

gone series by michael grant

Gone Series by Michael Grant: A Deep Dive into the Thrilling YA Saga

gone series by michael grant has captivated young adult readers and fantasy enthusiasts alike with its gripping storyline and unforgettable characters. This series blends elements of science fiction, dystopia, and supernatural powers, creating a unique narrative that hooks readers from the very first page. If you're curious about what makes this series stand out or considering diving into its world, this comprehensive guide will walk you through everything you need to know about the Gone series by Michael Grant.

Overview of the Gone Series by Michael Grant

The Gone series is a collection of young adult novels written by Michael Grant, known for its fast-paced plot and complex character development. The story begins with a mysterious event that causes everyone aged fifteen and older to vanish from the fictional town of Perdido Beach. The children left behind are suddenly thrust into a chaotic world where survival is paramount, and strange powers start emerging among some of the kids.

What sets the Gone series apart from other dystopian tales is its exploration of power dynamics, morality, and human nature under extreme circumstances. Michael Grant masterfully balances intense action with emotional depth, making the series appealing to a broad audience.

The Premise: The FAYZ

At the heart of the series is the "FAYZ" — an acronym for "Fallout Alley Youth Zone" — a dome-like barrier that isolates Perdido Beach from the outside world. Inside this dome, the rules of society break down, and the kids must fend for themselves. The FAYZ amplifies the tension and stakes, creating a pressure cooker environment where alliances are formed and broken, and the line between friend and foe blurs.

Key Characters and Their Development

One of the highlights of the Gone series by Michael Grant is its rich cast of characters. Each character brings something unique to the story, and their growth throughout the series adds depth and complexity.

Sam Temple: The Reluctant Leader

Sam Temple quickly becomes the central figure in the saga. As one of the first to discover his telekinetic abilities, he naturally steps into a leadership role. Sam's journey is not just about survival

but also about understanding his powers and the responsibility that comes with them. His struggles with making tough decisions under pressure resonate strongly with readers.

Caine Soren: The Antagonist with Depth

No great story is complete without a compelling antagonist, and Caine Soren fills that role brilliantly. His character challenges the traditional hero-villain dichotomy as he exhibits both ruthless ambition and moments of vulnerability. The tension between Sam and Caine drives much of the series' conflict and keeps readers invested in the unfolding drama.

Supporting Cast: Diversity and Complexity

Beyond the protagonists, the series features a diverse group of young characters, each with their own powers and motivations. Characters like Astrid Ellison, Drake Merwin, and Edilio Escobar bring different perspectives and skills, enriching the narrative and illustrating the varying ways people cope with crisis.

The Themes Explored in the Gone Series by Michael Grant

Michael Grant's writing goes beyond just thrilling adventure; the series delves into themes that resonate with readers of all ages.

Power and Responsibility

The emergence of supernatural abilities among the kids forces them to confront how power should be used. The series poses questions about leadership, ethics, and the consequences of wielding power irresponsibly.

Survival and Society

With adults gone and no rules to govern them, the children in the FAYZ attempt to recreate society. The series explores how social structures form and collapse, reflecting on the fragility and resilience of human communities.

Coming of Age Under Extraordinary Circumstances

At its core, the Gone series is a coming-of-age story. The characters navigate adolescence while facing extraordinary challenges, making their personal growth even more compelling.

Why the Gone Series by Michael Grant Stands Out in YA Literature

The young adult genre is crowded, but the Gone series has carved a niche thanks to several factors.

Engaging Plot with High Stakes

Michael Grant's ability to maintain suspense and escalate conflict keeps readers turning pages. The unpredictable twists and the evolving dynamics among characters ensure the story never feels stale.

Complex Characters with Realistic Flaws

Rather than sticking to archetypal heroes and villains, the series presents multi-dimensional characters who make mistakes and grow. This realism makes the story relatable despite its fantastical elements.

Blend of Genres

By combining dystopian fiction, science fiction, and supernatural thriller, the Gone series appeals to fans of multiple genres. This hybrid approach enriches the storytelling and broadens its appeal.

