

## Bzrk Apocalypse

The games continue in **New York Times** bestselling author **Michael Grant's** sequel to *Messenger of Fear*—a haunting tale for fans of Stephen King that combines fantasy with real-world horror stories. Mara has learned to punish the wicked as the Messenger's apprentice. Those who act out of selfishness and greed, and others who become violent because of prejudice and hate, pay the ultimate price. But Mara is constantly reminded that Messengers are serving their own kind of punishment—for every person who is offered justice, they wear a tattoo that symbolizes the heart of the crime. As Mara delves deeper into her harsh reality she will discover that in spite of all the terror she and Messenger inflict, caring in this world is the hardest part of all.

The first in **New York Times** bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with the horror of Stephen King. 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 birthday, you disappear just like everyone else. . . . "A potent mix of action and thoughtfulness—centered around good and evil, courage and cowardice—renders this a tour de force that will leave readers dazed, disturbed, and utterly breathless."

—**ALA Booklist** (starred review) **Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero***

**Jake O'Connor** has problems. His time spent overseas with Britain's SAS Regiment still gives him nightmares, his social life is in the toilet, and his best friend is an unrepentant adrenaline junkie. Unfortunately, just as things finally seem to go his way, decomposing corpses of the recently dead begin rising to gnaw on the living. Soon the streets are glutted with mindless creatures hungering for only one thing: human flesh. Jake's unlikely group of friends needs to make tracks for some kind of refuge before they end up as hors d'oeuvres, but how to do that without being turned into drooling maggot-heads themselves? Now, a self-proclaimed adrenaline junkie, a health food store owner, and a ditzy pharmacy tech have to hold their own against legions of walking corpses. At first glance, none of them are likely candidates to survive for long in *The Inevitable Zombie Apocalypse*. But hey, stranger things have happened. Psychopaths, escaped criminals, and para-military white supremacists all stand in their way, not to mention the ever-increasing, zombie hordes. If Jake doesn't want to become one of the shambling dead he'll need to keep his wits about him, and his crowbar handy.

The explosive final novel in the *Endgame* trilogy. Two keys have been found. The strongest Players are left. One final key remains to win *Endgame* and save the world. For Sarah, Jago, Aisling, Maccabee, Shari, An, and Hilal, *Endgame* has reached its final phase. The third key, Sun Key, is all that stands between one Player saving their line—or perishing along with the rest of the world. And only one can win. West Bengal, India: Maccabee is Playing to win. He has Earth Key and Sky Key and he is determined to find Sun Key. But in *Endgame*, fate can turn in the blink of an eye. He must Play carefully. He must watch his back. Kolkata, India: An Liu is Playing for death. His goal: stop *Endgame*, and take the world down with him. Sikkim, India: For Aisling, Sarah, Jago, Shari, and Hilal, their mission is to stop *Endgame*. Sun Key must not be found. No matter what they're Playing for, all of the remaining Players have one thing in common: they will end the game, but on their own terms.

**Apocalypse**

**Keep Your Crowbar Handy**

**BZRK (Tome 3) - Apocalypse**

**The Story of Us**

**Bzrk Apocalypse**

***The Must-Own Insider's Guide to the Gaming Sensation! Brawl Stars is one of the latest real-time multiplayer gaming phenomena to captivate players all over the world. Players team up in threes to navigate mazes, shoot at enemies, and collect colorful gem stones. In order to triumph, players must react quickly, aim precisely, and develop strategy to perform well in each three-minute match. To keep the game interesting, Brawl Stars offers several unique game play modes, each focusing on a different primary challenge. With the valuable tips in this illustrated, information-packed guide, gamers will be better equipped to: Develop strategies for success at each different level Master the various playing arenas (mazes) and snag more wins Take advantage of the unique features of each gameplay mode The Brawler's Encyclopedia will introduce young readers to this exciting and challenging game. This full-color how-to guide includes hundreds of full-color screenshots showcasing some of the more collectible skins that can be unlocked or purchase and explaining all aspects of the game in a way that appeals to news and experienced gamers.***

