorrow (and sequel)

After being imprisoned for a crime she has yet to commit, Callie, with the help of her childhood crush Logan, escapes in hopes of running from the government and her future.

Evans, Richard Paul

Michael Vey: The Prisoner of Cell 25 (and sequels)

Michael Vey, a fourteen-year old who has Tourette's syndrome and special electric powers, finds there are others like him, and must rely on his powers to save himself and the others from a diabolical group seeking to control them.

Everett, Sarah

Everyone We've Been

Before: Addison Sullivan is falling in love with Zach. After: Addison is in a bus accident and keeps seeing a mysterious guy from the crash wherever she goes. Before: Addison's viola music fills the lonely place inside of her, making her feel whole again. After: her parents' divorce has ruined the family, and home feels underwater. To finally solve all of her problems, Addison heads to the Overton Clinic for a memory treatment.

Falkner, Brian

The Assault (and sequels)

1st book in Recon Team Angel series. In the year 2030, six teens who have been modified to look like the aliens who are battling for control of Earth go behind enemy lines and discover a shocking, secret alien project.

Falkner, Brian

Brain Jack

Having disrupted the world's largest communications company with his mischievous tampering, precocious teen Sam Wilson hacks the White House on a dare and catches the attention of an aggressively malfunctioning cyber-crime computer.

Falls, Kat

Inhuman (and sequel)

Beyond the Titan wall lies the Feral Zone, and the only people who break quarantine and venture there are the fetches who are paid exorbitant sums to bring back items that were left behind when the wall went up—but Delaney McEvoy's father is there and she is being forced to find him and bring him back.

Finlay, Adrienne

Cut Off

Each of the four teenage contestants has their own reasons for joining the new virtual reality show CUT/OFF. The simple premise: place a group of teenagers alone in the wilderness, and whoever lasts the longest without 'tapping out' wins a cash prize. New software creates a totally unprecedented television experience, allowing viewers to touch, see, and live everything along with the contestants. When something goes horribly wrong, the contestants soon realize no one is coming to save them. In fact, the whole world seemingly disappears while they are stranded in the wild.

Fletcher, Giovanna

Eve of Man

In a world where no girls had been born in fifty years, Eve arrived and, having been protected from the dangers of a ruined world, is now sixteen and expected to renew the human race.

Fortune, Margaret

Nova

Lia, a genetically-engineered human bomb, is sent to the New Sol Space Station in order to destroy it. When her internal clock malfunctions, she must find a way to diffuse the bomb within her and attempt to live a normal, human life.

Gabel, Claudia

Elusion (and sequel)

Regan missed her dad even before his tragic death. Elusion, the form of virtual reality he developed with her best friend, Patrick, took most of his time. Now Elusion's launch is a bittersweet triumph. For an hour, users are immersed in a beautiful Escape, forgetting life in a polluted Detroit subject to damaging acid rains, where oxygen masks are essential gear when outdoors. Not everyone is thrilled with Elusion—some people are claiming that Elusion is highly addictive and puts users who've figured out how to stay longer at serious risk. There's something wrong with Elusion, and it's been carefully covered up. The more she investigates, the worse it looks, causing Regan to question her dad's role as well as Patrick's.

Galloway, Ryan

Biome

Inside the gleaming domes of Mars Colony One, seventeen-year-old Lizzy Engram and her fellow cadets work to make the Red Planet inhabitable—and the doctors erase their memories every Sunday night. Week by week—the same thing happens—until one morning Lizzy wakes with all of the missing memories inside her head.

Grey, Melissa

The Buried

Ten years ago, disaster struck the remote town of Indigo Falls. A horrific event drove the residents underground, into shelters that keep them safe from the danger on the surface. No one speaks about what happened that fateful day, but even the youngest still remember the fear and, most of all, the searing pain when sunlight touched their skin. Now a handful of families inhabit this bunker together, guided by a charismatic leader named Dr. Imogen Moran. There are many rules Dr. Moran has instilled to govern life belowground. You must always tell the truth. You must avoid the light of the sun. You must never touch skin to skin. But the most important rule, the one that was drilled into their heads from the moment the hatch slammed shut all those years ago, was at the very end of the list. It rattled around in their skulls when all was silent, echoing in the quiet, lonely dark. You must never go outside.

Grove, S. E.

The Waning Age

This story is set in an alternate-world San Francisco where people gradually lose their emotions as they become adults. A highly skilled fighter teen confronts the world's most powerful company when she retains a fierce love (in spite of having "waned") for her little brother who was kidnapped by that company.

Hanover, Rebecca **The Similar**s (and sequel)

*Emmaline Chance returns to Darkwood Academy to begin her junior year without her best friend, Oliver, who died at summer's start. Emma is still reeling from the loss, which is compounded when Oliver appears at school in another form. Darkwood has welcomed "the Similar*s"—six clones of high-profile families' children, made without permission or knowledge through stolen umbilical cord blood—into the student body. One of them, Levi Gravelle, is Oliver's clone. When Emma's friend Pru is attacked, Emma begins to investigate Oliver's research, Darkwood's history, and the clones' connection—and she needs the Similars' help.

