

# Read Book Unstrung Unwind 15 Neal Shusterman Pdf For Free

**UnDivided** *Everfound*  
*UnWholly* **Thunderhead** Game  
Changer **Challenger Deep**  
**Unwind** **The Toll** **Full Tilt**  
*Duckling Ugly* **Roxy** *Scythe*  
**The Skinjacker Trilogy** The  
Schwa was Here **Bruiser**  
**Violent Ends** **Dry**  
Mindtwisters **The Shadow**  
**Club** Gleanings UnBound  
Dissidents **Scorpion Shards**  
*What Daddy Did* The Everlost  
The Arc of a Scythe Trilogy  
(Boxed Set) **The Shadow Club**  
**Rising** **The Dark Side of**  
**Nowhere** **Tesla's Attic**  
Darkness Creeping **The**  
**Skinjacker Paperback**  
**Trilogy** Thief of Souls Arc of a  
Scythe Pack *Hawking's*  
*Hallway* **UnStrung Unwind**  
**2011 Children's Writer's**  
**And Illustrator's Market**  
**UnSouled** *Downsiders* Full Tilt

All three titles in the internationally bestselling Arc of a Scythe series: Scythe, Thunderhead and The Toll. Collect each title in the explosive Arc of a Scythe series by New York Times bestseller Neal Shusterman. Imagine being trapped forever in someone else's nightmare, with no means of escape. Or caught on one of the most terrifying roller coasters of all time, when suddenly the tracks ahead just disappear. Enter the world of Darkness Creeping, where hollow-eyed skulls arrive in the mail and nothing is as it seems. Boston Globe-Horn Book Award winner and beloved author Neal Shusterman walks on the dark side with this classic collection of masterfully creepy stories so horrifying, you may have to read them

twice to remind yourself they're not real. A fourteen-year-old living with his grandparents learns his father is to be released from prison after killing his mother and feels apprehensive about renewing the relationship. Based on true events. Relates how one boy--who had friends, enjoyed reading, playing saxophone in the band, and had never been in trouble before--became a monster capable of entering his high school with a loaded gun and firing on his classmates, as told from the viewpoints of several victims. Each perspective is written by a different writer of young adult fiction. "A timely, speculative thought experiment in perspective, privilege, and identity." —Kirkus "The conceit behind Shusterman's latest is truly unique. While it exhibits the author's usual storytelling aplomb, it also manages to delve into more serious and timely subject matter, such as racism, sexism, and homophobia. Despite these heavy topics, the story still moves at a lively pace and,

thanks to a zany sci-fi twist, manages to pack in a few laughs as well." —Booklist All it takes is one hit on the football field, and suddenly Ash's life doesn't look quite the way he remembers it. Impossible though it seems, he's been hit into another dimension—and keeps on bouncing through worlds that are almost-but-not-really his own. The changes start small, but they quickly spiral out of control as Ash slides into universes where he has everything he's ever wanted, universes where society is stuck in the past...universes where he finds himself looking at life through entirely different eyes. And if he isn't careful, the world he's learning to see more clearly could blink out of existence... This high-concept novel from the National Book Award-winning and New York Times bestselling author of the Arc of a Scythe series tackles the most urgent themes of our time, making this a must-buy for readers who are starting to ask big questions about their own role in the universe. Two

teens must learn the "art of killing" in this Printz Honor-winning series from Neal Shusterman, author of the New York Times bestselling *Unwind* dystology. This collectible boxed set includes hardcover editions of: *Scythe* *Thunderhead* *The Toll* Connor's parents want to be rid of him because he's a troublemaker. Risa has no parents and is being unwound to cut orphanage costs. Lev's unwinding has been planned since his birth as part of his family's strict religion. Brought together by chance, and kept together through desperation, these three unlikely companions make a harrowing cross-country journey, knowing all the while that their lives are hanging in the balance. If they can survive until their eighteenth birthdays, they can't be harmed. But when every piece of them, from their hands to their hearts, are wanted by a world gone mad, eighteen seems far, far away... "Gripping, brilliantly imagined futuristic thriller... The issues raised could not be more

