

Science Fiction List

Annotated List of SciFi Books in WHS Library

This list, which is alphabetized by author and then title, includes books located in either the library's fiction section or story collection section. Check the online card catalog for the book's location. Many of these books have AR tests available, and some are classics. The list does not include nonfiction books.

Adams, Douglas. *The hitchhiker's guide to the galaxy*.

Series: *The Hitchhiker's Guide to the Galaxy*; book 1

Summary: Seconds before the Earth is demolished for a galactic freeway, Arthur Dent is saved by Ford Prefect, a researcher for the revised *Guide*. Together they stick out their thumbs to the stars and begin a wild journey through time and space.

Adams, Douglas. *Mostly harmless*.

Series: *The Hitchhiker's Guide to the Galaxy*; book 5

Sequel to *So long, and thanks for all the fish*

Summary: Just when Arthur Dent makes the terrible mistake of starting to enjoy life, it all breaks loose. Can he save the Earth from total obliteration? Can he save the *Guide* from a hostile alien takeover? Can he save his daughter from herself?

Adams, Douglas. *The restaurant at the end of the universe*.

Series: *The Hitchhiker's Guide to the Galaxy*; book 2

Sequel to *The hitchhiker's guide to the galaxy*.

Summary: Facing annihilation at the hands of warmongers is a curious time to crave tea. It could only happen to the cosmically displaced Arthur Dent and his comrades as they hurtle across the galaxy in a desperate search for a place to eat.

Anderson, M.T. *Feed*.

Summary: In a future where most people have computer implants in their heads to control their environment, a boy meets an unusual girl who is in serious trouble.

Armstrong, Jennifer. *The keepers of the flame*.

Series: *Fire-Us*; book 2

Sequel to *The kindling*.

Summary: After a virus destroys most of the world's adult population, a group of children are delighted to discover a colony of adult survivors in a Florida shopping mall but soon find that they are not as friendly as they appear.

Armstrong, Jennifer. *The kiln*.

Series: *Fire-Us*; book 3

Sequel to *The keepers of the flame*.

Summary: After a virus destroys most of the world's adult population, a band of children travels in search of an explanation for the dark mystery that forms the heart of their existence.

Armstrong, Jennifer. *The kindling*.

Series: *Fire-Us*; book 1

Summary: In 2007, a small band of children have joined together in a Florida town, trying to survive in a world where it seems that all the adults have been killed off by a catastrophic virus.

Asimov, Isaac. *Foundation's edge*.

Series: *Foundation*; book 4

Sequel to *Second foundation*.

Summary: At last, the costly and bitter war between the two Foundations had come to an end. The scientists of the First Foundation had proved victorious; and now they return to Hari Seldon's long-established plan to build a new Empire on the ruins of the old. But rumors persist that the Second Foundation is not destroyed after all—and that its still—defiant survivors are preparing their revenge. Now two exiled citizens of the Foundation, a renegade Councilman and a doddering historian, set out in search of the mythical planet Earth . . . and proof that the Second Foundation still exists.

Asimov, Isaac. *The future in question*.

Summary: Terrifying questions, impossible questions, delightful questions, astounding questions—and answers too—in a remarkable array of dazzling stories by the riddle-solving elite of science fiction.

Asimov, Isaac. *I, Robot*.

Summary: A collection of short stories which portray robots in various situations. The frame story is provided as Dr. Susan Calvin, the first great practitioner of the new science of robotics in 2008, looks back on her career with U.S. Robotics on the occasion of her retirement fifty years later, telling stories of how the mechanical race developed.

Asimov, Isaac. *Second Foundation*.

Series: *Foundation*; book 3

Sequel to *Foundation and empire*.

Summary: The third volume in the Foundation series finds the mutant mind power of the Mule, as well as survivors of the now destroyed Foundation, searching for the rumored Second Foundation at the end of the galaxy.

Askounis, Christina. *The dream of the stone*.

Summary: Fifteen-year-old Sarah discovers that her brilliant older brother's top-secret research for the Institute involves interstellar travel and a threat to a planet millions of light-years away.

Barron, T.A. *Heartlight*.

Summary: Kate and her grandfather use one of his inventions to travel faster than the speed of light on a mission to save the sun from a premature death.

Blackman, Malorie. *Naughts and crosses*.

Summary: Callum and Sephy played together as small children, and their love is forbidden. Now he is a second-class citizen, a member of the naughts; and she is a cross, a part of the ruling elite. But when Sephy and her mother are nearly caught in a terrorist bombing and Callum's father is the prime suspect, more than their love is tested.

Bradbury, Ray. *Fahrenheit 451*.