Harrison, Margot **The Glare**

Moving to her father's home in California after a decade at her mother's isolated ranch, a teen who has been taught to fear technology reunites with friends and family members before experiencing nightmares about a dark-web video game that poses life-threatening dangers.

Henderson, J. A. **Bunker 10**

Something is going terribly wrong at the top-secret Pinewood Military Installation, and the teenage geniuses who study and work there are about to discover a horrible truth as they lead a small military force trying to retrieve data and escape before the compound self-destructs.

Henry, Emily **When the Sky Fell on Splendor**

Struggling to cope in the years after a steel mill explosion injures a large number of people in their small town, a group of teens investigate local ghost stories before the appearance of a mysterious light in the sky causes them to manifest strange powers.

Herbert, Frank **Dune** (and sequel)

Dune is a desert planet where a certain spice liquor is mined in the sands; the spice is a supremely addictive narcotic and control of its distribution means control of the universe. The human race has reached a point of intellectual stagnation--what is needed is a Messiah.

Hirsch, Jeff **The Darkest Path**

Since he was captured by the Glorious Path, a militant religion based on the teachings of a former soldier, fifteen-year-old Cal has served the Path in its brutal war with the remains of the United States government. He has tried to survive and protect his younger brother—but when he kills an officer to protect a stray dog, Cal is forced take his brother and the dog and run.

Hirsch, Jeff **The Eleventh Plague**

Twenty years after the start of the war that caused the Collapse, fifteen-year-old Stephen, his father, and his grandfather travel post-Collapse America scavenging. When his grandfather dies and his father decides to risk everything to save the lives of two strangers, Stephen's life is turned upside down.

Hirsch, Jeff **Unnatural Disasters**

Lucy Weaver has her future all figured out. Make an appearance at prom, ditch graduation, and then head out on an epic road trip with her boyfriend, Luke. But when everyone's phones start to ring halfway through the dance, Lucy knows something terrible has happened--something big. Decades of climate change have left the world teetering on the brink--entire cities under water, violent extremism on the rise, millions of refugees with nowhere to turn. Is this the night it finally slips over the edge?

Ishiguro, Kazuo **Never Let Me Go**

A reunion with two childhood friends draws Kathy and her companions on a nostalgic odyssey into their lives at Hailsham, an isolated private school in the English countryside, and a confrontation with the truth about their childhoods.

Jordan, Sophie **Uninvited** (and sequel)

When Davy tests positive for Homicidal Tendency Syndrome, aka "the kill gene," she loses everything. Once the perfect high school senior, she is uninvited from her prep school and abandoned by her friends. Is she really destined to be a killer?

Jury, Walter **Scan** (and sequel)

Tate Archer outruns armed government officials as he tries to keep his now dead father's strange invention out of the wrong hands--alien hands.

Kacvinsky, Katie **Awaken** (and sequel)

In the year 2060 when people hardly ever leave the security of their houses and instead do everything online, Madeline Freeman, the seventeen-year-old daughter of the man who created the national digital school attended by all citizens, is wooed by a group of radicals who are trying to get people to "unplug."

Kaczynski, Heather **Dare Mighty Things** (and sequel)

In order to secure a spot on a mission to space, teen Cassie must compete with others in a series of rigorous mental and physical tests; but as the launch date nears, she worries that the mission's true objective is being kept from her.

Katsoulis, Gregory **All Rights Reserved** (and sequel)

Speth Jime is anxious to deliver her Last Day speech and celebrate her transition into adulthood. The moment she turns fifteen, Speth must pay for every word she speaks, for every nod, for every scream, and even for every gesture of affection. She's been raised to know the consequences of falling into debt. When Speth's friend Beecher commits suicide rather than work off his family's crippling debt, she can't express her shock and dismay without breaking her Last Day contract and sending her family into Collection. Backed into a corner, Speth finds a loophole: rather than read her speech--rather than say anything at all--she closes her mouth and vows never to speak again. Speth's unexpected defiance of tradition sparks a media frenzy, inspiring others to follow in her footsteps, and threatens to destroy her, her family and the entire city around them.

Kaufman, Amie **Aurora Rising** (and sequels)

Relegated by a misguided act of heroism to a squad comprised of his school's hopeless misfits, a graduating cadet in a 24th-century space academy is swept up in an interstellar war millions of years in the making.

Kaufman, Amie **Illuminae** (and sequels)

The planet Kerenza is attacked, and Kady and Ezra find themselves on a space fleet fleeing the enemy. Their ship's artificial intelligence system and a deadly plague, however, may be the end of them all.

Keyes, Daniel **Flowers for Algernon**

A thirty-two-year-old mentally handicapped man takes part in an innovative scientific experiment to raise his intelligence.

Kincaid, S. J. **Insignia** (and sequels)

Tom, a fourteen-year-old genius at virtual reality games, is recruited by the United States military to begin training at the Pentagon Spire as a combatant in World War III, controlling the mechanized drones that do the actual fighting off-planet.

Kirby, Matthew J. **Star Splitter**

In 2199, 17-year-old Jessica Mathers wakes up on a desolate, post-extinction planet 14 light years from Earth and must make sense of the bloody destruction around her, as well as the questionable intentions of a familiar stranger.