*From the USA Today bestselling author of *Fisher's Light* comes a "heartbreaking and hopeful" (AL Jackson) standalone romance about first love and second chances. How much can a man take before he breaks? 1,843 days. That's how long I survived in that hellhole. They tried to break me, but I resisted. And I owe it all to the memory of warm summer nights, the scent of peaches, and the one woman who loved me more than I ever deserved to be loved. Now, I'll do anything to get back to her. Only Shelby Eubanks isn't the girl I left behind all those years ago. She's someone else, a stranger. My Shelby-my little green-eyed firecracker-would never give up her dreams, would never disappear into her mother's ambitions. But I won't give up on her. On us. I may be broken, and scarred, and not the man I used to be, but I will do whatever it takes to remind her of the story of us.*

*Avery Johansson is borrowing against her youth and beauty to afford a better future by working as a sugar baby. Men think she's everything they desire, soft, delicate, and able to stroke their fragile egos with a mere sweep of her lashes. The more they pay, the sweeter she becomes. If only they knew the woman behind the façade. Oh, she could bring them to their knees, make them beg, and unburden their minds to a point of ecstasy. The true Avery doesn't care for roses. She prefers the thorns. Because behind her beautiful exterior, she's more leather than lace, and beneath the sugar there's nothing but spice. The only thing missing is a strong and submissive man to make everything nice. Noah Wolfe is used to getting exactly what he wants when he wants, and as he sets his sights on Avery Johansson, nothing will stop him short of having her. He's determined to bury himself in her mind and body, and plans to unravel every dark secret she hides. As two dominant hearts collide in an explosion of sin and secrets, boundaries come tumbling down. But their future lies in someone's surrender, a sacrifice neither is prepared to make—and everything their happiness depends on.*

***Tabatha Vargo presents the sequel to the "USA Today" bestseller "Playing Patience." Contains mature themes.***

**Megan's Mark**

**Villain**

**Perfecting Patience**

**Insights, Considerations, and Perspectives for the Classroom Teacher**

**Lies**

*In the wake of a devastating disease, everyone sixteen and older is either dead or a decomposing, brainless creature with a ravenous appetite for flesh. Teens have barricaded themselves in buildings throughout London and venture outside only when they need to scavenge for food. The group of kids living a Waitrose supermarket is beginning to run out of options. When a mysterious traveler arrives and offers them safe haven at Buckingham Palace, they begin a harrowing journey across London. But their fight is far from over-the threat from within the palace is as real as the one outside it. Full of unexpected twists and quick-thinking heroes, *The Enemy* is a fast-paced, white-knuckled tale of survival in the face of unimaginable horror.*

*From Courtney Summers, the author of *Cracked Up To Be*, comes a dark new tale of high school rivalry in which vicious rumors and nasty tricks are the currency that buys you popularity or seals your fate at the bottom of the food chain. Climbing to the top of the social ladder is hard—falling from it is even harder.*

*Regina Afton used to be a member of the Fearsome Fivesome, an all-girl clique both feared and revered by the students at Hollowell High... until vicious rumors about her and her best friend's boyfriend start going around. Now Regina's been "frozen out" and her ex-best friends are out for revenge. If Regina was guilty, it would be one thing, but the rumors are far from the terrifying truth and the bullying is getting more intense by the day. She takes solace in the company of Michael Hayden, a misfit with a tragic past who she herself used to bully. Friendship doesn't come easily for these onetime enemies, and as Regina works hard to make amends for her past, she realizes Michael could be more than just a friend... if threats from the Fearsome Foursome don't break them both first. Tensions grow and the abuse worsens as the final days of senior year march toward an explosive conclusion. "This story takes an unflinching look at the intricacies of high school relationships .... Fans of the film *Mean Girl* will enjoy this tale of redemption and forgiveness." —School Library Journal*

*Acclaimed author Michael Grant's globally bestselling *Gone* series continues with Villain, where old foes return and new ones rise, with action-packed scenes, gory battles, and plot twists that will leave readers scrambling for more. It's been four years since the events of *GONE*. The Perdido Beach dome is down, but the horrors within have spread. The alien virus-infested rock that created the FAYZ is creating monsters—monsters that walk the cities and countryside, terrorizing all. There are tanks in the street and predator drones in the sky, doomed efforts to stop the disintegration of civilization. Into this chaos comes a villain with the power to control anyone with just the sound of his voice. Dillon Poe wanted to be a comedian once . . . but everyone made fun of him. Dillon the loser. Now he's sending thousands to their death. Who's laughing now? The only people who can stop a superpowered villain are superpowered heroes. Dekka, Shade, Cruz, Malik, Armo, and a new mutant with unmatched powers, are all that stand in Dillon's way. But when the lines begin to blur between hero and villain—some begin to wonder who's really the monster. Praise for *Monster*: "Ratchets up the gore and action, and features a diverse cast of characters. An evocative, intricately plotted companion series." —ALA Booklist *Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero***

