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E7B - HOWARD CHAMBERS

A post-apocalyptic thriller chronicling one woman's quest to nurture those she holds dear against the backdrop of a shockingly changed world. When I wake the world is gone. Only fragments remain. And then I remember . . . Before: Her life may have taken a couple of wrong turns but Zoe is trying to make the best of what she has. A part-time cleaning job to pay for college, a weekly appointment with her therapist to straighten out the problems in her life. The same problems that any thirty-year-old would have. Nothing major. Nothing life-threatening. A few bad dream, that's all. After: The only thought that remains is survival. Survival in a desolate, post-apocalyptic world. For herself. For her unborn baby. But help is scarce in a world where untold horrors exist around every corner, where food and water are in desperately short supply, and the only chance of happiness is half a world away. Adams has an excellent sense of timing, delivering gasp-inducing moments that punctuate her nightmare with verve. But it's Zoe's clear-eyed sense of self-preservation that will keep readers waiting for Adams' follow-up.- Kirkus

People in Merit, Wisconsin, always said Jimmy was . . . you know. But people said all sorts of stupid stuff. Nobody really knew anything. Nobody really knew Jimmy. I guess you could say I knew Jimmy as well as anyone (which was not very well). I knew what scared him. And I knew he had dreams?even if I didn't understand them. Even if he nearly ruined my life to pursue them. Jimmy's dead now, and I definitely know that better than anyone. I know about blood and bone and how bodies decompose. I know about shadows and stones and hatchets. I know what a last cry for help sounds like. I know what blood looks like on my own hands. What I don't know is if I can trust my own eyes. I don't know who threw

the stone. Who swung the hatchet? Who are the shadows? What do the living owe the dead?

!--StartFragment-- Read the book that inspired the Nickelodeon TV show! Perfect for fans of Middle School and Awkward. Super-stylish and uber-harsh, Kacey Simon is the social dictator of Marquette Middle School. But when an eye infection and a visit to the dentist leave her with giant glasses, a mouth full of metal, and...a littthp, Kacey is dismissed by her popular friends, falling so far down the social ladder she can barely see the top, even with her magnifying specs. With nowhere else to turn, Kacey has to hang with her nerdy neighbor and a boy who walks to beat of his own drum, but she's determined to reclaim her throne. Will she climb back to the top? Or will she discover that hitting rock bottom kind of...rocks?

A highly-charged Star Trek tale of a largely unknown ship, captain, and crew, in which the Enterprise-C comes up against mysterious alien forces unleashed by a fledgling crime cartel. For twelve years, Rachel Garrett was captain of the Federation's flagship. But while her exploits as commander of the U.S.S. Enterprise NC-C-1701-C are legend, little has been revealed about Garrett, her vessel, or the unusual men and women of her crew. Until now. When the archaeological find of the decade offers possible hints about an earlier Cardassian civilization, it attracts not merely those seeking to quench their thirst for knowledge, but also parties with far less noble interests. Among the latter is the Asfar Qatala, a notorious criminal cartel with a disturbing connection to one of the Enterprise's highest-ranking officers. Now Captain Garrett and her crew are swept into a maelstrom of kidnapping, extortion, and murder. And beneath the surface of the frozen world on which the proto-Cardassian discovery was made, another drama is playing out that will force Garrett to make the most difficult de-

cision of her career.

Zombies have infested a fallen America. A young girl named Temple is on the run. Haunted by her past and pursued by a killer, Temple is surrounded by death and danger, hoping to be set free. For twenty-five years, civilization has survived in meager enclaves, guarded against a plague of the dead. Temple wanders this blighted landscape, keeping to herself and keeping her demons inside her heart. She can't remember a time before the zombies, but she does remember an old man who took her in and the younger brother she cared for until the tragedy that set her on a personal journey toward redemption. Moving back and forth between the insulated remnants of society and the brutal frontier beyond, Temple must decide where ultimately to make a home and find the salvation she seeks. "Alden Bell provides an astonishing twist on the southern gothic: like Flannery O'Connor with zombies." —Michael Gruber, New York Times bestselling author of *The Book of Air and Shadows*