provocative - the sanctity of life, the meaning of being human - while the delivery could hardly be more engrossing or better aimed to teens." Publishers Weekly, starred review "A thought-provoking, well-paced read that will appeal widely" School Library Journal, starred review "A breathless tale turning pages for teenage boys, as it challenges not just where life begins and ends, but what it means to be alive." *Educ8* magazine "a powerful, shocking, and intelligent novel... It's wonderful, wonderful stuff." [thebookbag.co.uk](http://thebookbag.co.uk) "This is the kind of rare book that makes the hairs on your neck rise up. It is written with a sense of drama that should get it instantly snapped up for film." *The Times* A classic science fiction novel from bestselling author Neal Shusterman is back in print. Jason is having a bad day. The kind of day when you just don't feel like yourself. Only for Jason, it's not just a feeling. He really isn't himself. Not anymore. Who is he?

That's the problem. Jason isn't sure. And it's not just him. Everyone in town is acting weird. His friends. His parents. Everyone. Billington is usually such a normal town. As Jason is about to discover, nothing will ever be normal again.... From the New York Times bestselling and award-winning author of the Arc of a Scythe trilogy and Challenger Deep, the compulsively readable Skinjacker trilogy is now available in a collectible boxed set. Not every child who dies goes on to the afterlife. Some are caught halfway between life and death, in a sort of limbo known as Everlost: a shadow of the living world, filled with all the things and places that no longer exist. It's a magical, yet dangerous place where bands of lost kids run wild and anyone who stands in the same place too long sinks to the center of the Earth. Allie and Nick don't survive the car crash, and end up in Everlost, where coins are more valuable than anyone knows, fortune cookies tell the truth, monsters are real, and the queen of lost

souls lives in a once-beloved tower. Nick and Allie have to learn to survive in a world with different rules, and figure out who they can trust—and who they must oppose at all costs. At stake is nothing less than the fate of Everlost and the living world they have left behind. In this gripping trilogy, Neal Shusterman explores questions of life, death, and what just might lie in between. This boxed set includes: Everwild Everfound Everlost The Shadow Club doesn't exist anymore. The group of second-best kids used to play anonymous practical jokes on their rivals, until things spiraled out of control. Now Jared and the ex-Shadow Club members are having a hard time shaking their reputation. And when the new golden boy at school is the victim of a series of nasty pranks, everyone's convinced Jared is to blame. Determined to prove his innocence, Jared soon becomes wrapped up in a nightmare worse than anything the Shadow Club ever caused. "The authors do not hold

back.” —Booklist (starred review) “The palpable desperation that pervades the plot...feels true, giving it a chilling air of inevitability.” —Publishers Weekly (starred review) “The Shustermans challenge readers.” —School Library Journal (starred review) “No one does doom like Neal Shusterman.” —Kirkus Reviews (starred review) When the California drought escalates to catastrophic proportions, one teen is forced to make life and death decisions for her family in this harrowing story of survival from New York Times bestselling author Neal Shusterman and Jarrod Shusterman. The drought—or the Tap-Out, as everyone calls it—has been going on for a while now. Everyone’s lives have become an endless list of don’ts: don’t water the lawn, don’t fill up your pool, don’t take long showers. Until the taps run dry. Suddenly, Alyssa’s quiet suburban street spirals into a warzone of desperation; neighbors and families turned against each

other on the hunt for water. And when her parents don’t return and her life—and the life of her brother—is threatened, Alyssa has to make impossible choices if she’s going to survive. The fate of America hangs in the balance in the fourth and final book in the New York Times bestselling Unwind Dystology series by Neal Shusterman. Cam was only the start of Proactive Citizenry’s plans for rewilded teens. The corrupt company is planning to mass-produce rewilded teen soldiers, and to keep their profitable plans from being interrupted, they’ve been suppressing technology that could make unwinding completely unnecessary. When Conner, Risa, and Lev uncover these startling secrets, enraged teens march on Washington to demand justice and a better future. But more trouble is brewing. Starkey’s group of storked teens is growing more powerful and militant with each new recruit. And if they have their way, they’ll burn the harvest camps to the ground and put every adult in them

