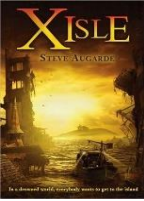
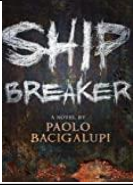

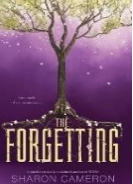




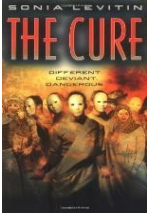

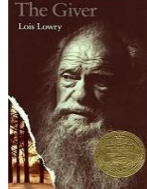
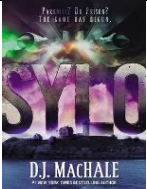
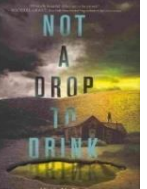

# Dystopian & Post-Apocalyptic

\* Denotes first book in a series

Title	Author	Call #
 <b>Xisle</b>	Augarde, Steve	FIC AUG
<p>Ever since the floods came and washed the world away, survivors have been desperate to win a place on X-Isle, the island where life is rumored to be easier than on what's left of the mainland. Only young boys are in with a chance, the smaller and lighter the better. Baz and Ray are two of the lucky few to be chosen, but they soon discover that X-Isle is a far cry from paradise. Ruled by Preacher John, a dangerous religious fanatic, it's a violent, unpredictable place where terrible things can happen at any moment. The boys hatch an extraordinary plan in order to protect themselves - the construction of a mighty weapon of defense. But can they complete this weapon in time, and are they really prepared to use it in order to secure their freedom?</p>		
 <b>Ship Breaker*</b>	Bacigalupi, Paolo	LIT CIRCLE
<p>In America's Gulf Coast region, where grounded oil tankers are being broken down for parts, Nailer, a teenage boy, works the light crew, scavenging for copper wiring just to make quota--and hopefully live to see another day. But when, by luck or chance, he discovers an exquisite clipper ship beached during a recent hurricane, Nailer faces the most important decision of his life: Strip the ship for all it's worth or rescue its lone survivor, a beautiful and wealthy girl who could lead him to a better life.</p>		
 <b>Dove Arising*</b>	Bao, Karen	FIC BAO
<p>Setting: The Moon            Phaet Theta's Plan: Live peacefully in the lunar colony, work hard, become a scientist, and enjoy a quiet future off the government's radar.            Then her mother is arrested.            The New Plan: Enlist in the militia, learn everything she can from top trainee Wes, and become the youngest Militia Captain in history so she can save her family.            It all seems perfect. Until Phaet's logically ordered world begins to crumble.</p>		
 <b>The Forgetting*</b>	Cameron, Sharon	FIC CAM
<p>Canaan is a quiet city on an idyllic world, hemmed in by high walls, but every twelve years the town breaks out in a chaos of bloody violence, after which all the people undergo the Forgetting, in which they are left without any trace of memory of themselves, their families, or their lives--but somehow seventeen-year-old Nadia has never forgotten, and she is determined to find out what causes it and how to put a stop to The Forgetting forever.</p>		
 <b>The Selection*</b>	Cass, Kiera	FIC CAS
<p>For thirty-five girls, the Selection is the chance of a lifetime. The opportunity to escape a rigid caste system, live in a palace, and compete for the heart of gorgeous Prince Maxon. But for America Singer, being Selected is a nightmare. It means turning her back on her secret love with Aspen, who is a caste below her, and competing for a crown she doesn't want.            Then America meets Prince Maxon--and realizes that the life she's always dreamed of may not compare to a future she never imagined.</p>		
 <b>The Roar*</b>	Clayton, Emma	FIC CLA
<p>Mika and Ellie live in a future behind a wall: Solid concrete topped with high-voltage razor wire and guarded by a battalion of Ghengis Borgs. It was built to keep out the animals, because animals carry the plague. At least that's what Ellie, who was kidnapped as a child, has always been taught.            But when she comes to suspect the truth behind her captivity, she's ready to risk exposure to the elements and answer the call of the wild. Listen. Can you hear it? She's strapping on her headset, jumpstarting her Pod Fighter, and--with her capuchin monkey at her back--she's breaking out!</p>		