The third and final fast-paced installment in the popular *Raised by Wolves* series, called "the most compelling YA werewolf series out there" by New York Times best-selling author Melissa Marr. A rogue Were is killing humans, and Cedar Ridge is the center of the crisis. Bryn, human alpha of the Cedar Ridge pack, must meet with the Senate to deal with the problem. Though the subject is the rogue wolf, Bryn knows the other packs want what she has. Her territory. Her females. Her pack. They want her death. She could never survive a battle with another alpha, so she'll have to keep her wits about her as she navigates the fine line between helping the Senate and hurting her chances at keeping her lands, protecting her pack, and surviving.

There are stories where the girl gets her prince, and they live happily ever after. (This is not one of those stories.) Jenna Lord's first

sixteen years were not exactly a fairy tale. Her father is a controlling psycho and her mother is a drunk. She used to count on her older brother—until he shipped off to Iraq. And then, of course, there was the time she almost died in a fire. There are stories where the monster gets the girl, and everyone cries for his innocent victim. (This is not one of those stories either.) Mitch Anderson is many things: A dedicated teacher and coach. A caring husband. A man with a certain...magnetism. And there are stories where it's hard to be sure who's a prince and who's a monster, who is a victim and who should live happily ever after. (These are the most interesting stories of all.) *Drowning Instinct* is a novel of pain, deception, desperation, and love against the odds—and the rules.

Many visitors to Yellowstone National Park don't realize that the boiling hot springs and spraying geysers are caused by an underlying supervolcano, so large that the caldera can only be seen by plane or satellite. And by some scientific measurements, it could be overdue for an eruption. For Alex, being left alone for the weekend means having the freedom to play computer games and hang out with his friends without hassle from his mother. Then the Yellowstone supervolcano erupts, plunging his hometown into a nightmare of darkness, ash, and violence. Alex begins a harrowing trek to search for his family and finds help in Darla, a travel partner he meets along the way. Together they must find the strength and skills to survive and outlast an epic disaster.

Kelley Armstrong, #1 New York Times bestselling author, takes an exciting new direction with this big, breathtaking blend of fantasy, romance, horror, and pulse-pounding action, perfect for fans of *Graceling* and *Game of Thrones*. Twin sisters Moria and Ashyn were marked at birth to become the Keeper and the Seeker of Edgewood, beginning with their sixteenth birthday. Trained in fighting and in the secret rites of the spirits, they lead an annual trip into the Forest of the Dead. There, the veil between the living world and the beyond is thinnest, and the girls pay respect to the spirits who have passed. But this year, their trip goes dreadfully wrong. With all the heart-stopping romance and action that have made her a #1 New York Times bestselling author, and set in an unforgettably rich and dangerous world, this first epic book in the *Age of Legends* trilogy will appeal to Kelley Armstrong's legions of fans around the world and win her many new ones.

The riveting conclusion to the international bestselling sci-fi

thriller *STARTERS!* Would you rent out your body to the elderly so they could be young again? Someone is after Starters like Callie and Michael—teens with chips in their brains. They want to experiment on anyone left over from *Prime Destinations*—Starters who can be controlled and manipulated. With the body bank destroyed, Callie no longer has to rent herself out to creepy Enders. But Enders can still get inside her mind and make her do things she doesn't want to do. Like hurt someone she loves. Having the chip removed could save her life—but it could also silence the voice in her head that might belong to her father. Callie has flashes of her ex-renter Helena's memories, too . . . and the Old Man is back, filling her with fear. Who is real and who is masquerading in a teen body? No one is ever who they appear to be, not even the Old Man. Determined to find out who he really is and grasping at the hope of a normal life for herself and her younger brother, Callie is ready to fight for the truth. Even if it kills her. Praise for *ENDERS*: "Adrenaline-fueled . . . Fans of Starters will gobble this up."—Booklist "Delightfully disturbing."—Kirkus Reviews "A thrilling post-apocalyptic story that will keep readers on the edge of their seats from start to finish." --Children's Literature

