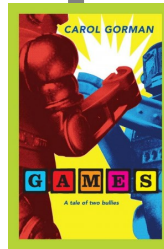
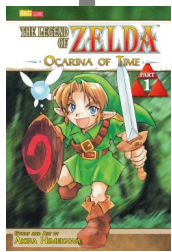
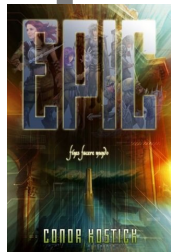
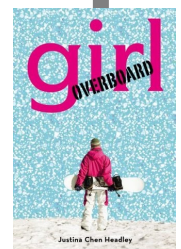
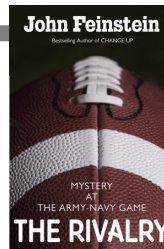


Video Gamers



Athletes

Puzzle Solvers





***Epic* by Conor Kostick YA F KOS**

On New Earth, a world based on a video role-playing game, fourteen-year-old Erik persuades his friends to aid him in some unusual gambits in order to save Erik's father from exile and safeguard the futures of each of their families.

***The Legend of Zelda: Graphic Novel* by Akira Himekawa YA MANGA**

Young Link embarks on a perilous quest to find three spiritual stones that hold the key to the Triforce, the wielder of which will rule the world! Link's plan is to deliver the stones to the Princess of the mystical land of Hyrule, Zelda. But obstacles abound and his long journey has only just begun!

***Invasion of the Overworld* by Mark Cheverton J F CHE**

Gameknight999 loved Minecraft. He reveled in building structures, playing on servers, creating custom maps, and more. But above all else, he loved to grief--to intentionally ruin the gaming experience for other users. As the self-proclaimed "King of the Grievers," Gameknight played the game for himself at the expense of everyone else, keeping the list of his friends in the game short.

***The 39 Clues* J F THI**

What would happen if you discovered that your family was one of the most powerful in human history? What if you were told that the source of the family's power was hidden around the world in the form of 39 clues? What if you were given a choice - take a million dollars and walk away ... or get the first clue and begin the search?

***Games* by Carol Gorman J F GOR**

When fourteen-year-old rivals Boot Quinn and Mick Sullivan fight once too often, the new principal devises the punishment of having to play games together at his office, where they learn which battles are worth fighting.

***Roller Girl* by Victoria Jamieson J F COM**

A graphic novel adventure about a girl who discovers roller derby right as she and her best friend are growing apart

***Beyond Lucky* by Sarah Aronson J F ARO**

Twelve-year-old Ari Fish is sure that the rare trading card he found has changed his luck and that of his soccer team, but after the card is stolen he comes to know that we make our own luck, and that heroes can be fallible.



***Losers Take All* by David Klass YA F KLA**

At a sports-crazy NJ high school where all kids must play on a team, a group of rebels start a soccer team designed to undermine the jock-culture of the school .

***Girl Overboard* by Justina Chen Headley YA F HEA**

After a snowboarding accident, Syrah Cheng, a billionaire's daughter, must rehabilitate both her knee and her self-esteem while forging relationships with those who accept her for who she is.

***Heat* by Mike Lupica YA F LUP**

Pitching prodigy Michael Arroyo is on the run from social services after being banned from playing Little League baseball because rival coaches doubt he is only twelve years old and he has no parents to offer them proof.

***The Rivalry* by John Feinstein YA F FEI**

Eighth-grade sportswriters Stevie and Susan Carol team up to solve a mystery at the famous Army-Navy football game.

***Kingdom Keepers* by Ridley Pearson YA F PEA**

Finn Whitman, an Orlando teen, is hired to be hologramed as a Disney World park "guide" but soon finds himself being transported into the Magic Kingdom in the dead of night to help fight a group of Disney villains, led by Maleficent, who want to take over Disney World--and maybe more.



***The Mysterious Benedict Society* by Trenton Steward J F STE**

After passing a series of mind-bending tests, four children are selected for a secret mission that requires them to go undercover at the Learning Institute for the Very Enlightened, where the only rule is that there are no rules.

***Book Scavenger* by Jennifer Bertman J F BER**

Just after twelve-year-old Emily and her family move to San Francisco, she teams up with new friend James to follow clues in an odd book they find, hoping to figure out its secrets before the men who attacked Emily's hero, publisher Garrison Griswold, solve the mystery or come after the friends.

***Escape from Mr. Lemoncello's Library* by Chris Grabenstein J F GRA**

Twelve-year-old Kyle gets to stay overnight in the new town library, designed by his hero (the famous gamemaker Luigi Lemoncello), with other students but finds that come morning he must work with friends to solve puzzles in order to escape