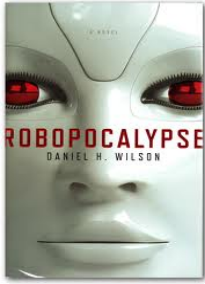


Science Fiction/Supernatural



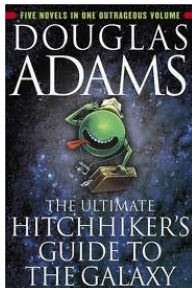
Robopocalypse

Wilson, Daniel

Pages: 368

FIC WIL

Not far into our future, the dazzling technology that runs our world turns against us. Controlled by a childlike—yet massively powerful—artificial intelligence known as Archos, the global network of machines on which our world has grown dependent suddenly becomes an implacable, deadly foe. At Zero Hour—the moment the robots attack—the human race is almost annihilated, but as its scattered remnants regroup, humanity for the first time unites in a determined effort to fight back.



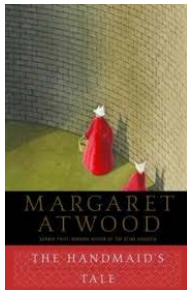
The Hitchhiker's
Guide to the Galaxy

Adams, Douglas

Pages: 216

FIC ADA

Construction workers arrive at [Arthur Dent](#)'s house, in order to demolish it to make way for a [bypass](#). His friend, [Ford Prefect](#), arrives while Arthur is lying in front of the bulldozers, to keep them from demolishing it. He tries to explain to Arthur that he is actually from a planet somewhere in the vicinity of [Betelgeuse](#) and that the Earth is about to be destroyed. Seconds before Earth is demolished, Ford saves Arthur, and together they journey through the galaxy.



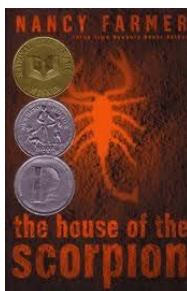
The Handmaid's
Tale

Atwood, Margaret

Pages: 311

FIC ATW

In the Republic of Gilead, formerly the United States, far-right-type ideals have been carried to extremes in the monotheocratic government. The resulting society is a feminist's nightmare: women are strictly controlled, unable to have jobs or money and assigned to various classes: the chaste, childless Wives; the housekeeping Marthas; and the reproductive Handmaids, who turn their offspring over to the "morally fit" Wives.



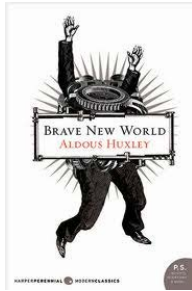
The House of the
Scorpion

Farmer, Nancy

Pages: 400

FIC FAR

In a future where humans despise clones, Matt enjoys special status as the young clone of El Patron, the one hundred forty-two-year-old leader of a corrupt drug empire nestled between Mexico and the United States. Fields of white opium poppies stretch away over the hills, and uniformed workers bend over the rows, harvesting the juice. Gradually he realizes the fate that is in store for him, and with the help of Tam Lin, his Scottish bodyguard, he tries to escape.



Brave New World
Huxley, Aldous

Pages: 259

FIC HUX

"Community, Identity, Stability" is the motto of Aldous Huxley's utopian World State. Here everyone consumes daily grams of soma, to fight depression, babies are born in laboratories, and the most popular form of entertainment is a "Feelie," a movie that stimulates the senses. Though there seems to be no problems, Bernard Marx feels something is missing and senses his relationship with a young woman has the potential to be much more than the confines of their existence allow.

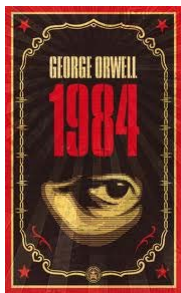


The Host
Meyer, Stephanie

Pages: 619

FIC MEY

A species of altruistic parasites has peacefully assumed control of the minds and bodies of most humans, but feisty Melanie Stryder won't surrender her mind to the alien soul called Wanderer. Overwhelmed by Melanie's memories of fellow resistor Jared, Wanderer yields to her body's longing and sets off into the desert to find him. Likely the first love triangle involving just two bodies.

