

Hunger Gone 2 Michael Grant

A thrilling fantasy adventure perfect for fans of Tamora Pierce and Sarah Maas. Ravaged by a plague known as Red Death, the planet Gabriel, a former colony of Earth, is a barren wasteland. Since being abandoned by Earth 500 years ago, resources are scarce and life is cheap. To stay alive, the survivors, the Citizens, scavenge the remains of a now dead city, trading for food with the resource-rich Curadores, the only other survivors on Gabriel. Every old computer, every piece of wire, every scrap of metal counts. To steal is the ultimate sin. So when tough-as-nails seventeen-year-old Leica is caught doing just that, she's exiled and left to the mercy of Gabriel's unforgiving desert for the rest of her life. While in exile, Leica discovers a mysterious shuttle, which may not only lead her home, but even more impossible—reestablish contact with Earth. Then Red Death rears its head again, killing her entire work crew, leaving Leica all alone until a handsome Curador offers her refuge in the Dome—the only place on Gabriel untouched by Red Death, where a decadent and sultry life awaits. But there's a catch: Leica can only enter the Dome as his concubine—his Kisaeng. When a rogue group of Citizens see their chance for revolution in Leica's good fortune, she finds herself unraveling a deadly mystery with chilling answers to the true origin of Red Death and the reason Earth really abandoned them so long ago. A richly imagined tale in the vein of Tamora Pierce, *Lotus and Thorn* is a magnificent, epic fantasy adventure.

A twisted take on the battle of good and evil from Michael Grant, the dark genius of YA Fiction. When Mara wakes up lying in a field of dead grass and shrouded by a heavy mist, she can remember nothing but her name. At first she thinks she is dead. But then she meets him: young, good-looking but pale almost to translucence and dressed all in black. He is the Messenger of Fear. But what does he want with her? And what is the significance of the dead girl in the coffin? The Messenger sees the darkness in young hearts, and the damage it inflicts upon the world. If the wicked go unpunished, he offers them a game. Win, and they can go free. Lose, and they will live out their greatest fear. But why has Mara been chosen to accompany the Messenger and what secrets are lurking in her memories that are just out of reach? *Messenger of Fear* is a fantastic allegory of our times in the spirit of *The Hunger Games* or *Divergent*. It is about the pain of adolescence, teen suicide, and guilt. It is the kind of gothic horror that could only have come from the pen of Michael Grant: the man who gave us *GONE*. Don't miss the heart-stopping sequel *The Tattooed Heart*. Michael Grant has lived an exciting, fast-paced life. He moved in with his wife Katherine Applegate after only 24 hours. He has co-authored over 160 books but promises that everything he writes is like nothing you've ever read before! Michael Grant is also the author of the *GONE* Series: *Gone*, *Plague*, *Light*, *Hunger*, *Lies*, *Fear*, and the *BZRK* trilogy: *BZRK*, *BZRK Reloaded*, *BZRK Apocalypse*.

Inspired by his beloved *CatStronauts* series, Drew Brockington is going back in time to when everyone's favorite Catstronaut, Waffles, was a kitten! Fans of *Narwhal* and *Jelly and Elephant & Piggie* will love this fun, cat-tastic early graphic novel series. One very special Saturday, Dad-Cat decides to take Waffles and his sister Pancake to the big city to go to the science museum! While they're there, the kittens see extraordinary things, like dino-cats, hairballs in 4D, and even the planetarium. But as the kittens learn about constellations and Neil Pawstrong, they get separated from Dad-Cat. Oh no! Will the kittens be able to find their (possibly invisible) Dad-Cat? Or will they get stuck living in the museum and eating star tots and tuna melts fur-ever?! This early graphic novel series is chock-full of educational facts about space—perfect for young readers.

The asylum holds the key to a terrifying past... A thrilling creepy photo-novel, perfect for fans of the New York Times bestseller *Miss Peregrine's Home for Peculiar Children*.

