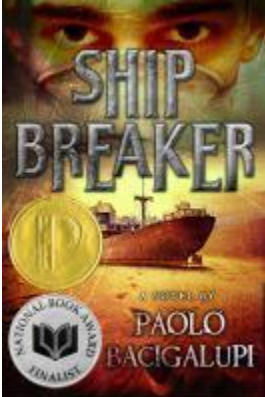


***Feed* by M. T. Anderson**

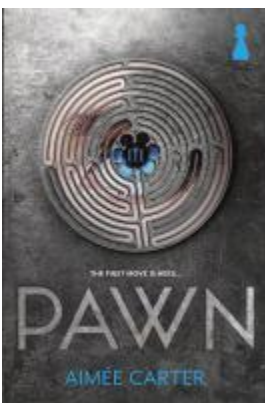
Identity crises, consumerism, and star-crossed teenage love in a futuristic society where people connect to the Internet via feeds implanted in their brains.

For Titus and his friends, it started out like any ordinary trip to the moon - a chance to party during spring break and play with some stupid low-grav at the Ricochet Lounge. But that was before the crazy hacker caused all their feeds to malfunction, sending them to the hospital to lie around with nothing inside their heads for days. And it was before Titus met Violet, a beautiful, brainy teenage girl who has decided to fight the feed and its omnipresent ability to categorize human thoughts and desires.



***Ship Breaker* by Paolo Bacigalupi—Ship Breaker (1 of 3)**

In America's Gulf Coast region, where grounded oil tankers are being broken down for parts, Nailer, a teenage boy, works the light crew, scavenging for copper wiring just to make quota--and hopefully live to see another day. But when, by luck or chance, he discovers an exquisite clipper ship beached during a recent hurricane, Nailer faces the most important decision of his life: Strip the ship for all it's worth or rescue its lone survivor, a beautiful and wealthy girl who could lead him to a better life...

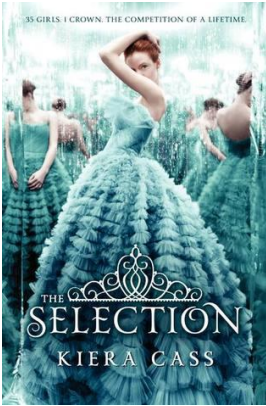


***Pawn* by Aimée Carter—Blackcoat Rebellion (1 of 3)**

For Kitty Doe, it seems like an easy choice. She can either spend her life as a III in misery, looked down upon by the higher ranks and forced to leave the people she loves, or she can become a VII and join the most powerful family in the country.

If she says yes, Kitty will be surgically transformed into Lila Hart, the Prime Minister's niece, who died under mysterious circumstances.

There's only one catch. She must also stop the rebellion that Lila secretly fostered, the same one that got her killed—and one Kitty believes in. Faced with threats, conspiracies and a life that's not her own, she must decide which path to choose—and learn how to become more than a pawn in a twisted game she's only beginning to understand.



The Selection by Kiera Cass—The Selection (1 of 5)

For thirty-five girls, the Selection is the chance of a lifetime. The opportunity to escape the life laid out for them since birth. To be swept up in a world of glittering gowns and priceless jewels. To live in a palace and compete for the heart of gorgeous Prince Maxon.

But for America Singer, being Selected is a nightmare. It means turning her back on her secret love with Aspen, who is a caste below her. Living in a palace that is constantly threatened by violent rebel attacks. Then America meets Prince Maxon. Gradually, she starts to question all the plans she's made for herself—and realizes that the life she's always dreamed of may not compare to a future she never imagined.



Gone by Michael Grant—Gone (1 of 6)

In the blink of an eye, everyone disappears. Gone. Except for the young.

There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened.

Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: On your 15th birthday, you disappear just like everyone else...



The Knife of Never Letting Go by Patrick Ness—Chaos Walking (1 of 3)

Todd Hewitt is the only boy in a town of men. Ever since the settlers were infected with the Noise germ, Todd can hear everything the men think, and they hear everything he thinks. Todd is just a month away from becoming a man, but in the midst of the cacophony, he knows that the town is hiding something from him -- something so awful Todd is forced to flee with only his dog, whose simple, loyal voice he hears too. With hostile men from the town in pursuit, the two stumble upon a strange and eerily silent creature: a girl. Who is she? Why wasn't she killed by the germ like all the females on New World? Propelled by Todd's gritty narration, readers are in for a white-knuckle journey in which a boy on the cusp of manhood must unlearn everything he knows in order to figure out who he truly is.



Scythe by Neal Shusterman—Arc of a Scythe (1 of 3)

Thou shalt kill.

A world with no hunger, no disease, no war, no misery. Humanity has conquered all those things, and has even conquered death. Now scythes are the only ones who can end life—and they are commanded to do so, in order to keep the size of the population under control.

Citra and Rowan are chosen to apprentice to a scythe—a role that neither wants. These teens must master the “art” of taking life, knowing that the consequence of failure could mean losing their own.