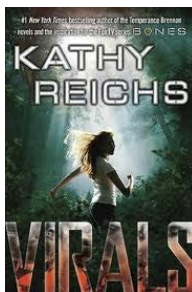


1984
Orwell, George

Pages: 268

FIC ORW

Published in 1949, the book offers political satirist George Orwell's nightmare vision of a totalitarian, bureaucratic world and one poor stiff's attempt to find individuality. The brilliance of the novel is Orwell's prescience of modern life – the ubiquity of television, the distortion of the language--and his ability to construct such a thorough version of hell. Required reading for students since it was published. It ranks among the most terrifying novels ever written.



Virals
Reichs, Kathy

Pages: 454

FIC REI

Tory is the science-obsessed niece of a famous forensic anthropologist, Temperance Brennan, living on a remote island off the coast of South Carolina. An old military ID tag leads Tory and her best friends, Ben, Hi, and Shelton – all self-proclaimed "sci-philes" – to an illegal research lab, where they are exposed to a mutant strain of canine parvovirus. When the teens begin experiencing preternatural physical changes, their search for answers brings them in contact with cold-blooded killers.

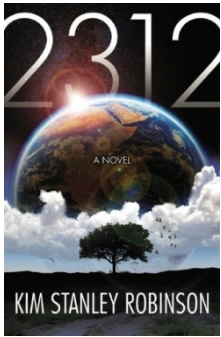


The Forest of
Hands and Teeth
Ryan, Carrie

Pages: 310

FIC RYA

Through twists and turns of fate, orphaned Mary seeks knowledge of life, love, and especially what lies beyond her walled village and the surrounding forest, where dwell the unconsecrated, aggressive flesh-eating people who were once dead.



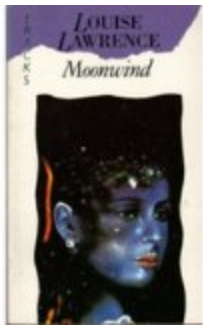
2312

Robinson, Kim

Pages: 561

FIC ROB

The year is 2312, and scientific and technological advances allows for people to live on the planet, Mercury. Swan Er Hong is a designer and creator of worlds, but after some events, she may be forced to destroy them.



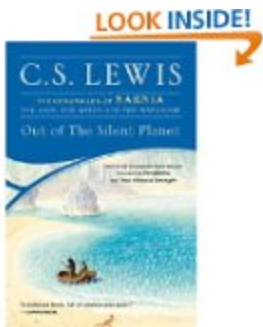
Moonwind

Lawrence, Louise

Pages: 180

F LAW

One of two teenage winners of a trip to Earth's first lunar base falls in love with an astral extraterrestrial who has been stranded on the moon for thousands of years and who needs his help to repair her spaceship so that she can return home.



Out of Silent Planet

Lewis, C.S.

Pages: 160

F LEW

The first book in C. S. Lewis's acclaimed Space Trilogy, which continues with *Perelandra* and *That Hideous Strength*, *Out of the Silent Planet* begins the adventures of the remarkable Dr. Ransom. Here, that estimable man is abducted by a megalomaniacal physicist and his accomplice and taken via spaceship to the red planet of Malacandra. The two men are in need of a human sacrifice, and Dr. Ransom would seem to fit the bill. Once on the planet, however, Ransom eludes his captors, risking his life and his chances of returning to Earth, becoming a stranger in a land that is enchanting in its difference from Earth and instructive in its similarity. First published in 1943, *Out of the Silent Planet* remains a mysterious and suspenseful tour de force.



The Alliance

Lund, Gerald

Pages: 329

F LUN

It's 18 years after the nuclear holocaust and the end of civilization, as we know it. Survivors are being relocated to a new society known as the Alliance. It seems like a dream come true for many of the new citizens. Crime, as well as harmful emotions, such as anger and prejudice have been eliminated, because the Alliance has computerized control over it's citizens from a computer chip that has been implanted in everyone. Eric Lloyd discovers the Alliance's corrupt power structure and vows to destroy it. But can one person change the world?



SteelHeart

Sanderson, Brandon

Pages: 400

F SAN

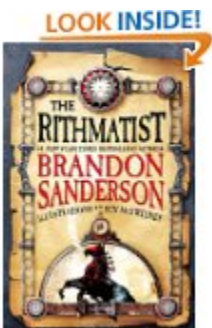
Ten years ago, Calamity came. It was a burst in the sky that gave ordinary men and women extraordinary powers. The awed public started calling them Epics.

