

Audio The Maze Runner

The Kill Order
 Tuck Everlasting
 The Maze Runner series (books 1-4)
 Inside the Maze Runner: The Guide to the Glade
 Maze Runner 2: The Scorch Trials
 The Maze Runner
 The Rule of Thoughts (The Mortality Doctrine, Book Two)
 Gunner Skale: An Eye of Minds Story (The Mortality Doctrine)
 The Night Tiger
 The Fever Code (Maze Runner, Book Five; Prequel)
 Maze Runner series ebooks (5 books)
 The Maze Runner: Enhanced Movie Tie-in Edition
 The Eye of Minds (The Mortality Doctrine, Book One)
 Notes From the Midnight Driver
 Women in Audio
 The 100
 The Clay Marble
 The Host
 I Can Do It
 The Death Cure
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 Maze Runner: The Scorch Trials
 The Maze Runner (Maze Runner, Book One)
 For Black Girls Like Me
 Batting Order
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 Greystone Secrets #2: The Deceivers
 Crank Palace: A Maze Runner Novella
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 The Gun Seller
 The Maze Runner Files (Maze Runner)
 The Game of Lives (The Mortality Doctrine, Book Three)
 The Maze Runner
 Inside The Maze Runner
 Six Easy Pieces

Audio The Maze Runner

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SELAH ANDREA

The Kill Order Delacorte Press
 Book five in the blockbuster Maze Runner series that spawned a movie franchise and ushered in a worldwide phenomenon! Don't miss the highly-anticipated series conclusion that finally reveals the story of how Thomas and WICKED built the Maze. Also look for James Dashner's newest bestselling series—The Mortality Doctrine: The Eye of Minds, The Rule of Thoughts, and The Game of Lives! Once there was a world's end. The forests burned, the lakes and rivers dried up, and the oceans swelled. Then came a plague, and fever spread across the globe. Families died, violence reigned, and man killed man. Next came WICKED, who were looking for an answer. And then they found the perfect boy. The boy's name was Thomas, and Thomas built a maze. Now there are secrets. There are lies. And there are loyalties history could never have foreseen. This is the story of that boy, Thomas, and how he built a maze that only he could tear down. All will be revealed. The Maze Runner and Maze Runner: The Scorch Trials

are now major motion pictures featuring the star of MTV's Teen Wolf, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster. The third movie, Maze Runner: The Death Cure, will hit screens in 2018. Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of Lord of the Flies, The Hunger Games, and Lost."—EW.com "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen.com "Breathless, cinematic action."—Publishers Weekly

Tuck Everlasting Flatiron Books

The second book in the Greystone Secrets series from the master of plot twists, Margaret Peterson Haddix—perfect for fans of A Wrinkle in Time and The City of Ember! Until their mother vanished, the Greystone kids—Chess, Emma, and Finn—knew nothing about the other world. Everything is different there. It's a mirror image, except things are wrong. Evil. Their mother tried to fix it, but she and an ally got trapped there along with Ms.

Morales, their friend Natalie's mom. Now the four kids—brave Chess, smart Emma, kind Finn, and savvy Natalie—are determined to rescue everyone. To do so, they have to go back: into the other world, where even telling the truth can be illegal. But in such a terrifying place, Chess doubts he can ever be brave enough. Despite all her brains, Emma can't seem to break the code. With everything spiraling out of control, Finn has to pretend he's okay. And for Natalie, the lies of the other world include some she wishes were actually true. What if she's gotten so used to lying she no longer knows what to believe? The second book in the Greystone Secrets series, *The Deceivers*, by bestselling author Margaret Peterson Haddix, continues the twisty and suspenseful story of the Greystone kids and examines the power of the truth—or a lie—to alter lives, society, and even an entire reality. Praise for Greystone Secrets #1: *The Strangers* *Winter 2018-2019 Kids' Indie Next List Pick* "A secret-stacked, thrilling series opener." —Publishers Weekly, starred review "An engrossing mystery with a cliff-hanger ending to raise the stakes and delight fans new and old." —Booklist "Maintains suspense from the beginning to the cliffhanger ending. A high-stakes adventure full of teamwork with a multifaceted mystery and complex themes." —Kirkus Reviews

The Maze Runner series (books 1-4) RH Childrens Books

The book that began the #1 New York Times bestselling Maze Runner series is now a major motion picture, as well as its sequel, *The Scorch Trials*, from Twentieth Century Fox! Read *The Maze Runner* like never before with this enhanced movie tie-in edition. This special edition includes:

