

Catalyst Insignia 3 Sj Kincaid

When their parents' seedy old motel burns down on the same night they are visited by a strange man covered in skeleton tattoos, Cyrus, Antigone, and their brother Daniel are introduced to an ancient secret society, and discover that they have an important role in keeping it alive.

Dear Reader, There is no way to write a blurb for this final book without spoiling all of the others. Suffice it to say, mysteries resolve, dragons war, pigeons abound, and no one is safe as Bob's grand plan finally comes to fruition. But the Great Seer of the Heartstrikers isn't the only one whose schemes are nearing completion. The Nameless End is coming, and even the machinations of the world's most brilliant dragon seer might not be enough to stop it. As everything comes crashing down, it's up to Julius to prove what he's always known: that seers can be wrong, and Nice Dragons don't always finish last.

Catalyst

In the heart-pounding conclusion to the New York Times bestselling Diabolic series, the Empire teeters on the edge of destruction as rumors spread that Nemesis is still alive. Three years ago, Tyrus Domitrian shocked the galaxy by killing the woman he swore to love forever. The woman for whom he upended the Empire. The woman with whom he wanted to build a new and brighter future. Now, the

once-idealistic heir apparent has become the cruel Emperor Tyrus, wielding his authority with an iron fist, capable of destroying planets with a single word, controlling all technology with a simple thought. He has bent the Grandiloquy to their knees, and none has the power to stand against him. But there is a muttering among the Excess. They say that Nemesis is not truly gone. They whisper of her shadow spotted in distant star systems. They say that Nemesis lives. That she will rise, and rally the people to topple the man who was once her truest love—and is now her fiercest enemy.

Earth is in the middle of WWIII, battling to determine which governments and corporations will control the resources of the solar system. Teen Tom Raines grew up with nothing, some days without even a roof over his head. Then his exceptional gaming skills. Fans of action-packed sci-fi thrillers such as I Am Number Four and The Maze Runner will love bestselling author Patrick Carman's Pulse, with its epic action scenes and memorable love story. In the year 2051, Faith Daniels discovers that she can move objects with her mind. This telekinetic ability is called a "pulse," and her mysterious classmate, Dylan Gilmore, has the talent, too. In riveting action scenes, Faith demonstrates her ability to use her pulse against a group of telekinesis masters who are so powerful they can flatten their enemies by uprooting streetlights and throwing boulders. But

even with her unusual talent, the mind—and the heart – can be difficult to control. If Faith wants to join forces with Dylan and save the world, she'll have to harness the power of both.

Despite his odd manner and crazy bell bottoms, everybody likes Chris Goodman, so when he's found dead no one can understand how something like that could happen.

Steeped in history and filled with heart-wrenching twists, *The Stolen Marriage* is an emotionally captivating novel of secrets, betrayals, prejudice, and forgiveness. It showcases Diane Chamberlain at the top of her talent. One mistake, one fateful night, and Tess DeMello's life is changed forever. It is 1944. Pregnant, alone, and riddled with guilt, twenty-three-year-old Tess DeMello abruptly gives up her budding career as a nurse and ends her engagement to the love of her life, unable to live a lie. Instead, she turns to the baby's father for help and agrees to marry him, moving to the small, rural town of Hickory, North Carolina. Tess's new husband, Henry Kraft, is a secretive man who often stays out all night, hides money from his new wife, and shows her no affection. Tess quickly realizes she's trapped in a strange and loveless marriage with no way out. The people of Hickory love and respect Henry but see Tess as an outsider, treating her with suspicion and disdain. When one of the town's golden girls dies in a terrible accident,

everyone holds Tess responsible. But Henry keeps his secrets even closer now, though it seems that everyone knows something about him that Tess does not. When a sudden polio epidemic strikes Hickory, the townspeople band together to build a polio hospital. Tess knows she is needed and defies Henry's wishes to begin working at there. Through this work, she begins to find purpose and meaning. Yet at home, Henry's actions grow more alarming by the day. As Tess works to save the lives of her patients, can she untangle the truth behind her husband's mysterious behavior and find the love—and the life—she was meant to have? A Library Reads Top Ten Book of October 2017 Praise for *The Stolen Marriage*: "[A] well-crafted crime-tinged tale." —Publishers Weekly "The Stolen Marriage is the kind of story that will grab you and refuse to let you go until you turn the last page." —All About Romance "Readers will be sucked in immediately...you just can't go wrong with a book with [Chamberlain's] name on the cover." —Southern Pines Pilot The thrilling sequel to S.J. Kincaid's New York Times bestselling novel, *The Diabolic*, which TeenVogue.com called "the perfect kind of high-pressure adventure." It's a new day in the Empire. Tyrus has ascended to the throne with Nemesis by his side and now they can find a new way forward—one where they don't have to hide or scheme or kill. One where creatures like Nemesis will be given worth and recognition, where science and