Tips for New Readers Diving into the Gone Series

If you're new to the Gone series by Michael Grant, here are some tips to enhance your reading experience:

- **Start with the first book, "Gone":** It sets up the world and characters perfectly, so don't skip ahead.
- **Pay attention to character arcs:** The development of characters like Sam and Caine is crucial to understanding the story's deeper themes.
- **Take notes if needed:** With a large cast and complex plot, jotting down key events or characters can help keep track.
- **Explore fan communities:** Discussions and fan theories can offer additional insights and make the reading experience more interactive.

Expanding the Universe: Spin-offs and Adaptations

Beyond the original seven-book series, Michael Grant has expanded the Gone universe with spin-offs like the “Monster” series, which explores further adventures within the FAYZ. These additional books provide fans with more content to enjoy and deepen their understanding of the world Grant created.

There have also been talks about adapting the Gone series into visual media, which excites many fans eager to see the story brought to life on screen. The complex characters and dramatic plotlines make it a strong candidate for television or film adaptation.

Where to Find the Gone Series by Michael Grant

The Gone series is widely available in bookstores, libraries, and online platforms. Whether you prefer physical copies, eBooks, or audiobooks, there are options to suit your reading preference. Audiobooks, in particular, can be a great way to experience the series, as the narration brings an added layer of emotion and excitement.

Recommended Reading Order

To fully appreciate the narrative arc, it's best to read the books in the order they were published:

1. Gone
2. Hunger
3. Light
4. Monster
5. Plague
6. Fear
7. More Than This

Starting with the original series before diving into spin-offs or related titles will provide the best context.

Final Thoughts on the Gone Series by Michael Grant

The Gone series by Michael Grant remains a standout in the young adult genre thanks to its compelling blend of suspense, supernatural intrigue, and emotional depth. It challenges readers to think about power, society, and what it means to grow up in a world turned upside down. Whether you're a longtime fan or new to the series, there's a lot to discover and enjoy in this unforgettable saga.

Frequently Asked Questions

What is the main premise of the Gone series by Michael Grant?

The Gone series is set in a small town where everyone over the age of 15 suddenly disappears, leaving the children and teenagers trapped within a mysterious barrier with no adults around.

Who is the protagonist of the Gone series?

The main protagonist of the Gone series is Sam Temple, a 14-year-old boy who becomes a leader among the trapped children.

How many books are there in the Gone series?

The original Gone series consists of six books, starting with 'Gone' and ending with 'Light'.

What genre does the Gone series belong to?

The Gone series is primarily a young adult dystopian science fiction and fantasy series.

Are there any supernatural elements in the Gone series?

Yes, the series features supernatural powers that some children develop, such as telekinesis and mind control, as well as mysterious creatures and phenomena within the dome.

Is the Gone series suitable for young readers?

The series is targeted at young adults and contains some mature themes, violence, and complex situations, so parental guidance is recommended for younger readers.

Has the Gone series by Michael Grant been adapted into a movie or TV show?

As of now, there hasn't been a successful movie or TV adaptation of the Gone series, but there have been attempts and interest from studios over the years.

What themes are explored in the Gone series?

The series explores themes such as survival, power struggles, coming of age, morality, and the loss of innocence.

What is the significance of the FAYZ in the Gone series?

FAYZ stands for Fallout Alley Youth Zone, the mysterious dome that traps the children and teenagers, cutting them off from the outside world and adults.

Does the Gone series have any sequels or spin-offs?

Yes, Michael Grant has written additional books set in the same universe, including the 'Monster' series and 'Dead is' series, which expand on the world of Gone.

Additional Resources

Gone Series by Michael Grant: A Comprehensive Review and Analysis

gone series by michael grant has emerged as a significant phenomenon in young adult literature, captivating readers worldwide with its unique blend of dystopian fiction, supernatural elements, and complex character development. Spanning multiple volumes, this series has garnered critical acclaim and a dedicated fan base, making it a notable subject of literary analysis and market interest. In this article, we delve into the core aspects of the gone series by michael grant, exploring its narrative structure, thematic depth, and impact on the genre.