Summary: After learning that books are a vital part of a culture he never knew, a book-burning official in a future fascist state clandestinely pursues reading until he is betrayed.

Bradbury, Ray. *The illustrated man*.

Summary: The 18 magical stories in Bradbury's second collection are linked by a now-celebrated framing device: the young narrator, on a walking tour, encounters a vagabond whose body is covered with fantastic tattoos that, when darkness falls, become animated and "tell" the tales that make up the collection.

Bradbury, Ray. *The Martian chronicles*.

Summary: Connected stories chronicle the early attempts by humans to colonize an inhabited Mars by transforming the Red planet into a mirror image of the world they left behind.

Bradbury, Ray. *The vintage Bradbury: Ray Bradbury's own selection of his best stories*.

Summary: Presents a collection of short stories by American writer Ray Bradbury.

Bujold, Lois McMaster. *Cetaganda: a Vorkosigan adventure*.

Series: Vorkosigan saga; book 8

Summary: High adventure science fiction in this continuation of the Vorkosigan saga commenting on the gap between human ideal and political realities.

Card, Orson Scott. *Children of the mind*.

Series: Ender quartet ; book 4

Sequel to *Xenocide*.

Summary: Ender Wiggin's adopted world of Lusitania, with its three sentient species and his oldest friend Jane, a computer intelligence, are threatened by a fleet of ships sent by the Starways Congress, but with the help of two new beings created by Ender's mind, the planet may still be saved.

Card, Orson Scott. *Empire*.

Summary: After the assassinations of the president, vice president, and the secretary of defense, political unrest in the United States causes a second civil war, with one side having high-technology weapons and the other with an army of foot soldiers.

Card, Orson Scott. *Ender's game*.

Series: Ender quartet ; book 1

Summary: To prevent the Earth from alien attack, Ender Wiggin receives military training and is the best among trainees, but does he have enough time to save Earth?

Card, Orson Scott. *Ender's shadow*.

Series: Ender series with Bean as protagonist; book 5

Sequel to *Children of the mind*.

Summary: Tells the life story of Ender's best friend and right-hand man, Bean, and how they prepared for the final battle for Earth against the dreaded "Buggers."

Card, Orson Scott. *First meeting in Ender's universe.*

Summary: Contains four novellas that explore the origins and destiny of genetically engineered Andrew “Ender” Wiggin, a young man who may be the military genius Earth needs in its war against an alien enemy.

Card, Orson Scott. *Shadow of the giant.*

Series: Ender series with Bean as protagonist; book 8

Sequel to *Shadow puppets.*

Summary: To find a place safe for his wife and the family they want to begin, Bean must follow Ender's footsteps and leave Earth behind.

Card, Orson Scott. *Shadow of the Hegemon.*

Series: Ender series with Bean as protagonist; book 6

Sequel to *Ender's shadow.*

Summary: Bean, Petra, and the other child-warriors, heroes of the Formic War, have returned to their families on Earth only to become the pawns of nations who want to use them as weapons in their quest for sovereignty.

Card, Orson Scott. *Shadow puppets.*

Series: Ender series with Bean as protagonist; book 7

Sequel to *Shadow of the hegemon.*

Summary: Peter Wiggin, leader of the worldwide government in the aftermath of the victory over the alien Formics, makes a tactical error when he arranges for the rescue of his archenemy Achilles who is being held by the Chinese, only to learn Achilles is insane and determined to kill Bean, the genetic anomaly who served as second-in-command during the conflict.

Card, Orson Scott. *Speaker for the dead.*

Series: Ender quartet ; book 2

Sequel to *Ender's game.*

Summary: Ender Wiggin has an opportunity to atone for his earlier failures through a second alien race discovered by Portuguese colonists on the planet Lusitania; but humans are dying, and Ender must solve the mystery.

Card, Orson Scott. *A war of gifts: An Ender story.*

Series: Ender series—set at battle school with Zeck as protagonist; book 8

Summary: During his first year at the Battle School—where it is against the rules to celebrate religious holidays—Ender decides to give one of his classmates a holiday gift, and starts a fight between the students.

Card, Orson Scott. *Xenocide.*

Series: Ender quartet ; book 3

Sequel to *Speaker for the dead.*

Summary: It is up to Gloriously Bright, the most brilliant of the superintelligent people, to uncover the secret behind the disappearance of the Fleet, which was on its way to destroy the planted Lusitania.

Christopher, John. *The city of gold and lead.*

Series: Tripods series; book 3

Sequel to *The white mountains.*

Summary: Three boys set out on a secret mission to penetrate the City of the Tripods and learn more about these strange beings that rule Earth.