Kizer, Amber **A Matter of Days**

In the not-too-distant future when a global pandemic kills most of humanity, a teenaged girl and her younger brother struggle to survive.

Kristoff, Jay **Lifel1k3** (and sequels)

When Eve learns she can destroy machines with her mind, she becomes a target for a group of puritanical fanatics. With her new android best friend Ezekiel, she must face cyborg assassins.

Lancaster, Mike A, **dotwav** (and sequel)

When Ani Lee, a hacker researching a strange .wav file, and Joe Dyson, a teenage operative for the British intelligence service, find their investigations intertwine they work together to find out who is trying to create a mind-controlled teen army.

Lee, Fonda **Cross Fire**

When the peaceful alien-run government decides to simply withdraw from Earth, it seems that the terrorist group Sapience is going to get the "free" Earth it wanted; but Donovan Reyes, member of the security forces, and once a prisoner of Sapience, realizes that freedom comes with a price. Other alien races want to strip the planet of its resources—if anyone is going to survive, what is left of the security forces and Sapience have to work together.

Lee, Fonda **Exo**

For a century now, Earth has been a peaceful colony of an alien race. Donovan Reyes is a loyal member of the security forces; his father is the Prime Liaison—but when a routine search and seizure goes bad, Donovan finds himself a captive of the human revolutionary group, Sapience, terrorists who seem to prefer war to alien rule, and killing Donovan just might be the incident they are looking for.

Le Guin, Ursula **The Left Hand of Darkness**

While on a mission to the planet Gethen, earthling Genly Ai is sent by leaders of the nation of Orgoreyn to a concentration camp from which the exiled prime minister of the nation of Karhide tries to rescue him.

Liu, Liana **The Memory Key**

In the not-so-distant future, everyone is implanted with a memory key to stave off a virulent form of Alzheimer's. Lora Mint fears her memories of her deceased mother are fading, but when her memory key is damaged, she has perfect recall--of everything--which brings her mother's memory vividly back but may also drive Lora mad.

Lix, Caryn

Sanctuary

Kenzie, 17, is a junior guard on Sanctuary, an orbital prison for superpowered teenage criminals. When she's captured as part of a mass breakout attempt, she discovers an unexpected affinity with her captors, which comes in handy when they need to work together to survive an extraterrestrial invasion. With terrifying monsters stalking the space station and no hope of rescue, Kenzie and her new allies must use every ability at their disposal to escape.

Lo, Malinda

Adaptation

In the aftermath of a series of plane crashes caused by birds, seventeen-year-old Reese and her debate-team partner, David, receive medical treatment at a secret government facility and become tangled in a conspiracy that is, according to Reese's friend, Julian, connected with aliens and UFOs.

London, Alex

Proxy

Knox is a spoiled rich kid who spends his time doing drugs, seducing girls, and occasionally stealing a car for a joyride. He has nothing to worry about because whenever he gets in trouble, it's his Proxy—a slum resident and tech genius named Syd—who pays the price, since he's tied to Knox as a result of crippling debt he was born into. When Knox's recklessness gets his latest conquest killed, the consequences and the boys' reactions lead to fast-paced chases, conspiratorial revelations, and assorted twists.

Lore, Pittacus

Ashfall Legacy (and sequel)

Sixteen-year-old half-alien Sydney Chambers leaves Earth to seek his long-missing father and unearths a devastating, centuries-old secret about humanity.

Lore, Pittacus

Generation One (and sequels)

1st book in Lorien Legacies Reborn series. When Taylor Cook develops incredible abilities, she finds herself at the Human Garde Academy where the Loric are training the new generation of Garde to control their powers.

Lore, Pittacus

I Am Number Four (and sequels)

1st book in Lorien Legacies series. In rural Ohio, friendships and a beautiful girl prove distracting to a fifteen-year-old who has hidden on Earth for ten years waiting to develop the Legacies, or powers, he will need to rejoin the other six surviving Garde members and fight the Mogadorians who destroyed their planet, Lorien.

Lu, Marie

Legend (and sequels)

In a dark future, when North America has split into two warring nations, fifteen-year-olds Day, a famous criminal, and prodigy June, the brilliant soldier hired to capture him, discover that they have a common enemy.

Lu, Marie

Skyhunter (and sequel)

Talin is a Striker, a member of an elite fighting force that stands as the last defense for Mara, the only free nation in the world. When a mysterious prisoner is brought from the front to Mara's capital, Talin senses there is more to him than meets the eye.

Lu, Marie

Warcross (and sequel)

After hacking into the Warcross Championships' opening game to track illegal betting, bounty hunter Emika Chen is asked by the game's creator to go undercover to investigate a security problem, and she uncovers a sinister plot.

