

Heir Apparent

Vande Velde, Vivian

YA VAND

While playing a total immersion virtual reality game of kings and intrigue, fourteen-year-old Giannine learns that demonstrators have damaged the equipment to which she is connected, and she must win the game quickly or be damaged herself.

User Unfriendly

Vande Velde, Vivian

YA VAND

Fourteen-year-old Arvin and his friends risk using a computer-controlled role-playing game to simulate a magical world in which they actually become fantasy characters, even though the computer program is a pirated one containing unpredictable errors.

Ender's Game

Card, Orson Scott

Main CARD

Aliens have attacked Earth twice and almost destroyed the human species. To make sure humans win the next encounter, the world government has taken to breeding military geniuses -- and then training them in the arts of war. The early training, not surprisingly, takes the form of 'games'. Ender Wiggin is a genius among geniuses; he wins all the games. He is smart enough to know that time is running out. But is he smart enough to save the planet?

Dragons of Autumn Twilight

Weis, Margaret

Main WEIS

Lifelong friends, they went their separate ways. Now they are together again, though each holds secrets from the others in his heart. They speak of a world shadowed with rumors of war. They speak of tales of strange monsters, creatures of myth, and creatures of legend. They do not speak of their secrets. Not then. Not until a chance encounter with a beautiful, sorrowful woman, who bears a magical crystal staff, draws the companions deeper into the shadows, forever changing their lives and shaping the fate of the world. (Dragonlance Chronicles)

Net Force

Clancy, Tom

Main CLAN

It is the year 2005 and the continuous advancement of technology has spawned a new breed of criminals whose unbridled power of the Internet is capable of devastating the entire universe.

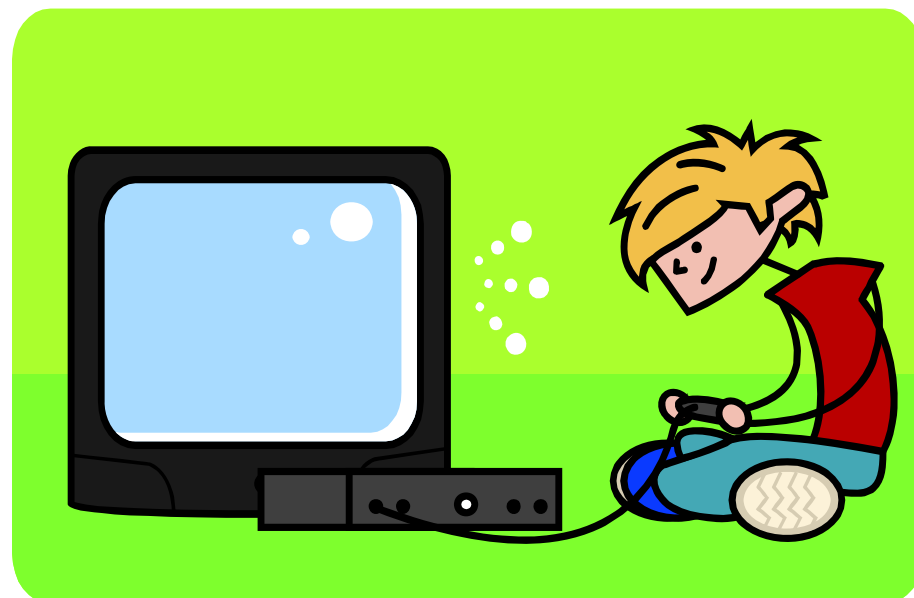
The Night Room

Goldman, E.M.

YA GOLD

When a group of students uses an experimental computer program that simulates their tenth high school reunion, they get an unsettling look at their possible futures.

“Gaming” Fiction and Related Science Fiction for Teens



Wright Memorial Public Library
1776 Far Hills Avenue
Dayton, OH
294-7171

Pendragon: The Merchant of Death

MacHale, D.J.