*The third book in Michael Grant's New York Times bestselling *Gone* series, *Lies* is another heart-in-your-throat page-turner, both chilling and thought-provoking. It's been seven months since all the adults disappeared. *Gone*. It happens in one night. A girl who died now walks among the living; Zil and the Human Crew set fire to Perdido Beach, and amid the flames and smoke, Sam sees the figure of the boy he fears the most: Drake. But Drake is dead. Sam and Caine defeated him along with the Darkness—or so they thought. As *Perdido Beach* burns, battles rage: Astrid against the Town Council; the Human Crew versus the mutants; and Sam against Drake, who is back from the dead and ready to finish where he and Sam left off. And all the while deadly rumors are raging like the fire itself, spread by the prophetess Orsay and her companion, Nerezza. They say that death is a way to escape the FAYZ. Conditions are worse than ever and kids are desperate to get out. But are they desperate enough to believe that death will set them free? "Disturbing, brilliantly plotted, and boasting a balanced mix of action and scheming." —ALA Booklist *Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero***

*Hunger*

*Gone, Hunger, Lies, Plague, Fear, Light*

*Endgame: Rules of the Game*

*Sociopath*

*Plague*

In the beginning, there was an apple – And then there was a car crash, a horrible injury, and a hospital. But before Evening Spiker's head clears a strange boy named Solo is rushing her to her mother's research facility. There, under the best care available, Eve is left alone to heal. Just when Eve thinks she will die – not from her injuries, but from boredom—her mother gives her a special project: Create the perfect boy. Using an amazingly detailed simulation, Eve starts building a boy from the ground up. Eve is creating Adam. And he will be just perfect. . . . won't he?

Plague, Michael Grant's fourth book in the bestselling *Gone* series, will satisfy dystopian fans of all ages. It's been eight months since all the adults disappeared. *Gone*. They've survived hunger. They've survived lies. But the stakes keep rising, and the dystopian horror keeps building. Yet despite the simmering unrest left behind by so many battles, power struggles, and angry divides, there is a momentary calm in Perdido Beach. But enemies in the FAYZ don't just fade away, and in the quiet, deadly things are stirring, mutating, and finding their way free. The Darkness has found its way into the mind of its Nemesis at last and is controlling it through a haze of delirium and confusion. A highly contagious, fatal illness spreads at an alarming rate. Sinister, predatory insects terrorize Perdido Beach. And Sam, Astrid, Diana, and Caine are plagued by a growing doubt that they'll escape—or even survive—life in the FAYZ. With so much turmoil surrounding them, what desperate choices will they make when it comes to saving themselves and those they love? "Grant's sci-fantasy thrillers continue to be the very definition of a page-turner." —ALA Booklist *Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero**

A deadly, flu-like epidemic and a plague of flesh-eating creatures threaten the lives of the children at Perdido Beach while Sam, Astrid, Caine, and Diana each struggle with doubts and uncertainties.

Thirteen-year-old Ronan Truelove leaves school one day and discovers he's a member of The Blood Guard—an ancient order of protectors. He will acquire invaluable skills; learn that he has magical talents he never dreamed of; rescue his parents from certain death and finally fall for the wrong girl and overlook the right one.

*Hunger: A *Gone* Novel*

*Unexpected Fate*

*The Blood Guard*

*A Sudden Death in Cyprus*

*Legacy*

Grey McLure, having turned to science after his wife was diagnosed with lung cancer, realizes it is too late to save her life and the nanotechnology he has created has given birth to a war on humanity's free will.

In this short-story prequel to Katherine Applegate and Michael Grant's *Eve* and Adam, fifteen-year-old E.V. (Evening) doesn't know where she fits in to the universe. After a particularly disastrous school dance experience, she's begins to wonder if she fits in at all. She did bloody the school heartthrob's nose and all because he tried to kiss her. Having been accused of being a "frigid bitch," E.V. begins to question her place in the cosmic world of relationships and dating to little avail; her CEO mother is emotionally unavailable, her dad is dead, and her best friend thinks true love exists in the back seat of a used Honda. But then E.V. spots someone, a blip on her otherwise indifferent radar that suggests there just might be someone out there for her . . .

