History/Steampunk

Gail Carriger *Etiquette & Espionage* LV, RM

In an alternate England of 1851, spirited Sophronia is enrolled in a finishing school where, she is surprised to learn, lessons include not only the fine arts of dance, dress, and etiquette, but also diversion, deceit, and espionage. Book 1 of the Finishing School series, prequels to The Parasol Protectorate series.

Walter Mosley 47 Car. Cen. EW

A fourteen-year-old slave's life seems doomed until he meets a mysterious runaway slave, Tall John. Then 47 finds himself swept up in a struggle for his own liberation.

Stephen Sheinlin *BOMB: The Race to Build*and Steal the World's Most Powerful Weapon Cen. Car. Clem. KV. LV. RM. RH. SS. WT

A suspenseful account of the science behind atom splitting, of the secret work at Los Alamos, and of spy operations in four countries, BOMB offers both serious information and serious fun.

Fantasy

Julie Cross *Vortex* Cen. RM

Despite his heartbreak at losing the love of his life, Holly, nineteen-year-old Jackson throws himself into his role as an agent to Tempest, the shadowy division of the CIA that handles all time-travel-related threats, but Eyewall, an opposing division of the CIA, puts the lives of both Jackson and Holly in danger again. Book 2 in The Tempest Trilogy.

Tamora Pierce *Battle Magic* Clem. LV. RM

When messengers arrive in Gyongxe "inviting" Dedicate Initiate Rosethorn and her two young companion mages, Evumeimei and Briar, to court to celebrate the birthday of the Emperor of Yanjing, Rosethorn is eager to go, but Briar suspects that there is an ulterior motive behind the invitation. Book 3 in The Circle Reforged.

Rick Riordan *The House of Hades* Cen. Car. KV. RM. SS

If the five demigods can fight their way through Gaea's forces, and Percy and Annabeth can survive the House of Hades, then the Seven will be able to seal the Doors of Death and prevent the giants from raising Gaea. But, Leo wonders, if the Doors are sealed, how will Percy and Annabeth be able to escape? Book 4 in The Heroes of Olympus.

Graphic Novels

Hope Larson *A Wrinkle in Time: The Graphic Novel* Cen. KV. RM. WT

A graphic novel adaptation of the classic tale in which Meg Murry and her friends become involved with unearthly strangers and a search for Meg's father, who has disappeared while engaged in secret work for the government.

Prudence Shen *Nothing Can Possibly Go Wrong*KV, LV

Charlie is the laid-back captain of the basketball team. Nate is the neurotic, scheming president of the robotics club. Their unlikely friendship nearly bites the dust when Nate declares war on the cheerleaders and they retaliate by making Charlie their figurehead in the ugliest class election campaign the school has ever see. At stake is funding that will either cover a robotics competition or new cheerleading uniforms—but not both. Bad sportsmanship? Sure. Chainsaws? Why not. Running away from home on Thanksgiving? Nothing can possibly go wrong.

Key to locations (library branches):

Cen: Central Library

Car: Carver School Road Branch

Clem: Clemmons Branch

EW: Malloy Jordan East Winston Heritage Center

KV: Kernersville Branch LV: Lewisville Branch

RM: Reynolda Manor Branch

RH: Rural Hall Branch

SS: Southside Branch

WT: Walkertown Branch

Realistic Fiction

Sarah Dessen *The Moon and More* Cen KV. RM

During her last summer at home before leaving for college, Emaline begins a whirlwind romance with Theo, an assistant documentary filmmaker who is in town to make a movie.

Catherine Jinks *Evil Genius* RM. WT

Cadel Piggot, a child prodigy, antisocial computer hacker, is about to get a chance to reunite with his real father and develop his genius computer skills. He just has to survive his new boarding school with classes like Basic Lying, Pure Evil, Forgery, Loopholes, &Disquise.

Craig Silvey *Jasper Jones* Cen, LV, RM, WT

In small-town Australia, Jasper and Charlie form an unlikely friendship when one asks the other to help him cover up a murder until they can prove who is responsible.

