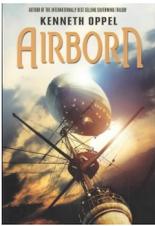


? More Teens Booklists



YA Sci-Fi - Steampunk

A subgenre of science fiction and fantasy, steampunk novels feature worlds where history took an alternate turn in the late nineteenth century, leading to fantastic machines that use Victorian-era technology like clockwork, steam power, and gears. There are often high-tech and magical elements too, as well as unconventional characters fighting for a cause that goes against the mainstream. Popular examples include Cassandra Clare's *Clockwork Angel* and Scott Westerfield's *Leviathan*; check out all the great books in this genre at the Library!



Airborn

Kenneth Oppel

(Young Adult - Y Oppel)

Matt, a young cabin boy aboard an airship, and Kate, a wealthy young girl traveling with her chaperone, team up to search for the existence of mysterious winged creatures reportedly living hundreds of feet above the Earth's surface.

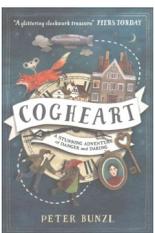


Clockwork Angel

Cassandra Clare

(Young Adult ? Y Clare)

"When sixteen-year-old orphan Tessa Fell's older brother suddenly vanishes, her search for him leads her into Victorian-era London's dangerous supernatural underworld, and when she discovers that she herself is a Downworlder, she must learn to trust the demon-killing Shadowhunters if she ever wants to learn to control her powers and find her brother." ?Publisher



Cogheart

Peter Bunzl

(Young Adult - Y Bunzl)

London: 1896. When 13-year-old Lily's inventor father vanishes after a Zeppelin crash, Lily is

determined to hunt down the truth behind his disappearance, helped by Robert, the local clockmaker's son, and her wily mechanical fox Malkin. But shadowy figures are closing in and treachery lurks among the smoky spires of London, along with a life-changing secret. Be swept away by airships and flabbergasted by dastardly plots in this extraordinary and wildly imaginative debut, bursting with invention and adventure.

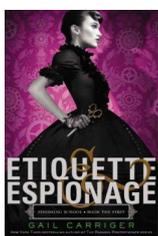


The Dark Unwinding

Sharon Cameron

(Young Adult ? Y Cameron)

"In 1852, when seventeen-year-old Katharine is sent to her family's estate to prove that her uncle is insane, she finds he is an inventor whose work creating ingenious clockwork figures supports hundreds of families, but strange occurrences soon have her doubting her own sanity." ?Publisher

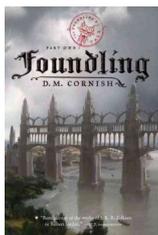


Etiquette and Espionage

Gail Carriger

(Young Adult ? Y Carriger)

"In an alternate England of 1851, spirited fourteen-year-old Sophronia is enrolled in a finishing school where, she is suprised to learn, lessons include not only the fine arts of dance, dress, and etiquette, but also diversion, deceit, and espionage." ?Publisher

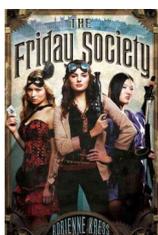


Foundling

D. M. Cornish

(Young Adult - Y Cornish)

Having grown up in a home for foundlings, Rossamu?nd sets out to report to his new job as a lamplighter and has several adventures along the way as he meets people and monsters who are more complicated that he previously thought.

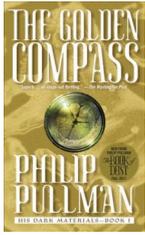


The Friday Society

Adrienne Kress

(Young Adult ? Y Kress)

"Cora, Nellie, and Michiko, teenaged assistants to three powerful men in Edwardian London, meet by chance at a ball that ends with the discovery of a murdered man, leading the three to work together to solve this and related crimes without drawing undue attention to themselves." ?Publisher

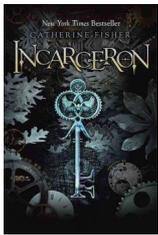


The Golden Compass

Philip Pullman

(Juvenile Fiction ? J Pullman)

"Accompanied by her daemon, Lyra Belacqua sets out to prevent her best friend and other kidnapped children from becoming the subject of gruesome experiments in the Far North." ?Publisher



Incarceron

Catherine Fisher

(Young Adult - Y Fisher)

To free herself from an upcoming arranged marriage, Claudia, the daughter of the Warden of Incarceron, a futuristic prison with a mind of its own, decides to help a young prisoner escape.