Lyga, Barry

The Hive

Cassie McKinney has always believed in the Hive. Social media used to be out of control, after all. People were torn apart by trolls and doxxers. Even hackers--like Cassie's dad--were powerless against it. But then the Hive came—a better way to sanction people for what they do online. Cause trouble, get too many "condemns," and a crowd can come after you, teach you a lesson in real life. It's safer, fairer, and perfectly legal. Entering her senior year of high school, filled with grief over an unexpected loss, Cassie is primed to lash out. Egged on by new friends, she makes an edgy joke online. Cassie doubts anyone will notice. But the Hive notices everything. And as her viral comment whips an entire country into a frenzy, the Hive demands retribution. One moment Cassie is anonymous; the next, she's infamous. And running for her life. With nowhere to turn, she must learn to rely on herself--and a group of Hive outcasts who may not be reliable--as she slowly uncovers the truth about the machine behind the Hive

Maberry, Jonathan

Mars One

Ever since he was little, Tristan knew he was going to Mars. Now, he's 16 and it's finally time—he and his parents are among the first 40 humans on a one-way trip to the Red Planet where they'll try to establish a permanently habitable colony.

Malley, Gemma

The Declaration (and sequels)

In 2140 England, where drugs enable people to live forever and children are illegal, teenaged Anna, an obedient "Surplus" who is training to become a house servant, discovers that her birth parents are trying to find her.

Martinson, Tyrean

Lift Off (and sequel)

What will it take to survive a battle between alien races involved in an ancient war? Amaya finds herself trapped in the middle of the conflict with Sol, a young alien who keeps omitting the full truth, even while they're on the run from his enemies.

Mason, Michelle I. Your Life Has Been Delayed

After visiting her grandparents in New York City, Jenny Waters is ready for the perfect senior year. When her plane lands in St. Louis, Jenny and the other passengers are told their plane vanished into thin air. . . and then reappeared twenty-five years later. Suddenly, it's not 1995 anymore. Everyone in Jenny's life has spent the last twenty-five years mourning her death. Jenny has missed two decades of pop culture, and her high school is practically unrecognizable. Learning about cell phones and social media is difficult enough, but the inexplicable mystery of the flight has also thrust Jenny's entire life into the spotlight--which makes it extra-complicated when Jenny falls for a cute, kind classmate with an unusual connection to her past. Can Jenny figure out a way to move forward, or will she always feel stuck in the past?

McCarthy, Cori Breaking Sky

Despite her checkered past, Chase Harcourt has become one of the top pilots in the United Star Academy. Going by the call sign "Nyx," Chase and her team are piloting the Streakers, a new aircraft that may be America's last hope in ending the Second Cold War. While out on a routine training exercise, Chase sees something that should be impossible: a Streaker with enemy markings. Even though her superiors and commanding officers call her crazy, Chase has no choice but to find out what exactly she saw—even if it means breaking every rule in the book.

McGee, Katharine The Thousandth Floor (and sequels)

A hundred years in the future, New York is a city of innovation and dreams. But people never change: everyone here wants something...and everyone has something to lose.

Mendoza, Paola Sanctuary

In 2032, when sixteen-year-old Vali's mother is detained by the Deportation Forces, Vali must flee Vermont with her little brother, Ernie, hoping to reach their Tía Luna in the sanctuary state of California.

Meyer, Marissa Cinder (and sequels)

1st book in the Lunar Chronicles series. As plague ravages the overcrowded Earth, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take on the Cinderella story.

Miranda, Megan Soulprint

Alina has spent her seventeen years imprisoned for the crimes of her past self, as shown by soul-fingerprinting when she was a newborn. When a group of people with questionable motives helps her escape, she discovers she may not be as innocent as she has always believed and must wonder if she is fated to repeat her past.

Monir, Alexandra The Final Six (and sequel)

Surrounded by strangers all competing for one of the six slots to travel to Jupiter's moon, Europa, Naomi, an Iranian-American science genius, finds a friend in Leo, an Italian championship swimmer, as the training tests their limits.

Mullin, Mike Ashfall (and sequels)

After the eruption of the Yellowstone supervolcano destroys his city and its surroundings, fifteen-year-old Alex must journey from Cedar Falls, Iowa, to Illinois to find his parents and sister while trying to survive in a transformed landscape and a new society in which all the old rules of living have vanished.

Norris, Kate When You and I Collide

Winnie Schulde can see splits: the moment when two possible outcomes diverge, one in her universe and one in another. She keeps it a secret; she knows the uses to which it might be put in the midst of a raging WWII. Her physicist father, made cruel by his grief after the loss of Winnie's mother, believes that if he pushes her hard enough, she can choose one split over another and maybe, just maybe, change their future and their past. When his experiment goes wrong, his lab assistant Scott is seriously injured. Winnie chooses the split where Scott is unharmed-- and is pulled into another universe. One that already has a Winnie.

Nylund, Eric The Fall of Reach (and sequels—check Destiny—Halo sequels are written by different authors)

Before the Human-Covenant War engulfed Halo, the planet-colony Reach came under attack by the Covenant, and Earth's specially trained and augmented warriors, code-named SPARTANs, stood alone to fight for humanity's survival.

O'Brien, Caragh M. Birthmarked (and sequels)

Sixteen-year-old midwife Gaia Stone is in the wasteland with nothing but her baby sister, a handful of supplies, and a rumor to guide her when she is captured by the people of Sylum, a dystopian society where she must follow a strict social code or never see her sister again.