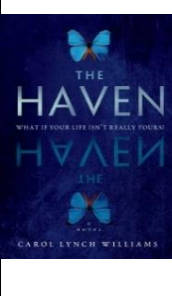
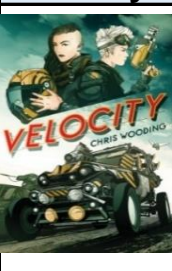
<b>The Hunger Games*</b>	Collins, Suzanne	FIC COL
	<p>Katniss is a 16-year-old girl living with her mother and younger sister in the poorest district of Panem, the remains of what used to be the United States. Long ago the districts waged war on the Capitol and were defeated. As part of the surrender terms, each district agreed to send one boy and one girl to appear in an annual televised event called, "The Hunger Games." The terrain, rules, and level of audience participation may change but one thing is constant: kill or be killed. When Kat's sister is chosen by lottery, Kat steps up to go in her place.</p>	
<b>Matched*</b>	Condie, Ally	FIC CON
	<p>Cassia has always trusted the Society to make the right choices for her: what to read, what to watch, what to believe. So when Xander's face appears on-screen at her Matching ceremony, Cassia knows with complete certainty that he is her ideal mate . . . until she sees Ky Markham's face flash for an instant before the screen fades to black.</p> <p>The Society tells her it's a glitch, a rare malfunction, and that she should focus on the happy life she's destined to lead with Xander. But Cassia can't stop thinking about Ky, and as they slowly fall in love, Cassia begins to doubt the Society's infallibility and is faced with an impossible choice: between Xander and Ky, between the only life she's known and a path that no one else has dared to follow.</p>	
<b>The Maze Runner*</b>	Dashner, James	FIC DAS
	<p>When Thomas wakes up in the lift, the only thing he can remember is his name. He's surrounded by strangers-- boys whose memories are also gone.</p> <p>Outside the towering stone walls that surround them is a limitless, ever-changing maze. It's the only way out--and no one's ever made it through alive.</p> <p>Then a girl arrives. The first girl ever. And the message she delivers is terrifying: Remember. Survive. Run.</p>	
<b>The City of Ember*</b>	DuPrau, Jeanne	FIC DUP
	<p>Many hundreds of years ago, the city of Ember was created by the Builders to contain everything needed for human survival. It worked...but now the storerooms are almost out of food, crops are blighted, corruption is spreading through the city and worst of all—the lights are failing. Soon Ember could be engulfed by darkness. But when two children, Lina and Doon, discover fragments of an ancient parchment, they begin to wonder if there could be a way out of Ember. Can they decipher the words from long ago and find a new future for everyone? Will the people of Ember listen to them?</p>	
<b>Sky Jumpers*</b>	Eddleman, Peggy	FIC EDD
	<p>Twelve-year-old Hope lives in White Rock, a town of inventors struggling to recover from World War III. But adventurous Hope is terrible at inventing. She would much rather sneak off to cliff dive into the Bomb's Breath, the deadly band of air that surrounds the town. When bandits invade White Rock to steal its greatest invention—priceless antibiotics—the town is left with a heartbreaking choice: hand over the medicine and die from disease, or die fighting the bandits. Help lies in a neighboring town, but the bandits count everyone fourteen and older each hour. Now Hope and her friends Aaren and Brock are only ones who can escape through the Bomb's Breath. For once, the daring and rebelliousness that usually get Hope into trouble might just save them all.</p>	
<b>Forgotten City</b>	Ford, Michael	FIC FOR
	<p>Thirteen years ago, the world ended. A deadly chemical called Waste began to spread across the globe, leaving devastation in its wake. Millions died. Cities fell into chaos. Anything the Waste didn't kill, it mutated into threatening new forms.</p> <p>Kobi has always believed he and his dad were the only survivors. But when his dad goes missing, Kobi follows his trail—and discovers a conspiracy even deadlier than the Waste itself.</p>	