Horror/Suspense

Rick Yancey *The Isle of Blood* Cen, LV, RM

When Dr. Warthrop goes hunting for the "Holy Grail of Monstrumology" in 1888, orphan Will Henry follows him to Socotra, plunging into depths of horror worse than anything he has experienced so far. Book 3 in The Monstrumologist series.

SciFi/Dystopia/Cyberpunk

Paolo Bacigalupi *The Drowned Cities* Cen. KV

In a dark future America that has devolved into unending civil wars, orphans Mahlia and Mouse barely escape the war-torn lands of the Drowned Cities, but their fragile safety is soon threatened and Mahlia will have to risk everything if she is to save Mouse, as he once saved her.

Julianna Baggott *Pure* Cen. KV. LV. RM

In a post-apocalyptic world, Pressia, a sixteen-year-old survivor with a doll's head fused onto her left hand, meets Partridge, a "Pure" dome-dweller who is searching for his mother, sure that she has survived the cataclysm. Book 1 in The Pure Trilogy.

Orson Scott Card *Ender's Game*Car. Cen. Clem. KV. LV. EW. RM. RH. SS. W

Child-hero Ender Wiggin must fight a desperate battle against a deadly alien race if mankind is to survive. Book 1 of the Ender Wiggin series.

Megan Crewe *The Way We Fall* LV, RM

Sixteen-year-old Kaelyn challenges her fears, finds a second chance at love, and fights to keep her family and friends safe as a deadly new virus devastates her island community.

James Dashner *The Kill Order* Cen. RM. SS

Mark struggles to make sense of his new, post-disaster world in this prequel to The Maze Runner.

SciFi/Dystopia/Cyberpunk

Karen Healey *When We Wake* Cen. RH. WT

In 2027, sixteen-year-old Tegan is just like every other girl—playing the guitar, falling in love, and protesting the wrongs of the world with her friends. But then Tegan dies, waking up 100 years in the future as the unknowing first government guinea pig to be cryogenically frozen and successfully revived. Appalling secrets about her new world come to light, and Tegan must choose to either keep her head down or fight for a better future.

Alaya Dawn Johnson *The Summer Prince* Cen, LV, RM

In a Brazil of the distant future, June Costa falls in love with Enki, a fellow artist and rebel against the strict limits of the legendary pyramid city of Palmarel Tres' matriarchal government, knowing that, like all Summer Kings before him, Enki is destined to die.

Pittacus Lore *The Fall of Five* Cen. Clem. KV. RM

After facing off with the Mogadorian ruler and almost being annihilated, the Garde go into hiding. They must learn to master their Legacies and learn to work together as a team. When they receive a sign from Number Five—a crop circle in the shape of a Lori symbol—they know they are close to being reunited. But could it be a trap? Time is running out, and the only thing they know for certain is that they have to get to Five before it's too late. Book 4 in The Lorien Legacies.





Suggested Reading List for Teens

www.forsythlibrary.org

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SciFi/Dystopia/Cyberpunk

Marie Lu *Champion* Cen. Clem

June and Day have sacrificed so much for the people of the Republic—and each other—and now their country is on the brink of a new existence. Just when a peace treaty is imminent, a plague outbreak causes panic in the Colonies, and war threatens the Republic's border cities. Book 3 in the Legend trilogy.

Marissa Meyer *Scarlet* Cen, Clem, RM, SS, WT

Scarlet Benoit and Wolf, a street fighter who may have information about her missing grand-mother, join forces with Cinder as they try to stay one step ahead of the vicious Lunar Queen Levana in this story inspired by Little Red Riding Hood. Book 2 in The Lunar Chronicles.

Beth Revis *Across the Universe* Cen, Clem, LV, RM

Teenaged Amy, a cryogenically frozen passenger on the spaceship Godspeed, wakes up to discover that someone may have tried to murder her. Book 1 in a trilogy.

Cristin Terrill *All Our Yesterdays* Lv. wt

Em must travel back in time to prevent a catastrophic time machine from ever being invented, while Marina battles to prevent the murder of the boy she loves. Book 1 in the series.

Vivian Vende Velde *Heir Apparent* KV, LV, RM, RH, WT

While playing a total immersion virtual reality game, Giannine learns that demonstrators have damaged the equipment, and she must win the game or become damaged herself.