Christopher, John. *When the Tripods came.*

Series: Tripods series (prequel); book 1

Summary: Fourteen-year-old Laurie and his family attempt to flee England when the Tripods descend from outer space and begin brainwashing everyone with their hypnotic Caps.

Christopher, John. *The white mountains.*

Series: Tripods series; book 2

Sequel to *When the tripods came.*

Summary: On an Earth where the Tripods—huge, three-legged machines—have ruled for as long as anyone can remember, thirteen-year-old Will harbors fears about the Capping ceremony he will soon undergo. As Will learns the sinister truth, he realizes that he must escape while his mind is still his own. With two companions, he begins a journey across Europe to find the stronghold of the last free people in the world—in the White Mountains of Switzerland.

Clarke, Arthur. *2001: A space odyssey.*

Series: Space Odyssey series; book 1

Summary: The spacecraft *Discovery* journeys to the outer edge of the solar system, and two navigators become uneasy when Hal, the craft's talking computer system, demonstrates unusual behavior.

Clarke, Arthur. *2010: Odyssey two.*

Series: Space Odyssey series; book 2

Sequel to *2001, a space odyssey.*

Summary: Dr. Heywood Floyd travels to Jupiter to find out what happened to the astronauts of the spaceship *Discovery* and its computer HAL 9000.

Clarke, Arthur. *2061: Odyssey three.*

Series: Space Odyssey series; book 3

Sequel to *2010: Odyssey two.*

Summary: Heywood Floyd, survivor of two previous encounters with the mysterious monoliths, must again confront Dave Bowman, HAL, and an alien race that has decided that Mankind is to play a part in the evolution of the galaxy whether it wishes to or not.

Clarke, Arthur. *3001: The final odyssey.*

Series: Space Odyssey series; book 4

Sequel to *2061: Odyssey three.*

Summary: In this final book of the series, in the year 3001, Frank Poole returns to finish what he started one thousand years ago, by going to investigate the third black monolith found on Jupiter's moon Europa and maybe unlocking the key to the galaxy.

Clarke, Arthur C. *The hammer of God.*

Summary: In the year 2110 when Earth faces the danger of destruction by a chunk of rock, the crew on the starship must race against time to redirect the meteor from its deadly collision course.

Clement, Hal. *Half Life.*

Summary: In about two hundred years, the human race on Earth is perhaps facing extinction due to the rapid evolution of disease. A crew of young men and women travel to the moons of Saturn, to Titan, to investigate the biochemistry of the pre-life conditions there in the slim hope of discovering something that might save Earth. The whole story runs at high-speed, as they race to find answers across the surface of an alien landscape with death close behind . . . and gaining.

Clements, Andrew. *Things not seen.*

Summary: When fifteen-year-old Bobby wakes up and finds himself invisible, he and his parents and his new blind friend Alicia try to find out what caused his condition and how to reverse it.

Colfer, Eoin. *The supernaturalist.*

Summary: In futuristic Satellite City, fourteen-year-old Cosmo Hill escapes from an abusive orphanage and teams up with three other people who share his unusual ability to see supernatural creatures, and together they determine the nature and purpose of the swarming blue Parasites that are invisible to most humans.

Crichton, Michael. *The Andromeda Strain.*

Summary: A satellite sent into the outer fringes of space to “collect organisms and dust for study” falls back to earth, crash-landing in a desolate area of Arizona, twelve miles from the tiny town of Piedmont. The terror has begun . . .

Crichton, Michael. *Jurassic Park.*

Summary: An astonishing technique for recovering and cloning dinosaur DNA has been discovered. Creatures once extinct now roam Jurassic Park, soon-to-be opened as a theme park. Until something goes wrong . . . and science proves a dangerous toy.

Crichton, Michael. *The Lost World.*

Sequel to *Jurassic Park.*

Summary: Jurassic Park, the primordial zoo, has been closed and the dinosaurs it once housed have been destroyed. Now, six years later, there are rumors that some of them may have survived.

Crichton, Michael. *Prey.*

Summary: A cloud of nanoparticles programmed as a predator and capable of self-reproduction escapes from a Nevada laboratory and makes the human population its target.

Ewing, Lynne. *The secret scroll.*

Series: Daughters of the Moon; book 4

Summary: Catty, a girl with the power to travel back in time, inherits a secret scroll that will help her defeat the evil Atrox.

Far horizons: all new tales from the greatest worlds of science fiction.

Summary: A collection of stories in which science fiction writers revisit the imaginary worlds they created and made famous in previous books, including selections from Greg Bear, David Brin, Nancy Keress, Anne McCaffrey, and others.