But Epics are no friend of man. With incredible gifts came the desire to rule. And to rule man you must crush his will.

Nobody fights the Epics . . . nobody but the Reckoners. A shadowy group of ordinary humans, they spend their lives studying Epics, finding their weaknesses, and then assassinating them.

And David wants in. He wants Steelheart—the Epic who is said to be invincible. The Epic who killed David's father. For years, like the Reckoners, David's been studying, and planning—and he has something they need. Not an object, but an experience.

He's seen Steelheart bleed. And he wants revenge.



The Rithmatist

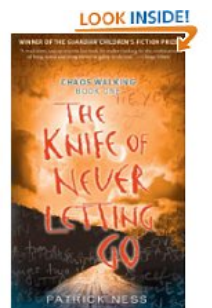
Sanderson, Brandon

Pages: 384

F SAN

More than anything, Joel wants to be a Rithmatist. Chosen by the Master in a mysterious inception ceremony, Rithmatists have the power to infuse life into two-dimensional figures known as Chalklings. Rithmatists are humanity's only defense against the Wild Chalklings—merciless creatures that leave mangled corpses in their wake. Having nearly overrun the territory of Nebraska, the Wild Chalklings now threaten all of the American Isles.

As the son of a lowly chalkmaker at Armedius Academy, Joel can only watch as Rithmatist students study the magical art that he would do anything to practice. Then students start disappearing—kidnapped from their rooms at night, leaving trails of blood. Assigned to help the professor who is investigating the crimes, Joel and his friend Melody find themselves on the trail of an unexpected discovery—one that will change Rithmatics—and their world—forever



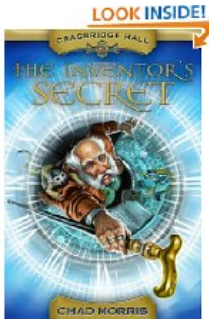
The Knife of Never Letting Go

Ness, Patrick

Pages: 528

F NES

Pursued by power-hungry Prentiss and mad minister Aaron, young Todd and Viola set out across New World searching for answers about his colony's true past and seeking a way to warn the ship bringing hopeful settlers from Old World.



The Inventor's Secret

Morris, Chad

Pages: 256

F MOR

Abby and Derick have been accepted to the most prestigious secondary school in the world Cragbridge Hall. Due to the inventions of their grandfather, Oscar Cragbridge, they will be able to experience history in 3D, use their minds to literally project visual interpretations of classic literature, and become animal avatars for zoology. But when their grandfather and parents go missing, Abby and Derick must follow clues Oscar left for them that will reveal a dangerous secret. Along the way, they discover there is much more to one of their grandfather's inventions than anyone has ever dreamed. Saving their family will take all of Derick's mind and Abby's heart as they come face to face with a crazed scientist who desperately seeks to change the past. If they fail, the world past and future will never be the same. This book is a page-turning, time-travel adventure that teaches powerful lessons about choice and consequence, believing you can do hard things, and valuing your history.



Fair Coin

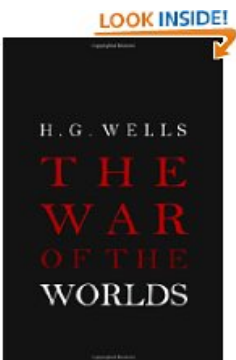
Myers, E.C.

Pages: 285

F MYE

Sixteen-year-old Ephraim Scott is horrified when he comes home from school and finds his mother unconscious at the kitchen table, clutching a bottle of pills. The reason for her suicide attempt is even more disturbing: she thought she'd identified Ephraim's body at the hospital that day.

Among his dead double's belongings, Ephraim finds a strange coin--a coin that grants wishes when he flips it. With a flick of his thumb, he can turn his alcoholic mother into a model parent and catch the eye of the girl he's liked since second grade. But the coin doesn't always change things for the better. And a bad flip can destroy other people's lives as easily as it rebuilds his own.



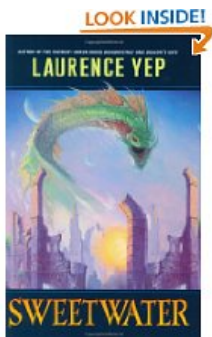
The War of The Worlds

Wells, H.G.