<b>The List*</b>	Forde, Patricia	FIC FOR
	<p>In the city of Ark, speech is constrained to five hundred sanctioned words. Speak outside the approved lexicon and face banishment. The exceptions are the Wordsmith and his apprentice Letta, the keepers and archivists of all language in their post-apocalyptic, neo-medieval world.</p> <p>On the death of her master, Letta is suddenly promoted to Wordsmith, charged with collecting and saving words. But when she uncovers a sinister plan to suppress language and rob Ark's citizens of their power of speech, she realizes that it's up to her to save not only words, but culture itself.</p>	
<b>Rated</b>	Grey, Melissa	FIC GRE
	<p>Societies thrive on order, and the Rating System is the ultimate symbol of organized social mobility. The higher it soars, the more valued you are. The lower it plummets, the harder you must work to improve yourself. For the students at the prestigious Maplethorpe Academy, every single thing they do is reflected in their ratings, updated daily and available for all to see.</p> <p>But when an act of vandalism sullies the front doors of the school, it sets off a chain reaction that will shake the lives of six special students -- and the world beyond.</p>	
<b>Among the Hidden*</b>	Haddix, Margaret Peterson	FIC HAD
	<p>Luke has never been to school. He's never had a birthday party, or gone to a friend's house for an overnight. In fact, Luke has never had a friend.</p> <p>Luke is one of the shadow children, a third child forbidden by the Population Police. He's lived his entire life in hiding, and now, with a new housing development replacing the woods next to his family's farm, he is no longer even allowed to go outside.</p> <p>Then, one day Luke sees a girl's face in the window of a house where he knows two other children already live. Finally, he's met a shadow child like himself. Jen is willing to risk everything to come out of the shadows - does Luke dare to become involved in her dangerous plan? Can he afford not to?</p>	
<b>The Darkest Path</b>	Hirsch, Jeff	FIC HIR
	<p>A civil war rages between the Glorious Path--a militant religion based on the teachings of a former US soldier--and what's left of the US government. Fifteen-year-old Callum Roe and his younger brother, James, were captured and forced to convert six years ago. Cal has been working in the Path's dog kennels, and is very close to becoming one of the Path's deadliest secret agents. Then Cal befriends a stray dog named Bear and kills a commander who wants to train him to be a vicious attack dog. This sends Cal and Bear on the run, and sets in motion a series of incredible events that will test Cal's loyalties and end in a fierce battle that the fate of the entire country rests on.</p>	
<b>Epic*</b>	Kostick, Conor	FIC KOS
	<p>Generations ago, violence was banned on New Earth. Society is governed and conflicts are resolved in the arena of a fantasy computer game, Epic. Everyone plays. If you win, you have the chance to go to university, get more supplies for your community, and fulfill your dreams; if you lose, your life both in and out of the game is worth nothing.</p> <p>When Erik, seeking revenge for the unjust treatment of his parents, dares to subvert the rules of Epic, he and his friends find themselves up against with the ultimate masters of the game: the Committee. If Erik and his friends win, they may have the key to destroying Epic's tyranny over New Earth. But if they lose...</p>	
<b>Freakling</b>	Krumwiede, Lana	FIC KRU
	<p>In twelve-year-old Taemon's city, everyone has a power called psi — the ability to move and manipulate objects with their minds. When Taemon loses his psi in a traumatic accident, he is exiled to the powerless colony, where he is accepted unconditionally. But for all its openness, there are mysteries at the colony, too — dangerous secrets that would give unchecked power to psi wielders if discovered. When Taemon unwittingly leaks one of these secrets, will he have the courage to repair the damage — even if it means returning to the city and facing the very people who exiled him?</p>	