The Lazarus Machine

Paul Crilley

(Young Adult ? Y Crilley)

"In an alternate 1899 London, seventeen-year-old Sebastian Tweed searches for his kidnapped father, uncovering both a horrific technological secret and a political conspiracy that could destroy the British Empire." ?Publisher



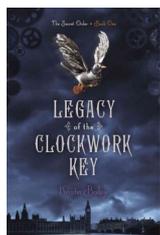
The League of Seven

Alan Gratz

(Juvenile Fiction ? J Gratz)

"When an alternate 1875 steam-driven America rediscovers electricity, the lifeblood of the Mangleborn

monsters, and the secret society to protect humanity from the Mangleborn is compromised, twelve-year-old Archie must assemble a team of seven young heroes to save the world." ?Publisher

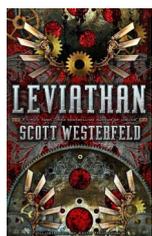


Legacy of the Clockwork Key

Kristin Bailey

(Young Adult ? Y Bailey)

"A orphaned sixteen-year-old servant in Victorian England finds love while unraveling the secrets of a mysterious society of inventors and their most dangerous creation." ?Publisher

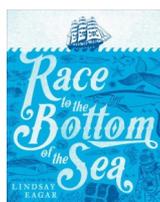


Leviathan

Scott Westerfeld

(Young Adult ? Y Westerf)

"It is the cusp of World War I, and all the European powers are arming up. Aleksandar Ferdinand, prince of the Austro-Hungarian Empire, is on the run. Deryn Sharp is a commoner, a girl disguised as a boy in the British Air Service. But her secret is in constant danger of being discovered. With the Great War brewing, Alek's and Deryn's paths cross in the most unexpected way...taking them both aboard the Leviathan on a fantastical, around-the-world adventure. One that will change both their lives forever." ?Publisher

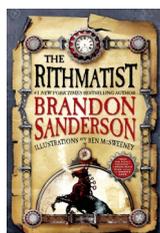


Race to the Bottom of the Sea

Lindsay Eager

(Juvenile Fiction - J Eager)

When her parents, the great marine scientists Dr. and Dr. Quail, are killed in a tragic accident, eleven year old Fidelia Quail is racked by grief. But she is forced out of her mourning when she's kidnapped by Merrick the Monstrous, a pirate whose list of crimes stretches longer than a ribbon eel. Her task? Use her marine know-how to retrieve his treasure, lost on the ocean floor. As Fidelia and the pirates close in on the prize, with the navy hot on their heels, she realizes that Merrick doesn't expect to live long enough to enjoy his loot. Could something other than black-hearted greed be driving him? Will Fidelia be able to master the perils of the ocean without her parents - and piece together the mystery of Merrick the Monstrous before it's too late.



The Rithmatist

Brandon Sanderson

(Young Adult ? Y Sanders)

"As Wild Chalklings threaten the American Isles and Rithmatists are humanity's only defense, Joel can only watch as Rithmatist students learn the magical art that he would do anything to practice." ?Publisher



Something Strange and Deadly

Susan Dennard

(Young Adult ? Y Dennard)

"In an alternate nineteenth-century Philadelphia, Eleanor Fitt sets out to rescue her brother, who seems to have been captured by an evil necromancer in control of an army of Undead." ?Publisher



Stormdancer

Jay Kristoff

(Science Fiction & Fantasy ? SF Kristof)

"In this dystopian steampunk fantasy set against a backdrop of feudal Japan, warrior Yukiko captures a supposedly extinct (but crippled) griffin for the Shogun, then learns?after meeting secretive Kin and the rebel Kage cabal?of the horrifying extent of the Shogun's crimes, both against her country and her family. Returning to the city, Yukiko is determined to make the Shogun pay?but what can one girl and a flightless griffin do against the might of an empire?" ?Publisher



Timekeeper

Tara Sim

(Young Adult - Y Sim)

An alternate 1875 England. In Enfield, the clock tower seems to be forever plagued with problems. Clock mechanic Danny can repair not only clockwork, but the very fabric of time. He discovers that his new apprentice is the tower's clock spirit. Danny knows falling in love with a clock spirit is forbidden, and their romance will shake the very foundations of time. Can the two boys discover who is sabotaging the towers that control the flow of time-- before it is too late.

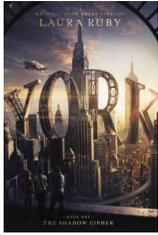


Un Lun Dun

China Mieville

(Science Fiction & Fantasy ? SF Mieville)

"Stumbling into an alternate funhouse version of her home city, twelve-year-old Londoner Deeba finds herself trapped in a world of killer giraffes, animated umbrellas, and ghost children, and must take on the role of savior to prevent utter destruction." ?Publisher



York: The Shadow Ciphers

Laura Ruby

(Young Adult - Y Ruby)

It was 1798 when the Morningstarr twins arrived in New York with a vision for a magnificent city: towering skyscrapers, dazzling machines, and winding train lines, all running on technology no one had ever seen before. Fifty-seven years later, the enigmatic architects disappeared, leaving behind for the people of New York the Old York Cipher—a puzzle laid into the shining city they constructed, at the end of which was promised a treasure beyond all imagining.

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