before a firing squad. Can the persecuted teens get the justice they deserve without dooming America to a divided and violent future? How did Lev Calder move from an unwillingly escaped Tithe to a clapper? In this revealing short story, Neal Shusterman opens a window on Lev's adventures between the time he left CyFi and showed up at the Graveyard. Pulling elements from Neal Shusterman's critically acclaimed *Unwind* and giving hints about what is to come in the riveting sequel, *UnWholly*, this short story is not to be missed. "Intelligent and entertaining." —Kirkus Reviews (starred review) "Even better than the first book." —School Library Journal (starred review) Rowan and Citra take opposite stances on the morality of the Scythedom, putting them at odds, in the chilling sequel to the Printz Honor Book *Scythe* from New York Times bestseller Neal Shusterman, author of the *Unwind* dystology. Humans learn from their mistakes. I cannot. I make no mistakes.

The Thunderhead is the perfect ruler of a perfect world, but it has no control over the scythedom. A year has passed since Rowan had gone off grid. Since then, he has become an urban legend, a vigilante snuffing out corrupt scythes in a trial by fire. His story is told in whispers across the continent. As *Scythe* Anastasia, Citra gleams with compassion and openly challenges the ideals of the "new order." But when her life is threatened and her methods questioned, it becomes clear that not everyone is open to the change. Old foes and new enemies converge, and as corruption within the Scythedom spreads, Rowan and Citra begin to lose hope. Will the Thunderhead intervene? Or will it simply watch as this perfect world begins to unravel? Nick Slate, in order to protect his father and little brother, reluctantly must help the Accelerati complete Tesla's great device. Their power-mad leader wants nothing less than to control the world's energy—but there are still three missing objects to

track down. Nick's friends can't help him, as they are spread across the globe grappling with their own mysteries--with Vince in Scotland, Caitlin and Mitch on their way to New Jersey, and Petula's whereabouts unknown. On his own, Nick must locate Tesla's final inventions-- which are the most powerful of all, capable of shattering time and collapsing space. Praise for *Tesla's Attic* \* "...Shusterman and Elfman have crafted a plot more devious, characters far quirkier, climaxes (yes, there are two) more breathless, and a narration much, much funnier than recent mad-science offerings. Sticking with a third-person narration frees the authors to be as wryly and sophisticatedly witty as they please without compromising the veracity of their middle-school cast, resulting in storytelling as delightful as the story being told." -Bulletin for the Center for Children's Books (starred review) "Lively, intelligent prose elevates this story of teenagers versus mad scientists, the third-person

point of view offering a stage to various players in their play of galactic consequence. A wild tale in the spirit of *Back to the Future*, with a hint of Malamud's *The Natural* tossed in."--Kirkus Reviews "This collaboration between Shusterman and Elfman tempers the scarier elements of Nick's quest with deft, humorous writing and plenty of the ordinary adventures of a new kid in school finding his niche. Hand this one to fans of Rick Riordan's *Kane Chronicles* or Kenneth Oppel's *Airborne*."--Booklist 2014 VOYA Magazine Top Shelf Honoree A Junior Library Guild Selection "Thanks to Connor, Lev, and Risa, and their high-profile revolt at Happy Jack Harvest Camp, people can no longer turn a blind eye to unwinding. Ridding society of troublesome teens and, in the same stroke, providing much-needed tissues for transplant might be convenient, but its morality has finally been brought into question. However, unwinding has become big business, and there are powerful political and

