

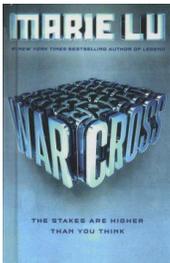


The Siege

by Mark Alpert
Adam and the other robotized teenagers in the Pioneer Project must battle Sigma, the rogue AI program bent on destroying all of humanity by first corrupting the Six from the inside.

The Eye of Minds

by James Dashner
When a cyber-terrorist begins to threaten players, Michael, a skilled Internet gamer, is called upon to discover his secrets.

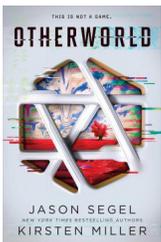


Warcross

by Marie Lu
After hacking into the Warcross Championships' opening game to track illegal betting, bounty hunter Emika Chen is asked by the game's creator to go undercover to investigate a security problem.

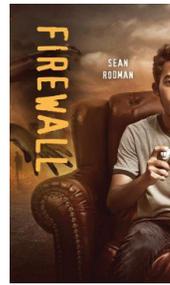
Only You Can Save Mankind

by Terry Pratchett
The first installment of Pratchett's uproarious Johnny Maxwell trilogy takes on aliens, girls, video games, and the nature of war itself.



Otherworld

by Jason Segel
A cutthroat virtual reality video game tests the limits and courage of players who must leave their bodies behind to participate.

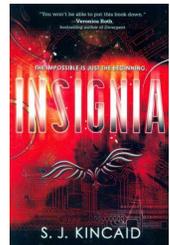


Firewall

by Sean Rodman
Moving with his father to a small town, gamer Josh gets more and more involved in his favorite video game, Killswitch, but faces a dilemma when he discovers a sinister secret layer to the game.

Dotmeme

by Mike A Lancaster
Teen operatives Joe and Ani investigate a hacking ring that is using social media to rewrite current events as part of a high-stakes, real-life video game.

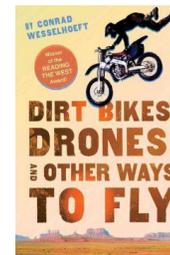


Insignia

by S. J. Kincaid
Tom, a VR gaming genius, is recruited by the military to begin training to control mechanized drones to fight off-world.

Dirt Bikes, Drones, and Other Ways to Fly

by Conrad Wesselhoeft
Video gamer and dirt bike rider Arlo is recruited by the military to pilot drones in Pakistan. When the game becomes all too real, how will Arlo reconcile his duty with the violent death that haunts his family?



LOOKING FOR GROUP YOUNG ADULT VIDEO GAME FICTION

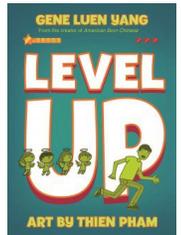


The Lazarus Game

by Stephen Valentine
When teen genius Carter Chance agrees to help create the "most advanced video games ever imagined" to impress a girl, he gets himself involved in a dangerous adventure.

Level Up

by Gene Luen Yang
Dennis Ouyang lives in the shadow of his parents' high expectations: they want him to go to medical school; Dennis just wants to play video games - but four adorable, bossy and occasionally terrifying angels arrive just in time to lead Dennis back onto the straight and narrow.

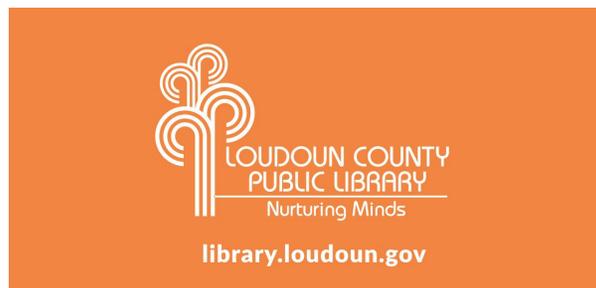
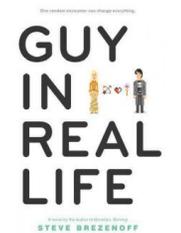


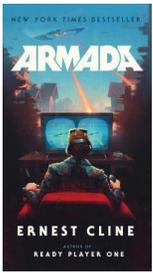
Fallout

by Gwenda Bond
Lois Lane's instinct to ask questions brings her into conflict with some gamer bullies who are being used in a dangerous virtual reality experiment.

