

## *Strike The Sylo Chronicles 3 Dj Machale*

Family changes bring plenty to dislike — and a chance to grow into acceptance — as a spirited girl speaks her mind with honesty and wit. Sarah Simpson's Rules for Living: 1. Don't lie. 2. Don't trust anybody but cats. 3. Don't expect happy endings. 4. Drink skim milk. 5. Avoid blondes. Sarah Simpson loves to make lists. She has lists of the things she doesn't like about her father's new wife and her mother's new boyfriend, and reasons why life is just plain unfair. But through new friendships, a school play, and adjusted relationships, Sarah begins to realize that change might not be such a horrible thing — and that families come in all shapes and sizes. Is it time for Sarah Simpson's REVISED Rules for Living?

Fifteen-year-old Ginger, who lives with her mother, stepfather, and younger stepsister and never knew her father, is convinced that the strange man who keeps showing up unexpectedly is really her dad.

Eight boys and girls compete for a spot on the space voyage that'll search for a source to solve Earth's energy crisis.

The ultimate action-fueled end-of-the-world conspiracy trilogy from #1 New York Times bestselling author D.J. MacHale THEY CAME FROM THE SKY parachuting out of military helicopters to invade Tucker Pierce's idyllic hometown on Pemberwick Island, Maine. They call themselves SYLO and they are a secret branch of the U.S. Navy. SYLO's commander, Captain Granger, informs Pemberwick residents that the island has been hit by a lethal virus and must be quarantined. Now Pemberwick is cut off from the outside world. Tucker believes there's more to SYLO's story. He was on the sidelines when the high school running back dropped dead with no warning. He saw the bizarre midnight explosion over the ocean, and the mysterious singing aircraft that travel like shadows through the night sky. He tasted the Ruby—and experienced the powers it gave him—for himself. What all this means, SYLO isn't saying. Only Tucker holds the clues that can solve this deadly mystery. LOOK TO THE SKY because Pemberwick is only the first stop.

The Monster Princess

Romeo & What's Her Name

A Zodiac Novel

Black Moon Rising (the Library Book 2)

The Mesmer Menace

**Once again, Tucker Price and friends must fight for their lives against the better-equipped SYLO, and they will risk nearly everything to keep each other safe as the battle's climax nears.**

**Check out a book and read your future. . . . It's another page-turning adventure from #1 New York Times bestselling author D. J. MacHale! Marcus is an agent of the Library, a place filled with tales that don't have an ending. Puzzles that won't be solved until Marcus and his friends step in to finish them. This time it's their own stories at stake.**

Theo just visited the Oracle Baz, an old amusement-park machine that spits out fortunes for the cost of a quarter. Fun, right? The only problem is, the oracle's cheap predictions have been coming true . . . and Theo's fortune says that life as he knows it will end on his fourteenth birthday! Plus, Lu's cousin, who also went to the oracle, is missing. Marcus knows where to find help for his friends--the Library. It turns out that the Oracle Baz was a real man who died in a fire long ago. Can a glimpse into the fortune-teller's past change all their futures?

Friendships are shifting for Ida May, and all because Jenna and Brooke (former BFFs) are feuding. No one knows what started the fight, but soon the girls in class have taken sides, with Ida May stuck in the middle. Does Ida have what it takes to understand the true nature of Jenna and Brooke's real friendship and figure out the way to bring them, and the rest of the class, together?

Once again, Tucker Pierce and friends must fight for their lives against the better-equipped SYLO, and they will risk nearly everything to keep each other safe the battle's climax nears. While on the run from the SYLO team, Tucker, Tori and Kent are driven directly into another base of the invaders. They become prisoners, destined be conditioned to forget their old lives and turn on one another to survive. Drawn to a mysterious dome unguarded in the midst of the base, what they discover will change everything they know about the war, their world, and themselves.

