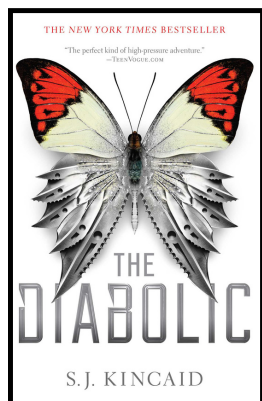


FUTURISTIC

[BROWSE EXPANDED LISTS AND PLACE HOLDS HERE](#)



THE DIABOLIC

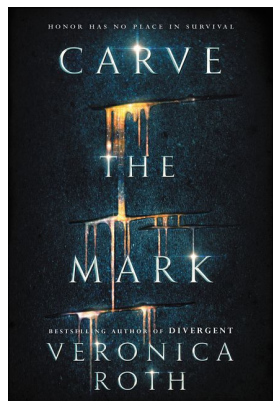
by **S. J. Kincaid**

Nemesis is a Diabolic, a humanoid teenager created with the sole purpose of protecting a galactic senator's daughter, Sidonia. She is expected to give her life for Sidonia, and she would do so gladly. When the power-mad Emperor learns Sidonia's father is aiding a rebellion, he summons her to the Galactic court. She is to serve as a hostage. Nemesis, in disguise, travels to the court in her place. Amidst all the danger, action, and intrigue, her humanity just might be the thing that saves her life – and the empire.

STARFLIGHT

by **Melissa Landers**

Life in the outer realm is a lawless, dirty, hard existence, and Solara Brooks is hungry for it. She's so desperate to reach the realm that she's willing to indenture herself to Doran Spaulding, who made her life miserable, in exchange for passage. But then Doran learns he's been framed on Earth for conspiracy. The two set out to clear his name, but what they discover has the power to not only alter their lives, but the existence of everyone in the universe.



CARVE THE MARK

by **Veronica Roth**

Living on a violent planet where everyone develops a unique power meant to shape the future, Akos and Cyra, youths from enemy nations, resent gifts that render them vulnerable to others' control. When Akos is thrust into Cyra's world, the enmity between their countries and families seems insurmountable. Will they help each other to survive, or will they destroy one another?

SCYTHE

by **Neal Shusterman**

A world with no hunger, no disease, no war, no misery. Humanity has conquered all those things, and has even conquered death. Now scythes are the only ones who can end life. Citra and Rowan are chosen to apprentice to a scythe – a role that neither wants. They must master the “art” of taking life, knowing that the consequence of failure could mean losing their own.



READY PLAYER ONE

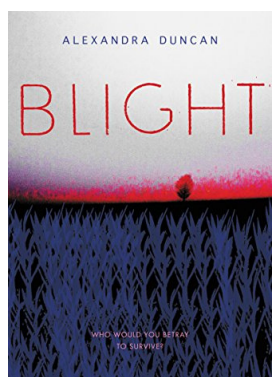
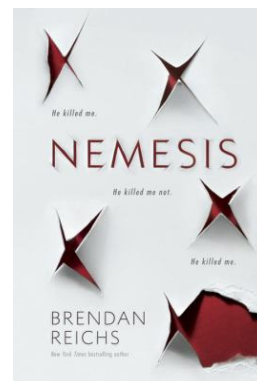
by **Ernest Cline**

In the year 2044, reality is an ugly place. The only time teenage Wade Watts really feels alive is when he's jacked into the virtual utopia known as the OASIS. He has devoted his life to studying the puzzles hidden within this world that promise power and fortune to whoever can unlock them. The other players in the game are willing to kill for it, and if Wade's going to survive, he'll have to win.

NEMESIS

by **Brendan Reichs**

Since Min was eight, every two years, on her birthday, a strange man finds her and murders her in cold blood. But hours later, she wakes up in a clearing just outside town – alone and unhurt. But the planet has a bigger problem. The Anvil, an enormous asteroid threatening all life on Earth. Min vows to discover what is happening in Fire Lake and uncovers a lifetime of lies: a vast conspiracy involving the sixty-four students of her sophomore class, one that may be even more sinister than the murders.



BLIGHT

by **Alexandra Duncan**

An agribusiness facility producing genetically engineered food releases a deadly toxin into the environment. It's a blight that kills every living thing in its path—including humans. Seventeen-year-old Tempest Torres must race to deliver a cure, and in doing so, she discovers that there's an even bigger plot behind the blight—and it's up to her and a scavenger boy named Alder to stop it.