Guy in Real Life

by Steven Brezenoff
Colliding on their bikes in the middle of the night, Lesh and Svetlana forge a bond while exploring the identities they assume in school, in their families, and while participating in role-playing games.



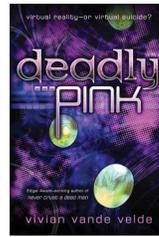
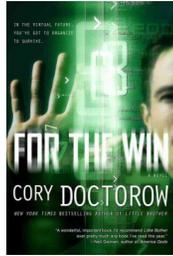


Armada : a novel

by Ernest Cline
Having glimpsed a UFO that resembles an enemy ship from his favorite video game, Zack Lightman becomes one of the millions of gamers tasked with protecting the Earth from aliens.

FOR THE WIN

by Cory Doctorow
Four teen players of a massive multiplayer online game are thrown together as part of a conspiracy that threatens to tear apart the world of VR gaming.

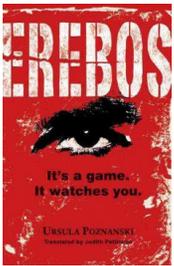


DEADLY PINK

by Vivian Vande Velde
A companion to Heir Apparent and User Unfriendly continues Grace's high-stakes efforts to rescue her older sister from a dangerous virtual reality game.

Ready Player one

by Ernest Cline
Immersed in a virtual utopia to escape an ugly world of famine and poverty, Wade Watts joins a violent effort to solve a series of puzzles by the virtual world's creator, who has promised the winner will be his heir.



EREBOS

by Ursula Poznanski
Nick quickly becomes addicted to the mysterious computer game Erebus, but when the game sends him on a dangerous mission, the line between reality and the virtual world blurs.

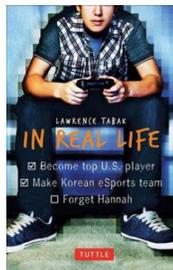


CURE FOR THE COMMON UNIVERSE

by Christian McKay Heidicker
Jaxon meets the girl of his dreams on the day his father sends him to video game rehab. Now he must earn 1 million therapy points in a week to be released in time for his date.

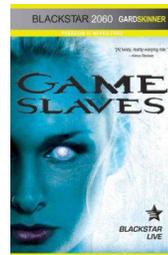
IN REAL LIFE

by Lawrence Tabak
Seth hopes to compete professionally playing a popular computer game, but may not be ready for the culture shock of training in Korea, and leaving his possible girlfriend, Hannah.



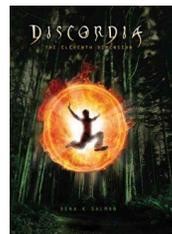
Game Slaves

by Gard Skinner
A group of video game NPCs begin to doubt they are merely codes in a machine, and their search for answers leads them to a gruesome discovery.



DOOMED

by Tracy Deeb
Pandora Walker unwittingly unleashes cyber Armageddon and must play a virtual reality game in order to save the world.



DISCORDIA : THE ELEVENTH DIMENSION

by Dena K. Salmon
Lance finds himself transported to the game world of Discordia and must complete his quest or be turned into a game zombie.

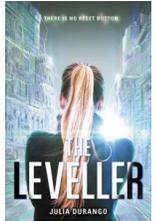


EPIC

by Conor Kostick
Knowing that successfully playing the game Epic will determine the quality of one's life on New Earth, Erik risks it all to avenge his parents, coming face-to-face with the tyrannical rulers of the land.

THE LEVELLER

by Julia Durango
Video-game bounty hunter Nixy attempts to rescue a game developer's son, being held inside the game against his will.

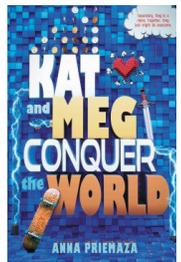


LOOKING FOR GROUP

by Rory Harrison
A teen in remission from cancer embarks on an ocean adventure hoping to make a connection with his online best friend, who is secretly discovering the gender identity her father refuses to acknowledge.

KAT AND MEG CONQUER THE WORLD

by Anna Priemaza
A girl with social anxiety disorder and a girl with ADHD discover their common obsession with a swoon-worthy gaming star.



Game over

by James Patterson
When Daniel X discovers that a duo of evil extraterrestrials is plotting to control kids around the world through video games, he is determined to take them both out of commission.