Farmer, Nancy. *The Ear, the Eye, and the Arm: a novel*

Summary: In 2194 in Zimbabwe, General Matsika's three children are kidnapped and put to work in a plastic mine while three mutant detectives use their special powers to search for them.

Farmer, Nancy. *The house of the scorpion.*

Summary: In a future where humans despise clones, Matt enjoys special status as the young clone of El Patron, the 142-year-old leader of a corrupt drug empire nestled between Mexico and the United States.

Frank, Pat. *Alas, Babylon.*

Summary: The story of a group of people who rely on their own courage and ingenuity to survive in a small Florida town that escaped nuclear bombing.

Goodman, Alison. *Singing the Dogstar blues.*

Summary: In a future Australia, the saucy eighteen-year-old daughter of a famous newscaster and a sperm donor teams up with a hermaphrodite from the planet Choria in a time-travel adventure that may significantly change both their lives.

Gould, Steven. *Wildside.*

Summary: Parallel worlds exist through the Gate, and Charlie Newell must decide whether or not to tell the world of its existence; meanwhile, traveling back and forth between worlds becomes an adventure.

Haddix, Margaret Peterson. *Among the barons.*

Series: The Shadow Children series; book 4

Sequel to *Among the betrayed.*

Summary: In a future world of false identities, government lies, and death threats, Luke feels drawn to the younger brother of the boy whose name Luke has taken.

Haddix, Margaret Peterson. *Among the betrayed.*

Series: The Shadow Children series; book 3

Sequel to *Among the imposters.*

Summary: Thirteen-year-old Nina is imprisoned by the Population Police, who give her the option of helping them identify illegal “third-born” children, or facing death.

Haddix, Margaret Peterson. *Among the brave.*

Series: The Shadow Children series; book 5

Sequel to *Among the barons.*

Summary: In a society that allows families to have only two children, a group of third-borns tries to save themselves and others like them.

Haddix, Margaret Peterson. *Among the enemy*.

Series: The Shadow Children series; book 6

Sequel to *Among the brave*.

Summary: In a society that allows families to have only two children, third child Matthias joins the Population Police to infiltrate their system.

Haddix, Margaret Peterson. *Among the free*.

Series: The Shadow Children series; book 7

Sequel to *Among the enemy*.

Summary: When thirteen-year-old Luke Garner unwittingly sets off a rebellion which sweeps the country and ousts the Population Police from power, he quickly realizes that the new regime is corrupt and he may hold the only key to true freedom.

Haddix, Margaret Peterson. *Among the hidden*.

Series: The Shadow Children series; book 1

Summary: In a future where the Population Police enforce the law limiting a family to only two children, Luke has lived all his twelve years in isolation and fear on his family's farm, until another "third" convinces him that the government is wrong.

Haddix, Margaret Peterson. *Among the impostors*.

Series: The Shadow Children series; book 2

Sequel to *Among the hidden*.

Summary: In a future where the law limits a family to only two children, third-born Luke has been hiding for the entire twelve years of his life, until he enters boarding school under an assumed name and is forced to face his fears.

Haddix, Margaret Peterson. *Turnabout*.

Summary: Melly and Anny Beth are beginning to regret the experimental injection they got when they were old in 2000 to reverse the aging process. Now, in 2085 as teens, they must decide whether or not to take the next injection that stops the process, but kills people who take it.

Heinlein, Robert. *Requiem*.

Summary: A collection of works, *Requiem* is a compelling celebration of Heinlein's work, his vision and his passion for space exploration—his glory and his dream.

Hendrix, Howard V. *Lightpaths*.

Summary: In a self-contained city high above the Earth, four thousand permanent residents come to the startling conclusion that their orbiting complex is far from the utopia they had believed it to be.

Herbert, Frank. *Children of Dune*.

Series: Dune; book 3

Sequel to *Dune Messiah*.

Summary: Leto and Ghanima Atreides, twin siblings and offspring of Emperor Paul Muad'Dib, who has disappeared into the deserts of Arrakis, continue to develop their abilities as aunt Alia tries to obtain the details of the twins' prophetic visions and rule the planet.

Herbert, Frank. *Dune*.

Series: Dune; book 1

Summary: Arrakis, also known as Dune, is a planet of harsh deserts where water is more precious than jewels and the only source of the spice melange, the most important and valuable substance in the universe. Paul Atreides, the son of a betrayed duke, is given up for dead on the desert planet and adopted by the nomadic people who live there and aid him in his journey from boy to warrior.

Herbert, Frank. *Dune Messiah*

Series: Dune; book 2

Sequel to *Dune*.

Summary: Living in exile on the planet Dune, Paul Atreides finally realizes the destiny for which he had been prepared as the product of numerous genetic experiments.