corporate interests that want to see it not only continue, but expand, allowing the unwinding of prisoners and the impoverished. Cam is a teen who does not exist. He is made entirely out of the parts of other unwinds. Cam, a 21st century Frankenstein, struggles with a search for identity and meaning, as well as the concept of his own soul, if indeed a rewind being can have one. When a sadistic bounty hunter who takes "trophies" from the unwinds he captures starts to pursue Connor, Risa and Lev, Cam finds his fate inextricably bound with theirs"-- "Citra and Rowan have disappeared. Endura is gone. It seems like nothing stands between Scythe Goddard and absolute dominion over the world scythedom. With the silence of the Thunderhead and the reverberations of the Great Resonance still shaking the earth to its core, the question remains: Is there anyone left who can stop him? The answer lies in the Tone, the Toll, and the Thunder"-- The New York

Times bestselling author of Challenger Deep, Neal Shusterman, delivers a suspenseful, eloquent, and thrilling novel that you won't be able to stop thinking about after you've put it down. Tennyson is not surprised, really, when his family begins to fall apart, or when his twin sister, Brontë, starts dating the misunderstood bully, Brewster (or The Bruiser, as the entire high school calls him). Tennyson is determined to get to the bottom of The Bruiser's reputation, even if it means gearing up for a fight. Brontë, on the other hand, thinks there's something special underneath that tough exterior. And she's right...but neither she nor Tennyson is prepared for the truth of what lies below the surface. Told through Tennyson, Brontë, and Bruiser's points of view, this dark, twisting novel explores friendship, family, and the sacrifices we make for the people we love. A Texas Lone Star Reading List selection A Book Page Top Ten Book of the Year A Bank Street College of



Education Best Book of the Year A Cooperative Children's Book Center Choice They say his clothes blend into the background, no matter where he stands. They say a lot of things about the Schwa, but one thing's for sure: no one ever noticed him. Except me. My name is Antsy Bonano, and I was the one who realized the Schwa was "functionally invisible" and used him to make some big bucks. But I was also the one who caused him more grief than a friend should. So if you all just shut up and listen, I'll tell you everything there is to know about the Schwa, from how he got his name, to what really happened with his mom. I'll spill everything. Unless, of course, "the Schwa Effect" wipes him out of my brain before I'm done.... A collection of short stories takes readers into a world that looks normal but hides the bizarre. "Compellingly readable and a worthy finale to the Skinjacker trilogy." —VOYA In the stunning conclusion to the Skinjacker trilogy by New York

Times bestselling and award-winning author Neal Shusterman, the final battle for the very soul of Everlost rages on. As Mary Hightower slumbers in a glass coffin waiting to be reborn back into Everlost, her allies and henchmen begin to carry out her terrible mission. Mary's army is joined by a newcomer: Jix, a spy for the Mayan King of Everlost. A furjacker who skinjacks great cats, Jix has his own agenda. Meanwhile, Mikey McGill desperately tries to rescue Allie the Outcast. At his side is Nick the Chocolate Ogre, who has become pure chocolate and hardly remembers himself at all. Mikey encounters a creature that scares even the mighty McGill: a scar wraith, whose touch can extinguish an Afterlight forever. As fights and schemes come to a head, it becomes clear that the outcome of this battle will determine not just the fate of Everlost, but the fate of the living world as well. A group of monumentally powerful teens must face an ancient, soul-

eating foe in this second book of *The Star Shards Chronicles*. A cataclysmic explosion has given earthly teens astronomical powers—when the star Mentarsus-H went supernova at their conceptions, the teens absorbed the shattered soul of the star and inherited unimaginable abilities. Now the Star Shards have become like gods, drunk on their own power—and ripe for manipulation by *The Bringer*, a creature who would turn them against one another and transform the planet into his own personal feeding ground. But who is more dangerous: *The Bringer* or the Star Shards? Acclaimed author Neal Shusterman presents “a story which is grippingly unexpected” (*The Bookwatch*) that sets the stage for the riveting conclusion to *The Star Shards* trilogy. Originally published by Tor Fantasy in 1999. A *Time* Best YA Book of All Time (2021) Two teens must learn the “art of killing” in this Printz Honor-winning book, the first in a chilling new series from Neal Shusterman, author