information can be shared with everyone and not just the elite. But having power isn't the same thing as keeping it, and change isn't always welcome. The ruling class, the Grandiloquy, has held control over planets and systems for centuries—and they are plotting to stop this teenage Emperor and Nemesis, who is considered nothing more than a creature and certainly not worthy of being Empress. Nemesis will protect Tyrus at any cost. He is the love of her life, and they are partners in this new beginning. But she cannot protect him by being the killing machine she once was. She will have to prove the humanity that she's found inside herself to the whole Empire—or she and Tyrus may lose more than just the throne. But if proving her humanity means that she and Tyrus must do inhuman things, is the fight worth the cost of winning it?

S. J. Kincaid has created a fascinating dystopian world for *Insignia*, her futuristic science-fiction adventure series perfect for fans of *Ender's Game*. Earth is in the middle of WWIII, battling to determine which governments and corporations will control the resources of the solar system. Teen Tom Raines grew up with nothing, some days without even a roof over his head. Then his exceptional gaming skills earned him a spot in the *Intrasolar Forces*, the country's elite military training program, and his life completely changed. Now in *Catalyst*, the explosive series conclusion, dangerous changes have come to the *Pentagonal Spire* where Tom and his friends train. When a mysterious figure starts fighting against the evil corporations' horrifying plans, but with methods Tom finds shocking, he must decide

which side he's on. With slim odds of success, is it even worth the fight?

With their softened camouflage, sun-faded stencils, and well-worn insignia patches, this collection of more than 100 iconic WWII American military jackets will wow even the most hardcore connoisseurs and collectors. The cult-status jackets come from the collections of the authors, who are natives of Rome. This "eternal city," universally defined as one of the largest "open-air sets" in the world, provides evocative backdrops for some of the pieces. In glamour poses shot off the usual tourist routes, 30 models-for-a-day put a distinctive spin on the jackets, mixing and matching them with rugged outfits. Part of the appeal of vintage military jackets is that each piece tells the story of the life it lived. This manifesto of post-WWII style encourages us to see its charms with new eyes. A haunting and thought-provoking story about how a mother's love for her children can be more dangerous than the dark world she is seeking to keep at bay. A single mother takes her two sons on a trip to the seaside. They stay in a hotel, drink hot chocolate, and go to the funfair. She wants to protect them from an uncaring and uncomprehending world. She knows that it will be the last trip for her boys. Beside the Sea is a haunting and thought-provoking story about how a mother's love for her children can be more dangerous than the dark world she is seeking to keep at bay. It's a hypnotizing look at an unhinged mind and the cold society that produced it. With language as captivating as the story that unfolds, Véronique Olmi creates an intimate portrait of madness and despair that won't soon be forgotten.

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S. J. Kincaid has created a fascinating dystopian world for Insignia, her futuristic science-fiction adventure series perfect for fans of Ender's Game. Earth is in the middle of WWIII, a war to determine which governments and corporations will control the resources of the solar system. Teen Tom Raines grew up with nothing—some days without even a roof over his head. Then his exceptional gaming skills earned him a spot in the Intrasolar Forces, the country's elite military training program, and his life completely changed. Now in Vortex, the second book in the series, Tom discovers that the Pentagonal Spire, where he and his friends are being trained as superhuman weapons, is filled with corruption. He is asked to betray his friends—the first real friends he's ever had—for the sake of his country. Will he sacrifice his new life to do what he believes is right?