- Clips from the movie.
- Individual character introductions.
- Behind-the-scenes interviews with the cast, featuring the star of MTV's *Teen Wolf*, Dylan O'Brien, as Thomas; Kaya Scodelario as Teresa; Aml Ameen as Alby; Will Poulter as Gally; and Thomas Brodie-Sangster as Newt.
- A walk-and-talk tour of the set with author James Dashner and director Wes Ball.
- An interview with James Dashner
- A full-color insert featuring thrilling photos from the film.
- The movie trailer, never-before-seen footage, and more!

Nice to meet ya, shank. Welcome to the Glade. Outside the towering stone walls that surround the Glade is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Everything is going to change. Then a girl arrives. The first girl ever. And the message she delivers is terrifying. Remember. Survive. Run.

Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of *Lord of the Flies*, *The Hunger Games*, and *Lost*."—EW.com "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen.com "Breathless, cinematic action."—Publishers Weekly "Heart pounding to the very last moment."—Kirkus Reviews "Exclamation-worthy."—Romantic Times [STAR] "James Dashner's illuminating prequel [*The Kill Order*] will thrill fans of this Maze Runner [series] and prove just as exciting for readers new to the series."—Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book."—Deseret News

Inside the Maze Runner: The Guide to the Glade Farrar, Straus and Giroux (BYR)

In this concise yet information-packed book—which you can listen to on the included audio download or read at your leisure—bestselling author LOUISE HAY shows you that you "can do it"—that is, change and improve virtually every aspect of your life—by understanding and using affirmations correctly. Louise explains that every thought you think and every word you speak is an affirmation. Even your self-talk, your internal dialogue, is a

stream of affirmations. You're affirming and creating your life experiences with every word and thought. Your beliefs are merely habitual thinking patterns that you learned as a child, and many of them work very well for you. But other beliefs may be limiting your ability to create the very things you say you want. You need to pay attention to your thoughts so that you can begin to eliminate the ones creating experiences that you don't want. As Louise discusses topics such as health, forgiveness, prosperity, creativity, relationships, job success, and self-esteem, you'll see that affirmations are solutions that will replace whatever problem you might have in a particular area. By the end of this book, you'll be able to say "I can do it" with confidence, knowing that you're on your way to the wonderful, joy-filled life you deserve.

Maze Runner 2: The Scorch Trials Delacorte Press

From James Dashner, author of the #1 New York Times bestselling MAZE RUNNER series, comes an original thirty-page e-short returning fans to the fast-paced, high-tech world in the Mortality Doctrine series that includes *The Eye of Minds*, *The Rule of Thoughts*, and *The Game of Lives*. Includes a sneak peek of *The Fever Code*, the highly anticipated conclusion to the Maze Runner series—the novel that finally reveals how the Maze was built! Find out how Gunner Skale, the best gamer on the VirtNet, becomes a legend in this story available exclusively online. Praise for the Bestselling MORTALITY DOCTRINE series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd." —Christian Science Monitor *The Maze Runner* Riverdale Avenue Books/Quest Imprint

From James Dashner, author of the #1 New York Times bestselling MAZE RUNNER series, comes the second book in the bestselling Mortality Doctrine series, an edge-of-your-seat cyber-adventure trilogy that includes *The Eye of Minds* and *The Game of Lives*. Includes a sneak peek of *The Fever Code*, the highly anticipated conclusion to the Maze Runner series—the novel that finally reveals how the Maze was built! Michael thought he understood the VirtNet, but the truth he discovered is more terrifying than anyone at VirtNet Security could have anticipated. The cyber terrorist Kaine isn't human. It's a Tangent, a computer program that has become sentient. And Michael just completed the first step in turning Kaine's master plan, the Mortality Doctrine, into a reality. The Mortality Doctrine will populate Earth entirely with human bodies harboring Tangent minds. The VNS would like to pretend the world is perfectly safe, but Michael and his friends know that the takeover has already begun. And if they don't stop Kaine soon, it will be game over for humanity. Praise for the Bestselling MORTALITY DOCTRINE Series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd." —Christian Science Monitor *The Rule of Thoughts (The Mortality Doctrine, Book Two)* Random House US

When sun flares hit the Earth, intense heat, toxic radiation and flooding followed, wiping out much of the human race. Those who survived live in basic communities in the mountains, hunting for food. For Mark and his friends, surviving is difficult, and then an enemy arrives, infecting people with a highly contagious virus. Thousands die, and the virus is spreading. Worse, it's mutating,

and people are going crazy. It's up to Mark and his friends to find the enemy - and a cure - before the Flare infects them all ...