The first in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with

the horror of Stephen King. In the blink of an eye, everyone disappears. Gone. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . Michael Grant's *Gone* has been praised for its compelling storytelling, multidimensional characters, and multiple points of view.

A Publishers Weekly Best Book of the Year: In a dystopian future New York, a girl's diary chronicles her life as society begins to crumble around her. Until recently, Lola Hart's biggest problem was her annoying little sister. Now the twelve-year-old girl's once comfortable life is slowly falling apart. Her mother is a teacher, but she's lost her job. Her father is a writer, but no one is buying his scripts. It's gotten so bad that they can no longer afford their Manhattan apartment or the tuition for Lola's exclusive private school. They move to a small apartment near Harlem, and Lola enrolls in public school—but the Harts aren't alone in their troubles. Riots, fires, TB outbreaks, roaming gangs, and civil unrest have become commonplace, threatening the very fabric of life in New York. In the pages of her diary, Lola documents her family's attempts to adjust as the city and the country spin out of control. Jack Womack, a winner of the Philip K. Dick Award, has been compared to both William Gibson and Kurt Vonnegut for his vivid prose and unbridled imagination. In this novel, "Womack's stark vision of the United States's decline is an uncompromising satire that, perhaps even more than it did in the mid-1990s, forces us to confront a world instantly recognizable as our own" (Los Angeles Review of Books). "A heartrending coming-of-age story. Flecked with black humor, this is speculative fiction at its eerie best." —Entertainment Weekly

Acclaimed author Michael Grant delivers a stunning follow-up to the globally bestselling *Gone* series—perfect for fans of Stephen King's suspenseful writing. It's been four years since a meteor hit Perdido Beach and everyone disappeared. Everyone, except the kids trapped in the FAYZ—an invisible dome that was created by an alien virus. Inside the FAYZ, animals began to mutate and teens developed dangerous powers. The terrifying new world was plagued with hunger, lies, and fear of the unknown. Now the dome is gone and meteors are hitting earth with an even deadlier virus. Humans will mutate into monsters and the whole world will be exposed. As some teens begin to morph into heroes, they will find that others have become dangerously out of control...and that the world is on the brink of a monstrous battle between good and evil. Praise for the *Gone* series: "Exciting, high-tension stories. I love these books." —Stephen King "Intense, marvelously plotted, paced, and characterized." —ALA Booklist (starred review)

Everything has its weird side-- even sports! Add wacky stats, facts, and stories to your arsenal of spots trivia with this new addition to the very popular *Weird but True* series!

The games continue in New York Times bestselling author Michael Grant's sequel to *Messenger of Fear*—a haunting tale for fans of Stephen King that combines fantasy with real-world horror stories. Mara has learned to punish the wicked as the Messenger's apprentice. Those who act out of selfishness and greed, and others who become violent because of prejudice and hate, pay the ultimate price. But Mara is constantly reminded that Messengers are serving their own kind of punishment—for every person who is offered justice, they wear a tattoo that symbolizes the heart of the crime. As Mara delves deeper into her

harsh reality she will discover that in spite of all the terror she and Messenger inflict, caring in this world is the hardest part of all.

It's Lord of the Flies for the Heroes generation. All eyes are on Perdido Beach. The barrier wall is now as clear as glass and life in the FAYZ is visible for the entire outside world to see. Life inside the dome remains a constant battle and the Darkness, away from watchful eyes, grows and grows . . . The society that Sam and Astrid have struggled so hard to build is about to be shattered for good. It's the end of the FAYZ. Who will survive to see the light of day? A tour-de-force from global sensation, Michael Grant, *Light* is the final heartstopping installment in this bestselling series. "I love these books" – Stephen King

It's been over a year since all the adults disappeared. *Gone*. In the time since every person over the age of fourteen disappeared from the town of Perdido Beach, California, countless battles have been fought: battles against hunger and lies and plague, and epic battles of good against evil. *Light*, Michael Grant's sixth and final book in the New York Times bestselling *Gone* series creates a masterful, arresting conclusion to life in the FAYZ. And now, the gaiaphage has been reborn as Diana's malicious mutant daughter, Gaia. Gaia is endlessly hungry for destruction. She yearns to conquer her nemesis, Little Pete, and then bend the entire world to her warped will. As long-standing enemies become allies, secrets are revealed and unexpected sacrifices are made. Will their attempts to save themselves and one another matter in the end, or will the kids of Perdido Beach perish in this final power struggle?