Ro murmurs into my ear. "Don't be afraid, Dol. They're not coming for us." Still, he slips his arm around me and we wait until the sky is clear. Because he doesn't know. Not really. Everything changed on The Day. The day the Icon appeared in Los Angeles. The day the power stopped. The day Dol's family dropped dead. The day Earth lost a war it didn't know it was fighting. Since then, Dol has lived a simple life in the countryside with fellow survivor Ro—safe from the shadow of the Icon and its terrifying power. Hiding from the one truth she can't avoid. They're different. They survived. Why? When the government discovers their secret, they are forced to join faint-hearted Tima and charismatic Lucas in captivity. Called the Icon Children, the four are the only humans on Earth immune to the power of the Icons. Torn

between brooding Ro and her evolving feelings for Lucas, between a past and a future, Dol's heart has never been more vulnerable. And as tensions escalate, the Icon Children discover that their explosive emotions—which they've always thought to be their greatest weaknesses—may actually be their greatest strengths. Bestselling author Margaret Stohl delivers a thrilling novel set in a haunting new world where four teens must piece together the mysteries of their pasts—in order to save their future.

Red Queen meets The Hunger Games in this epic New York Times bestselling trilogy that's "the perfect kind of high-pressure adventure" (Teen Vogue)—now available in a collectible boxed set! Nemesis is a Diabolic, created to protect Sidonia, the daughter of a galactic senator. There's no one Nemesis wouldn't kill to keep her safe. So when the power-mad Emperor summons Sidonia to the Galactic court to serve as a hostage, Nemesis takes her place. The court is a nest of vipers that Nemesis struggles to navigate without revealing her true abilities. As the Empire begins to fracture and rebellion looms closer, Nemesis finds a humanity within herself that may just be the thing that saves her. In the ensuing fight for power and for peace, Nemesis must decide what lines she's not willing to cross, recover from devastating betrayals, and put everything on the line to protect the people she loves. This hardcover boxed set includes:
The Diabolic
The Empress
The Nemesis

This publication provides an assessment of the carcinogenic hazards associated with exposure to seven chlorinated solvents, including trichloroethylene,

tetrachloroethylene, and their metabolites (dichloroacetic acid, trichloroacetic acid, and chloral hydrate). All these agents were previously assessed by IARC Working Groups more than 10 years ago, and new epidemiological and mechanistic evidence has been considered in this reevaluation. Trichloroethylene has been used in several industries, such as manufacture and repair of aircraft and automobiles, and in screw-cutting, while tetrachloroethylene is widely used in dry-cleaning and as a feedstock for the production of chlorinated chemicals.

Tremor, the second book in bestselling author Patrick Carman's Pulse trilogy, is filled with more action-packed scenes and romance. Tremor will excite fans of I Am Number Four and The Maze Runner with its richly developed characters and electrifying story of love and revenge. In the year 2051, some people have a second pulse. Like all who have "the pulse," Faith Daniels and Dylan Gilmore have telekinetic powers—they can move objects with their minds. But there are five second pulses in the world who have an even greater power: They are virtually indestructible. Both Faith and Dylan have the second pulse. As Dylan executes a plan to infiltrate enemy grounds, he'll have to face his only weakness—and a family secret that will threaten his very existence.

Auditioning for a New York City performing arts high school could help Etta escape from her Nebraska all-

girl school, where she is not gay enough for her former friends, not sick enough for her eating disorders group, and not thin enough for ballet, but it may also mean real friendships.

"Insignia expertly combines humor with a disarming and highly realistic view of the future. The characters are real, funny, and memorable. You won't be able to put this book down."—Veronica Roth, #1 New York Times bestselling author of *Divergent* and *Insurgent*

The earth is in the middle of WWIII in *Insignia*, the first entry in S. J. Kincaid's fast-paced sci-fi adventure trilogy perfect for fans of *Ender's Game*. The planet's natural resources are almost gone, and war is being fought to control the assets of the solar system. The enemy is winning. The salvation may be Tom Raines. Tom doesn't seem like a hero. He's a short fourteen-year-old with bad skin. But he has the virtual-reality gaming skills that make him a phenom behind the controls of the battle drones. As a new member of the Intrasolar Forces, Tom's life completely changes. Suddenly, he's someone important. He has new opportunities, friends, and a shot at having a girlfriend. But there's a price to pay.

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"Follows alchemists Imelda, Adrian, and Pippa as they reach for their dreams of glory riding phoenix horses at The Races, the modern spectacle that has replaced warfare within their empire"--Provided by publisher.

