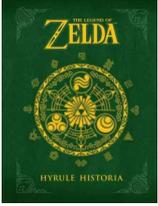


## ? More Teens Staff Picks

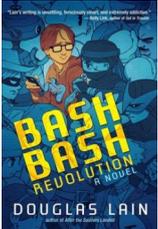


### **Game On!**

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

Compiled by:

Sam O.



### **Bash Bash Revolution**

#### **Douglas Lain**

(Young Adult Fiction - Y Lain)

Seventeen-year old Matthew Munson's a high school dropout, doing little with his time but playing an outdated video game called Bash Bash Revolution and hanging around Dairy Queen with his girlfriend Sally. That is, until his missing dad turns up. Jeffrey Munson is a computer geek who'd left home when Matthew was young to work on a top-secret government AI project, and has been a sporadic presence in his son's life.



### **Elusion**

#### **Claudia Gabel**

(Young Adult Fiction ? Y Gabel)

When there are accusations that Elusion, a new technology, is addictive and dangerous, Regan is pulled into incredible new worlds to discover deeply buried truths?and to make the ultimate choice between love and loyalty.

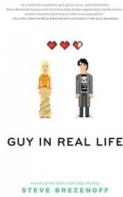


### **Epic**

#### **Conor Kostick**

(Young Adult Fiction - Y Kostick)

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



## Guy in Real Life

### **Steve Brezenoff**

(Young Adult Fiction - Y Brezenoff)

It is Labor Day weekend in Saint Paul, Minnesota, and boy and girl collide on a dark street at two thirty in the morning: Lesh, who wears black, listens to metal, and plays MMOs; Svetlana, who embroiders her skirts, listens to Björk and Berlioz, and dungeon masters her own RPG. They should pick themselves up, continue on their way, and never talk to each other again. But they don't.

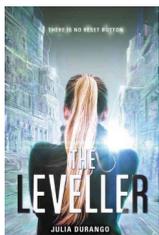


## It's All Fun and Games

### **Dave Barrett**

(Young Adult Fiction - Y Barrett)

When Allison's best friend, TJ, convinces her to come along for an epic game of LARP, she reluctantly agrees despite her reservations about the geeky pastime. Each adventure is full of surprises, but the goal is always the same--to defeat the monsters and find the treasure. Not long after their quest begins, the friends discover that something has gone wrong. The fantasy world they've built has transformed, and the battle they're in the midst of is no longer make-believe.



## The Leveller

### **Julia Durango**

(Young Adult Fiction - Y Durango)

Nixy Bauer, a sixteen-year-old self-made video-game bounty hunter, gets in over her head when she attempts to rescue a game developer's son from a virtual trap

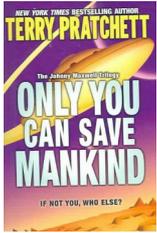


## Log Horizon, Vol. 1: The Beginning of Another World

### **Mamare Touno**

(Young Adult Fiction - Y Touno)

Thirty thousand Japanese gamers awake one day to discover that the fantasy world of Elder Tales, an MMORPG that was formerly their collective hobby, has become their cold hard reality. Severed from their everyday lives, they confront a new horizon filled with ravenous monsters, flavorless food, and the inability to die! Amid the chaos, veteran gamer Shiroe gathers his friends, the guardian Naotsugu and the assassin Akatsuki, and together they embark on an adventure to change the world as they know it!

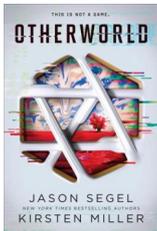


## Only You Can Save Mankind

**Terry Pratchett**

(Juvenile Fiction - J Pratche)

Twelve-year-old Johnny endures tensions between his parents, watches television coverage of the Gulf War, and plays a computer game called Only You Can Save Mankind, in which he is increasingly drawn into the reality of the alien ScreeWee.



## Otherworld

**Jason Segel, Kirsten Miller**

(Young Adult Fiction - Y Segel)

After the newest set of virtual reality gear hits the market, Simon can't wait to test it out. But, when his friend Katherine suddenly disappears after being seen with men from the same gaming company, Simon must decide how far in the game he's willing to go to save her.

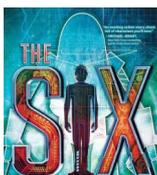


## Ready Player One

**Ernest Cline**

(Science Fiction & Fantasy - SF Cline)

Ready Player One takes place in the not-so-distant future--the world has turned into a very bleak place, but luckily there is OASIS, a virtual reality world that is a vast online utopia. People can plug into OASIS to play, go to school, earn money, and even meet other people, and for protagonist Wade Watts it certainly beats passing the time in his grim, poverty-stricken real life. Along with millions of other world-wide citizens, Wade dreams of finding three keys left behind by James Halliday, the now-deceased creator of OASIS and the richest man to have ever lived. The keys are rumored to be hidden inside OASIS, and whoever finds them will inherit Halliday's fortune.