Pages: 160

F WEL

“No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own; that as men busied themselves about their various concerns they were scrutinized and studied, perhaps almost as narrowly as a man with a microscope might scrutinize the transient creatures that swarm and multiply in a drop of water.”



Sweet Water

Yep, Laurence

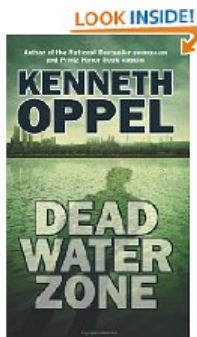
Pages: 201

F YEP

On the planet Harmony, Tyree and his people are fighting to survive. Their beautiful world holds terrible dangers -- vicious sea creatures, diminishing food supplies, and, at the heart of it all, a rising tide that will soon destroy the city where they cling to their way of life.

Tyree has secretly befriended Amadeus, the greatest songmaster of the native alien race. Amadeus teaches Tyree about the power of music, and, to Tyree's blind sister, he gives an awesome treasure. But his gift kindles the fears of Tyree's people -- fears more dangerous than the sea itself. Tyree must help his people before they tear their community apart.

In this richly inventive science-fiction novel, acclaimed children's author Laurence Yep creates a future world that is as haunting and as powerful as the song that Tyree learns to play -- Sweetwater.



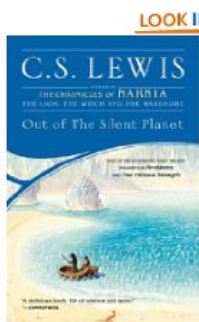
Dead Water Zone

Oppel, Kenneth

Pages: 208

F OPP

For as long as he can remember, Paul has looked after his younger, weaker brother Sam. But when Sam leaves home to work as a research assistant in Watertown, he disappears into the dark folds of the city's noxious slum. When Paul goes looking for Sam in Watertown, he learns a dark secret: something in the water is changing the residents of Watertown, transforming them into something inhuman. But can Paul reach Sam before the dark waters get to him first?



Out of The Silent Planet

Lewis, C. S.

Pages: 160

F LEW

The first book in C. S. Lewis's acclaimed Space Trilogy, which continues with Perelandra and That Hideous Strength, Out of the Silent Planet begins the adventures of the remarkable Dr. Ransom. Here, that estimable man is abducted by a megalomaniacal physicist and his accomplice and taken via spaceship to the red planet of Malacandra. The two men are in need of a human sacrifice, and Dr. Ransom would seem to fit the bill. Once on the planet, however, Ransom eludes his captors, risking his life and his chances of returning to Earth, becoming a stranger in a land that is enchanting in its difference from Earth and instructive in its similarity. First published in 1943, Out of the Silent Planet remains a mysterious and suspenseful tour de force.



Enders Game

Card, Orson Scott

Pages: 357

F CAR

In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut--young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training.

Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers, Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister.



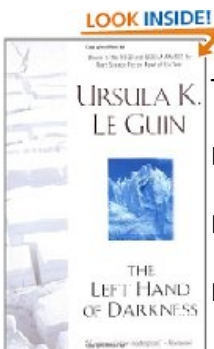
Things not Seen

Clements, Andrew

Pages: 251

F CLE

Fifteen-year-old Bobby thinks he knows what it's like to be invisible-he's used to being ignored by the popular kids at school (especially the girls). Even his parents hardly seem to notice whether he's home or not. Then one morning, Bobby wakes up to find that he IS invisible. For real. He can't stop wondering if he'll ever reappear-especially when his parents wreck their car and wind up in the hospital. Now Bobby is all alone. How can he survive in a world where he can't be seen? One thing's for sure: Bobby's not going to just wait around to see if his body will decide to show up again on its own. He's got to take action. Fast.



The Left Hand of Darkness

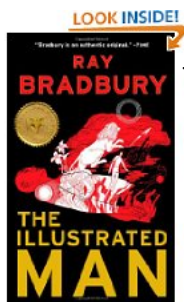
Le Guin, Ursula K.

Pages: 213

F LEG

Winner of the Hugo and Nebula Awards

A groundbreaking work of science fiction, *The Left Hand of Darkness* tells the story of a lone human emissary to Winter, an alien world whose inhabitants can change their gender. His goal is to facilitate Winter's inclusion in a growing intergalactic civilization. But to do so he must bridge the gulf between his own views and those of the completely dissimilar culture that he encounters. Embracing the aspects of psychology, society, and human emotion on an alien world, *The Left Hand of Darkness* stands as a landmark achievement in the annals of intellectual science fiction.