Overview of the Gone Series by Michael Grant

The gone series by michael grant is a quintet of novels beginning with **Gone** (2008), followed by **Hunger**, **Lies**, **Plague**, and **Fear**. Set in the fictional town of Perdido Beach, California, the story unfolds as everyone over the age of fifteen mysteriously disappears, leaving the children and teenagers to fend for themselves. The series explores the ensuing chaos, the emergence of supernatural powers, and the struggle for survival amid societal collapse.

Michael Grant, a seasoned author with experience in both adult and young adult fiction, employs a fast-paced narrative style that appeals to adolescent readers while also addressing mature themes such as governance, morality, and power dynamics. The gone series by michael grant is often praised for its inventive premise and ability to maintain suspense across its installments.

Narrative and Plot Development

At the heart of the gone series by michael grant lies a gripping plot that balances action, mystery, and character-driven storytelling. The initial premise—a town cut off from the outside world, with all adults vanished—sets the stage for exploring human nature under extreme conditions. The series deftly navigates the rapid transformation of a society where teenagers assume leadership roles,

establish rules, and confront new threats.

One distinguishing feature is the introduction of supernatural abilities, which some characters develop as the series progresses. This addition elevates the narrative beyond typical dystopian scenarios, blending elements of science fiction and fantasy. The powers serve as both a plot device and a metaphor for adolescence, highlighting the characters' internal and external conflicts.

Characterization and Themes

The gone series by michael grant excels in its multifaceted characters, each embodying different facets of youth and leadership. Protagonists like Sam Temple and Astrid Ellison offer contrasting approaches to crisis management—Sam as the reluctant leader and Astrid as the analytical strategist. The series emphasizes the complexity of moral choices, portraying characters who are neither purely heroic nor villainous but shaped by their circumstances.

Several themes recur throughout the series, including survival, the loss of innocence, and the quest for identity. The absence of adults thrusts young characters into roles traditionally reserved for mature individuals, forcing readers to consider the effects of power vacuums and societal breakdown. Additionally, the exploration of fear, trust, and community dynamics provides a layered narrative that resonates beyond the immediate plot.

Critical Reception and Market Impact

Since its debut, the gone series by michael grant has received a mix of critical praise and some critique, particularly regarding its graphic content and pacing. Reviews often commend the series for its originality and the compelling depiction of adolescent psychology in crisis. The blend of thriller elements and speculative fiction has been identified as a key factor in the series' appeal to its target demographic.

In terms of market performance, the gone series by michael grant has achieved bestseller status and spawned various adaptations, including graphic novels and discussions about potential television or film projects. Its success has contributed to the popularity of dystopian young adult fiction in the late 2000s and early 2010s, alongside contemporaries like **The Hunger Games** and **Divergent**.

Pros and Cons of the Gone Series

- **Pros:** Innovative premise, strong character development, engaging suspense, integration of supernatural elements, and exploration of complex themes.
- **Cons:** Occasional uneven pacing, graphic violence that may not be suitable for all readers, and some plot points that rely on speculative leaps.

Comparison with Other Young Adult Series

When compared to other prominent young adult dystopian series, the *Gone* series by Michael Grant stands out due to its focus on a contained setting and the absence of adult authority figures. Unlike *The Hunger Games*, which centers on a structured totalitarian regime, or *Divergent*, which explores faction-based society, *Gone* delves into the chaos of societal collapse and the raw emergence of power among youths.

Moreover, the incorporation of supernatural powers differentiates it from purely dystopian narratives, allowing for a hybrid genre appeal. This combination has been influential in expanding the scope of young adult fiction to include more speculative elements without sacrificing social commentary.

Legacy and Continued Relevance

More than a decade after its initial publication, the *Gone* series by Michael Grant remains relevant within the young adult literary canon. Its themes of resilience, self-discovery, and ethical ambiguity continue to resonate with new generations of readers. Additionally, the series has inspired discussions about youth agency, governance, and the psychological impact of isolation.