The word is out... BROOKS MANDEVILLE, quarterback: Friday is the homecoming game and dance. It is a very big deal. NATALIE WAGNER, marching band clarinet: Our band's halftime show performances are legendary, even if our football team isn't. CINTHIA ALVAREZ, Academic Battle team member: Our Academic Battle team has won five years in a row. This Friday, it'll be six. TANNER ERICKSEN, sophomore class candidate for vice president: Holly has to win the election for class president this Friday! HOLLY CARPENTER, cheerleader, Academic Battle team member, class president candidate: Friday? Everything is on Friday? How can I be in three places at once? COLIN VON KOHORN, editor-in-chief of the Prepster: This kind of scheduling incompetence could only have come straight from the top. ANGELICA HUTCHERSON, reporter-at-large: I talked to everyone and my article is going to crack this story wide open... This is what happens on the wildest day in the history of high school! Three cultures clash in all out war--against each other and against the gods--in the second book of this fantasy duology that's sure to capture fans of The Hunger Games and An Ember in the Ashes. The Races are over. War has begun. Ashlord and Longhand armies battle for control of the Empire as Dividian rebels do their best to survive the crossfire. This is no longer a game. It's life or death. Adrian,

Pippa, and Imelda each came out of the Races with questions about their role in the ongoing feud. The deeper they dig, the clearer it is that the hatred between their peoples has an origin point: the gods. Their secrets are long-buried, but one disgruntled deity is ready to unveil the truth. Every whisper leads back to the underworld. What are the gods hiding there? As the sands of the Empire shift, these heroes will do everything they can to aim their people at the true enemy. But is it already too late? "A page-turning inferno of a book." -- Stephanie Garber, #1 New York Times bestselling author of the *Caraval* series

This suspenseful, heart-wrenching follow-up to Debra Driza's *MILA 2.0* will leave readers racing to turn the last page. Mila is back on the run—this time with potential boyfriend Hunter by her side. As they search for a man who might know more about her mysterious past, Mila must rely on her android abilities to protect them from the people who want her dead. But embracing her identity as a machine leads her to question the state of her humanity, as well as Hunter's true intentions. Fans of books filled with mystery and intrigue, like *The Bourne Identity* and *I Am Number Four*, will find everything they're looking for in this exciting series, including several unexpected surprises.

Once there were three. Three friends who loved each other—Jenna, Locke, and Kara. And after a

terrible accident destroyed their bodies, their three minds were kept alive, spinning in a digital netherworld. Even in that disembodied nightmare, they were still together. At least at first. When Jenna disappeared, Locke and Kara had to go on without her. Decades passed, and then centuries. Two-hundred-and-sixty years later, they have been released at last. Given new, perfect bodies, Locke and Kara awaken to a world they know nothing about, where everyone they once knew and loved is long dead. Everyone except Jenna Fox.

In S. J. Kincaid's fast-paced and humorous sci-fi Insignia trilogy, the earth is in the middle of World War III when teen gamer Tom Raines is recruited to train with other young cadets as a pivotal member of the elite combat corps, the Intrasolar Forces. At the Pentagonal Spire's training academy, he makes the best friends of his life—fellow government weapons-in-training Wyatt Enslow, Vik Ashwan, and Yuri Sysevich. In this 47-page prequel novella to the series, budding genius Wyatt Enslow—intensely loyal and hyperintelligent if occasionally, hilariously, socially awkward—takes center stage as S. J. Kincaid reveals Wyatt's life before she found her place, and her own inner strength, among her devoted band of friends at the Spire. Praise for Insignia: "The characters are real, funny, and memorable. You won't be able to put this book down."—Veronica Roth, New York Times bestselling author of *Divergent* Epic Reads Impulse is a digital imprint with new releases each month. Something dark has awoken on the remote island of Lume Jess is not pleased when her parents drag her off to live on the weird little island of Lume. But then she encounters an eerie presence in an abandoned cottage, and her anger turns