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

Critically acclaimed author of *The Ashes Trilogy*, Ilsa J. Bick takes her new *Dark Passages* series to an alternative Victorian London where Emma Lindsay continues to wade through blurred realities now that she has lost everything: her way, her reality, her friends. In this London, Emma will find alternative versions of her friends from the *White Space* and even Arthur Conan Doyle. Emma Lindsay has nowhere to go. Her friends are dead. Eric and Casey are lost to the *Dark Passages*. Emma commands the *cynosure*, a device that allows for safe passage between the *Many Worlds*, to put her where she might find her friends again. But Emma wakes up in the body of Little Lizzie, all grown up. And in this alternative Victorian London, Elizabeth McDermott is mad. Elizabeth's physician, Dr. Kramer, has drugged her to allow Emma—who's blinked to this London before—to emerge as the dominant personality. Elizabeth is dying, and if Emma can't find a way out, everyone as they exist in this London will die with her.

Book 1 in the *Bequin Sage*. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy, and Inquisitorial agent, Alizebeth Bequin is all of these things and yet none of them. An enigma, even to herself, she is caught between Inquisitors Gregor Eisenhorn and Gideon Ravenor, former allies now enemies who are playing a shadow game against a mysterious and deadly foe. Coveted by the Archenemy, pursued by the Inquisition, Bequin becomes embroiled in a dark plot of which she knows not her role or purpose. Helped by a disparate group of allies, she must unravel the secrets of her life and past if she is to survive a coming battle in which the line between friends and foes is fatally blurred.

From Morgan Rice, #1 Bestselling author of *THE VAMPIRE JOURNALS*, comes the first book in a new trilogy of dystopian fiction. New York. 2120. America has been decimated, wiped out from the second Civil War. In this post-apocalyptic world, survivors are far and few between. And most of those who do survive are members of the violent gangs, predators who live in the big cities. They patrol the countryside looking for slaves, for fresh victims to bring back into the city for their favorite death sport: *Arena One*. The death stadium where opponents are made to fight to the death, in the most barbaric of ways. There is only one rule to the arena: no one survives. Ever. Deep in the wilderness, high up in the Catskill Mountains, 17 year old Brooke Moore manages to survive, hiding out with her younger sister, Bree. They are careful to avoid the gangs of slaverunners who patrol the countryside. But one day, Brooke is not as careful as she can be, and Bree is captured. The slaverunners take her away, heading to the city, and to what will be a certain death. Brooke, a Marine's daughter, was raised to be tough, to never back down from a fight. When her sister is taken, Brooke mobilizes, uses everything at her disposal to chase down the slaverunners and get her sister back. Along the way she runs into Ben, 17, another survivor like her, whose brother was taken. Together, they team up on their rescue mission. What follows is a post-apocalyptic, action-packed thriller, as the two of them pursue the slaverunners on the most dangerous ride of their lives, following them deep into the heart of New York. Along the way, if they are to survive, they will have to make some of the hardest choices and sacrifices of their lives, encountering obstacles neither of them had expected—including their unexpected feelings for each other. Will they rescue their siblings? Will they make it back? And will they, themselves, have to fight in the

arena? ARENA ONE is Book #1 in the Survival Trilogy, and is 85,000 words.

A thrilling tale of adventure, romance, and one girl's unyielding courage through the darkest of nightmares. Epidemics, floods, droughts--for sixteen-year-old Lucy, the end of the world came and went, taking 99% of the population with it. As the weather continues to rage out of control, and Sweepers clean the streets of plague victims, Lucy survives alone in the wilds of Central Park. But when she's rescued from a pack of hunting dogs by a mysterious boy named Aidan, she reluctantly realizes she can't continue on her own. She joins his band of survivors, yet a new danger awaits her: the Sweepers are looking for her. There's something special about Lucy, and they will stop at nothing to have her.

After modern science turns every human into a genetic time bomb with men dying at age twenty-five and women dying at age twenty, girls are kidnapped and married off in order to repopulate the world.

