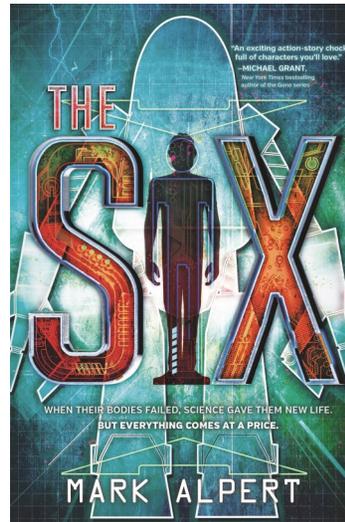
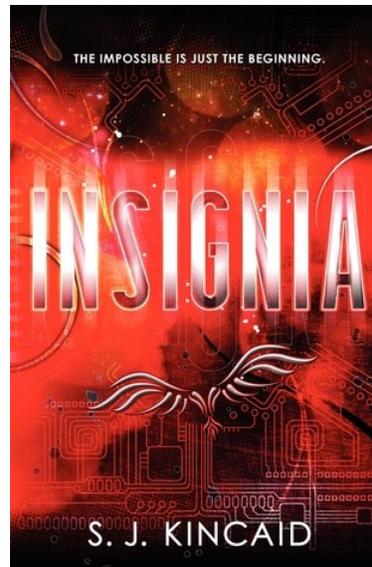


The Six by Mark Alpert. In Alpert's *The Six*, a rogue artificial intelligence is plotting world domination, and begins by hacking into the virtual reality world a young gamer, Adam, inhabits. In Adam's world, he can do most anything. Unfortunately, in the real world, Adam suffers from muscular dystrophy, which has stolen a lot from him. The only chance the world has at protecting itself from this rogue A.I. is the virtual world and technology (created by Adam's father) that's preserving Adam's mind. He joins other terminally ill teenagers to form The Six, using their unique minds to control combat robots and prepare for an epic battle with Sigma. YA-ALP



Unwind by Neal Shusterman. The Second Civil War was fought over reproductive rights. The chilling resolution: Life is inviolable from the moment of conception until age thirteen. Between the ages of thirteen and eighteen, however, parents can have their child "unwound," whereby all of the child's organs are transplanted into different donors, so life doesn't technically end. Connor is too difficult for his parents to control. Risa, a ward of the state, is not enough to be kept alive. And Lev is a tithe, a child conceived and raised to be unwound. Together, they may have a chance to escape and to survive. YA-SHU



Books for Gamers

If you like to game, these virtual reality books are for you!

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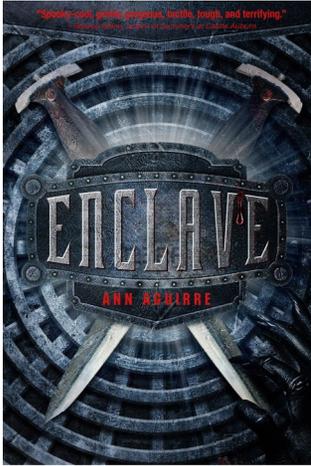
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Enclave by Ann Aguirre. New York City has been decimated by war and plague, and most of civilization has migrated to underground enclaves, where life expectancy is no more than the early 20's. When Deuce turns

15, she takes on her role as a Huntress, and is paired with Fade, a teenage Hunter who lived Topside as a young boy. When Deuce and Fade are exiled from the enclave, the girl born in darkness must survive in daylight--guided by Fade's long-ago memories--in the ruins of a city whose population has dwindled to a few dangerous gangs. YA-AGU

Ender's Game by Orson Scott Card. Andrew "Ender" Wiggin thinks he is playing computer simulated war games; he is, in fact, engaged in something far more desperate. The result of genetic experimentation, Ender may be the military genius Earth desperately needs in a war against an alien enemy seeking to destroy all human life. The only way to find out is to throw Ender into ever harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast. YA-CAR

Eye of Minds by James Dashner. Michael is a gamer. And like most gamers, he almost spends more time on the VirtNet than in the actual world. The VirtNet offers total mind and body immersion, and it's addictive. Thanks to technology, anyone with enough money can experience fantasy worlds, risk their life without the chance of death, or just hang around with Virt-friends. And the more hacking skills you have, the more fun. Why bother following the rules when most of them are dumb, anyway? YA-DAS

Feed by M.T. Anderson. For Titus and his friends, it started out like any ordinary trip to the moon - a chance to party during spring break. But that was before the crazy hacker caused all their feeds to malfunction, sending them to the hospital to lie around with nothing inside their heads for days. And it was before Titus met Violet, a beautiful, brainy teenage girl who has decided to fight the feed and its omnipresent ability to categorize human thoughts and desires. YA-AND

Insignia by S.K. Kincaid. The planet's natural resources are almost gone, and war is being fought to control the assets of the solar system. The enemy is winning. The salvation may be Tom Raines. Tom doesn't seem like a hero. But he has the virtual-reality gaming skills that make him a phenom behind the controls of the battle drones. Suddenly, he's someone important. He has new opportunities, friends, and a shot at having a girlfriend. But there's a price to pay. . . . YA-KIN

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. Wade's devoted his life to studying the puzzles hidden within this world's digital confines, puzzles that are based on their creator's obsession with the pop culture of decades past and that promise massive power and fortune to whoever can unlock them. When Wade stumbles upon the first clue, he finds himself beset by players willing to kill to take this ultimate prize. The race is on, and if Wade's going to survive, he'll have to win—and confront the real world he's always been so desperate to escape. YA-CLI

Reboot by Amy Tintera. Five years ago, Wren Connolly was shot three times in the chest. After 178 minutes she came back as a Reboot: stronger, faster, able to heal, and less emotional. The longer Reboots are dead, the less human they are when they return. As a 22, Callum Reyes is practically human. His reflexes are too slow, he's always asking questions, and his ever-present smile is freaking her out. Yet there's something about him she can't ignore. Wren has never disobeyed before and knows if she does, she'll be eliminated, too. But she has also never felt as alive as she does around Callum. YA-TIN