It's been three months since everyone under the age of fifteen became trapped in the bubble known as the FAYZ. Three months since all the adults disappeared. *Gone*. Food ran out weeks ago. Everyone is starving, but no one wants to figure out a solution. And each day, more and more kids are evolving, developing supernatural abilities that set them apart from the kids without powers. Tension rises and chaos is descending upon the town. It's the normal kids against the mutants. Each kid is out for himself, and even the good ones turn murderous. But a larger problem looms. The Darkness, a sinister creature that has lived buried deep in the hills, begins calling to some of the teens in the FAYZ. Calling to them, guiding them, manipulating them. The Darkness has awakened. And it is hungry. Reading Scripture from the perspective of Black church tradition can help us connect with a rich faith history and address the urgent issues of our times.

Demonstrating an ongoing conversation between the collective Black experience and the Bible, New Testament scholar Esau McCaulley shares a personal and scholarly testament to the power and hope of Black biblical interpretation.

Love The Hunger Games? Action-adventure thrillers with a dystopian twist? *BZRK (Berserk)* by Michael Grant, New York Times best-selling author of the *GONE* series, ramps up the action and suspense to a whole new level of excitement. Charles and Benjamin Armstrong, conjoined twins and owners of the Armstrong Fancy Gifts Corporation, have a goal: to turn the world into their vision of utopia. No wars, no conflict, no hunger. And no free will. Opposing them is a

guerrilla group of teens, code name BZRK, who are fighting to protect the right to be messed up, to be human. This is no ordinary war, though. Weapons are deployed on the nano-level. The battleground is the human brain. And there are no stalemates here: It's victory . . . or madness. BZRK unfolds with hurricane force around core themes of conspiracy and mystery, insanity and changing realities, engagement and empowerment, and the larger impact of personal choice. Which side would you choose? How far would you go to win?

"Invaluable to writers of all kinds" Mark Le Fanu, *The Society of Authors* Written emphatically from the author's point of view, this is an expert guide to the process of getting published, from submitting your work and finding an agent, to working with a publishing house and understanding the book trade. Together with interviews from authors, agents and publishers (including the CEO of Harper Studio, and the Editorial Director of Pan Macmillan) as well as buyers from Waterstones and Asda - this is an expert guide to:

- * finding an agent or publisher
- * successful approaches for covering letters and synopses
- * understanding contractual terms
- * working with publishers and the editorial process
- * your role in helping to publicise your work

Getting Published will enable you to market your work more professionally, understand the relationship you will have with both agent and publisher and offers a contemporary inside view of the publishing industry. Along with the essential contacts in the *Writers and Artists Yearbook*, this is a professional tool you will not want to be without.

The mind-blowing conclusion to the *Monster* trilogy and the final installment in the *Gone* series from science fiction and fantasy master Michael Grant is perfect for superhero and Stephen King fans alike. After the fall of Perdido Beach dome, a new set of humans developed mutant powers from the rock infected with alien virus. They are the Rockborn Gang: Dekka, Shade, Cruz, Malik, Armo, and Francis. With their superpowers, they have defended the earth from other rockborn who used their powers for evil, like Dillon Poe. When another rock carrying the virus strikes New York, a new foe, Bob Markovic, rises with a horrifying and nearly unstoppable ability. Markovic's unending ambition and lack of a moral compass made him unbearable before the virus. And that was before he was a swarm of plague-ridden insects, with the power and means to take over the city—and maybe the world. As the Rockborn Gang try to defeat their latest villain, they will find themselves on morally gray grounds and have to make tough decisions if they want to save the world. In this pulse-pounding finale to the saga more than ten years in the making, Michael Grant delivers an unforgettable conclusion while asking: What does it take to be a hero?