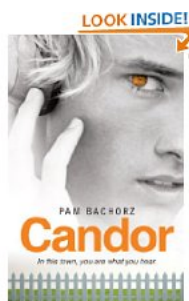
The Illustrated Man

Bradury, Ray

Pages: 186

F BRA

Ray Bradbury brings wonders alive. For this peerless American storyteller, the most bewitching force in the universe is human nature. In these eighteen startling tales unfolding across a canvas of tattooed skin, living cities take their vengeance, technology awakens the most primal natural instincts, and dreams are carried aloft in junkyard rockets. Provocative and powerful, *The Illustrated Man* is a kaleidoscopic blending of magic, imagination, and truth—as exhilarating as interplanetary travel, as maddening as a walk in a million-year rain, and as comforting as simple, familiar rituals on the last night of the world.



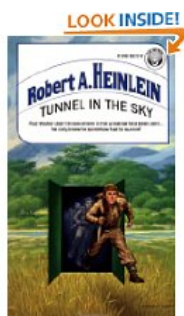
Candor

Bachorz, Pam

Pages: 249

F BAC

The picture-perfect new town of Candor, Florida, is attracting more and more new families, drawn by its postcard-like small-town feel, with white picket fences, spanking-new but old-fashioned-looking homes, and neighborliness. But the parents are drawn by something else as well. They know that in Candor their obstreperous teenagers will somehow become rewired - they'll learn to respect their elders, to do their chores, and enjoy their homework. They'll give up the tattoos, metal music, and partying that have been driving their parents crazy. They'll become every parent's dream.



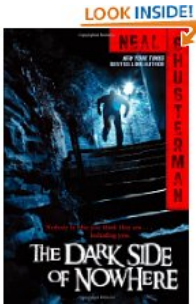
Tunnel in the Sky

Heinlein, Robert A.

Pages: 273

F HEI

It was just a test . . .
But something had gone wrong. Terribly wrong. What was to have been a standard ten-day survival test had suddenly become an indefinite life-or-death nightmare. Now they were stranded somewhere in the universe, beyond contact with Earth . . . at the other end of a tunnel in the sky. This small group of young men and women, divested of all civilized luxuries and laws, were being forced to forge a future of their own . . . a strange future in a strange land where sometimes not even the fittest could survive!
". . . fascinating . . . ingenious . . . this a book in the grand tradition of high literature!"



The Dark Side of Nowhere

Shusterman, Neal

Pages: 185

F SHU

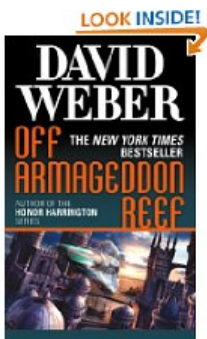
Jason is having a bad day. The kind of day when you just don't feel like yourself. Only for Jason, it's not just a feeling. He really isn't himself. Not anymore. Who is he? That's the problem. Jason isn't sure. And it's not just him. Everyone in town is acting weird. His friends. His parents. Everyone. Billington is usually such a normal town. As Jason is about to discover, nothing will ever be normal again....

Fourteen-year-old Jason faces an identity crisis after discovering that he is the son of aliens who stayed on earth following a botched invasion mission.

Humanity pushed its way to the stars - and encountered the Gbaba, a ruthless alien race that nearly wiped us out. Earth and her colonies are now smoldering ruins, and the few survivors have fled to distant, Earth-like Safehold, to try to rebuild. But the Gbaba can detect the emissions of an industrial civilization, so the human rulers of Safehold have taken extraordinary measures: with mind control and hidden high technology, they've built a religion in which every Safeholdian believes, a religion designed to keep Safehold society medieval forever.