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to fear when it begins to lead her through a series of creepy riddles. As she slowly unravels the mysteries of Lume, she finds the writings of Sebastian, a boy who lived one hundred years ago and whose life contains unsettling reflections of her own. To her horror, the dangers he unearthed in 1894 now begin to threaten Jess and her family . . . and if Jess does not unlock the riddles in time, she may lose her mother forever. Fans of CJ Omololu's *The Third Twin* will flock to the romantic thriller from #1 New York Times bestselling author Kelley Armstrong, now available in paperback. The only thing Winter Crane likes about *Reeve's End* is that soon she'll leave it. Like her best friend did. Like her sister did. Like most of the teens born in town have done. There's nothing for them there but abandoned mines and empty futures. They're better off taking a chance elsewhere. What Winter will miss is the woods. Her only refuge. At least it was. Until the day she found Lennon left for dead, bleeding in a tree. But now Lennon is gone too. And he has Winter questioning what she once thought was true. What if nobody left at all? What if they're all missing? "A compelling thriller that keeps the reader hooked until the end." -VOYA, Starred

After a harrowing escape from the SYLO-occupied Pemberwick Island, Tucker Pierce and his surviving friends--Tori, Kent, and Olivia--have finally reached the mainland, only to find that no one is left.

A harrowing sci-fi thriller that #1 New York Times bestselling author Pittacus Lore proclaimed "Powerful and gripping." This bold and astonishing novel about identity, unnerving connections, tortured romance, and facing our worst nightmares is made for fans of Veronica Roth, Stephen King, and Justin Cronin. *The Arclight* is the last refuge in a post-apocalyptic world consumed by terrifying creatures called the Fade. No one crosses the wall of light that keeps the last human survivors safe. There's nothing else left and nowhere

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to go. Or so they thought, until Marina, a lone teenage girl, stumbles out of the Dark. Marina doesn't remember who she is, where she came from, or how she survived. And the Fade want her back. When one of them infiltrates the compound and recognizes Marina, she begins to unlock secrets she didn't even know she had. Marina knows she's an outsider, but she'll do anything to protect those who saved her.

Whether they want her help or not.

Red Queen meets The Hunger Games in this epic novel about what happens when the galaxy's most deadly weapon masquerades as a senator's daughter and a hostage of the galactic court. A Diabolic is ruthless. A Diabolic is powerful. A Diabolic has a single task: Kill in order to protect the person you've been created for. Nemesis is a Diabolic, a humanoid teenager created to protect a galactic senator's daughter, Sidonia. The two have grown up side by side, but are in no way sisters. Nemesis is expected to give her life for Sidonia, and she would do so gladly. She would also take as many lives as necessary to keep Sidonia safe. When the power-mad Emperor learns Sidonia's father is participating in a rebellion, he summons Sidonia to the Galactic court. She is to serve as a hostage. Now, there is only one way for Nemesis to protect Sidonia. She must become her. Nemesis travels to the court disguised as Sidonia—a killing machine masquerading in a world of corrupt politicians and two-faced senators' children. It's a nest of vipers with threats on every side, but Nemesis must keep her true abilities a secret or risk everything. As the Empire begins to fracture and rebellion looms closer, Nemesis learns there is something more to her than just deadly force. She finds a humanity truer than what she encounters from most humans. Amidst all the danger, action, and intrigue, her humanity just might be the thing that saves her life—and the empire.

Looking for a read filled with love, danger, and adventure?

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Want to escape to brave new worlds without ever leaving your room? Read through the night this summer with sneak peeks of six breathtaking stories, including *Destined* by Aprilynne Pike, *Insignia* by S.J. Kincaid, *Insurgent* by Veronica Roth, *Masque of the Red Death* by Bethany Griffin, *Partials* by Dan Wells, and *Unraveling* by Elizabeth Norris. In *Heir Apparent* there are as many ways to win as there are to get killed. Giannine can testify to how many ways there are to die—it's about all she's been able to do since she started playing. Now all she has to do is get the magic ring, find the stolen treasure, answer the dwarf's dumb riddles, come up with a poem for the head-chopping statue, cope with the army of ghosts, outmaneuver her half brothers, and defeat the man-eating dragon. If she can do all of that, why, she just might save her own life!

From the New York Times and internationally bestselling authors of the *Illuminae Files* comes a new science fiction epic . . . The year is 2380, and the graduating cadets of Aurora Academy are being assigned their first missions. Star pupil Tyler Jones is ready to recruit the squad of his dreams, but his own boneheaded heroism sees him stuck with the dregs nobody else in the academy would touch . . . A cocky diplomat with a black belt in sarcasm A sociopath scientist with a fondness for shooting her bunkmates A smart-ass tech whiz with the galaxy's biggest chip on his shoulder An alien warrior with anger-management issues A tomboy pilot who's totally not into him, in case you were wondering And Ty's squad isn't even his biggest problem--that'd be Aurora Jie-Lin O'Malley, the girl he's just rescued from interdimensional space. Trapped in cryo-sleep for two centuries, Auri is a girl out of time and out of her depth. But she could be the catalyst that starts a war millions of years in the making, and Tyler's squad of losers, discipline cases, and misfits might just be the last hope for the entire galaxy. **NOBODY PANIC.**

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When everyone is quarantined on a once-peaceful island off the coast of Maine, Tucker questions a secret branch of the military claiming that residents have been infected by a deadly virus.