<b>The Cure</b>	Levitin, Sonia	FIC LEV
	<p>Branded a deviant--and therefore a threat--to the utopian society of Conformity, Harmony, and Tranquility that exists in the year 2407, Gemm 16884 is given the choice between being recycled or undergoing a painful and mysterious cure. Gemm chooses the cure, and suddenly finds himself living the life of Johannes, a 16-year-old Jewish musician in Starsbourg, Germany, in 1348, during the Black Death. As the pestilence spreads, the townspeople begin to accuse the Jews of causing the disease. Johannes struggles to hold on to his family and faith as well as his belief in the basic goodness of human beings. But can he return to the future and become Gemm again after having known such emotions as pain. . .and love?</p>	
<b>Momentum</b>	Lloyd, Saci	FIC LLO
	<p>In the near future, energy wars are raging across the globe, blackouts are a regular occurrence, and the privileged Citizens and the desperate Outsiders of London live very separate lives. Hunter is a Citizen whose father works for the government; yet he cannot help being fascinated by the Outsiders' ingenuity and, in particular, their mastery of free running. When he meets Uma, an Outsider, he is quickly drawn into her world and finds himself racing against time—and against the government's cruel Kossak soldiers--to protect everything the Outsiders hold dear.</p>	
<b>The Giver*</b>	Lowry, Lois	FIC LOW
	<p>In a world with no poverty, no crime, no sickness and no unemployment, and where every family is happy, 12-year-old Jonas is chosen to be the community's Receiver of Memories. Under the tutelage of the Elders and an old man known as the Giver, he discovers the disturbing truth about his utopian world and struggles against the weight of its hypocrisy.</p>	
<b>Sylo*</b>	MacHale, D. J.	FIC MAC
	<p>They came from the sky parachuting out of military helicopters to invade Tucker Pierce's idyllic hometown on Pemberwick Island, Maine. They call themselves SYLO and they are a secret branch of the U.S. Navy. SYLO's commander, Captain Granger, informs Pemberwick residents that the island has been hit by a lethal virus and must be quarantined. Tucker believes there's more to SYLO's story. He was on the sidelines when the high school running back dropped dead with no warning. He saw the bizarre midnight explosion over the ocean, and the mysterious singing aircraft. He tasted the Ruby—and experienced the powers it gave him—for himself. What all this means, SYLO isn't saying. Only Tucker holds the clues that can solve this deadly mystery.</p>	
<b>Not a Drop to Drink*</b>	McGinnis, Mindy	FIC MCG
	<p>Teenage Lynn has been taught to defend her pond against every threat: drought, a snowless winter, coyotes, and most important, people looking for a drink. She makes sure anyone who comes near the pond leaves thirsty—or doesn't leave at all. Confident in her own abilities, Lynn has no use for the world beyond the nearby fields and forest. But when strangers appear, the mysterious footprints by the pond, nighttime threats, and gunshots make it all too clear Lynn has exactly what they want, and they won't stop until they get it.</p>	
<b>Watchdog</b>	McIntosh, Will	FIC MCI
	<p>Thirteen-year-old twins Vick and Tara have built an incredible machine--a loyal robotic watchdog named Daisy. But, when local crime boss Ms. Alba schemes to add Daisy to her robot army, Vick and Tara must go to great lengths to protect their prized pet. Because Daisy is more than just any robot--she's their constant protector, and together the three make a great team.</p> <p>Vick and Tara are determined to stop the mob from tearing their little family apart. And they might just succeed! Sure, the evil Ms. Alba has more robot watchdogs, but none are as smart--or as faithful--as their Daisy. Plus, if things get too dangerous, Tara could always upgrade their pet. With her mechanical skills, she could make Daisy bigger, stronger, and a lot more intimidating!</p>	