The Sylo Chronicles

The Never War

Ostrich Eye

### **Moving to Mars**

Adam has killed again. It had to be done, part of him knows that, but it changes a person. It can certainly change a teenager grown up too quickly, too harshly, in the wake of the catastrophic global blackout five months ago. In the name of safety and Adam and his neighbors have turned their middle American suburban neighborhood into a fortress, defending against countless Adam wants to hope, wants to be what his girlfriend Lori wants him to be—but there's always a threat tugging at the edges consciousness. What's lurking in the dark is a greater danger than ever before: somebody who wants to destroy the Neighbor

their strategic alignments with other powerful enclaves. More than that, though, it's personal: this somebody wants to destroy knows his prey is already wounded. Soon, the hunted becomes the hunter . . . and Adam hates himself for what he will have to do, sometimes even the dark is not cover enough for things that would never happen in the light.

Daring dachshund Noodles narrates as evil Mesmers bent on world domination arrive at the Amazing Automated Inn, where old inventor Wally Kennewickett, aided by Noodles and the inn's automatons, tries to foil their plans.

Ida May finally fits in at school after becoming best friends with Stacey Merriweather, who is universally liked by their class. Ida's frenemy, bossy Jenna Drews, brings in a game of truth or dare, and all the girls are suddenly daring one another to misbehave. When Ida finds herself in the principal's office, she's scared into ratting out her friends and gets frozen out of the group. The only way to fix things is to take a triple-dog dare: letting one of the girls pierce her ears. Will her BFF come to her rescue, or is this the price of friendship? Packed with fourth-grade jealousies, problems, misbehavior, and consequences, this third book about Ida May stands as the final installment in a gripping trilogy from a New York Times best-selling author heads toward its resolution, all the questions are answered. Finally witness the showdown between best friends Marshall and Cooper and the terrifying villain Damon, who's more determined than ever to break down the walls between the worlds of the living and the dead.

Friends for Keeps: My Forever Friends

Department 19

Dust

Taking the Reins (An Ellen & Ned Book)

Catalyst

*A breathtaking and dramatic account of the JFK assassination by the NEW YORK TIMES bestselling author of CHASING LINCOLN'S KILLER! In his new young-adult book on the Kennedy assassination, James Swanson will transport readers back to one of the most shocking, sad, and terrifying events in American history. As he did in his bestselling Scholastic YA book, CHASING LINCOLN'S KILLER, Swanson will deploy his signature "you are there" style -- a riveting, ticking-clock pace, with an unprecedented eye for dramatic details and impeccable historical accuracy -- to tell the story of the JFK assassination as it has never been told before. The book will be illustrated with archival photos, and will have diagrams, source notes, bibliography, places to visit, and an index.*

*Each of the Travelers returns home to learn the truth about their origins before being reunited for a final, inevitable confrontation with Saint Dane, whose efforts to control Halla are destroying its very foundations.*

*When Damien Black robs a bank and steals a tiger-eye of great sentimental value, he is pursued by thirteen-year-old Dave Sanchez and his sidekick, a talking gecko named Sticky, who are armed with a magical Aztec armband.*

*Marshall Seaver is being haunted. It begins with mysterious sounds, a fleeting face outside a window, a rogue breeze—all things that can be explained away. That is, until he comes face-to-face with a character who only exists on the pages of a sketchbook—a character Marshall himself created. Marshall has no idea why he is being tormented by this forbidding*

*creature, but he is quickly convinced it has something to do with his best friend, Cooper, who has gone missing. Together with Cooper's beautiful but aloof sister, Sydney, Marshall searches for the truth about his friend while ultimately uncovering a nightmare that is bigger and more frightening than he could ever have imagined. Number one New York Times bestselling author D. J. MacHale launches his eerie new trilogy with a story so packed with chilling suspense, readers will want to sleep with the light on. \* \* \* The voices grew louder, more urgent, as if they were running out of time. It sounded like gibberish. It was gibberish. I knew that. It was a dream, right? That's what I told myself and it calmed me down. That is, until I heard a single word break through the haze as plain and clear as if someone had leaned over and spoke directly into my ear. --"Morpheus."*

*Oracle of Doom (The Library Book 3)*

*Wine of the Dreamers*

*Strike. bk. 3*

*A Novel*

*Toilet Training Without Tantrums*

*In the follow-up to "Surrender the Key," an evil is plaguing a middle school in Massachusetts. Most of the students think it's a string of bad luck, but Marcus and his friends suspect something more sinister. Something like witchcraft. When the black moon rises, this story must come to an end. One way or another. /16.*