## The Six

### **Mark Alpert**

(Young Adult Fiction - Y Alpert)

Adam, crippled by muscular dystrophy, and five other terminally ill teenagers sacrifice their bodies and upload their minds into weaponized robots to battle a dangerously advanced artificial intelligence program bent on destroying humanity



### **Warcross**

### **Marie Lu**

(Young Adult Fiction - Y Lu)

When teenage coder Emika Chen hacks her way into the opening tournament of the Warcross Championships, she glitches herself into the game as well as a sinister plot with major consequences for the entire Warcross empire.

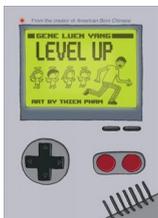


### **In Real Life**

### **Cory Doctorow**

(Ground Floor - GN Doctoro In Real Life)

Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero. It's a place where she can meet people from all over the world, and make friends. But things become a lot more complicated when Anda befriends a gold farmer -- a poor Chinese kid whose avatar in the game illegally collects valuable objects and then sells them to players from developed countries with money to burn. This behavior is strictly against the rules in Coarsegold, but Anda soon comes to realize that questions of right and wrong are a lot less straightforward when a real person's real livelihood is at stake



### **Level Up**

### **Gene Yang, Thien Pham**

(Graphic Novels - Yang)

Dennis, the son of Chinese immigrants, yearns to play video games like his friends and, upon his strict father's death, becomes obsessed with them but later, realizing how his father sacrificed for him, he chooses a nobler path.

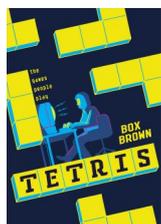


## Sword Art Online. Progressive, 001

### **Reki Kawahara**

(Manga- MANGA Swordar Progres v. 1 Kawahar)

An astute teen, Yuuki Asuna spends most of her time studying for her high school entrance exams. One day, she borrows her brother's virtual reality game, 'Sword ArtOnline,' and finds herself trapped in its fantasy world.



### **Tetris: The Games People Play**

### **Box Brown**

(Graphic Novels - 794.8 Bro)

It is, perhaps, the perfect video game. Simple yet addictive, Tetris delivers an irresistible, unending puzzle that has players hooked. Play it long enough and you'll see those brightly colored geometric shapes everywhere. You'll see them in your dreams. Alexey Pajitnov had big ideas about games. In 1984, he created Tetris in his spare time while developing software for the Soviet government. Once Tetris emerged from behind the Iron Curtain, it was an instant hit.

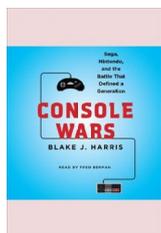


### **Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made**

### **Jason Schreier**

(Adult Nonfiction - 794.8 Schreier)

Welcome to video game development. In his years covering the industry, Jason Schreier has often heard developers say that any game actually released is a miracle. In Blood, Sweat, and Pixels, Schreier takes you behind the scenes of some of the biggest recent games to share never-before-told stories of the struggles and failures the development teams faced along the way.



### **Console Wars**

### **Blake J. Harris**

(Adult Nonfiction - 338.7617 Harris)

A mesmerizing, behind-the-scenes business thriller that chronicles how Sega, a small, scrappy gaming company led by an unlikely visionary and a team of rebels, took on the juggernaut Nintendo and revolutionized the videogame industry--in development as a feature film from Sony Pictures. In 1990, Nintendo had a virtual monopoly on the videogame industry. Sega, on the other hand, was just a faltering arcade company with big aspirations and even bigger personalities.

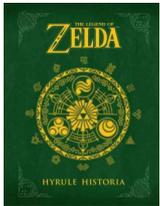


## **Guinness World Records. 2019. Gamer's Edition**

### **Guinness World Records Limited**

(Ground Floor Nonfiction - 794.8 Gui)

The Guinness World Records Gamer's Edition 2019 is the global authority on all things videogames. The 12th edition of the world's best-selling videogames annual is bursting with amazing records, remarkable feats and marvelous achievements by gamers just like you, who have been inspired by the games they love to play.



### **The Legend of Zelda: Hyrule Historia**

(Adult Nonfiction - 793.932 Leg)

Dark Horse Books and Nintendo team up to bring you The Legend of Zelda: Hyrule Historia, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome hardcover contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more!

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