Noah and Sadie struggle to hold onto their sanity and each other while preparing for an ultimate showdown to save the world from being destroyed by an invisible apocalypse.

This book introduces the reader to what is current and relevant in the plethora of good books available for adolescents. Literary experts illustrate how teachers everywhere can help their students become lifelong readers by simply introducing them to great reads—smart, insightful, and engaging books that are specifically written for adolescents.

BZRK Origins

Gone

Eve and Adam

The Enemy

Subur

*From Best-selling author Michael Grant comes the highly anticipated, terrifying, and mind-bending second book in the BZRK trilogy. The entire BZRK cell—including Noah and Sadie—has been left in pieces after the last round of battle with the Armstrong Twins, conjoined brothers who plot to rob mankind of its free will. Vincent's mind is shattered, and his memories hold dangerous secrets—secrets that Lear, BZRK's mysterious leader, will stop at nothing to protect. Meanwhile, Bug Man has taken control of the President's brain, but playing with sanity is a dangerous game. The consequences can spiral way out of control, and the Armstrong Twins are not people Bug Man can afford to disappoint. The nano is as terrifying, exhilarating, and unpredictable as ever. But the wall of secrets that surrounds it is cracking. What will it reveal? And once the dust has settled, who will be sane enough to find out?*

*The mind-blowing conclusion to the *Monster* trilogy and the final installment in the *Gone* series from science fiction and fantasy master Michael Grant is perfect for superhero and Stephen King fans alike. After the fall of Perdido Beach dome, a new set of humans developed mutant powers from the rock infected with alien virus. They are the Rockborn Gang: Dekka, Shade, Cruz, Armo, and Francis. With their superpowers, they have defended the earth from other rockborn who used their powers for evil, like Dillon Poe. When another rock carrying the virus strikes New York, a new foe, Bob Markovic, rises with a horrifying and nearly unstoppable ability. Markovic's unending ambition and lack of a moral compass made him unbearable before the virus. And that was before he was a warrior of plague-ridden insects, with the power and means to take over the city—and maybe the world. As the Rockborn Gang try to defeat their latest villain, they will find themselves on morally gray grounds and have to make tough decisions if they want to save the world. In this pulse-pounding finale to the saga more than ten years in the making, Michael Grant delivers an unforgettable conclusion while asking: What does it take to be a hero? Praise for *Monster*: "Ratchets up the gore and action, and features a diverse cast of characters. An evocative, intricately plotted companion series." –ALA Booklist *Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero***

*An epic, genre-bending, and transformative new series that reimagines World War II with female soldiers fighting on the front lines. World War II, 1942. A court decision makes women subject to the draft and eligible for service. The unproven American army is going up against the greatest fighting force ever assembled, the armed forces of Nazi Germany. Three girls sign up to fight. Rio Richlin, Frangie Marr, and Rainy Schulterman are average girls, girls with dreams and aspirations, at the start of their lives, at the start of their loves. Each has her own reasons for volunteering: Rio fights to honor her sister; Frangie needs money for her family; Rainy wants to kill Germans. For the first time they leave behind their homes and families—to go to war. These three daring young women will play their parts in the war to defeat evil and save the human race. As the fate of the world hangs in the balance, they will discover the roles that define them on the front lines. They will fight the greatest war the world has ever known. Perfect for fans of *Girl in the Blue Coat*, *Salt to the Sea*, *The Book Thief*, and *Code Name Verity*, from New York Times bestselling author Michael Grant.*

*Love The Hunger Games? Action-adventure thrillers with a dystopian twist? BZRK (Berserk) by Michael Grant, New York Times best-selling author of the *GONE* series, ramps up the action and suspense to a whole new level of excitement. Charles and Benjamin Armstrong, conjoined twins and owners of the Armstrong Fancy Gifts Corporation, have a goal: to turn the world into their vision of utopia. No wars, no conflict, no hunger, and no free will. Opposing them is a guerrilla group of teens, code name BZRK, who are fighting to protect the right to be messed up, to be human. This is no ordinary war, though. Weapons are deployed on the nano-level. The battleground is the human brain. And there are no stalemates here: It's victory . . . or madness. BZRK unfolds with hurricane force around core themes of conspiracy and mystery, insanity and changing realities, engagement and empowerment, and the larger impact of personal choice. Which side would you choose? How far would you go to win?*

A Novel

*Messenger of Fear*

*Hero*

*Teaching Young Adult Literature Today*

*Some Girls Are*

Sur tous les continents, la folie se répand. Les membres du BZRK se préparent pour l'affrontement final. Noah et Sadie craignent la folie, plus que la mort elle-même. Un attentat les pousse à rejoindre New York, où la nanotechnologie fait des ravages. Jusqu'ou iront-ils pour éviter au monde de s'autodétruire ?