of the *New York Times* bestselling *Unwind* dystology. A world with no hunger, no disease, no war, no misery: humanity has conquered all those things, and has even conquered death. Now Scythes are the only ones who can end life—and they are commanded to do so, in order to keep the size of the population under control. Citra and Rowan are chosen to apprentice to a scythe—a role that neither wants. These teens must master the “art” of taking life, knowing that the consequence of failure could mean losing their own. *Scythe* is the first novel of a thrilling new series by National Book Award-winning author Neal Shusterman in which Citra and Rowan learn that a perfect world comes only with a heavy price. Full of roller-coaster twists and turns, Neal Shusterman's page-turner is an Orpheus-like adventure into one boy's psyche. Sixteen-year-old Blake and his younger brother, Quinn, are exact opposites. Blake is the responsible member of the

family. He constantly has to keep an eye on the fearless Quinn, whose thrill-seeking sometimes goes too far. But the stakes get higher when Blake has to chase Quinn into a bizarre phantom carnival that traps its customers forever. In order to escape, Blake must survive seven deadly rides by dawn, each of which represents a deep, personal fear--from a carousel of stampeding animals to a hall of mirrors that changes people into their deformed reflections. Blake ultimately has to face up to a horrible secret from his own past to save himself and his brother--that is, if the carnival doesn't claim their souls first! Cara is so ugly, mirrors would rather break than show her reflection. Not even her own parents can deny her ugliness, and nothing can make up for the cruelty of her schoolmates. Tormented and tortured by the shallow people of Flock's Rest, Cara's life is miserable. Then Cara receives a shimmering note from some exotic place suggesting that there's more to her than meets the eye. Cara

wonders if her destiny has something to do with her recurring dreams of a beautiful green valley where the people are so accepting, her ugliness doesn't matter. Soon, Cara discovers that her valley of dreams is real. It's a place where the ugliest of ducklings can become swans. A swan, however, can have a serious taste for revenge . . . deadly revenge. After the destruction of the Graveyard, Connor and Lev are on the run, seeking a woman who may be the key to bringing down unwinding forever while Cam, the rewound boy, tries to prove his love for Risa by bringing Proactive Citizenry to its knees. When sixteen-year-old Blake goes to a mysterious, by-invitation-only carnival he somehow knows that it could save his comatose brother, but soon learns that much more is at stake if he fails to meet the challenge presented there by the beautiful Cass The Shadow Club starts simply enough: the kids who are tired of being second-best get together and, for the first time, talk about

how they feel. But soon the members decide to play practical jokes on the first-place winners they envy, and things begin to spin dangerously out of control. "This is a provocative novel . . . The plot is ingeniously simple and the course of events compelling. Brisk enough to snag a popular audience, but forceful in impact, it will leave readers thinking." (Booklist, starred review) Not every child who dies goes on to the afterlife. Some are caught halfway between life and death, in a sort of limbo known as Everlost: a shadow of the living world, filled with all the things and places that no longer exist. It's a magical, yet dangerous place where bands of lost kids run wild and anyone who stands in the same place too long sinks to the center of the Earth. Allie and Nick don't survive the car crash, and end up in Everlost, where coins are more valuable than anyone knows, fortune cookies tell the truth, monsters are real, and the queen of lost souls lives in a once-beloved

tower. Nick and Allie have to learn to survive in a world with different rules, and figure out who they can trust--and who they must oppose at all costs. At stake is nothing less than the fate of Everlost and the living world they have left behind. In this gripping trilogy, Neal Shusterman explores questions of life, death, and what just might lie in between. Nick and Allie don't survive the crash, and now they are in limbo, stuck halfway between life and death, in a netherworld known as Everlost. Everlost is home to those who didn't make it to their final destination: A magical yet dangerous place filled with shadows where lost souls run wild. Shocked and frightened, Nick and Allie aren't ready to rest in peace just yet. They want their lives back. Desperate for a way out, their search takes them deep into the uncharted regions of Everlost. But the longer they stay, the more they forget about their past lives. And with all memory of home fading fast and an unknown evil lurking in the shadows, Nick and Allie