<b>The Scourge</b>	Nielsen, Jennifer A.	FIC NIE
	<p>As a lethal plague sweeps through the land, Ani Mells is shocked when she is unexpectedly captured by the governor's wardens and forced to submit to a test for the deadly Scourge. She is even more surprised when the test results come back positive, and she is sent to Attic Island, a former prison turned refuge -- and quarantine colony -- for the ill. The Scourge's victims, Ani now among them, can only expect to live out short, painful lives there. However, Ani quickly discovers that she doesn't know the whole truth about the Scourge or the Colony. She's been caught in a devious plot, and, with the help of her best friend, Weevil, Ani means to uncover just what is actually going on. But will she and Weevil survive long enough to do so?</p>	
<b>Flood City</b>	Older, Daniel Jose	FIC OLD
	<p>Welcome to Flood City, the last inhabitable place left above the waters that cover Earth. It's also the last battleground between the Chemical Barons, who once ruled the planet and now circle overhead in spaceships, desperate to return, and the Star Guard, who have controlled the city for decades. Max doesn't care about being part of either group. All he wants is to play his music with the city band, keep his sister from joining the Star Guard, and be noticed by his crush. Meanwhile, Ato, a young Chemical Baron, has joined his crew for what was supposed to be a routine surveillance mission, only things go from bad to worse. As Max's and Ato's paths collide, it changes everything. Because they might be able to stop a coming war. But can two enemies work together to save Earth?</p>	
<b>Hawk*</b>	Patterson, James	FIC PAT
	<p>Hawk doesn't know her real name. She doesn't know who her family was, or where they went. The only thing she remembers is that she was told to wait on a specific street corner, at a specific time, until her parents came back for her. She stays under the radar to survive...until a destiny that's perilously close to Maximum Ride's forces her to take flight. Someone is coming for her. But it's not a rescue mission. It's an execution.</p>	
<b>The Scavengers</b>	Perry, Michael	FIC PER
	<p>When the world started to fall apart, the government gave everyone two choices: move into the Bubble Cities...or take their chances outside. Maggie's family chose to live in the world that was left behind. Deciding it's time to grow up and grow tough, Maggie rechristens herself "Ford Falcon"—a name inspired by the beat-up car she finds at a nearby junkyard. Ford's family goes to this junkyard to scavenge for things they can use or barter with the other people who live OutBubble. Her family has been able to survive this brave new world by working together. But when Ford comes home one day to discover her home ransacked and her family missing, she must find the strength to rescue her loved ones with the help of some unlikely friends.</p>	
<b>Life as We Knew It*</b>	Pfeffer, Susan Beth	FIC PFE
	<p>Miranda's disbelief turns to fear in a split second when a meteor knocks the moon closer to the earth. How should her family prepare for the future when worldwide tsunamis wipe out the coasts, earthquakes rock the continents, and volcanic ash blocks out the sun? As summer turns to Arctic winter, Miranda, her two brothers, and their mother retreat to the unexpected safe haven of their sunroom, where they subsist on stockpiled food and limited water in the warmth of a wood-burning stove.</p>	
<b>Outwalkers</b>	Shaw, Fiona	FIC SHA
	<p>The border's closed... No one can get into Scotland, just like no one can cross the channel... England is under the control of an authoritarian regime. Chips implanted in citizens' skin at birth mean anyone can be tracked, anywhere. But Jake, who breaks out of the Academy dorm he's been housed in, has decided to escape. To go off-grid. To join a small group of independent spirits determined to keep away from the government's prying eyes. The Outwalkers. Only with them will Jake have a chance to reach Scotland - and safety.</p>	

<b>Unwind*</b>	Shusterman, Neal	FIC SHU
	<p>The Second Civil War was fought over reproductive rights. The chilling resolution: Life is inviolable from the moment of conception until age thirteen. Between the ages of thirteen and eighteen, however, parents can have their child "unwound," whereby all of the child's organs are transplanted into different donors, so life doesn't technically end. Connor is too difficult for his parents to control. Risa, a ward of the state, is not enough to be kept alive. And Lev is a tithe, a child conceived and raised to be unwound. Together, they may have a chance to escape and to survive.</p>	
<b>Icebreaker*</b>	Tanner, Lian	FIC TAN
	<p>Petrel is an outcast on the ancient ship, an icebreaker, that has been following the same course for 300 years. In that time, the ship's crew has forgotten its original purpose and broken into three warring tribes. Everyone has a tribe except Petrel. Nicknamed the Nothing Girl, Petrel has been ostracized ever since her parents were thrown overboard as punishment for a terrible crime. But Petrel is a survivor. She lives in the ship's darkest corners, and trusts no one except two large gray rats - that is, until a mysterious boy is discovered barely alive on an iceberg, and brought onto the ship. He claims to have forgotten even his name. The tribes don't trust strangers, so Petrel hides the boy, hoping he will be her friend. What she doesn't know is that the ship guards a secret - a secret the boy has been sent to destroy.</p>	
<b>The One Safe Place</b>	Unsworth, Tania	FIC UNS
	<p>Devin doesn't remember life before the world got hot; he has grown up farming the scorched earth with his grandfather in their remote valley. When his grandfather dies, Devin heads for the city. Once there, among the stark glass buildings, he finds scores of children, just like him, living alone on the streets. They tell him rumors of a place for abandoned children, with unlimited food and toys and the hope of finding a new family. But only the luckiest get there. An act of kindness earns Devin an invitation to the home, but it's soon clear that it's no paradise. As Devin investigates the intimidating administrator and the zombie-like sickness that afflicts some children, he discovers the home's horrific true mission. The only real hope is escape, but the place is as secure as a fortress.</p>	
<b>Brave New Girl*</b>	Vincent, Rachel	FIC VIN
	<p>In a world where everyone is the same, one girl is the unthinkable: unique. A high-stakes fast-paced series launch from New York Times bestselling author Rachel Vincent. Dahlia 16 sees her face in every crowd. She's nothing special--just one of five thousand girls created from a single genome to work for the greater good of the city. Meeting Trigger 17 changes everything. He thinks she's interesting. Beautiful. Unique. Which means he must be flawed. When Dahlia can't stop thinking about him she realizes she's flawed, too. But what if Trigger is right? What if Dahlia is different? But if she's flawed, then so are all her identicals. And any genome found to be flawed will be destroyed, ONE BY ONE BY ONE.</p>	
<b>Uglies*</b>	Westerfeld, Scott	FIC WES
	<p>Tally is about to turn sixteen, and she can't wait. In Tally's world, your sixteenth birthday brings an operation that turns you from a repellent ugly into a stunningly attractive pretty and catapults you into a high-tech paradise where your only job is to have a really great time. But Tally's new friend Shay isn't sure she wants to be pretty. And when Shay runs away, Tally learns about a whole new side of the pretty world.</p>	
<b>The Bar Code Tattoo*</b>	Weyn, Suzanne	FIC WEY
	<p>Individuality vs. conformity. Identity vs. access. Freedom vs. control. The bar code tattoo. The bar code tattoo. Everybody's getting it. It will make your life easier, they say. It will hook you in. It will become your identity. But what if you say no? What if you don't want to become a code? For Kayla, this one choice changes everything. She becomes an outcast in her high school. Dangerous things start happening to her family. There's no option but to run . . . for her life.</p>	