Presents a case of scandal, crime, and justice in medieval France, where a Norman knight returns from Scotland and finds his wife accusing an old friend and fellow courtier of raping her, leading to a battle to the death.

This collection contains all six books in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi *Gone* saga. These page-turning thrillers invoke the classic *The Lord of the Flies* along with the horror of Stephen King. King himself said: "I love these books." In the blink of an eye, everyone disappears. *Gone*. Except for the young. There are teens, but

not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . Michael Grant's *Gone* series has been praised for its compelling storytelling, multidimensional characters, and multiple points of view. Included in this collection are: *Gone*, *Hunger*, *Lies*, *Plague*, *Fear*, and *Light*.

In the blink of an eye. Everyone disappears. *GONE*. Except for the young. Teens. Middle schoolers. Toddlers. But not one single adult. No teachers, no cops, no doctors, no parents. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: On your birthday, you disappear just like everyone else...

When a meteor hits the moon, teenage Miranda and her friends and family struggle to survive the unimaginable. Four gripping books that follow their ordeal are collected in this single-volume edition, including *Life As We Knew It*, *The Dead and the Gone*, *This World We Live In*, and *The Shade of the Moon*.

Acclaimed author Michael Grant's globally bestselling *Gone* series continues with *Villain*, where old foes return and new ones rise, with action-packed scenes, gory battles, and plot twists that will leave readers scrambling for more. It's been four years since the events of *GONE*. The Perdido Beach dome is down, but the horrors within have spread. The alien virus-infested rock that created the *FAYZ* is creating monsters—monsters that walk the cities and countryside, terrorizing all. There are tanks in the street and predator drones in the sky, doomed efforts to stop the disintegration of civilization. Into this chaos comes a villain with the power to control anyone with just the sound of his voice. Dillon Poe wanted to be a comedian once...but everyone made fun of him. Dillon the loser. Dillon the freak. Now he's sending thousands to their death. Who's laughing now? The only people who can stop a superpowered villain are superpowered heroes. Dekka, Shade, Cruz, Malik, Armo, and a new mutant with unmatched powers, are all that stand in Dillon's way. But when the lines begin to blur between hero and villain—some begin to wonder who's really the monster. Praise for the *Gone* series: "Exciting, high-tension stories. I love these books." —Stephen King "Intense, marvelously plotted, paced, and characterized." —ALA Booklist (starred review)

An epic, genre-bending, and transformative new series that reimagines World War II with female soldiers fighting on the front lines. *World War II, 1942*. A court decision makes women subject to the draft and eligible for service. The unproven American army is going up against the greatest fighting force ever assembled, the armed forces of Nazi Germany. Three girls sign up to fight. Rio Richlin, Frangie Marr, and Rainy Schulterman are average girls, girls with dreams and aspirations, at the start of their lives, at the start of their loves. Each has her own reasons for volunteering: Rio fights to honor her sister; Frangie needs money for her family; Rainy wants to kill Germans. For the first time they leave behind their homes and families—to go to war. These three daring young women will play their parts in the war to defeat evil and save the human race. As the fate of the world hangs in the balance, they will discover the roles that define them on the front lines. They will fight the greatest war the world has ever known. Perfect for fans of *Girl in the Blue Coat*, *Salt to the Sea*, *The Book Thief*, and *Code Name Verity*, from New York Times bestselling author Michael Grant.

As a world-ending war surges to life around them, Todd and Viola face monstrous decisions, questioning all they have ever known as they try to step back from the darkness and find the best way to achieve peace.