Hoffman, Nina. *The silent strength of stones*.

Summary: Nick, son of a general store owner at Sauterelle Lake, usually enjoys spying on vacationers and learning all their secrets, but there is something about the family staying in cabin five that is making him very uneasy.

Hogan, James P. *Bug Park*.

Summary: Kevin and Taki have used Kevin's father's new technology to create Bug Park, a micro-sized virtual place; Taki's uncle thinks they should market it although they're only teenagers, but the idea leads to trouble when Kevin's father is targeted for murder.

Hughes, Monica. *Invitation to the game*.

Summary: Unemployed after high school in the highly robotic society of 2154, Lisse and seven friends resign themselves to a boring existence in their "Designated Area" until the government invites them to play The Game.

Jinks, Catherine. *Evil genius*.

Summary: Child prodigy Cadel Piggot, an antisocial computer hacker, discovers his true identity when he enrolls as a first-year student at an advanced crime academy.

King, Stephen. *The dead zone*.

Summary: A man awakens from a 5-year coma to discover he has powers to see visions of the past, present and future, a power which drives him insane.

Klass, David. *Firestorm*.

Series: The Caretaker trilogy; book 1

Summary: After learning that he has been sent from the future for a special purpose, eighteen-year-old Jack receives help from an unusual dog and a shape-shifting female fighter.

Klass, David. *Whirlwind*.

Series: The Caretaker trilogy; book 2

Sequel to *Firestorm*.

Summary: Jack finds himself embroiled in another dangerous adventure when, after a six-month absence, he returns to the Hudson River town where he grew up to find his girlfriend PJ only to

discover that she is missing and everyone believes him to be responsible for her disappearance and the death of his family.

Klause, Annette Curtis. *Alien Secrets*.

Summary: On her journey to the distant planet where her parents are working, twelve-year-old Puck befriends a troubled alien and becomes involved in a dangerous mystery involving a precious artifact.

Le Guin, Ursula K. *The telling*.

Summary: In a land where all old customs and beliefs have been outlawed, Suttu, an earthwoman, sets out on a journey to find the Aka and take a spiritual journey into a religion known as the Telling.

L'Engle, Madeleine. *An acceptable time*.

Series: Time quintet; book 5

Sequel to *Many waters*.

Summary: Polly's visit to her grandparents in Connecticut becomes an extraordinary experience as she finds herself traveling back in time.

L'Engle, Madeleine. *Many waters*.

Series: Time quintet; book 4

Sequel to *A swiftly tilting planet*.

Summary: The fifteen-year-old Murry twins, Sandy and Dennys, are accidentally sent back to a strange Biblical time period, in which mythical beasts roam the desert and a man named Noah is building a boat in preparation for a great flood.

L'Engle, Madeleine. *A swiftly tilting planet*.

Series: Time quintet; book 3

Sequel to *A wind in the door*.

Summary: The youngest of the Murry children must travel through time and space in a battle against an evil dictator who would destroy the entire universe.

L'Engle, Madeleine. *A wind in the door*.

Series: Time quintet; book 2

Sequel to *A wrinkle in time*.

Summary: With Meg Murry's help, the dragons her six-year-old brother saw in the vegetable garden play an important part in his struggle between life and death.

L'Engle, Madeleine. *A wrinkle in time*.

Series: Time quintet; book 1

Summary: Meg Murry, her brother Charles, and their friend Calvin, embark on a journey through space and time, assisted by three otherworldly women, when they set out to find Meg's father, a physicist who disappeared while experimenting with time travel.

Lewis, C.S. *Out of the silent planet*.

Series: Space trilogy; book 1

Summary: Dr. Ransom escapes from his captors on the planet Malacandra but wonders if he will ever be able to return to Earth.

Lewis, C.S. *Perelandra*.

Series: Space trilogy; book 2

Sequel to *Out of the silent planet*.

Summary: Brilliant and brave philologist Dr. Elwin Ransom is recruited by the denizens of Malacandra to rescue the planet Perelandra and its people from the threat of a malevolent being from another world.

Lewis, C.S. *That hideous strength*.

Series: Space trilogy; book 3

Sequel to *Perelandra*.

Summary: Ransom amasses forces to fight against a sinister technocratic organization, secretly controlled by humanity's mortal enemies, that is plotting to "recondition" society.

Lowry, Lois. *Gathering Blue*.

Series: The Giver (loose) trilogy; book 2

Summary: Lamed and suddenly orphaned, Kira is mysteriously removed from her squalid village to live in the palatial Council Edifice, where she is expected to use her gifts as a weaver to do the bidding of the all-powerful Guardians.