Gunner Skale: An Eye of Minds Story (The Mortality Doctrine)

National Geographic Books

A New York Times bestseller From acclaimed author of the Home Team series Mike Lupica comes an inspiring novel about the heart and soul of baseball. On or off the field, Ben and Matt couldn't be more different. Ben Roberson is an all-or-nothing player: he's big, he's bold, and he's brash. Ben's swing can hit a ball right out of the park—but that's if he can get a hit at all. Matt Baker is small, and shy, and his stutter has him avoiding the spotlight—even if he's the best all-rounder on the team. But while Matt knows he's got the chops, a part of him has always envied "Big Ben" and his attention-grabbing charm. So it's a total shock when Ben asks Matt to help him work on his swing. Because Ben can't put the ball into play, and his showboating comes at the expense of the team. And even though Matt's trying to help, Ben doesn't seem to take him seriously, especially when it means toning things down. The end of the season is fast approaching—is there enough time for Ben to realize bigger isn't always better? For Matt to understand that sometimes, being the bigger person means standing up for yourself? Or will they have to accept defeat?

The Night Tiger Ember

Just when you thought you had it all figured out . . . "Alex Peter Gregory, you are a moron!" Laurie slammed her palms down on my desk and stomped her foot. I get a lot of that. One car crash. One measly little car crash. And suddenly, I'm some kind of convicted felon. My parents are getting divorced, my dad is shacking up with my third-grade teacher, I might be in love with a girl who could kill me with one finger, and now I'm sentenced to babysit some insane old guy. What else could possibly go wrong? This is the story of Alex Gregory, his guitar, his best gal pal Laurie, and the friendship of a lifetime that he never would have expected.

The Fever Code (Maze Runner, Book Five; Prequel) Simon and Schuster

A heart-pounding, claustrophobic new story from Melissa Grey, the author of *RATED*. Ten years ago, disaster struck the remote town of Indigo Falls. A horrific event drove the residents underground, into shelters that keep them safe from the danger on the surface. No one speaks about what happened that fateful day, but even the youngest still remember the fear and, most of all, the searing pain when sunlight touched their skin. Now, a handful of families inhabit this bunker together, guided by a charismatic leader named Dr. Imogen Moran. There are many rules Dr. Moran has instilled to govern life belowground. You must always tell the truth. You must avoid the light of the sun. You must never touch skin to skin. But the most important rule, the one that was drilled into their heads from the moment the hatch slammed shut all those years ago, was at the very end of the list. It rattled around in their skulls when all was silent, echoing in the quiet, lonely dark. You must never go outside.

Maze Runner series ebooks (5 books) Farrar, Straus and Giroux (BYR)

Scholastic's next multi-platform mega-event begins here! History is broken, and three kids must travel back in time to set it right! When best friends Dak Smyth and Sera Froste stumble upon the secret of time travel -- a hand-held device known as the Infinity Ring -- they're swept up in a centuries-long secret war for the fate of mankind. Recruited by the Hystorians, a secret society that dates back to Aristotle, the kids learn that history has gone disastrously off course. Now it's up to Dak, Sera, and teenage Hystorian-in-training Riq to travel back in time to fix the Great Breaks . . . and to save Dak's missing parents while they're at it.

First stop: Spain, 1492, where a sailor named Christopher Columbus is about to be thrown overboard in a deadly mutiny! The Maze Runner: Enhanced Movie Tie-in Edition Simon and Schuster

Escaping the Maze was only the beginning. The world thought it had seen the worst after the Sun Flares struck the Earth's surface, and millions of people were killed. But then an unstoppable illness ravaged the bodies and minds of the remaining survivors. Simply known as the Flare, the disease seemed unstoppable until a cure was discovered, but that relief came at a human cost. Now it's up to Thomas, Teresa and the others, who will discover that while they may have escaped the Maze, they've entered into an experiment more terrifying than anything they could imagine. Explore how the terrifying W.C.K.D. came to be, and how the very first Maze was designed. Discover what it takes to survive in a post-Flare world, against the violent Cranks that have begun to take over humanity, only to learn that the Glade may not be the only Maze W.C.K.D. was running. With over 6.5 million books in print, and an international hit film series, it's plain to see fans lost themselves in James Dashner's bestselling series. Featuring an introduction from Dashner himself, this collection of all new short stories reveals the hidden histories of your favorite Gladers, including Aris, Ava Paige, and Mary Cooper before *The Scorch Trials* hits theaters on September 18.