"Answers to every mystery of the FAYZ are revealed, unexpected heroes emerge as sacrifices are made, and the Darkness is finally conquered by a force even more powerful than itself in this conclusion to the Gone series"--

It's been seven months since all the adults disappeared. Gone. It happens in one night: a girl who died now walks among the living; Zil and the Human Crew set fire to Perdido Beach; and amid the flames and smoke, Sam sees the figure of the boy he fears the most: Drake. But Drake is dead—or so they thought. Perdido Beach burns and battles rage: Astrid against the Town Council; the Human Crew versus the mutants; and Sam against Drake, who is back from the dead and ready to finish where he and Sam left off. They say that death is a way to escape the FAYZ, but are the kids of Perdido Beach desperate enough to believe that death will set them free?

Welcome back to the FAYZ! This is Book 6 in the series that Stephen King calls a 'driving, torrential narrative'.

Night is falling in the FAYZ. It has been nearly a year since everyone over the age of fifteen disappeared. And even though everything changed, the sun continued to shine on those left in Perdido Beach. But now the gaiaphage has blotted out the sun and plunged the FAYZ into perpetual gloom. Divided and dispirited, the survivors face their greatest enemy yet - the darkness of their own minds.

Suddenly it's a world without adults and normal has crashed and burned. When life as you know it ends at 15, everything changes. The clock is ticking for Sam Temple and the kids of Perdido Beach and starvation threatens the FAYZ. The strain of leadership is beginning to show on Sam and he's got more than just dwindling rations and in-fighting to worry about – Caine is back with the psychotic whiphand, Drake, by his side. And in the background lies the greatest danger of all – and he too needs to be fed. A tour-de-force from global sensation Michael Grant, *Hunger* is the second book in this bestselling series. "I love this book" – Stephen King

A deadly plague has devastated Earth, killing all the adults. Lisa and her younger brother Todd are struggling to stay alive in a world where no one is safe. Other children along Grand Avenue need help as well. They band together to find food, shelter, and protection from dangerous gangs invading their neighborhood. When Tom Logan and his army start making threats, Lisa comes up with a plan and leads her group to a safer place. But how far is she willing to go to protect what's hers?

Michael Grant's *Messenger of Fear* is a haunting narrative that examines the nature of good and evil in every human. Fans of Michelle Hodkin's *Mara Dyer* trilogy and Stephen King will love this satisfyingly twisted series. Mara Todd wakes in a field of dead grass, a heavy mist pressing down on her. She is terrified, afraid that she is dead. She can't remember who she is or anything

about her past. Is it because of the boy who appears? He calls himself the Messenger of Fear. If the world does not bring justice to those who do evil, the Messenger will. He offers the wicked a game. If they win, they go free. If they lose, they will live their greatest fear. Either way, their sanity will be challenged. It is a world of fair but harsh justice. Of retribution and redemption. And mystery. Why was Mara chosen to be the Messenger's apprentice? What has she done to deserve this terrible fate? She won't find out until three of the wicked receive justice. And when she does, she will be shattered.

In the beginning, there was an apple – And then there was a car crash, a horrible injury, and a hospital. But before Evening Spiker's head clears a strange boy named Solo is rushing her to her mother's research facility. There, under the best care available, Eve is left alone to heal. Just when Eve thinks she will die – not from her injuries, but from boredom—her mother gives her a special project: Create the perfect boy. Using an amazingly detailed simulation, Eve starts building a boy from the ground up. Eve is creating Adam. And he will be just perfect . . . won't he?

Hunger: A Gone Novel Harper Collins

The eagerly awaited addition to the series begun with the New York Times best-seller *Life As We Knew It*, in which a meteor knocks the moon off its orbit and the world changes forever. It's been more than two years since Jon Evans and his family left Pennsylvania, hoping to find a safe place to live, yet Jon remains haunted by the deaths of those he loved. His prowess on a soccer field has guaranteed him a home in a well-protected enclave. But Jon is painfully aware that a missed goal, a careless word, even falling in love, can put his life and the lives of his mother, his sister Miranda, and her husband, Alex, in jeopardy. Can Jon risk doing what is right in a world gone so terribly wrong?