Oliver, Ben

The Kill Factor

In a near-future where a virtual currency of digital content fuels a fame-hungry society, a brand-new experiment that combines social media and reality TV has been greenlit. Contestants are sent to a maximum-security reform camp on an island where they can have no contact with the outside world. To lose means prison. But to win is to be free. The most popular young offender with the most upvotes by the end is given both a second chance in society and a cash prize. This kind of money could mean everything to Emerson and her family who live in the Burrows, one of the subterranean villages where the government have buried affordable housing. It's more than freedom. It could mean the chance to change her family's circumstance and finally find a place in the society they've never been allowed into. But what Emerson doesn't know, what the viewers don't know, is that the prison on the island is empty. Those who are voted off aren't incarcerated. Each challenge will leave more and more contestants to die. And the only choice they have is to win over viewers before it's too late.

Oliver, Ben

The Loop (and sequels)

Luka Kane has spent 736 days wrongfully imprisoned inside the Loop awaiting his execution. Each day is the same. Each day is torturous. But things are starting to change. Whispers of war are circulating. Strange things are happening to the prisoners. And the warden delivers a message: Luka, you have to get out... Now Luka must decide whether breaking out of the Loop is his only way to survive, especially if there's any chance of saving the ones he loves. But the population on the outside may be far more terrifying than anything he could have imagined. And in order to save his family, he'll have to discover who is responsible for the chaos that has been inflicted upon the world.

Oliver, Lauren

Delirium (and sequels)

Lena looks forward to receiving the government-mandated cure that prevents the delirium of love and leads to a safe, predictable, and happy life—until, ninety-five days before her eighteenth birthday and her treatment, she falls in love.

Onyebuchi, Tochi

War Girls (and sequel)

The year is 2172. Climate change and nuclear disasters have rendered much of earth unlivable. Only the lucky ones have escaped to space colonies in the sky. In a war-torn Nigeria, battles are fought using flying, deadly mechs and soldiers are outfitted with bionic limbs and artificial organs meant to protect them from the harsh, radiation-heavy climate. Across the nation, as the years-long civil war wages on, survival becomes the only way of life. Two sisters, Onyii and Ify, dream of more. Their lives have been marked by violence and political unrest. Still, they dream of peace, of hope, of a future together—and they're willing to fight an entire war to get there.

Oppel, Kenneth

Bloom (and sequels)

The invasion begins—but not as you'd expect. It begins with rain. Rain that carries seeds. Seeds that sprout—overnight, everywhere. These new plants take over crop fields, twine up houses, and burrow below streets. They bloom—and release toxic pollens. They bloom—and form Venus flytrap-like pods that swallow animals and people. They bloom—everywhere, unstoppable. Or are they? Three teens on a remote island seem immune to the toxic plants. Anaya, Petra, Seth. They each have strange allergies—and yet not to these plants. What's their secret? Can they somehow be the key to beating back this invasion? They'd better figure it out fast because it's starting to rain again

Ortiz, Amparo

Blazewrath Games

In a few weeks, sixteen countries will compete in the Blazewrath World Cup, a tournament where dragons and their riders fight for glory in a dangerous relay. Lana longs to represent her native Puerto Rico in their first ever World Cup appearance, and when Puerto Rico's Runner, the only player without a dragon steed, is kicked off the team, she's given the chance. But when she discovers that a former Blazewrath superstar has teamed up with the Sire, a legendary dragon who's cursed into taking a human form, the safety of the Cup is jeopardized. The pair are burning down dragon sanctuaries around the world and refuse to stop unless the Cup gets canceled. All Lana wanted was to represent her country. Now, to do that, she'll have to navigate an international conspiracy that's deadlier than her beloved sport.

Orwell, George

1984

Portrays life in a future time when a totalitarian government watches over all citizens and directs all activities.

Park, Soyoung

Snowglobe

Given the opportunity to enter Snowglobe, the last place on Earth that's warm, where its residents (in exchange for fame, fortune, and safety) broadcast their lives 24/7 to the less fortunate outside, Chobahm discovers reality is a lie—and the truth is out of reach.

Pearson, Mary E.

The Adoration of Jenna Fox (and sequels)

In the not-too-distant future when biotechnological advances have made synthetic bodies and brains possible but illegal, a seventeen-year-old girl, recovering from a serious accident and suffering from memory lapses, learns a startling secret about her existence.

Peevyhouse, Parker

Strange Exit

Seventeen-year-old Lake seeks the secret heart of the computer simulation that safeguards passengers aboard a ship orbiting a post-apocalyptic Earth—on a quest that will either save or destroy them all.

Pessl, Marisha **Neverworld Wake**

A group of teens who all attended the same elite prep school reunite a year after graduation. After a night on the town, the teens are faced with an impossible choice--only one of them can live and the decision must be unanimous.

Pfeffer, Susan Beth **Life As We Knew It** (and sequels)

Sixteen-year-old Miranda describes her family's struggle to survive after a meteor hits the moon causing worldwide tsunamis, earthquakes, and volcanic eruptions.

Pohl, Laura **The Last 8**

After an alien attack devastates the Earth, pilot and future astronaut Clover Martinez bands together with seven other teens in a struggle to survive.

Powell, William Campbell **Expiration Day**

It is the year 2049, and humanity is on the brink of extinction. Tania Deeley has always been told that she's a rarity: a human child in a world where most children are sophisticated androids—teknoids—manufactured by Oxted Corporation.