Lowry, Lois. *The giver*.

Series: The Giver (loose) trilogy; book 1

Summary: Given his lifetime assignment at the Ceremony of Twelve, Jonas becomes the receiver of memories shared by only one other in his community and discovers the terrible truth about the society in which he lives.

Lowry, Lois. *Messenger*.

Series: The Giver (loose) trilogy; book 3

Summary: In this novel that unites characters from "The Giver" and "Gathering Blue," Matty, a young member of a utopian community that values honesty, conceals an emerging healing power that he cannot explain or understand.

Mackel, Kathy. *Can of worms*.

Summary: Bullied and unhappy at school, thirteen-year-old Mike, who has always thought that he might be an alien, sends a distress call into space asking to be rescued from the ignorance and cruelty of his life on Earth.

Matheson, Richard. *I am Legend*.

Summary: Robert Neville, the last living man on an Earth in which every other man, woman, and child has become a vampire, struggles to survive, scavenging for food and supplies and desperately searching for other survivors and trying to avoid the evil that lurks in the shadows. Includes ten additional short horror stories.

McCaffrey, Anne. *Dragondrums*

Series: Harper Hall trilogy (a spin-off of the Dragonriders of Pern series); book 3

Summary: When his boy soprano voice begins to change, Piemur is drafted by Masterharper Robinton to help with political work and is sent on missions that lead him into unusual and sometimes dangerous adventures.

McCaffrey, Anne. *Dragonflight*

Series: The Dragonriders of Pern series; book 1

Summary: Lessa of Pern wages a single-handed secret battle against her sworn enemies—the dragonmen—and she must rally the telepathic dragons to protect Pern from destruction.

McCaffrey, Anne. *The Dragonriders of Pern.*

Summary: This omnibus volume includes the first three books in the series: *Dragonflight*, *Dragonquest*, and *The White Dragon*.

McCaffrey, Anne. *Dragonquest.*

Series: The Dragonriders of Pern series; book 2

Sequel to *Dragonflight*

Summary: On a small beleaguered planet patrolled by giant dragons, a tiny golden fire-lizard brings a searing threat greater than any Pern has ever met. F'lar, Lessa, F'rad and their dragons defend Pern from the Red Star, Thread, and other threats.

McCaffrey, Anne. *Dragonsinger.*

Series: Harper Hall trilogy (a spin-off of the Dragonriders of Pern series); book 2

Sequel to *Dragonsong*.

Summary: Pursuing her dream to be a Harper of Pern, Menolly studies under the Masterharper and learns that more is required than a facility with music and a clever way with words.

McCaffrey, Anne. *Dragonsong.*

Series: Harper Hall trilogy (a spin-off of the Dragonriders of Pern series); book 1

Summary: Forbidden by her father to indulge in music in any way, a girl on the planet Pern runs away, taking shelter with the planet's fire lizards who, along with her music, open a new life for her.

McCaffrey, Anne. *Freedom's Landing.*

Summary: A McCaffrey novel set in a brave new world. Kristin Bjorsen is a human slave to the overlords called Catteni, who have made the races of many planets bend to their will. But now Kristin has become part of a tremendous alien experiment--one that gives her back her freedom, though not in a way she might have chosen.

McCaffrey, Anne. *Pegasus in flight.*

Series: Talent trilogy, book 2.

Summary: As an overpopulated future Earth prepares to colonize other planets, telepath Rhyssa Owen, director of the Jerhattan Center for Parapsychics, discovers two unusually gifted children whose psychic abilities could spell Earth's doom.

McCaffrey, Anne. *The white dragon.*

Series: The Dragonriders of Pern series; book 3

Sequel to *Dragonquest*.

Summary: On the planet of Pern, a small white dragon and his rider prove their value as destroyers of Threadfire.

McNaughton, Janet Elizabeth. *The secret under my skin.*

Summary: In the year 2368, humans exist under dire environmental conditions and one young woman, rescued from a workcamp and chosen for a special duty, uses her love of learning to discover the truth about the planet's future and her own dark past.

Meyer, Stephanie. *The host.*

Summary: Melanie, whose mind has been almost completely taken over by an alien named Wanderer, convinces the alien to search for her lost lover, who fled the extraterrestrial invasion, and tries to find a way in which she and Wanderer can coexist.

Nelson, O.T. *The girl who owned a city.*

Summary: When a plague sweeps over the earth killing everyone except children under twelve, ten-year-old Lisa organizes a group to rebuild a new way of life.

Nix, Garth. *Shade's children.*

Summary: In a savage post-nuclear world, four young fugitives attempt to overthrow the bloodthirsty rule of the Overlords with the help of Shade, their mysterious mentor.