In the wake of a devastating disease, everyone sixteen and older is either dead or a decomposing, brainless creature with a ravenous appetite for flesh. Teens have barricaded themselves in buildings throughout London and venture outside only when they need to scavenge for food. The group of kids living a Waitrose supermarket is beginning to run out of options. When a mysterious traveler arrives and offers them safe haven at Buckingham Palace, they begin a harrowing journey across London. But their fight is far from over???the threat from within the palace is as real as the one outside it. Full of unexpected twists and quick-thinking heroes, *The Enemy* is a fast-paced, white-knuckle tale of survival in the face of unimaginable horror.

It's been eight months since all the adults disappeared. Gone. They've survived hunger. They've survived lies. But the stakes keep rising, and the dystopian horror keeps building in *Plague*, Michael Grant's fourth book in the New York Times bestselling *Gone* series. A highly contagious fatal illness is spreading at an alarming rate, while sinister, predatory insects terrorize Perdido Beach. Sam, Astrid, Diana, and Caine are plagued by a growing doubt that they'll escape—or even survive—life in the *FAYZ*. With so much turmoil surrounding them, what desperate choices will they make when it comes to saving themselves and those they love?

A LOADED GUN. STOLEN GOLD. And a menacing stranger. A taut frontier survivor story, set at the time of the Alaska gold rush. In an isolated cabin, fourteen-year-old Sig is alone with a corpse: his father, who has fallen through the ice and frozen to death only hours earlier. Then comes a stranger claiming that Sig's father owes him a share of a horde of stolen gold. Sig's only protection is a loaded Colt revolver hidden in the cabin's storeroom. The question is, will Sig use the gun, and why? *Revolver* by Marcus Sedgwick is a 2011 Bank Street - Best

Children's Book of the Year. This title has Common Core connections.

JUST PRAY YOU'RE NOT NEXT . . . The page-turning new Detective Jane Tennison thriller from the Queen of Crime Drama, Lynda La Plante - now available to pre-order in hardback, eBook and audiobook. _____ A coffin is dug up by builders in the grounds of an historic convent - inside is the body of a young nun. In a city as old as London, the discovery is hardly surprising. But when scratch marks are found on the inside of the coffin lid, Detective Jane Tennison believes she has unearthed a mystery far darker than any she's investigated before. However, not everyone agrees. Tennison's superiors dismiss it as an historic cold case, and the Church seems desperate to conceal the facts from the investigation. It's clear that someone is hiding the truth, and perhaps even the killer. Tennison must pray she can find both - before they are buried forever . . . In Unholy Murder, Tennison must lift the lid on the most chilling murder case of her career. _____ PRAISE FOR LYNDA LA PLANTE: 'The UK's most celebrated female crime author' - DAILY MAIL 'Compelling, clever, and utterly riveting' - RACHEL ABBOTT 'Lynda La Plante practically invented the thriller' - KARIN SLAUGHTER 'Tough, brilliant and damaged, [Tennison] shook up the genre forever by showing a female detective overcoming sexism and adversity to reach the top' - DAILY EXPRESS

Many visitors to Yellowstone National Park don't realize that the boiling hot springs and spraying geysers are caused by an underlying supervolcano, so large that the caldera can only be seen by plane or satellite. And by some scientific measurements, it could be overdue for an eruption. For Alex, being left alone for the weekend means having the freedom to play computer games and hang out with his friends without hassle from his mother. Then the Yellowstone supervolcano erupts, plunging his hometown into a nightmare of darkness, ash, and violence. Alex begins a harrowing trek to search for his family and finds help in Darla, a travel partner he meets along the way. Together they must find the strength and skills to survive and outlast an epic disaster.

More than six months after the eruption of the Yellowstone supervolcano, Alex and Darla retrace their steps to Iowa hoping to find Alex's parents and bring them to the tenuous safety of Illinois, but the journey is ever more perilous as the remaining communities fight to the death for food and power.

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