Juv MACH

Fourteen-year-old Bobby Pendragon has it all; he's smart, popular, and a star basketball player in quiet Stony Brook, Connecticut. But a visit from Uncle Press soon topples all of that as Bobby learns that he is a Traveler, someone who can ride "flumes" through time and space. Bobby lands in Denduron, a medieval world where the gentle Milago are enslaved by the Bedoowan, and it's Bobby's job to free them. He reluctantly teams up with Loor, a girl his age from the warrior-territory of Zadaa, and other Travelers, recounting his adventures in journals that are magically transported back to his friends Mark and Courtney in Stony Brook.

Crusader

Bloor, Edward

YA BLOOR

Fifteen-year-old Roberta works hard every afternoon and weekend in the family business, a virtual reality arcade in the West End Mall. She keeps her mind off the fact that the arcade is slowly going under and that her father ignores her existence, but she cannot ignore the fact of her mother's brutal murder seven years ago. Roberta's quest to find her mother's killer weaves together several skillfully constructed subplots, including a shady political scheme to ruin the mall, real and imagined hate crimes against an Arab store owner, and how the Crusader itself, a virtual reality game, serves as the catalyst that ignites and unites these seemingly unrelated factors in Roberta's life.

Sword of Shannara

Brooks, Terry

Main BROO

Living in peaceful Shady Vale, Shea Ohmsford knew little of the troubles that plagued the rest of the world until the giant Allanon revealed that the supposedly dead Warlock Lord was plotting to destroy the world. The sole weapon against this Power of Darkness was the Sword of Shannara, which could only be used by a true heir of Shannara. Shea is the last of the bloodline, upon which all hope rests. Soon a Skull Bearer, dread minion of Evil, flies into the Vale seeking to destroy Shea. He flees, drawing the Skull Bearer after him, in order to save the Vale.
(Sword of Shannara trilogy)

Myst: The Book of Atrus

Miller, Rand

Main MILL

The first in a series of novels revolving around the popular CD-ROM game Myst, players discover a mysteriously deserted island and search for clues to its story. Gehn comes to claim his long-neglected son Atrus and intends to train him in the godlike ways of the D'ni, a vanished race that had the ability to create new worlds by writing about them. Eventually, Atrus and Gehn clash over the fate of a potentially faulty world. (Myst series)

Magic Kingdom for Sale -- Sold!

Brooks, Terry

Main BROO

Landover was a genuine, out-of-this-world magic kingdom, complete with fairy folk and wizardry, just as the advertisement had promised. But after he purchased it for a million dollars, Ben Holiday discovered that there were a few details the ad had failed to mention.

Sabriel

Nix, Garth

YA NIX

Sabriel, daughter of the necromancer Abhorsen, must journey into the mysterious and magical Old Kingdom to rescue her father from the Land of the Dead.

Year of the Griffin

Jones, Diana Wynne

YA JONE

When Elda, the griffin daughter of the great Wizard Derk, arrives for schooling at the Wizards' University, she encounters new friends, pirates, assassins, worry, sabotage, bloodshed, and magic misused.

Dunk

Lubar, David

YA LUBA

While hoping to work as the clown in an amusement park dunk tank on the New Jersey shore the summer before his junior year in high school, Chad faces his best friend's serious illness, hassles with police, and the girl that got away.

Ran Van: Magic Nation

Wieler, Diana

YA WIEL

Rhan Van, still raw from the horrific deaths of his parents, lives a hardscrabble life with his grandmother in a city apartment and finds solace at the video arcade where he can immerse himself in heroic quest games. Then along comes sexy, troubled Thailie, and Rhan suddenly finds himself a party to vandalizing school and private property at Thailie's behest. He doesn't recognize that his acts have a deeper, very personal meaning or that Thailie's destructive impulses spring from an agenda that's very different from his own. (Ran Van trilogy)

Guardians of the Flame

Rosenberg, Joel

Main ROSE

An amiable group of college role-playing gamers enters an alternate world, the land of Pandathaway, where the treachery of their philosophy professor, Arthur Simpson Deighton, launches them on a deadly quest for a magical talisman that would give Deighton almost unlimited power.