may never escape this strange, terrible world. In this imaginative, supernatural thriller, Neal Shusterman explores questions of life, death, and what just might lie in between. Six teens struggle to discover the source of their strange and horrific abilities in this first book of *The Star Shards Chronicles*. Dillon has the terrifying power to create massive amounts of destruction with the slightest tweak of his will. Deanna is so consumed by fear, it has become like a black hole, drawing to her the very things that terrify her. Then, when the glare of a supernova sixteen light-years away illuminates the night sky, they have a vision: There are six of them out there, all teenagers, and all suffering from supernatural afflictions that disfigure their bodies and souls. Only by finding one another will the six ever be strong enough to defeat these mysterious forces that, bit by bit, are devouring their souls from the inside out. Acclaimed author Neal Shusterman “combines personal quest,

horror, and science fiction into an absorbing exploration of good and evil, guilt, forgiveness and personal responsibility” (*VOYA*) in this thrilling start to a riveting trilogy. Originally published by Tor Fantasy in 1995. A collection of stories that span the time when humans live in a world without hunger, disease, or death and Scythes act as the living instruments of population control. Beneath the sewer grates and manholes of the city lies a strange and secret world called the Downside. Every Downsider knows that it's forbidden to go Topside, and most fear a collision of the two worlds. But fourteen-year-old Talon is curious about what goes on above ground, and one day he ventures out in search of medicine for his ailing sister. There he meets Lindsay, who is as curious about Talon's world as he is about hers. When Lindsay visits the Downside for the first time, she marvels at the spirit of the Downsidiers, and the way they create works of art from topside “trash,” like

old subway tokens and forgotten earrings. As awed as she is by the Downside, however, she also questions its origins, and when she finds out that this fantastic world is not all it appears to be, she is determined to tell Talon the truth. Then a construction accident threatens to crush Talon's world, and his loyalty is put to the test. Can the truth save the Downside, or will it destroy an entire civilization? Neal Shusterman takes readers on an amazing journey into a place that's only a few steps away, yet beyond their wildest dreams. Moving to Moscow from Chicago isn't easy, especially if your mother is the US Ambassador. Derek must be well-mannered and presentable--there are parties to go to and state dinners to attend. but Derek has decided to break all the rules and risk everything to reunite a beautiful Russian girl with her dissident father living in exile. That means traveling hundreds of miles by train to the Romanian border. With the help of some young

Muscovites, Derek begins a perilous journey. But he has a lot more to confront along the way than just the KGB. He must first face up to his mother and come to terms with the ghost of his dead father if he's ever going to succeed. From the team that brought you the New York Times bestselling *Dry* comes a "gritty and unflinching" (Booklist) thriller that proves when gods play games, even love is a lie. The freeway is coming. It will cut the neighborhood in two. Construction has already started, pushing toward this corridor of condemned houses and cracked concrete with the momentum of the inevitable. Yet there you are, in the fifth house on the left, fighting for your life. Ramey, I. The victim of the bet between two manufactured gods: the seductive and lethal Roxy (Oxycontin), who is at the top of her game, and the smart, high-achieving Addison (Adderall), who is tired of being the helpful one, and longs for a more dangerous, less wholesome image. The