*In the tradition of Robert Heinlein and Ray Bradbury, million-copy bestselling Halo author and game developer Eric Nylund brings action-packed science fiction to a young audience with this riveting children's debut. Twelve-year-old Ethan Blackwood has always known exactly what he wanted—to win the state soccer championship, get into the best high school, and become an astronaut. Then he meets Madison and Felix, who tell him something . . . insane. They claim that 50 years ago, aliens took over the earth, and everyone past puberty is under their mind control. Ethan doesn't believe it. But then he sees for himself the aliens' monster bug robots and the incredible way that Madison and Felix have learned to fight them. So Ethan Blackwood has a choice: he can go back to his normal, suburban, protected life—or he can become a Resister. This is science fiction on the lines of Scott Westerfield and Cory Doctorow for middle graders.*

*Lala dwells in a cave that lies deep below the ground, worlds away from the castle where three beautiful princesses live. She is the best krinkle-nut digger by far, but she longs for more: the dresses, the parties, the royal life. Up, up, up Lala climbs and sneaks into the castle. She tries on the princesses' gowns...and is caught. But the princesses dress Lala up and let her attend a ball. She stumbles. She bumbles. She is laughed at. Can Lala find it in her heart to forgive the girls who tricked her? Will Lala find out what it means to be a real princess?*

*Previously published as Curse of the Boggin. A fast-paced, thrilling series opener from bestselling author D. J. MacHale. Check out a book—and unlock an adventure! There's a place filled with tales that don't have an ending. Puzzles that won't be solved until someone steps in to finish them. Enter the Library. Marcus and his friends have found the key to open it. And they need to use it, because, clearly, something is up. A strange guy in a bathrobe haunts them; fires rage and flare out in an instant; a peculiar old lady keeps telling them, "Surrender the key. . . ." At first Marcus thinks he's going nuts, until the mystery gets personal. The Library may hold some answers, but the*

*clock is running out. Because on these library shelves, the stories you don't finish might just finish you. . . . Kids love Surrender the Key (The Library, Book 1): "A mysterious, hard-to-put-down book with a twisting plot, funny characters, and haunting souls. I can't wait to hear what adventures they have next." —A.J. H., age 11 "I read enough in just one day to fill my school reading log for a week." —Michael C., age 10 "A unique, intriguing book filled with page-turning adventures." —Madeline H., age 12 "Couldn't put it down. I stayed up reading until 11:00 p.m. with only one thought in my mind: one more chapter!" —Ben H., age 11*

*Wandering Star*

*The Rains*

*The Blood*

*Strike*

*The Reality Bug*

**This classic work of feminist science fiction finds the world reordered. Following a nuclear holocaust, women have used advanced technology to expel men from their cities, bringing them back only for purposes of loveless reproduction under the guise of powerful goddesses. When one young woman, Birana, questions her society's deception, she finds herself exiled amongst the very men she has been taught to scorn. As Birana and her reluctant male protector Arvil grow closer, their feelings for each other just might mend their fractured world-if they somehow manage to survive.**

**StrikeThe SYLO Chronicles #3Razorbill**

**For use in schools and libraries only. When he and his high-school basketball teammates steal from a fraternity house in their small Indiana town, Nate contends with his guilt, his loyalty to his friends, and his desire to help his older brother who comes under suspicion for the crime.**

**Rho is ready to live a quiet life until Ochus appears to her, bearing a cryptic message that leaves her with no choice but to fight and she embarks on a journey through a new set of Houses that reveal much more about the Galaxy and herself.**

**The Shore of Women**

**The Greatest Power**

**The Soldiers of Halla**

**The Resisters #1: The Resisters**

**Storm**

*The first young adult page-turner from New York Times bestselling author Gregg Hurwitz. In one terrifying night, the peaceful community of Creek's Cause turns into a war zone. No one under the age of eighteen is safe. Chance Rain and his older brother, Patrick, have already*

