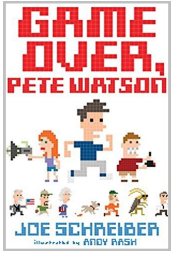


BOOKS FOR GAMERS



Game Over, Pete Watson by Joe Schreiber

When video game-obsessed Pete Watson discovers his dad is not only a super-spy but has been kidnapped and is now trapped inside a video game, he has to use his super gaming skills and enter the game to rescue him. Will he be able to save his friends and family and the entire world from giant mechanical cockroaches and a massive cyber attack? And if he succeeds, who will save Pete from his massive crush on Callie Midwood?

JF SCH
710L



Slacker by Gordon Korman

Cameron Boxer is very happy to spend his life avoiding homework, hanging out with his friends, and gaming for hours in his basement. It's not too hard for him to get away with it—until he gets so caught up in one game that he almost lets his house burn down around him. Oops. It's time for some serious damage control—so Cameron and his friends invent a fake school club that will make it seem like they're doing good deeds instead of slacking off. The problem? Some kids think the club is real—and Cameron is stuck being president.

JF KOR
710L



Fallout by Gwenda Bond

Lois has lived all over—and seen all kinds of things. But now her family is putting down roots in Metropolis, and Lois is determined to fit in and keep out of trouble. But a group known as the Warheads is making life miserable for another girl at school. They're messing with her mind somehow, via the high-tech immersive videogame they all play. Armed with her wit and her new snazzy job as a reporter, Lois has her sights set on solving this mystery. But sometimes it's all a bit much. Thank goodness for her maybe-more-than-a friend, someone she knows only by his screenname, SmallvilleGuy.

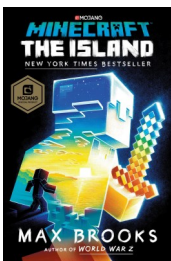
HS BOND, G.
750L



Warcross by Marie Lu

Emika Chen is a hacker working as a bounty hunter tracking down Warcross players who bet on the game illegally. When Emika takes a risk and hacks into the opening game of the international Warcross Championships, she accidentally glitches herself into the action. Convinced she's going to be arrested, Emika is shocked when instead she gets a call from the game's creator with an irresistible offer. He needs a spy on the inside of this year's tournament in order to uncover a security problem—and he wants Emika for the job.

YF LU
810L



Minecraft: The Island by Max Brooks

Washed up on a beach, the lone castaway looks around the shore. Where am I? Who am I? And why is everything made of blocks? But there isn't much time to soak up the sun. It's getting dark, and there's a strange new world to explore! The top priority is finding food. The next is not *becoming* food. Because there are others out there on the island—like the horde of zombies that appear after night falls. Crafting a way out of this mess is a challenge like no other. Who could build a home while running from exploding creepers, armed skeletons, and an unstoppable tide of hot lava?

JF BRO
790L

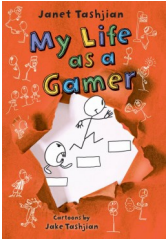


Heir Apparent by Vivian Vande Velde

In the virtual reality game Heir Apparent, there are too many ways to get killed—and Giannine is finding them all. Unless she can get the magic ring, locate the stolen treasure, and defeat the dragon, she'll never win. And she has to, because demonstrators have damaged the equipment to which she is connected and losing means she'll die—for real.

YF VAN
820L

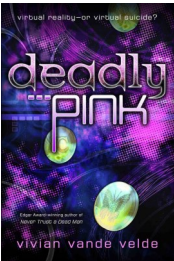
BOOKS FOR GAMERS



My Life as a Gamer by Janet Tashjian

Derek Fallon gets the chance of a lifetime—to participate in a gaming company focus group and test out a new video game called "Arctic Ninja." Derek thinks his gaming talents will be showcased. But he soon realizes that everyone has got him beat, including whiz kid El Cid. On top of that, school reading tests have begun and Derek feels doubly off his game. Isn't there anything he's good at?

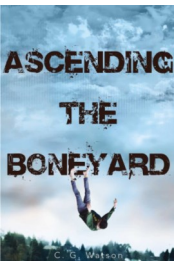
JF TAS
850L



Deadly Pink by Vivian Vande Velde *Companion to *Heir Apparent*

Grace Pizzelli is average, nothing like her brilliant older sister, Emily, who works for Rasmussem, creators of the world's best virtual reality games. The games aren't real, though—or at least they weren't until now. Now Emily has hidden herself inside a pink and sparkly game meant for little girls. No one knows why, or how to convince her to come back out, and the technology can't keep her safe for much longer. Grace may consider herself average, but she's the only one who can save her sister. Otherwise Emily will die—for real.

YF VAN
850L



Ascending the Boneyard by C. G. Watson

Caleb Tosh has suffered one personal trauma too many, but it's the sudden departure of his mom that has pushed him down a dark and disorienting path. His favorite video game, Boneyard, becomes his go-to coping mechanism. Tosh gladly gets lost in the maps of the game rather than move through the landscape of his own grief. He doesn't see that there are others fighting both virtual and real-life battles alongside him. What will it take for Caleb to leave the safety of the Boneyard, rejoin reality, and deal with the wreckage of his actual life?

YF WAT
880L



Game Over by James Patterson

When Daniel X discovers that a duo of evil extraterrestrials is plotting to destroy the human race by turning brainwashed videogamers into an unstoppable army, he's determined to take them both out of commission. They're also running an endangered species hunting club on the side, and their next target is none other than Daniel. He'll have no choice but to turn to the aliens' rebellious son. But can Daniel trust the child of his enemy? Or will it be "Game Over" for him this time?

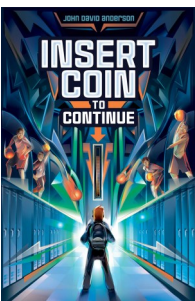
YF PAT
980L



The Eye of Minds by James Dashner

Michael is a gamer, and the way he sees it, the more hacking skills you have, the more fun. But recent reports claim that one gamer is holding players hostage inside the VirtNet. The effects are horrific—the hostages have all been declared brain-dead. The government knows that to catch a hacker, you need another hacker—and they want Michael. There are back alleys and corners in the system human eyes have never seen and predators he can't even fathom—as well as the possibility that the line between game and reality will be blurred forever.

YF DAS
790L



Insert Coin to Continue by John David Anderson

Meet Bryan Biggins. His alternate identity is Kieran Nightstalker, the level-fifty dark-elf hero of his favorite video game, Sovereign of Darkness. One day Bryan wakes up to find out his life has become a video game. Except instead of fighting dragons or blasting bad guys, he's still doing geometry and getting picked last for dodgeball. It's still middle school. But there's much more at stake. Stealing the Twinkie from underneath the noses of those dieting teachers isn't enough to earn him another life. Bryan is losing hit points and gaining levels, and facing the truth that GAME OVER might flash before his eyes at any minute. Will he find a way to beat the game before it's too late?

JF AND
NA