The thrilling third instalment of the epic series which kicked off with *Mortal Engines*. It's sixteen years since Tom and Hester settled down in Anchorage, now a static settlement on the shores of the Dead Continent. But their teenage daughter Wren is restless, and her lust for adventure is about to launch them all into perilous waters - in the form of a limpet submarine with the Lost Boys on board!

Discover the global phenomenon of the *Cursebreaker* series in this three-book digital bundle! Four royals. Two thrones. One deadly curse. Deep in the heart of Emberfall sits an isolated castle. Inside, Prince Rhen is trapped by a curse; outside, his kingdom falls to ruin. On the dark streets of Washington DC, Harper waits, playing lookout for her brother. She's always been underestimated because of her cerebral palsy, but when she sees someone in danger she runs to help--only to find herself sucked into Rhen's cursed world. What begins as a twist on a fairy tale unfolds into a world of magic, danger, love, and betrayal in Brigid Kemmerer's New York Times bestselling *Cursebreaker* series. This e-book bundle includes the entire series: *A Curse So Dark and Lonely*, *A Heart So Fierce and Broken*, and *A Vow So Fierce and Deadly*.

A Chilling True Story of Injustice David Parrish was in disbelief when he learned that nineteen-year-old Jon Bowie's body had been found hanged from a backstop at the local high school's baseball field and the death declared a suicide. David had known Jon and his twin brother since they were boys. He had coached them on the baseball field and welcomed them into his home for sleepovers with his own sons. However, when David learned how Jon's body was

found, he felt compelled to find the facts behind the incomprehensible tragedy. Soon, David would learn of a brutal incident at a local motel where Jon and his brother had been severely beaten by police officers, the charges filed against those officers, and the months of harassment and intimidation Jon and his brother endured. Few in the utopian community of Columbia, Maryland, believed Jon could commit such a final act. Like many others, David wondered how a fateful night of teens blowing off steam could lead to such a tragic end. As law enforcement failed to find answers and seemed intent on preventing the truth from surfacing, David uncovered a system of cover-ups that could only lead to one conclusion—Jon’s death was an act of murder. “A true page turner, filled with almost-too-unbelievable-to-be-true details of one community’s fight to find justice for one of its own . . . the issues raised, particularly when it comes to questions of police brutality and cover-ups, are very much relevant today.” —New York Times bestselling author Lisa Pulitzer Includes 8 Pages of Photographs Visit us at www.kensingtonbooks.com

From D.J. MacHale—the #1 New York Times bestselling author and co-creator of the popular Nickelodeon series *Are You Afraid of the Dark?*—comes *STORM*, the exhilarating, action-packed sequel to *SYLO*: After a harrowing escape from Pemberwick Island, Tucker Pierce and his surviving friends—Tori, Kent, and Olivia—have finally reached the mainland, only to find that no one is left. That’s not their only sickening discovery. Moments before they are attacked by another of the mysterious black planes, they investigate one’s wreck and are horrified to find that it bears the logo of the U.S. Air Force. This can only mean one thing: the United States is at war with itself—the deadly technology of the Air Force against the brute force of the Navy’s SYLO unit, which still holds Pemberwick Island and its residents captive. Tucker

must lead his friends to safety, but his head is spinning. How can the Air Force be perpetuating such genocide against not only its own citizens, but the world? What is SYLO's role in this, and why did Tucker's parents betray him by allying with SYLO, whose commander, Captain Granger, killed Tori's father at point-blank range? And what did his mother mean when she told him to trust no one? Tucker, Tori, and friends set off cross-country on a quest for answers and, for Tucker, vengeance. But as one highway gives way to the next—and one death-defying escape precedes another—Tucker soon realizes that “trust no one” doesn't just mean the U.S. military.

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