*fended off multiple attacks from infected adults by the time they arrive at the school where other young survivors are hiding. Most of the kids they know have been dragged away by once-trusted adults who are now ferocious, inhuman beings. The parasite that transformed them takes hold after people turn eighteen--and Patrick's birthday is only a few days away. Determined to save Patrick's life and the lives of the remaining kids, the brothers embark on a mission to uncover the truth about the parasites--and what they find is horrifying. Battling an enemy not of this earth, Chance and Patrick become humanity's only hope for salvation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

*From D.J. MacHale—the #1 New York Times bestselling author and co-creator of the popular Nickelodeon series Are You Afraid of the Dark?—comes STORM, the exhilarating, action-packed sequel to SYLO: After a harrowing escape from Pemberwick Island, Tucker Pierce and his surviving friends—Tori, Kent, and Olivia—have finally reached the mainland, only to find that no one is left. That's not their only sickening discovery. Moments before they are attacked by another of the mysterious black planes, they investigate one's wreck and are horrified to find that it bears the logo of the U.S. Air Force. This can only mean one thing: the United States is at war with itself—the deadly technology of the Air Force against the brute force of the Navy's SYLO unit, which still holds Pemberwick Island and its residents captive. Tucker must lead his friends to safety, but his head is spinning. How can the Air Force be perpetuating such genocide against not only its own citizens, but the world? What is SYLO's role in this, and why did Tucker's parents betray him by allying with SYLO, whose commander, Captain Granger, killed Tori's father at point-blank range? And what did his mother mean when she told him to trust no one? Tucker, Tori, and friends set off cross-country on a quest for answers and, for Tucker, vengeance. But as one highway gives way to the next—and one death-defying escape precedes another—Tucker soon realizes that “trust no one” doesn't just mean the U.S. military. The third installment in an epic series of adventures First Earth Fourteen-year-old Bobby Pendragon is a loyal friend, sports star, devoted pet owner -- and Traveler. Along with his uncle Press, Bobby has visited the alternate dimension of Denduron and participated in a civil war. He's also waded through the endangered underwater territory of Cloral. Now Bobby once again finds himself thrust beyond the boundaries of time and space into a place that seems somewhat familiar: First Earth. Bobby and the Traveler from Cloral -- Spader -- have flumed to New York City, 1937. Against a backdrop of gangsters, swing music, and the distant sound of a brewing war, the two must uncover the evil Saint Dane's newest plot. But is Bobby ready for the difficult choices ahead?*

*Cassie wishes she could stay home and get a puppy, but she's moving to Mars with her scientist parents. A surprise awaiting her makes her think Mars might not be so bad after all.*

*Surrender the Key (The Library Book 1)*

*"The President Has Been Shot!": The Assassination of John F. Kennedy*

*The SYLO Chronicles #3*

*Spanish Papers*

*Learning the Game*

In 2007, the Center for Automation in Nanobiotech (CAN) outlined the hardware and software platform that would one

day allow robots smaller than human cells to make medical diagnoses, conduct repairs, and even self-propagate. In the same year, the CBS network re-aired a program about the effects of propranolol on sufferers of extreme trauma. A simple pill, it had been discovered, could wipe out the memory of any traumatic event. At almost the same moment in humanity's broad history, mankind had discovered the means for bringing about its utter downfall. And the ability to forget it ever happened. This is the sequel to the New York Times best-selling Wool series.

"Freeglader" is the dramatic and exciting conclusion to the Rook Barkwater sequence that takes the reader on a thrilling journey across the Edgeworld.

Argues that toilet training should be a simple, uncomplicated process, beginning at eighteen months or sooner, involving the child going naked from the waist down at home for a short time, and gives advice on common situations.