Odom, Mel. *Net force: Shadow of honor.*

Summary: When Andy Moore investigates his father's past, he and the other students at his school are in danger.

Orwell, George. *1984.*

Summary: The classic science fiction story of a society in which "Big Brother" is always watching everyone's actions.

Patterson, James. *The Final Warning.*

Series: Maximum Ride series; book 4

Summary: While on a mission to Antarctica to save the world from global warming, fourteen-year-old Maximum Ride and the other members of the Flock—a band of genetically modified children who can fly—are pursued by their creator, the Uber-Director, who wants to auction them off to the highest bidder.

Patterson, James. *Maximum Ride: The Angel Experiment.*

Series: Maximum Ride series; book 1

Summary: After the mutant Erasers abduct the youngest member of their group, the "bird kids" who are the result of genetic experimentation, take off in pursuit and find themselves struggling to understand their own origins and purpose.

Patterson, James. *Saving the world and other extreme sports.*

Series: Maximum Ride series; book 3

Summary: The time has come for Max, Fang, Iggy, Nudge, Gasman, and Angel to face their ultimate enemy and, despite many obstacles, try to save the world from a sinister plan to re-engineer a select population into a scientifically superior master race.

Patterson, James. *School's out – forever.*

Series: Maximum Ride series; book 2

Summary: After a short stay with an FBI agent who gives them a chance to attend school and live a normal life, the 6 genetically altered, winged youths head toward Florida and Max's ultimate destiny—to save the world, whether she wants to or not.

Pike, Christopher. *The season of passage.*

Summary: A woman doctor encounters strange voices that promise horror.

Rand, Ayn. *Anthem.*

Summary: In a future world, only one man dares to think, strive, and love as an individual in the midst of a paralyzing collective humanity.

Rand, Ayn. *Atlas shrugged.*

Summary: A satire on the follies and dangers of collectivism in which the United States is faced with the prospect of economic collapse when the country's leading innovators and industrialists go into hiding.

Science fiction & fantasy.

Summary: Presents three graphic novel short stories including “The War of the Worlds,” “Frankenstein,” and “Twenty Thousand Leagues Under the Sea.”

Scott, Michael. *Gemini game.*

Summary: When players of their virtual reality computer game fall into a coma, Liz and BJ O'Connor, teenage owners of a computer games company, flee from the police in an attempt to locate a copy of their game and correct the programming.

Shusterman, Neal. *The dark side of nowhere.*

Summary: Fourteen-year-old Jason faces an identity crisis after discovering that he is the son of aliens who stayed on Earth following a botched invasion mission.

Shusterman, Neal. *Unwind.*

Summary: Three teens embark upon a cross-country journey in order to escape from a society that salvages body parts from children ages thirteen to eighteen.

Shute, Nevil. *On the beach.*

Summary: A novel about the survivors of an atomic war, who face an inevitable end as radiation poisoning moves toward Australia from the North.

Skurzynski, Gloria. *Virtual war.*

Series: The Virtual War series; book 1

Summary: In a future world where global contamination has necessitated limited human contact, three young people with unique genetically engineered abilities are teamed up to wage a war in virtual reality.

Sleator, William. *The boy who reversed himself*.

Summary: When Laura discovers that the unpopular boy living next door to her has the ability to go into the fourth dimension, she makes the dangerous decision to accompany him on his journeys there.

Sleator, William. *Interstellar pig*.

Summary: Barney's boring seaside vacation becomes more interesting when the cottage next door is occupied by three exotic neighbors who are addicted to a game they call "Interstellar Pig."

Sleator, William. *Others see us*.

Summary: When an accidental dunking in toxic waste gives sixteen-year-old Jared the ability to read minds, he discovers horrifying secrets about family members at the summer reunion.

Sparks, Nicholas. *True Believer*.

Summary: Successful Manhattan science journalist Jeremy Marsh is invited to the tiny town of Boone Creek, North Carolina, to investigate a sighting of strange lights in a local cemetery and meets librarian Lexie Darnell, who causes the smitten Jeremy to make some difficult choices about his life. [The story continues in *At First Sight*.]

Steele, Allen M. *Oceanspace*.

Summary: It is called Tethys--the first completely self-sufficient undersea research station, situated hundreds of feet below the Atlantic. It is the stepping-stone to a new frontier. Within this oasis of technology are those who seek to unlock the mysteries of the unknown deep. But they are not alone. Something is stirring from the very depths of the ocean. Something that may be the greatest discovery of all.

Verne, Jules. *A journey to the center of the earth*.