Aimee and Alan have unusual pasts and secrets they prefer to keep hidden. Aimee's deceased mother struggled with mental illness and hallucinations, and Aimee thinks it could be hereditary. After all, she sees a shadowy river man where there isn't one. And then there was that time she and her best friend Courtney tried to conjure a spirit with a Ouija board . . . Alan is Courtney's cousin. His family moved to Maine when Courtney's father went missing. It's not just Alan's dark good looks that make him attractive. He is also totally in touch with a kind of spiritual mysticism from his Native American heritage. And it's not long before Aimee has broken up with her boyfriend . . . But it's not Aimee or Alan who is truly haunted - it's Courtney. In a desperate plea to find her father, Courtney invites a demonic presence into her life. Together, Aimee and Alan must exorcise the ghost, before it devours Courtney - and everything around her.

More than six months after the eruption of the Yellowstone super-volcano, Alex and Darla retrace their steps to Iowa hoping to find Alex's parents and bring them to the tenuous safety of Illinois, but the journey is ever more perilous as the remaining communities fight to the death for food and power.

An electromagnetic pulse flashes across the sky, destroying every electronic device, wiping out every computerized system, and killing billions. When it happens, Alex was hiking in the woods to say good-bye to her dead parents and her personal demons. Now

desperate to find out what happened after the pulse crushes her to the ground, Alex meets up with Tom—a young soldier—and Ellie, a girl whose grandfather was killed by the EMP. For this improvised family and the others who are spared, it's now a question of who can be trusted and who is no longer human. Author Ilsa J. Bick crafts a terrifying and thrilling novel about a world that could be ours at any moment, where those left standing must learn what it means not just to survive, but to live amidst the devastation.

In Mary's world there are simple truths. The Sisterhood always knows best. The Guardians will protect and serve. The Unconsecrated will never relent. And you must always mind the fence that surrounds the village; the fence that protects the village from the Forest of Hands and Teeth. But, slowly, Mary's truths are failing her. She's learning things she never wanted to know about the Sisterhood and its secrets, and the Guardians and their power. And, when the fence is breached and her world is thrown into chaos, about the Unconsecrated and their relentlessness. Now, she must choose between her village and her future, between the one she loves and the one who loves her. And she must face the truth about the Forest of Hands and Teeth. Could there be life outside a world surrounded in so much death? [STAR] "A bleak but gripping story...Poignant and powerful."-Publishers Weekly, Starred "A post-apocalyptic romance of the first order, elegantly written from title to last line."-Scott Westerfeld, author of the Ugliest series and Leviathan "Intelligent, dark, and bewitching, *The Forest of Hands and Teeth* transitions effortlessly between horror and beauty. Mary's world is one that readers will not soon forget."-Cassandra Clare, bestselling author of *City of Bones* "Opening *The Forest of Hands and Teeth* is like cracking Pandora's box: a blur of darkness and a precious bit of hope pour out. This is a beautifully crafted, page-turning, powerful novel. I thoroughly enjoyed it."-Melissa Marr, bestselling author of *Wicked Lovely* and *Ink Exchange* "Dark and sexy and scary. Only one of the Unconsecrated could put this book down."-Justine Larbalestier, author of *How to Ditch Your Fairy*

Don't Sweat. Don't Laugh. Don't draw attention to yourself. And most of all, whatever you do, do not fall in love with one of them. Gene is different from everyone else around him. He can't run with lightning speed, sunlight doesn't hurt him and he doesn't have an unquenchable lust for blood. Gene is a human, and he

knows the rules. Keep the truth a secret. It's the only way to stay alive in a world of night—a world where humans are considered a delicacy and hunted for their blood. When he's chosen for a once in a lifetime opportunity to hunt the last remaining humans, Gene's carefully constructed life begins to crumble around him. He's thrust into the path of a girl who makes him feel things he never thought possible—and into a ruthless pack of hunters whose suspicions about his true nature are growing. Now that Gene has finally found something worth fighting for, his need to survive is stronger than ever—but is it worth the cost of his humanity?