800 years pass. In a hidden chamber on Safehold, an android from the far human past awakens. This "rebirth" was set in motion centuries before, by a faction that opposed shackling humanity with a concocted religion. Via automated recordings, "Nimue" - or, rather, the android with the memories of Lieutenant Commander Nimue Alban - is told her fate: she will emerge into Safeholdian society, suitably disguised, and begin the process of provoking the technological progress which the Church of God Awaiting has worked for centuries to prevent. Nothing about this will be easy. To better deal with a medieval society, "Nimue" takes a new gender and a new name, "Merlin." His formidable powers and access to caches of hidden high technology will need to be carefully concealed. And he'll need to find a base of operations, a Safeholdian country that's just a little more freewheeling, a little less orthodox, a little more open to the new.

In the future, in a world baked dry by the harsh sun, there are those who live inside the wall and those, like sixteen-year-old midwife, Gaia Stone, who live outside. Gaia has always believed it is her duty, with her mother, to hand over a small quota of babies to the Enclave. But when Gaia's mother and father are arrested by the very people they so dutifully serve, Gaia is forced to question everything she has been taught to believe. Gaia's choice is now simple: enter the world of the Enclave to rescue her parents, or die trying.

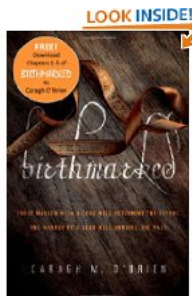


Off Armageddon Reef

Weber, David

Pages: 605

F WEB

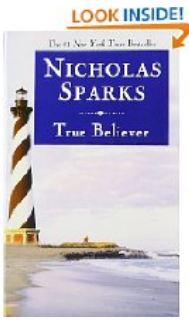


Birthmarked

O'Brien, Caragh M.

Pages: 361

F OBR



True believer

Sparks, Nicholas

Pages: 322

F SPA

Jeremy Marsh is a born skeptic and a science journalist who specializes in debunking the supernatural. When he hears about ghostly apparitions in a cemetery in Boone Creek, North Carolina, he leaves his beloved New York City for this small, rural town-and what his instincts tell him could make a great story. What he doesn't plan on is meeting and falling hopelessly in love with Lexie Darnell, who is sure of one thing: her future is here in Boone Creek, close to the people she loves. Now, if the young lovers are to be together, Jeremy must make a difficult choice: return to the life he knows in New York, or do something he could never do before... take a giant leap of faith.



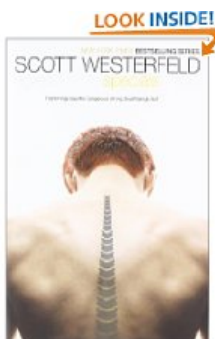
Dune

Herbert, Frank

Pages: 681

F HER

Here is the novel that will be forever considered a triumph of the imagination. Set on the desert planet Arrakis, Dune is the story of the boy Paul Atrides, who would become the mysterious man known as Muad'Dib. He would avenge the traitorous plot against his noble family--and would bring to fruition humankind's most ancient and unattainable dream. A stunning blend of adventure and mysticism, environmentalism and politics, Dune won the first Nebula Award, shared the Hugo Award, and formed the basis of what it undoubtedly the grandest epic in science fiction.



Specials

Westerfeld, Scott

Pages: 372

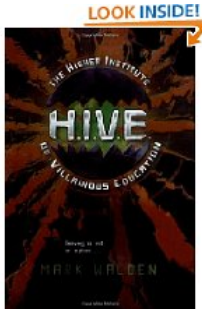
F WES

"Special Circumstances": The words have sent chills down Tally's spine since her days as a repellent, rebellious ugly. Back then Specials were a sinister rumor -- frighteningly beautiful, dangerously strong, breathtakingly fast. Ordinary pretties might live their whole lives without meeting a Special. But Tally's never been ordinary.

And now, in the third book in the series, Tally's been turned into a Special: a superamped fighting machine, engineered to keep the uglies down and the pretties stupid.

The strength, the speed, and the clarity and focus of her thinking feel better than anything Tally can remember. Most of the time. One tiny corner of her heart still remembers something more.

Still, it's easy to tune that out -- until Tally's offered a chance to stamp out the rebels of the New Smoke permanently. It all comes down to one last choice: listen to that tiny, faint heartbeat, or carry out the mission she's programmed to complete. Either way, Tally's world will never be the same.



Hive: Higher Institute of

Villainous Education

Walden, Mark

Pages: 390

F WAL

Otto Malpense may only be thirteen years old, but so far he has managed to run the orphanage where he lives, and he has come up with a plan clever enough to trick the most powerful man in the country. He is the perfect candidate to become the world's next supervillain.