"I've loved Cohen Cage since I was a small child. He's been my everything for the last twenty-two years. I've loved him through every girlfriend he's ever brought home. Through his college years and then mine. I've loved him through two deployments. And ever since the day I told him how I felt, he's acted like I'm a stranger. My name is Danielle Reid, and it's time for me to leave."
A conclusion explosive d'une trilogie inlanchable, par l'auteur de 'Gone'. Je ne veux pas que les lecteurs saisissent le dénouement à l'avance. Je veux qu'ils soient surpris, et la meilleure façon d'y parvenir, c'est de me surprendre moi-même tous les jours' (Michael Grant).

Acclaimed author Michael Grant delivers a stunning follow-up to the globally bestselling *Gone* series—perfect for fans of Stephen King's suspenseful writing. It's been four years since a meteor hit Perdido Beach and everyone disappeared. Everyone, except the kids trapped in the FAYZ—an invisible dome that was created by an alien virus. Inside the FAYZ, animals beg dangerous powers. The terrifying new world was plagued with hunger, lies, and fear of the unknown. Now the dome is gone and meteors are hitting earth with an even deadlier virus. Humans will mutate into monsters and the whole world will be exposed. As some teens begin to morph into heroes, they will find that others have become dangerously out of control.

A deadly, flu-like epidemic and a plague of flesh-eating creatures threaten the lives of the children at Perdido Beach while Sam, Astrid, Caine, and Diana each struggle with doubts and uncertainties.

A heart-wrenching story that will make you believe in true love

Monster

Fight for Her

The Brawler's Encyclopedia

*Welcome back to the FAYZ! This is Book 6 in the series that Stephen King calls a 'driving, tormental narrative'.*

*A fighter ready to give up the gloves.A woman ready to take on the world.Grayson Green's an MMA champion who's spent years in the limelight where fast times and fast women were easy to come by. The appeal is gone and he steps out of the ring to make some changes and get control of his life. All the training in the world can't save him from the one-two punch of meeting Emory. She's different. She has no idea who he is...and she wants him anyway. When someone from his past is prepared to take him down... and Emory along with him, he'll do anything to fight for her...*

*Reach for the stars... Remember me? Aeron Love: happy and humble. A people person. All around nice guy. Even I can't say that with a straight face. But seriously, things are going great. Leo's behaving herself; I'm enjoying making sure she behaves. We're a great team. SilentWin3ss, our live-streaming news project, has launched to my favorite things ever: controversy and profit. So when the FBI comes to me and wants to use SilentWin3ss footage to trace a serial killer named Blood Honey, I'm only too happy to be superior-I mean, to help. And if Leo thinks the brutal Blood Honey and I have a few things in common, I guess that's to be expected, given my rather unique preferences in the bedroom. My...condition. But I'm not like him. I can't stand that she would even think it. If his actions threaten my relationship with Leo, I'll hunt that fucker down myself. If he gets too close for comfort, I will make him bleed-and trust me, he's closer than I ever anticipated. There's a food chain, grasshoppers. The buck doesn't stop with him. It stops with me. Blood Honey is a nasty son of a bitch, but I can be a lot worse. Question is...do I want to be?*

*The Snake delves deeper into New York Times bestselling author Michael Grant's world of harsh justice. Fans of Stephen King will be mesmerized by this chilling yet deeply thought-provoking horror story. The Messenger and Mara witness a crime. Someone is dead. Someone has to pay. But when they travel back through space and time to uncover the truth, they come to learn that two people had wicked intentions. They had seen an act of revenge. In a twisted web of lust and vengeance, only Mara, as Messenger's apprentice, can decide who will play a game for redemption. Two wrongs don't make a right. . . . Only one will pay the ultimate price.*

**BZRK**

**Front Lines**

**BZRK Reloaded**

**The Snake**

**Light**

It's been three months since everyone under the age of fifteen became trapped in the bubble known as the FAYZ. Three months since all the adults disappeared. Gone. Food ran out weeks ago. Everyone is starving, but no one wants to figure out a solution. And each day, more and more kids are evolving, developing supernatural abilities that set them apart from the kids without powers. Tension rises and chaos is descending upon the town. It's the normal kids against the mutants. Each kid is out for himself, and even the good ones turn murderous. But a larger problem looms. The Darkness, a sinister creature that has lived buried deep in the hills, begins calling to some of the teens in the FAYZ. Calling to them, guiding them, manipulating them. The Darkness has awakened. And it is hungry.