Awakening in a bleak landscape, Cass Dollar vaguely recalls enduring something terrible. Having no idea how many days—or weeks—have passed, she slowly realizes the horrifying truth: her daughter, Ruthie, has vanished. And with her, nearly all of civilization. Instead of winding through the once-lush hills, the roads today see only cannibalistic Beaters—people turned hungry for human flesh by a government experiment gone wrong. In a broken, barren California, Cass will undergo a harrowing quest to get Ruthie back. Few people trust an outsider—much less one who bears the telltale scars of a Beater attack—but she finds safety with an enigmatic outlaw, Smoke. And she'll need him more than ever when his ragged band of survivors learn that she and Ruthie have become the most feared, and desired, weapons in a brave new world....

An order of magical-knife wielding female assassins brings both peace and chaos to their post-apocalyptic world in this bewitching blend of science fiction and epic fantasy—the first entry in a debut duology that displays the inventiveness of the works of Sarah Beth Durst and Marie Lu. Kyra is the youngest Markswoman in the Order of Kali, one of a handful of sisterhoods of highly trained elite warriors. Armed with blades whose metal is imbued with magic and guided by a strict code of conduct, the Orders are sworn to keep the peace and protect the people of Asiana. Kyra has pledged to do so—yet she secretly harbors a fierce desire to avenge her murdered family. When Tamsyn, the powerful and dangerous Mistress of Mental Arts, assumes control of the Order, Kyra is forced on the run. She is certain that Tamsyn committed murder in a twisted bid for power, but she has no proof. Kyra escapes through one of the strange Transport Hubs that are the remnants of Asiana's long-lost past and finds herself in the unforgiv-

ing wilderness of a desert that is home to the Order of Khur, the only Order composed of men. Among them is Rustan, a disillusioned Marksman whose skill with a blade is unmatched. He understands the desperation of Kyra's quest to prove Tamsyn's guilt, and as the two grow closer, training daily on the windswept dunes of Khur, both begin to question their commitment to their Orders. But what they don't yet realize is that the line between justice and vengeance is thin . . . as thin as the blade of a knife.

Seventeen-year-old Christian Cage lives with his uncle in Winter, Wisconsin, where his nightmares, visions, and strange paintings draw him into a mystery involving German prisoners of war, a mysterious corpse, and Winter's last surviving Jew.

Originally published in hardcover in 2015 by Simon & Schuster Books For Young Readers.

Sometimes choices—like change—can't be avoided. A bittersweet story of love and family from National Book Award finalist Deb Caletti. Cricket has a very long week ahead of her. Her entire family has come together for her mom's wedding, and it's supposed to be a time for celebration. But for Cricket, the timing couldn't be worse. For years Cricket's been half of the perfect couple, destined to be together forever. Now, because of what she's done—something she would give anything to take back—Janssen has walked away. Maybe for good. Cricket has always panicked in the face of change. Now she is forced to face her fears and decide once and for all what she wants, and how she's going to get it. For over the course of the week, secrets will be revealed, bonds will be tested, and Cricket's confusion—and her desires—may very well send her spiraling down a path she never thought she'd take...with no idea where it will lead her.

Milo must choose between risking his life to save both the human and magical universes—or to live and save only his own—in the explosive and fast-paced follow-up to the first novel in the Nightsiders series, which Kirkus Reviews called "the perfect mix of science fiction and magic" in a starred review. After joining forces with the magical Nightsiders and surviving a trip to the enemy Bugs' Hive ship, Milo Silk still has a lot to fear. The Huntsman has pledged a revenge worse than death on Milo, a group of nefarious fairies are bent on taking back Earth, and zombie-like holo-men are trapping humans for the Bugs to take. Even more unsettling is that the Witch of the World has disappeared and a mysterious boy is haunting Milo's dreams in her stead. But none of these threats

compare to what may happen to the world if the humans and the Nightsiders don't unite to fight for each other.

Seventeen-year-old Alex joins up with a young soldier named Tom and an angry eight-year-old named Ellie in an attempt to survive after an electromagnetic pulse wipes out billions of people and profoundly changes many of those that remain.

With her family discredited by a traitor, Katana Tormark plans to regain her clan's honor by challenging House Kurtia's right to rule the Combine, openly challenging their authority and pushing them into a conflict with the Republic, but now she faces a new threat from Warlord Mitsura Sakamoto, who has his own scheme to seize control of the Combine. Original.