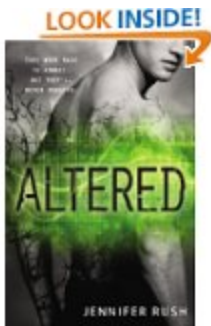
That is why he ends up at H.I.V.E., handpicked to become a member of the incoming class. The students have been kidnapped and brought to a secluded island inside a seemingly active volcano, where the school has resided for decades. All the kids are elite; they are the most athletic, the most technically advanced, and the smartest in the country. Inside the cavernous marble rooms, floodlit hangars, and steel doors, the students are enrolled in Villainy Studies and Stealth and Evasion 101. But what Otto soon comes to realize is that this is a six-year program. and leaving is not an option.

they were made to forget. But they'll never forgive.

Everything about Anna's life is a secret. Her father works for the Branch, at the helm of its latest project: monitoring and administering treatments to the four genetically altered boys in the lab below their farmhouse. There's Nick, solemn and brooding; Cas- light-hearted and playful; Trev,- smart and caring; and Sam . . . who's stolen Anna's heart.

When the Branch decides it's time to take the boys, Sam stages an escape. Anna's father pushes her to go with them, making Sam promise to keep her away from the Branch, *at all costs*.

On the run, with her father's warning in her head, Anna begins to doubt everything she thought she knew about herself. She soon discovers that she and Sam are connected in more ways than either of them expected. And if they're both going to survive, they must piece together the clues of their past before the Branch catches up to them and steals it all away.



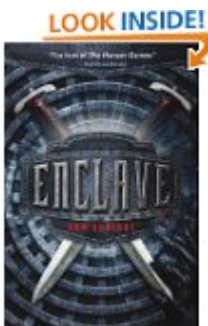
Altered

Rush, Jennifer

Pages: 352

F RUS

New York City has been decimated by war and plague, and most of civilization has migrated to underground enclaves, where life expectancy is no more than the early 20's. When Deuce turns 15, she takes on her role as a Huntress, and is paired with Fade, a teenage Hunter who lived Topside as a young boy. When she and Fade discover that the neighboring enclave has been decimated by the tunnel monsters--or Freaks--who seem to be growing more organized, the elders refuse to listen to warnings. And when Deuce and Fade are



Enclave

Aguirre, Ann

Pages: 288

F AGU



The Eye of Minds

Dasher, James

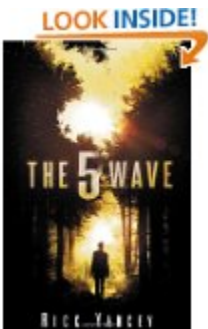
Pages: 320

F DAS

Michael is a gamer. And like most gamers, he almost spends more time on the VirtNet than in the actual world. The VirtNet offers total mind and body immersion, and it's addictive. Thanks to technology, anyone with enough money can experience fantasy worlds, risk their life without the chance of death, or just hang around with Virt-friends. And the more hacking skills you have, the more fun. Why bother following the rules when most of them are dumb, anyway?

But some rules were made for a reason. Some technology is too dangerous to fool with. And recent reports claim that one gamer is going beyond what any gamer has done before: he's holding players hostage inside the VirtNet. The effects are horrific—the hostages have all been declared brain-dead. Yet the gamer's motives are a mystery.

The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. They want him on their team. But the risk is enormous. If he accepts their challenge, Michael will need to go off the VirtNet grid. There are back alleys and corners in the system human eyes have never seen and predators he can't even fathom—and there's the possibility that the line between game and reality will be blurred forever.



The 5th Wave

Yancey, Rick

Pages: 480

F YAN

After the 1st wave, only darkness remains. After the 2nd, only the lucky escape. And after the 3rd, only the unlucky survive. After the 4th wave, only one rule applies: trust no one. Now, it's the dawn of the 5th wave, and on a lonely stretch of highway, Cassie runs from Them. The beings who only look human, who roam the countryside killing anyone they see. Who have scattered Earth's last survivors. To stay alone is to stay alive, Cassie believes, until she meets Evan Walker. Beguiling and mysterious, Evan Walker may be Cassie's only hope for rescuing her brother--or even saving herself. But Cassie must choose: between trust and despair, between defiance and surrender, between life and death. To give up or to get up.