wager—a contest to see who can bring their mark to “the Party” first—is a race to the bottom of a rave that has raged since the beginning of time. And you are only human, dazzled by the lights and music. Drawn by what the drugs offer—tempted to take that step past helpful to harmful...and the troubled places that lie beyond. But there are two I. Rameys—Isaac, a soccer player thrown into Roxy’s orbit by a bad fall and a bad doctor and Ivy, his older sister, whose increasing frustration with her untreated ADHD leads her to renew her acquaintance with Addy. Which one are you? Caden Bosch lives in two worlds. One is his real life with his family, his friends, and high school. There he is paranoid for no reason, thinks people are trying to kill him, and demonstrates obsessive compulsive behaviors. In his other world, he's part of the crew for a pirate captain on a voyage to the Challenger Deep, the ocean's deepest trench. There he's paranoid, wary of the mercurial captain and his

mutinous parrot, and tries hard to interpret the mutterings of his fellow shipmates as they sail uncharted waters toward unknown dangers. Slowly, Caden's fantasy and paranoia begin to take over, until his parents have only one choice left. The first twisted and futuristic novel in the perennially popular New York Times bestselling Unwind dystology by Neal Shusterman. In America after the Second Civil War, the Pro-Choice and Pro-Life armies came to an agreement: The Bill of Life states that human life may not be touched from the moment of conception until a child reaches the age of thirteen. Between the ages of thirteen and eighteen, however, a parent may choose to retroactively get rid of a child through a process called "unwinding." Unwinding ensures that the child's life doesn't "technically" end by transplanting all the organs in the child's body to various recipients. Now a common and accepted practice in society, troublesome or unwanted teens

are able to easily be unwound. With breathtaking suspense, this book follows three teens who all become runaway Unwinds: Connor, a rebel whose parents have ordered his unwinding; Risa, a ward of the state who is to be unwound due to cost-cutting; and Lev, his parents' tenth child whose unwinding has been planned since birth as a religious tithing. As their paths intersect and lives hang in the balance, Shusterman examines complex moral issues that will keep readers turning the pages until the very end. Now includes a subscription to CWIM online (the children's publishing area of [writersmarket.com](http://writersmarket.com)). The 2011 CWIM offers more than 650 listings for book publishers, magazines, agents, art reps and more. It's completely updated and is the most trusted source for children's publishing information. CWIM also contains exclusive interviews with and articles by well-respected and award-winning authors, illustrators, and publishing professionals as well

as nuts-and-bolts how-to information. Readers will learn what to do, how to do it, and get loads of information and inspiration. Find out what happens to Connor, Risa, and Lev now that they've finally destroyed the Proactive Citizenry in this collection of short stories set in the world of the New York Times bestselling *Unwind Dystology* by Neal Shusterman. Connor Lassiter's fight to bring down Proactive Citizenry and find a suitable alternative to unwinding concluded in *UnDivided*. Now Connor, Risa, and Lev are free to live in a peaceful future--or are they? Neal Shusterman brings back his beloved *Unwind* characters for his fans to see what's left for those who were destined to be unwound. After their home burns down, fourteen-year-old Nick, his younger brother, and their father move into a ramshackle Victorian house they've inherited. When Nick opens the door to his attic room, he's hit in the head by a toaster. That's just the beginning of his weird experiences with the old junk



stored up there. After getting rid of the odd antiques in a garage sale, Nick befriends some local kids-Mitch, Caitlin, and Vincent-and they discover that all of the objects have extraordinary properties. What's more, Nick figures out that the attic is a strange magnetic vortex, which attracts all sorts of trouble. It's as if the attic itself has an intelligence . . . and a purpose. Ultimately Nick learns that the genius Nikola Tesla placed the items-his last inventions-in the attic as part of a larger plan that he mathematically predicted. Nick and his new friends must retrieve everything that was sold at the garage sale and keep it safe. But the task is fraught with peril-in addition to the dangers inherent in Tesla's mysterious and powerful creations, a secret society of physicists, the Accelerati, is determined to stop Nick and alter destiny to achieve its own devious ends. It's a lot for a guy to handle, especially when he'd much rather fly under the radar as the new kid in town. Fans of intrigue, action, humor,

and nonstop surprises are guaranteed a read unlike any other in Tesla's Attic, Book One of the Accelerati Trilogy.

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