An unprepared understudy is forced to take the stage with her secret crush in this romantic YA comedy of errors from author Shani Petroff. Understudies Never Get to Perform ...which is why being Juliet's understudy in the schools yearly "Evening with Shakespeare" is the perfect role for Emily. She can earn some much-needed extra credit while pursuing her main goal of spending time with Wes, aka Romeo, aka the hottest, nicest guy in school (in her completely unbiased opinion). And she meant to learn her lines, really, it's just: a) Shakespeare is HARD, b) Amanda aka the "real" Juliet makes her run errands instead of lines, and c) there's no point since Amanda would never miss the chance to be the star of the show. Then, Amanda ends up in the hospital and Emily, as the (completely unprepared!) understudy, has to star in the most famous scene from William Shakespeare's Romeo and Juliet opposite the guy of her dreams. Oops?

The SYLO Chronicles #2

The Rule of Three: Will to Survive

The Light

Freeglader

My Best Frenemy

Jamie Carpenter's father is dead, his mother is missing, and he was just rescued by an enormous creature named Frankenstein. Now Jamie is pulled into a secret organization responsible for policing the supernatural, founded more than a century ago by Abraham Van Helsing. . . . Department Nineteen takes us through history, across Europe, and beyond - from the cobbled streets of Victorian London to prohibition-era New York, from the icy wastes of Arctic Russia to the treacherous mountains of Transylvania. Part modern thriller, part classic horror, it's packed with mystery, mayhem, and a level of suspense that makes a Darren Shan novel look like a

romantic comedy.

Wine of the Dreamers, a classic science fiction novel from John D. MacDonald, the beloved author of Cape Fear and the Travis McGee series, is now available as an eBook. They are the Watchers: pale laboratory creatures living in a remote, sealed-off world. Their game, their religion, their release is to dream, and their dreams carry across the galaxy to lodge in the minds of the inhabitants of another world: the planet Earth. But as the human race approaches a dream of their own—traveling beyond their own planet to other worlds—the Watchers step in. For escape from Earth is an impossible dream, one that the Watchers will go to any length to destroy. Features a new Introduction by Dean Koontz Praise for John D. MacDonald “The great entertainer of our age, and a mesmerizing storyteller.”—Stephen King “My favorite novelist of all time.”—Dean Koontz “To diggers a thousand years from now, the works of John D. MacDonald would be a treasure on the order of the tomb of Tutankhamen.”—Kurt Vonnegut “A master storyteller, a masterful suspense writer . . . John D. MacDonald is a shining example for all of us in the field. Talk about the best.”—Mary Higgins Clark

Wool introduced the world of the silo. Shift told the story of its creation. Dust will describe its downfall.

VIRTUAL REALITY? The territory of Veelox has achieved perfect harmony. Fifteen-year-old Bobby Pendragon arrives on this territory in pursuit of the evil Saint Dane, but all is peaceful on Veelox -- because it's deserted. The inhabitants have discovered a way to enter their own personal dream worlds, where they can be whoever they want, wherever they want. Their bodies lie in stasis while their minds escape to this dream realm. Fresh from his battle with Saint Dane in 1937 Earth, Bobby is confident that they can defeat whatever Saint Dane has planned for this world. But once Bobby enters the virtual world will he be able to resist the lure of the ultimate in escapism?

SYLO

Sarah Simpson's Rules for Living

Shift

Project Alpha

Search My Heart

Earth is in the middle of WWIII, battling to determine which governments and corporations will control the resources of the solar system. Teen Tom Raines grew up with nothing, some days without even a roof

over his head. Then his exceptional gaming s

A young rider encounters well-known horses and new friends in the final installment of the Ellen & Ned trilogy by Pulitzer Prize winner Jane Smiley. Ellen's family has moved to a new town...but some things, like her love for horses, remain the same. Ellen is now the proud owner of her own horse, Tater. She's learning new skills and challenging herself as a rider...but she still can't stop thinking about Ned, the feisty former racehorse she sees on the ranch during her lessons. In the meantime, Ellen's making new friends and encountering old ones. Most exciting of all is Da, a boy from a riding family who is possessed of a spirit of mischief and daring and knows his own mind. Ellen still has a lot to learn...about horses, friendship, and herself. And will she ever be able to get Ned off her mind? After a harrowing escape from the SYLO-occupied Pemberwick Island, Tucker Pierce and his surviving friends--Tori, Kent, and Olivia--have finally reached the mainland, only to find that no one is left.