The Yellowstone supervolcano nearly wiped out the human race. Now, almost a year after the eruption, the survivors seem determined to finish the job. Communities wage war on each other, gangs of cannibals roam the countryside, and what little government survived the eruption has collapsed completely. The ham radio has gone silent. Sickness, cold, and starvation are the survivors' constant companions. When it becomes apparent that their home is no longer safe and adults are not facing the stark realities, Alex and Darla must create a community that can survive the ongoing disaster, an almost impossible task requiring even more guts and more smarts than ever—and unthinkable sacrifice. If they fail . . . they, their loved ones, and the few remaining survivors will perish. This epic finale has the heart of Ashfall, the action of Ashen Winter, and a depth all its own, examining questions of responsibility and bravery, civilization and society, illuminated by the story of an unshakable love that transcends a post-apocalyptic world and even life itself.

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

Pangaea Under Siege In Aristaya, the underwater turbine fields have been destroyed. In Hajawi, a military contingent follows a previously unknown tunnel on the trail of saboteurs. In Leshi, the life of a prominent statesman hangs by a thread. In Wymerin, a couple of young girls make an accusation that will shape the future of their society. An ancient race resurfaces, wreaking havoc across the face of the super-continent on which mankind has lived its entire life as a species, and the world will never be the same again. Sail the broad waters of Pangaea's Inner Sea, whisper in

the shadowed alleys of her coastal states, and brave the frigid passes of her mountains, all in the company of thirteen of science fiction's brightest lights—Kirsten Beyer, Ilsa J. Bick, Michael A. Burstein, Peter David, Kevin Dilmore, Michael Jan Friedman, Robert Greenberger, Paul Kupperberg, Kelly Meding, Aaron Rosenberg, Lawrence M. Schoen, Geoffrey Thorne, and Marie Vibbert. One super-continent. Thirteen visions. A host of possibilities . . .

The Hunger Games mixes with The Walking Dead in this post-apocalyptic YA series that comes to a hair-raising conclusion in *Monsters*. The Changed are on the move. The Spared are out of time. The End...is now. When her parents died, Alex thought things couldn't get much worse—until the doctors found the monster in her head. She headed into the wilderness as a good-bye, to leave everything behind. But then the end of the world happened, and Alex took the first step down a treacherous road of betrayal and terror and death. Now, with no hope of rescue—on the brink of starvation in a winter that just won't quit—she discovers a new and horrifying truth. The Change isn't over. The Changed are still evolving. And...they've had help. With this final volume of *The Ashes Trilogy*, Ilsa J. Bick delivers a riveting, blockbuster finish, returning readers to a brutal, post-apocalyptic world where no one is safe and hope is in short supply. A world where, from these ashes, the monsters will rise.

One man struggles to save his family and his small North Carolina town after America loses a war in one second, a war based upon an Electro Magnetic Pulse (EMP) weapon that will send America back to the Dark Ages.

In the tradition of *Memento* and *Inception* comes a thrilling and scary young adult novel about blurred reality where characters in a story find that a deadly and horrifying world exists in the space between the written lines. Emma Lindsay has problems: no parents, a crazy guardian, and all those times when she blinks away, dropping into other lives so surreal it's as if the story of her life bleeds into theirs. But one thing Emma has never doubted is that she's real. Then she writes "White Space," which turns out to be a dead ringer for part of an unfinished novel by a long-dead writer. In the novel, characters travel between different stories. When Emma blinks, she might be doing the same. Before long, she's dropped into the very story she thought she'd written. Emma meets other kids like her. They discover that they may be nothing more than characters written into being for a very specific pur-

pose. What they must uncover is why they've been brought to this place, before someone pens their end.

The Apocalypse does not end. The Changed will grow in numbers. The Spared may not survive. Even before the EMPs brought down the world, Alex was on the run from the demons of her past and the monster living in her head. After the world was gone, she believed Rule could be a sanctuary for her and those she'd come to love. But she was wrong. Now Alex is in the fight of her life against the adults, who would use her, the survivors, who don't trust her, and the Changed, who would eat her alive. Welcome to Shadows, the second book in the haunting apocalyptic Ashes Trilogy: where no one is safe and humans may be the worst of the monsters.