Redgate, Riley **Alone Out Here**

When the president's daughter--eighteen-year-old Leigh Chen--ends up on the only ship escaping a dying earth, she and a group of teenagers must grapple with the challenges of what it will take to survive as the last remnants of humanity.

Reeve, Philip **Mortal Engines** (and sequels)

1st book in the Hungry City Chronicles series. In the distant future, when cities move about and consume smaller towns, a fifteen-year-old apprentice is pushed out of London by the man he most admires and must seek answers in the perilous Out-Country where he is aided by one girl and the memory of another.

Reeve, Philip **Railhead**

In a world of drones and androids, Zen Starling is a human thief—but mostly he just likes to ride the Interstellar Express, the sentient trains that travel through the K gates from planet to planet, something only the Guardians understand--but now the mysterious Raven wants him to steal the Pyxis, an object that could either open up a new gate or put the entire gate system and the universe itself in danger.

Reintgen, Scott **Nyxia** (and sequels)

Emmett accepts an interstellar space contract but then learns that to win the promised fortune he and nine other recruits face a brutal competition which will put their very humanity at risk.

Revis, Beth **Across the Universe** (and sequels)

Teenaged Amy, a cryogenically frozen passenger on the spaceship Godspeed, wakes up to discover that someone may have tried to murder her.

Richmond, Caroline Tung **The Great Destroyers**

In an alternate 1963, underdog Jo Linden is invited to fight for the United States in the Pax Games, which pits young pilots of mechas against each other, and where Jo finds herself caught up in Cold War politics and conspiracy.

Richmond, Caroline Tung **The Only Thing to Fear** (and sequel)

It has been nearly eighty years since Hitler's armies won the war, and sixteen-year-old Zara St. James lives in the Shenandoah hills, part of the Eastern American Territories, under the rule of the Nazis--but a resistance movement is growing, and Zara, who dreams of freedom, may be the key to its success.

Roth, Veronica **Carve the Mark**

Living on a violent planet where everyone develops a unique power meant to shape the future, Akos and Cyra, youths from enemy nations, resent gifts that render them vulnerable to others' control before they become unlikely survival partners.

Roth, Veronica **Divergent** (and sequels)

In a future Chicago, sixteen-year-old Beatrice Prior must choose among five predetermined factions to define her identity for the rest of her life—a decision made more difficult when she discovers that she is an anomaly who does not fit into any one group and that the society she lives in is not perfect after all.

Rothenberg, Jess **The Kingdom**

Glimmering like a jewel behind its gateway, the Kingdom is an immersive fantasy theme park where guests soar on virtual dragons, castles loom like giants, and bioengineered species - formerly extinct - roam free. It is also home to the Fantastists: seven beautiful android-hybrid princesses whose sole purpose is to make dreams come true. As one of the most favored Fantasists, Ana adores her life at the park. But when she meets Owen, Ana begins to experiment emotions beyond her programming, including, for the first time...love. But the fairy tale takes a dark turn when Owen goes missing and is presumed dead. All evidence points to Ana. She is accused of Owen's murder, igniting the trial of the century.

Sanderson, Brandon **Skyward** (and sequel)

When a long-term attack against her world by the alien Krell escalates, Spensa's dream of becoming a pilot may come true, despite her deceased father being labeled a deserter.

Sanderson, Brandon **Steelheart** (and sequels)

1st book in Reckoners series. At age eight, David watched as his father was killed by an Epic, a human with superhuman powers. Now, ten years later, he joins the Reckoners--the only people who are trying to kill the Epics and end their tyranny.

Saunders, Ashley **The Rule of One** (and sequel)

In the near-future United States, a one-child policy is ruthlessly enforced. Everyone follows the Rule of One. But Ava Goodwin, daughter of the head of the Texas Family Planning Division, has a secret—one her mother died to keep and her father has helped to hide for her entire life. She has an identical twin sister, Mira.

Scarrow, Alex **Plague Land** (and sequels)

Leon and his younger sister, Grace, have recently moved to London from New York and are struggling to settle into their new school when rumors of an unidentified plague in Africa begin to fill the news. Within a week, the virus hits London. The siblings witness people turning to liquid before their eyes, and they run for their lives.

Segel, Jason **Otherworld** (and sequels)

After the newest set of virtual reality gear hits the market, Simon can't wait to test it out. When his friend Katherine suddenly disappears after being seen with men from the same gaming company, however, Simon must decide how far in the game he's willing to go to save her.

Shah, London **The Light at the Bottom of the World**

Great Britain, the last days of the twenty-first century--sea creatures swim among the ruins of Big Ben and the Tower of London, and citizens waver between fear and hope—fear of what lurks in the abyss and hope that humanity will soon discover a way to reclaim the Earth. When Leyla McQueen is chosen to participate in the London Submersible Marathon, she sees it as an opportunity to save her father, who has been arrested on false charges. When the race takes an unexpected turn, Leyla will have to defy a corrupt government, deal with a hotheaded companion, and risk capture-- or worse.

Shaw, Benjamin **Operation Hurricane**

Boyd isn't the easiest person to get along with; he doesn't really like anyone at school and doesn't have much in common with his family. But when his father suddenly goes missing, he hunts for answers the only way he knows how—by taking on anyone who gets in his way. But a destructive global force is developing a new technology that has the power to alter the balance of our future, and they'll do anything to protect it. If Boyd wants to find the truth and save everyone he cares about, he's going to have to take on an enemy that's determined to change the world forever.