The first book in the thrilling, chilling new series from no. 1 bestselling author of *GONE*, Michael Grant. I remembered my name I Mara. But, standing in that ghostly place, faced with the solemn young man in the black coat with silver skulls for buttons, I could recall nothing else about myself. And then the games began. Think you know the meaning of suspense? Think again... The Messenger sees the darkness in young hearts, and the damage it inflicts upon the world. If they go unpunished, he offers the wicked a game. Win, and they can go free. Lose, and they will live out their greatest fear. But what does any of this have to do with Mara? She is about to find out...

Michael Grant's *Messenger of Fear* is a haunting narrative that examines the nature of good and evil in every human. Fans of Michelle Hodkin's *Mara Dyer* trilogy and Stephen King will love this satisfyingly twisted series. Mara Todd wakes in a field of dead grass, a heavy mist pressing down on her. She is terrified, afraid that she is dead. She can't remember who she is or anything about her past. Is it because of the boy who appears? He calls himself the Messenger of Fear. If the world does not bring justice to those who do evil, the Messenger will. He offers the wicked a game. If they win, they go free. If they lose, they will live their greatest fear. Either way, their sanity will be challenged. It is a world of fair but harsh justice. Of retribution and redemption. And mystery. Why was Mara chosen to be the Messenger's apprentice? What has she done to deserve this terrible fate? She won't find out until three of the wicked receive justice. And when she does, she will be shattered.

In a world where genetically altered Breeds and humans coexist, sheriff's deputy Megan Fields, gifted with the ability to feel other peoples' emotions, must team up with sensual Braden Arness, a Feline Breed, to investigate a series of mysterious murders. Original.

The Tattooed Heart

An Unofficial Strategy Guide for Players of Brawl Stars

Love Sucks and Then You Die

*Gone* Series Complete Collection

*Fear*

*The fifth book in the bestselling *Gone* series by Michael Grant continues the page-turning saga of Sam, Astrid, and Drake in their terrifying post-apocalyptic world. It's been one year since all the adults disappeared. *Gone*. Despite the hunger, despite the lies, even despite the plague, the kids of Perdido Beach are determined to survive. Creeping into the tenuous new world they've built, though, is the worst incarnation yet of the enemy known as the Darkness: fear. Within the FAYZ, life breaks down while the Darkness takes over—turning the dome-world of the FAYZ entirely black. A will to survive and a desire to take care of those they love endure in this ravaged band, even in the bleakest moments. But in darkness, the worst fears of all emerge, and the cruelest of intentions are carried out. After so many months, is all about to be lost in the FAYZ? "Fans can count on more excellent storytelling, multidimensional characters who continue to develop in unexpected ways, and some mighty find eye-popping moments." —VOYA (starred review) **Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero****

*This collection contains all six books in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi *Gone* saga. These page-turning thrillers invoke the classic *The Lord of the Flies* along with the horror of Stephen King. King himself said: "I love these books." 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 birthday, you disappear just like everyone else. . . . Michael Grant's *Gone* series has been praised for its compelling storytelling, multidimensional characters, and multiple points of view. Included in this collection are: *Gone, Hunger, Lies, Plague, Fear, and Light*.*

*Welcome back to the FAYZ! This is Book 5 in the series that Stephen King calls a 'driving, tormental narrative'.*

David Mitre has a very unusual set of skills, skills he has acquired over a long criminal career. Skills that make him an irritant for people like the FBI. Hiding among the ex-pat community of the Greek islands, his cover is blown when he is witness to a stabbing on a Cyprus beach. The FBI want answers and David is given an ultimatum; solve the murder or face imprisonment for his own crimes. Coerced into playing detective, David unwittingly uncovers a criminal enterprise far worse than anything he could have imagined.