<b>Stung*</b>	Wiggins, Bethany	FIC WIG
	<p>Fiona doesn't remember going to sleep. But when she opens her eyes, she discovers her entire world has been altered-her house is abandoned and broken, and the entire neighborhood is barren and dead. Even stranger is the tattoo on her right wrist-a black oval with five marks on either side-that she doesn't remember getting but somehow knows she must cover at any cost. And she's right.</p> <p>When the honeybee population collapsed, a worldwide pandemic occurred and the government tried to bio-engineer a cure. Only the solution was deadlier than the original problem--the vaccination turned people into ferocious, deadly beasts who were branded as a warning to un-vaccinated survivors. Key people needed to rebuild society are protected from disease and beasts inside a fortress-like wall. But Fiona has awakened branded, alone-and on the wrong side of the wall.</p>	
<b>The Haven</b>	Williams, Carol Lynch	FIC WIL
	<p>For the teens at The Haven, the outside world, just beyond the towering stone wall that surrounds the premises, is a dangerous unknown. It has always been this way, ever since the hospital was established in the year 2020. But The Haven is more than just a hospital; it is their home. It is all they know. Everything is strictly monitored: education, exercise, food, and rest. The rules must be followed to keep the children healthy, to help control the Disease that has cast them as Terminals, the Disease that claims limbs and lungs--and memories.</p> <p>But Shiloh is different; she remembers everything. Gideon is different, too. He dreams of a cure, of rebellion against the status quo. What if everything they've been told is a lie? What if The Haven is not the safe place it claims to be? And what will happen if Shiloh starts asking dangerous questions?</p>	
<b>Velocity</b>	Wooding, Chris	FIC WOO
	<p>Buckle up for a fast-paced, high-octane thrill ride! Cassica and Shiara are best friends. They couldn't be more different, but their differences work to their advantage -- especially when they're drag racing. Cassica is fearless and determined, making her the perfect driver for daring, photo-finish victories. Shiara is intelligent and creative, able to build cars out of scrap and formulate daring strategies from the passenger's seat. Now they've set their sights on the Widowmaker -- the biggest, most anticipated, and most dangerous race of the year. The winners get a pass to a life of luxury and fame. The losers, more often than not, die in fiery explosions. Even if Cassica and Shiara survive the deadly three-day challenge... their friendship might be roadkill.</p>	