Shepherd, Megan **The Madman's Daughter** (and sequels)

Dr. Moreau's daughter, Juliet, travels to her estranged father's island, only to encounter murder, medical horrors, and a love triangle.

Shusterman, Neal **Dry**

A lengthy California drought escalates to catastrophic proportions. The drought--or the Tap-Out, as everyone calls it--has been going on for a while now. Everyone's lives have become an endless list of don'ts: don't water the lawn, don't fill up your pool, don't take long showers. Until the taps run dry. Suddenly, Alyssa's quiet suburban street spirals into a warzone of desperation; neighbors and families turn against each other on the hunt for water. When her parents don't return and her life--and the life of her brother--is threatened, Alyssa has to make impossible choices if she's going to survive.

Shusterman, Neal **Scythe** (and sequels)

In a world where disease has been eliminated, the only way to die is to be randomly killed (gleaned) by professional reapers (scythes). Two teens must compete with each other to become a scythe--a position neither of them wants.

Shusterman, Neal **Unwind** (and sequels)

In a future world where those between the ages of thirteen and eighteen can have their lives "unwound" and their body parts harvested for use by others, three teens go to extreme lengths to uphold their beliefs--and, perhaps, save their own lives.

Silver, Shana **Mind Games**

Arden sells memories. Whether it's becoming homecoming queen or studying for that all important test, Arden can hack into a classmate's memories and upload the experience for you just as if you'd lived it yourself. Business is great, right up until the day Arden whites out, losing fifteen minutes of her life and all of her memories of the boy across the school yard--the boy her friends assure her she's had a crush on for years. Arden realizes that her own memories have been hacked, but they haven't just been stolen and shared... they've been removed. And she's not the only one: her mysterious crush, Sebastian, has lost ALL of his memories. But how can they find someone who has the power to make them forget everything they've learned?

Smith, Alexander Gordon Lockdown (and sequels)

1st book in Escape from Furnace series. When fourteen-year-old Alex is framed for murder, he becomes an inmate in the Furnace Penitentiary. Brutal inmates and sadistic guards reign and boys who disappear in the middle of the night sometimes return weirdly altered—but escape just might be possible.

Sweat, Jeff Mayfly

In a chaotic future world where no one can expect to live past sixteen, four teens set out to find the "Old Guys" who may hold the key to their survival.

Tang, Andrea Rebelwing

Things just got weird for Prudence Wu. One minute she's cashing in on a routine smuggling deal—then she's escaping enforcers on the wings of what appears to be a sentient cybernetic dragon. Pru is used to life throwing her some unpleasant surprises—she goes to prep school, after all, and selling banned media across the border in a country with a ruthless corporate government obviously has its risks. But a cybernetic dragon? That's new. She tries to forget about the fact that the only reason she's not in jail is because some sort of robot saved her and that she's going to have to get a new side job now that enforcers are on to her. So she's not exactly thrilled when Rebelwing shows up again. Even worse, it's become increasingly clear that the rogue machine has imprinted on her permanently—which means she'd better figure out this whole piloting-a-dragon thing—fast—because Rebelwing just happens to be the ridiculously expensive weapon her government needs in a brewing war with its neighbor, and Pru's the only one who can fly it.

Tang, Andrea Renegade Flight

Pilot-in-training Viola Park, a probationary student at GAN Academy, enters a mech combat tournament that becomes a fight for the future of Peacekeepers everywhere.

Terry, Teri Contagion (and sequels)

1st book in the Dark Matter trilogy. A deadly, mysterious epidemic is sweeping the country. Young kidnap victim Callie is one of the few who survived infection, only to be sacrificed by her captors at a secret lab working with antimatter; her older brother Kai is desperate to find out what happened to her. His best hope lies with Shay, the girl who last saw Callie alive. Together they will seek answers, even if it means evading soldiers and crossing the quarantine zone.

Tintera, Amy The Q

When the president's son, Lennon, is kidnapped and pushed out of an airplane over the Q, a vast quarantine zone, Maisie gives him a seventy-two hour vaccine and together the two teenagers attempt to fight their way through the Q in order to survive.

Tintera, Amy Reboot (and sequel)

Seventeen-year-old Wren rises from the dead as a Reboot and is trained as an elite crime-fighting soldier until she is given an order she refuses to follow.

Turner, Sadie Anomalies

In the future where no disease, war, or discontent exists, and all citizens are complacent members of the Global Governance, fifteen-year-old Keeva discovers that nonconformity will be punished, dissent is not an option, and insurgents will be destroyed.