The Eye of Minds (The Mortality Doctrine, Book One)

Scholastic

'An optimistic, accessible way to start thinking about change' - Financial Times Who Moved My Cheese? offered millions of readers relief for an evergreen problem: unanticipated and unwelcome change. Now its long-awaited sequel digs deeper, to show how readers can adapt their beliefs and achieve better results in any field. Johnson's theme is that all of our accomplishments are due to our beliefs: whether we're confident or insecure, cynical or positive, open-minded or inflexible. But it's difficult to change your beliefs - and with them, your outcomes. Find out how Hem, Haw, and the other characters from *Who Moved My Cheese?* deal with this challenge.

Notes From the Midnight Driver Delacorte Books for Young Readers

Women in Audio features almost 100 profiles and stories of audio engineers who are women and have achieved success throughout the history of the trade. Beginning with a historical view, the book covers the achievements of women in various audio professions and then focuses on organizations that support and train women and girls in the industry. What follows are eight chapters divided by discipline, highlighting accomplished women in various audio fields: radio; sound for film and television; music recording and electronic music; hardware and software design; acoustics; live sound and sound for theater; education; audio for games, virtual reality, augmented reality, and mixed reality, as well as immersive sound. Women in Audio is a valuable resource for professionals, educators, and students looking to gain insight into the careers of trailblazing women in audio-related fields and represents required reading for those looking to add diversity to their music technology programs.

Women in Audio Back Bay Books

Melanie Stryder refuses to fade away. The earth has been invaded by a species that take over the minds of their human hosts while leaving their bodies intact, and most of humanity has succumbed. Wanderer, the invading "soul" who has been given Melanie's body, knew about the challenges of living inside a human: the overwhelming emotions, the too vivid memories. But there was one difficulty Wanderer didn't expect: the former tenant of her body refusing to relinquish possession of her mind.

Melanie fills Wanderer's thoughts with visions of the man Melanie loves -- Jared, a human who still lives in hiding. Unable to separate herself from her body's desires, Wanderer yearns for a man she's never met. As outside forces make Wanderer and Melanie unwilling allies, they set off to search for the man they both love. Featuring what may be the first love triangle involving only two bodies, *The Host* is a riveting and unforgettable novel that will bring a vast new readership to one of the most compelling writers of our time.

The 100 Delacorte Press

"Newt has been to hell and back with his friends. The Glade. The Maze. The Scorch. The inner halls of WICKED. But now he has a burden that can't be shared with Thomas and the other, the Flare. And Newt can't bear the thought of his friends watching him descend into madness as he succumbs to the virus. Leaving only a note, Newt departs the Berg before the Gladers return from their mission into Denver, Colorado. From there, he experiences the gritty nightmare of life on the streets, running from the infected and those hunting them, until he ends up in the Crank Palace, the last dumping ground of those without hope. Although Newt thought he was running away from his friends to save them from himself, along the way he meets a young mother

named Keisha and her son, Dante, who end up saving Newt in a way he could never have imagined."--Publisher's description.

The Clay Marble Simon and Schuster

"The photo companion to *The Maze Runner* movie based on the New York Times bestselling series by James Dashner"--

The Host Random House

The film adaptation of Dashner's third installment of his #1 "New York Times"-bestselling *Maze Runner* series hits theaters on January 26. This special tie-in edition features an eight-page full-color insert with photos from the film.

I Can Do It Scholastic Inc.

"With exclusive bonus content"--Front cover.

The Death Cure Ember

Thomas was sure that escape from the maze meant he and the Gladers would get their lives back. But no one knew what sort of life they were going back to. The earth is a wasteland. Government and order have disintegrated and now Cranks, people driven to murderous insanity by the infectious disease known as the Flare, roam the crumbling cities hunting for their next victim...and meal. Thomas can only wonder - does he hold the secret of freedom somewhere in his mind? Or will he forever be at the mercy of WICKED? The pulse-pounding sequel to *The Maze Runner*.