

### ***Across the Universe***

*By Beth Revis*

***A love out of time. A spaceship built of secrets and murder.*** When Amy is frozen aboard the interstellar spaceship *Godspeed*, she expects to be woken in 300 years on a new planet. Instead, someone wakes her up early...and if Amy doesn't figure out why soon, the next people they wake up might not survive—including her parents.

### ***Ask the Passengers***

*By A.S. King*

Astrid Jones copes with her small town's gossip and narrow-mindedness by staring at the sky and imagining that she's sending love to the passengers in the airplanes flying high over her backyard. Maybe they'll know what to do with it. Maybe it'll make them happy. Maybe they'll need it. Her mother doesn't want it, her father's always stoned, her perfect sister's too busy trying to fit in, and the people in her small town would never allow her to love the person she really wants to: a girl named Dee.

There's no one Astrid feels she can talk to about this deep secret or the profound questions that she's trying to answer. But little does she know just how much sending her love--and asking the right questions--will affect the passengers' lives, and her own, for the better.

### ***Code Name Verity***

*By Elizabeth Wein*

When "Verity" is arrested by the Gestapo, she's sure she doesn't stand a chance. As a secret agent captured in enemy territory, she's living a spy's worst nightmare. Her Nazi interrogators give her a

simple choice: reveal her mission or face a grisly execution. They'll get the truth out of her. But it won't be what they expect.

### ***Death Cloud***

*By Andrew Lane*

It is the summer of 1868, and Sherlock Holmes is fourteen. On break from boarding school, he is staying with eccentric strangers--his uncle and aunt--in their vast house in Hampshire. When two local people die from symptoms that resemble the plague, Holmes begins to investigate what really killed them, helped by his new tutor, an American named Amyus Crowe. So begins Sherlock's true education in detection, as he discovers the dastardly crimes of a brilliantly sinister villain of exquisitely malign intent.

### ***The Fault in Our Stars***

*By John Green*

Two years post-miracle, sixteen-year-old Hazel is post-everything else, too; post-high school, post-friends and post-normalcy. And even though she could live for a long time (whatever that means), Hazel lives tethered to an oxygen tank, the tumors tenuously kept at bay with a constant chemical assault.

Enter Augustus Waters. A match made at cancer kid support group, Augustus is gorgeous, in remission, and shockingly to her, interested in Hazel. Being with Augustus is both an unexpected destination and a long-needed journey, pushing Hazel to re-examine how sickness and health, life and death, will define her and the legacy that everyone leaves behind

### ***Heist Society***

*By Ally Carter*

When Katarina Bishop was three, her parents took her on a trip to the Louvre...to case it. For her seventh birthday, Katarina and her Uncle Eddie traveled to Austria...to steal the crown jewels. When Kat turned fifteen, she planned a con of her own--scamming her way into the best boarding school in the country, determined to leave the family business behind. Unfortunately, leaving "the life" for a normal life proves harder than she'd expected.

Soon, Kat's friend and former co-conspirator, Hale, appears out of nowhere to bring Kat back into the world she tried so hard to escape. But he has a good reason: a powerful mobster has been robbed of his priceless art collection and wants to retrieve it. Only a master thief could have pulled this job, and Kat's father isn't just *on* the suspect list, he *is* the list. Caught between Interpol and a far more deadly enemy, Kat's dad needs her help.

For Kat, there is only one solution: track down the paintings and steal them back. So what if it's a spectacularly impossible job? She's got two weeks, a teenage crew, and hopefully just enough talent to pull off the biggest heist in her family's history--and, with any luck, steal her life back along the way.

### ***Monument 14***

*By Emmy Laybourne*

Your mother hollers that you're going to miss the bus. She can see it coming down the street. You don't stop and hug her and tell her you love her. You don't thank her for being a good, kind, patient mother. Of course not--you launch yourself down the stairs and make a run for the corner.

Only, if it's the last time you'll ever see your mother, you sort of start to wish you'd stopped and did those things. Maybe even missed the bus. But the bus was barreling down our street, so I ran. Fourteen kids. One superstore. A million things that go wrong.