Vaca, Julian R. The Memory Index

In an alternative 1987, a disease ravages human memories. There is no cure, only artificial recall. The lucky ones—the recollectors—need the treatment only once a day. Freya Izquierdo isn't lucky. The high school senior is a “degen” who needs artificial recall several times a day. Plagued by blinding half-memories that take her to her knees, she's desperate to remember everything that will help her investigate her father's violent death. When her sleuthing almost lands her in jail, a shadowy school dean selects her to attend his Foxtail Academy, where five hundred students will trial a new tech said to make artificial recall obsolete. She's the only degen on campus. Why was she chosen? Freya is nothing like the other students, not even her new friends Ollie, Chase, and the alluring Fletcher Cohen. Definitely not at all like the students who start to vanish, one by one. And nothing like the mysterious Dean Mendelsohn, who has a bunker deep in the woods behind the school. Nothing can prepare Freya and her friends for the truth of what that bunker holds. And what kind of memories she'll have to access to survive it.

Ventresca, Yvonne

Pandemic

Ever since she was sexually assaulted, Lilianna has been trying to get back to normal life at home and school. When a deadly flu pandemic strikes while her parents are away on business, Lilianna and her fellow teens try to help others and struggle to survive. When her attacker reappears, Lilianna must face the past in order to get to the future.

Verne, Jules **20,000 Leagues Under the Sea**

The adventures of a French professor and his two companions as they sail above and below the world's oceans as prisoners on the fabulous electric submarine of the deranged Captain Nemo.

Verne, Jules **A Journey to the Center of the Earth**

Three men discover the secrets of past civilizations during a fantastic expedition beneath the earth's surface.

Vlahos, Len **Hard Wired**

Quinn is a normal fifteen-year-old playing video games with his friends. He lost his father to cancer years ago but finds comfort in video messages his father left behind. When Quinn notices, and unravels, codes in the messages, he discovers he's the first fully self-aware AI, created in a multi-billion dollar university experiment run by his "father". As he questions whom he can trust, Quinn also wonders: Where do I belong?

Walters, Eric **The Rule of Thre3 (and sequels)**

A teen's suburban neighborhood bands together for its own survival in a world stricken by a catastrophic blackout.

Watson, Jude **Legacy of the Jedi / Secrets of the Jedi**

Four generations of Jedi come together in a story which traces the legacies of Lorian Nod, Dooku, Qui-Gon Jinn, Obi-Wan Kenobi, and Anakin Skywalker.

Weir, Andy **The Martian**

After a bad storm cuts his team's Mars mission short, injured astronaut Mark Watley is stranded. Now he must figure out how to survive without air, shelter, food, or water on the harsh Martian landscape until the next manned mission in four years.

Wells, H. G. **The First Men in the Moon**

A small group of scientists comes up with a plan to reach the moon only to discover that it is inhabited by a thriving community of insects that hold the scientists hostage.

Wells, H. G. **The Invisible Man**

A scientist learns how to make himself invisible but becomes criminally insane.

Wells, H. G. **The War of the Worlds**

Martians invade Earth with their deadly heat-rays and gigantic fighting machines.

Wells, Robison **Variant (and sequel)**

After years in foster homes, seventeen-year-old Benson Fisher applies to New Mexico's Maxfield Academy in the hope of securing a brighter future, but instead he finds that the school is a prison and no one is what he or she seems.

Westerfeld, Scott **Impostors (and sequels)**

Only a select few know Frey and Rafi are twins; most people think Rafi is their rich father's sole heir. But Frey is also Rafi's body double, taught to kill for and protect her more charming sister. It's been her sole focus for 16 years until her father sends her in Rafi's place to participate in a dangerous deal.

Westerfeld, Scott **Leviathan (and sequels)**

In an alternate 1914 Europe, fifteen-year-old Austrian Prince Alek, on the run from the Clanker Powers who are attempting to take over the globe using mechanical machinery, forms an uneasy alliance with Deryn who, disguised as a boy to join the British Air Service, is learning to fly genetically-engineered beasts.

Westerfeld, Scott **Uglies (and sequels)**

Just before their sixteenth birthdays when they will be transformed into beauties whose only job is to have a great time, Tally's best friend runs away. Tally must find her and turn her in or never become pretty at all.

Westerfeld, Scott **Zeroes (and sequels)**

Told from separate viewpoints, teens Scam, Crash, Flicker, Anonymous, Bellwether, and Kelsie, all born in the year 2000 and living in Cambria, California, have superhuman abilities that give them interesting but not heroic lives until they must work as a community to respond to a high-stakes crisis.

Wooding, Chris **The Storm Thief**

With the help of a golem, two teenaged thieves try to survive on the city island of Orokos where unpredictable probability storms continually change both the landscape and the inhabitants.

Wunsch, Sacha

Lies My Memory Told Me

Thanks to Enhanced Memory, you can share someone else's memory--experience anything and everything with no risk at all--learn any skill instantly, travel the world from home, and safeguard all your most treasured secrets forever. Nova's parents invented this technology, and it is slowly taking over their lives. Nova knows Enhanced Memory is a gift. Kade says Nova doesn't know the costs of this technology. He runs a secret vlog cataloging real experiences, is always on the move, and is strangely afraid of Nova--even though she feels more comfortable with him than she ever has with anyone. Suddenly there are things Nova can't stop noticing: the way her parents don't meet her eyes anymore, the questions no one wants her to ask, and the relentless feeling that there's something she has forgotten ...

Yancey, Rick

The 5th Wave (and sequels)

Cassie Sullivan, the survivor of an alien invasion, must rescue her young brother from the enemy with help from a boy who may be one of them.