



Game On!

Stories about advanced technology, virtual reality, quests, and immersive gaming experiences gone awry.



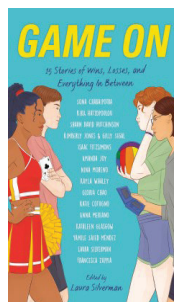
***Don't Hate the Player* by Alexis Nedd** (YA Fiction–Y Nedd)

Emilia, secretly a dedicated gamer, competes with her elite team in a major tournament at the same time she and her best friend are running for class president and vice president.



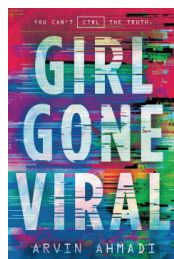
***Fan the Fame* by Anna Priemaza** (YA Fiction–Y Priemaz)

When Lainey, sister of a massively popular video game streamer, decides to spill the truth about her hateful brother to his fans, she enlists the help of gamers SamTheBrave and ShadowWillow to help teach him a lesson.



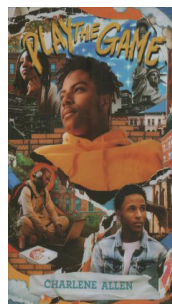
Game On: 15 Stories of Wins, Losses, and Everything In Between **Edited by Laura Silverman** (YA Fiction–Y Game)

A charming and inclusive YA anthology all about games—from athletic sports to board games to virtual reality. From the slightly fantastical to the utterly real, light and sweet romance to tales tinged with horror and thrills, *Game On* is an anthology that spans genre and style.



***Girl Gone Viral* by Arvin Ahmadi** (YA Fiction–Y Ahmadi)

For Opal Hopper, code is magic. She can build entire worlds from scratch—shimmering lakes, Mars craters, any virtual experience her heart desires. But she can't code her dad back into her life. When he disappeared after her tenth birthday, leaving only a cryptic note, Opal tried desperately to find him. And when he never turned up, she enrolled at a boarding school for technical prodigies and tried to forget. Until now.



***Play the Game* by Charlene Y. Allen** (YA Fiction–Y Allen)

In the game of life, sometimes other people hold all the controls. Or so it seems to VZ. Four months have passed since his best friend Ed was killed by a white man in a Brooklyn parking lot. When Singer, the man who killed Ed, is found dead in the same spot where Ed was murdered, all signs point to Jack, VZ's other best friend, as the prime suspect.



***Right Where I Left You* by Julian Winters** (YA Fiction–Y Winters)

Isaac Martin is ready to kick off summer. His last before heading off to college in the fall where he won't have his best friend, Diego. Knowing his time with Diego is limited, Isaac enacts a foolproof plan: snatch up a pair of badges for the epic comic convention, Legends Con, and attend his first ever Teen Pride.



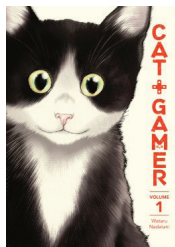
***Walking in Two Worlds* by Wab Kinew** (YA Fiction–Y Kinew)

Bugz is caught between two worlds. In the real world, she's a shy and self-conscious Indigenous teen who faces the stresses of teenage angst and reserve life. But in the virtual world, her alter ego is not just confident but dominant in a massive multiplayer video game universe.



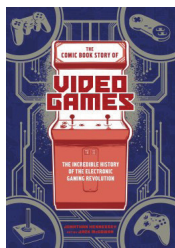
You Can Go Your Own Way **by Eric Smith** (YA Fiction–Y Smith)

Adam and Whitney find themselves trapped in an arcade during a snowstorm, and the tension between them seems to melt away, leaving something else in its place.



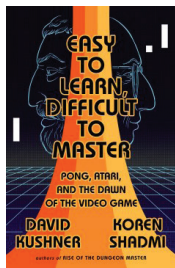
Cat + Gamer, Volume 1
by Wataru Nadatani
(Manga—MANGA Catplus v. 1 Nadatan)

Riko, a office worker with an obsession for video games, finds her quiet life upended when she takes in a stray cat! Having no experience with pets, Riko uses lessons drawn from video games to guide her in cat care, while her cute companion tries to understand her behavior through a cat's worldview.



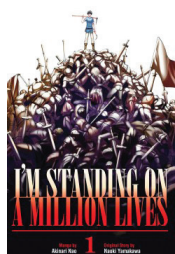
The Comic Book Story of Video Games: The Incredible History of the Electronic Gaming Revolution
by Jonathan Hennessey
(Graphic Novels—GN 794.8 Hen)

A complete, illustrated history of video games—highlighting the machines, games, and people who have made gaming a worldwide, billion dollar industry/artform.



Easy to Learn, Difficult to Master: Pong, Atari, and the Dawn of the Video Game
by David Kushner, Koren Shadmi
(Graphic Novels—GN 794.8 Kus)

At the center of this graphic history, dynamically drawn in colors inspired by old computer screens, is the epic feud that rages between Atari founder Nolan Bushnell and inventor Ralph Baer for the title of “father of the video game.”



I'm Standing on a Million Lives, Vol. 1: Our Heroes: Two Girls and a... Farmer?
by Naoki Yamakawa
(Manga—MANGA Imstand v. 1 Yamakaw)

A teenage loner gets transported into a fantasy world with his two scary female classmates. The girls find themselves as a wizard and a warrior, but he's woken up as... a farmer?! How will he become a hero now?



Solo Leveling, Vol. 1 by Chugong
(Manga—MANGA Sololev v. 1 Chugong)

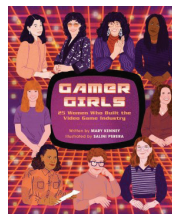
Known as the Weakest Hunter of All Mankind, E-rank hunter Jinwoo Sung's contribution to raids amounts to trying not to get killed. Because of his mother's hospital bills, his sister's tuition, and his own lack of job prospects, when an opportunity arises for a bigger payout, he takes it.



Video Games: A Graphic History
by Sean Tulien
(Juvenile Graphic Novels—J-GN 794.8 Tul)

Video games evolved from simple consoles to cutting-edge home entertainment to some of the world's most popular apps. Find out more about the technological innovations, major players, and controversies that have made video-game history.

NONFICTION



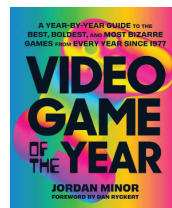
Gamer Girls: 25 Women Who Built the Video Game Industry by Mary Kenney
(Teen Nonfiction—920 Ken)

Discover the women behind the video games we love—from the iconic games they created, the genres they invented, the studios and companies they built—and how they changed the industry forever.



The Greatest Stories Ever Played: Video Games and the Evolution of Storytelling
by Dustin Hansen
(Teen Nonfiction—794.8 Han)

A lifelong gamer with over 20-years experience in the gaming industry examines the storytelling skills in some of the most beloved and moving games of the past thirty years in this fun and informative.



Video Game of the Year: A Year-By-Year Guide to the Best, Boldest, and Most Bizarre Games from Every Year Since 1977 by Jordan Minor
(Adult Nonfiction—794.809 Min)

For each of the 40 years of video game history, there is a defining game, a game that captured the zeitgeist and left a legacy for all games that followed. Minor explores development stories, critical reception, and legacy, and also looks at how gaming intersects with and eventually influences society at large while reveling in how uniquely and delightfully bizarre even the most famous games tend to be.



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