Summary: A team of explorers makes an expedition into a crater in Iceland which leads to the center of the earth and to incredible and horrifying discoveries.

Verne, Jules. *Twenty thousand leagues under the sea*.

Summary: Captain Nemo and his submarine, the *Nautilus*, find three men in the sea and take them on a journey to the ocean bottom to see riches and cities, but the men try to escape when they realize they are not happy aboard the ship.

Vonnegut, Kurt. *Slaughterhouse-five, or, The children's crusade: a duty-dance with death*.

Summary: This anti-war novel focuses on the firebombing of Dresden, and follows Billy Pilgrim on his journey through time.

Wells, H.G. *The invisible man*.

Summary: The tale of a scientist who discovers how to make his body become invisible and then struggles to make himself visible again.

Wells, H.G. *The time machine*.

Summary: A scientist invents a time machine and uses it to travel into the future, where he discovers the childlike Eloi and the hideous underground Morlocks.

Wells, H.G. *The war of the worlds.*

Summary: An intellectually-superior race from Mars invades the Earth with plans to enslave human beings.

Werlin, Nancy. *Double helix.*

Summary: Eighteen-year-old Eli discovers a shocking secret about his life and his family while working for a Nobel Prize-winning scientist whose specialty is genetic engineering.

Westerfeld, Scott. *Blue noon.*

Series: The Midnighters series; book 3

Sequel to *Touching darkness.*

Summary: The Midnighters are baffled when the blue time suddenly occurs in the middle of the day. They soon discover that the walls between the secret hour and real time are crumbling, and, unless they can stop it, the dark creatures will have a chance to feed after centuries of waiting.

Westerfeld, Scott. *Extras.*

Series: Uglies series; book 4

Sequel to *Specials.*

Summary: In an alternative civilization where the social status of each person is monitored and rated and anyone can drop from celebrity to nobody, fifteen-year-old Aya Fuse's popularity ranking is so low her only chance of moving up is to find a good story, so when she meets a group of girls who hide an explosive secret, Aya decides to expose the group and unknowingly puts her own life in danger.

Westerfeld, Scott. *The killing of worlds.*

Series: Succession series; book 2

Sequel to *The risen empire.*

Summary: Captain Laurent Zai of the Imperial frigate Lynx fights what seems to be an unwinnable battle to stop a vastly superior Rix ship from reaching the planet Legis.

Westerfeld, Scott. *Pretties.*

Series: Uglies series; book 2

Sequel to *Uglies.*

Summary: Tally's perfect life as a Pretty is disrupted when she receives a letter from herself, written when she was an Ugly, reminding her of the promise she made to take a drug developed to cure the brain lesions that keep the Pretties shallow and happy—and when she takes the pills, she becomes a target of those determined to keep Pretty society carefree.

Westerfeld, Scott. *The risen empire.*

Series: Succession series; book 1

Summary: Zai and pacifist senator Nara Oxham challenge the Rix, machine-augmented people who worship planet-sized beings with artificial intelligence and seek to supplant the power of the undead Emperor and his sister, the Child Empress, who have ruled for sixteen hundred years.

Westerfeld, Scott. *Secret Hour*.

Series: The Midnighters series; book 1

Summary: Upon moving to Bixby, Oklahoma, fifteen-year-old Jessica Day learns that she is one of a group of people who have special abilities that help them fight ancient creatures living in an hour hidden at midnight; creatures that seem determined to destroy Jess.

Westerfeld, Scott. *Specials*.

Series: Uglies series; book 3

Sequel to *Pretties*.

Summary: Tally has been turned into a Special and is offered a chance to stamp out the rebels of the New Smoke permanently.

Westerfeld, Scott. *Touching Darkness*.

Series: The Midnighters series; book 2

Sequel to *Secret hour*.

Summary: Jessica Day, and her four friends, the “midnighters,” are the only ones in Bixby, Oklahoma that know the world freezes at midnight, and as they battle evil creatures living in the hour hidden they learn about Bixby's shadowy past and uncover a deadly conspiracy that reaches beyond the secret hour.

Westerfeld, Scott. *Uglies*.

Series: Uglies series; book 1

Summary: Tally is faced with a difficult choice when her new friend Shay decides to risk life on the outside rather than submit to the forced operation that turns sixteen year old girls into gorgeous beauties, and realizes that there is a whole new side to the pretty world that she doesn't like.

The year's best science fiction and fantasy for teens: first annual collection.

Summary: Presents eleven short science fiction and fantasy stories for teens, selected by editors Jane Yolen and Patrick Neilson Hayden as the best of 2004, featuring selections from S.M. Stirling, Garth Nix, David Gerrold, and others, and includes a list of honorable mentions.