### ***The Raven Boys***

*By Maggie Stiefvater*

Every year, Blue Sargent stands next to her clairvoyant mother as the soon-to-be dead walk past. Blue herself never sees them—not until this year, when a boy emerges from the dark and speaks directly to her. His name is Gansey, and Blue soon discovers that he is a rich student at Aglionby, the local private school. Blue has a policy of staying away from Aglionby boys. Known as Raven Boys, they can only mean trouble.

But Gansey is different. He has it all—family money, good looks, devoted friends—but he's looking for much more. He is on a quest that has encompassed three other Raven Boys: Adam, the scholarship student who resents all the privilege around him; Ronan, the fierce soul who ranges from anger to despair; and Noah, the taciturn watcher of the four, who notices many things but says very little.

For as long as she can remember, Blue has been told by her psychic family that she will kill her true love. She never thought this would be a problem. But now, as her life becomes caught up in the strange and sinister world of the Raven Boys, she's not so sure anymore.

### ***Ready Player One***

*By Ernest Cline*

It's the year 2044, and the real world is an ugly place. Like most of humanity, Wade Watts escapes his grim surroundings by spending his waking hours jacked into the OASIS, a sprawling virtual utopia that lets you be anything you want to be, a place where you can live and play and fall in love on any of ten thousand planets.

And like most of humanity, Wade dreams of being the one to discover the ultimate lottery ticket that lies concealed within this virtual world. For somewhere inside this giant networked playground, OASIS creator James Halliday has hidden a series of fiendish puzzles that will yield massive fortune—and remarkable power—to whoever can unlock them.

A world at stake.

A quest for the ultimate prize.

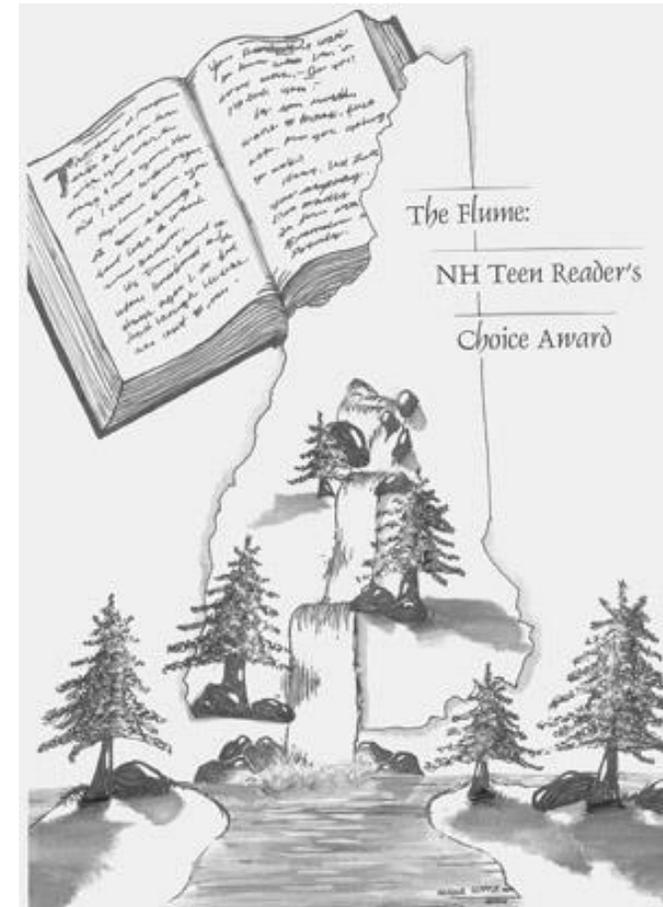
***Are you ready?***

### ***Shadows on the Moon***

*By Zoe Marriott*

"On my fourteenth birthday when the sakura was in full bloom, the men came to kill us. We saw them come, Aimi and me. We were excited, because we did not know how to be frightened. We had never seen soldiers before."

Suzume is a shadow-weaver. She can create mantles of darkness and light, walk unseen in the middle of the day, change her face. She can be anyone she wants to be. Except herself. Suzume died officially the day the Prince's men accused her father of treason. Now even she is no longer sure of her true identity.



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