Out of sight, out of their minds: It's a school-trip splatter fest and completely not cool when the other kids in her class go all brain-dead on new girl Bobby. The day of the ski trip, when the bus comes to a stop at a roadside restaurant, everyone gets off and heads in for lunch. Everyone, that is, except Bobby, the new girl, who stays behind with rebel-without-a-clue Smitty. Then hours pass. Snow piles up. Sun goes down. Bobby and Smitty start to flirt. Start to stress. Till finally they see the other kids stumbling back. But they've changed. And not in a good way. Straight up, they're zombies. So the wheels on the bus better go round and round freakin' fast, because that's the only thing keeping Bobby and Smitty from becoming their classmates' next meal. It's kill or be killed in these hunger games, heads are gonna roll, and homework is most definitely gonna be late. Combining the chill of THE

SHINING, the thrill ride of SPEED, the humor of SHAUN OF THE DEAD, and the angst of THE BREAKFAST CLUB, Kirsty McKay's UNDEAD is a bloody mad mash-up, a school-trip splatter-fest, a funny, gory, frighteningly good debut!

The epic conclusion to Ann Aguirre's USA Today bestselling trilogy. The horde is coming. Salvation is surrounded, monsters at the gates, and this time, they're not going away. When Deuce, Fade, Stalker and Tegan set out, the odds are against them. But the odds have been stacked against Deuce from the moment she was born. She might not be a Huntress anymore, but she doesn't run. With her knives in hand and her companions at her side, she will not falter, whether fighting for her life or Fade's love. Ahead, the battle of a lifetime awaits. Freaks are everywhere, attacking settlements, setting up scouts, perimeters, and patrols. There hasn't been a war like this in centuries, and humans have forgotten how to stand and fight. Unless Deuce can lead them. This time, however, more than the fate of a single enclave or outpost hangs in the balance. This time, Deuce carries the banner for the survival of all humanity.

The year is 2041, and sixteen-year-old Molly McClure has lived a relatively quiet life on an isolated farming island in Canada, but when her family fears the worst may have happened to her grandparents in the US, Molly must brave the dangerous, chaotic world left after global economic collapse—one of massive oil shortages, rampant crime, and abandoned cities. Molly is relieved to find her grandparents alive in their Portland suburb, but they're financially ruined and practically starving. What should've been a quick

trip turns into a full-fledged rescue mission. And when Molly witnesses something the local crime bosses wishes she hadn't, Molly's only way home may be to beat them at their own game. Luckily, there's a handsome stranger who's willing to help. Restoring Harmony is a riveting, fast-paced dystopian tale complete with adventure and romance that readers will devour.

Revisit bestselling Alexandra Adornetto's first trilogy in this new format. Ages: 10+ Millipop Klompet and Ernest Perriclof live in the uneventful town of Drabville, where the cautious Ernest spends his time enlarging his rock collection and Milli dreams of adventure. When the pair are kidnapped from their homes and brought to live in the gothic mansion known as Hog House, they are adopted by the madcap Mr and Mrs Mayor and a series of bizarre encounters follows. Things do not add up and the children find that sinister plans are beginning to emerge. Why has the notorious Lord Aldor stolen the shadows of all of the town's residents and where are they being held? Assisted by a band of prisoners, the children must venture into the Taboo Territories, and battle the perils dished out by the Lurid Lagoon, in order to outwit Lord Aldor and prevent him from executing his secret master plan. Praise for *The Shadow Thief*: 'Clearly Adornetto] is already an Australian literary phenomenon ...to read *The Shadow Thief* is to be thrust into a fast-moving plot full of menace and thrills, amply seeded with a magnificently precocious vocabulary' *The Courier-Mail* 'an impressive debut ...a wonderful fantasy story, full of adventure and scary, dark shadows' *The Australian Women's Weekly* 'a comic fantasy full of magic' *The Sydney Morning Herald*