The ongoing interest in the *Gone* series is reflected in sustained sales, fan communities, and academic discourse. As young adult fiction continues to evolve, works like the *Gone* series by Michael Grant serve as benchmarks for innovative storytelling that challenges traditional paradigms.

Exploring the *Gone* series by Michael Grant reveals a work that is more than just a thrilling narrative; it is a complex exploration of adolescence set against a backdrop of extraordinary circumstances. Its contribution to the genre and its influence on readers underscore its importance as a subject of literary and cultural examination.

[Gone Series By Michael Grant](#)

gone series by michael grant: *Gone Series Complete Collection* Michael Grant, 2014-06-03
This collection contains all six books in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi *Gone* saga. These page-turning thrillers invoke the classic *The Lord of the Flies* along with the horror of Stephen King. King himself said: I love these books. In the blink of an eye, everyone disappears. *Gone*. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . Michael Grant's *Gone* series has been praised for its compelling storytelling, multidimensional characters, and multiple points of view. Included in this collection are: *Gone*, *Hunger*, *Lies*, *Plague*, *Fear*, and *Light*.

gone series by michael grant: *Gone* Michael Grant, 2009-05-19 The first in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with the horror of Stephen King. In the blink of an eye, everyone disappears. *Gone*. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . “A potent mix of action and thoughtfulness—centered around good and evil, courage and cowardice—renders this a tour de force that will leave readers dazed, disturbed, and utterly breathless.” —ALA Booklist (starred review) Read the entire series: *Gone* *Hunger* *Lies* *Plague* *Fear* *Light* *Monster* *Villain* *Hero*

gone series by michael grant: **Hunger** Michael Grant, 2020 A deadly, flu-like epidemic and a plague of flesh-eating creatures threaten the lives of the children at Perdido Beach while Sam, Astrid, Caine, and Diana each struggle with doubts and uncertainties.

gone series by michael grant: **Light** Michael Grant, 2018-09 All eyes are on Perdido Beach. The barrier wall is now as clear as glass and life in the *FAYZ* is visible for the entire outside world to see. Life inside the dome remains a constant battle and the Darkness, away from watchful eyes, grows and grows . . . The society that Sam and Astrid have struggled so hard to build is about to be shattered for good. It's the end of the *FAYZ*. But who will survive to see the light of day?

gone series by michael grant: **Hunger: A Gone Novel** Michael Grant, 2009-05-26 It's been three months since everyone under the age of fifteen became trapped in the bubble known as the *FAYZ*. Three months since all the adults disappeared. *Gone*. Food ran out weeks ago. Everyone is starving, but no one wants to figure out a solution. And each day, more and more kids are evolving, developing supernatural abilities that set them apart from the kids without powers. Tension rises and chaos is descending upon the town. It's the normal kids against the mutants. Each kid is out for himself, and even the good ones turn murderous. But a larger problem looms. The Darkness, a sinister creature that has lived buried deep in the hills, begins calling to some of the teens in the *FAYZ*. Calling to them, guiding them, manipulating them. The Darkness has awakened. And it is hungry.

gone series by michael grant: **Monster** Michael Grant, 2017-10-19 MICHAEL GRANT'S ACTION-PACKED AND MUCH ANTICIPATED NEW BOOK, SET IN THE AFTERMATH OF THE BESTSELLING *GONE* SERIES. When the dome came down, they thought it was the end of the troubles. Truth is, it was just the beginning. Shade Darby witnessed events that day, with devastating consequences, and vowed never to feel that powerless again. Now, four years later, she gets her hands on a part of the meteor that began it all - and that's when she changes. Trouble is, Shade's not the only one mutating, and the authorities cannot allow these superpowers to go unchecked . . . First of an explosive three-book young adult series. Once again Michael Grant creates a compelling young cast of new characters for readers to love, hate and debate, as well as a host of unimaginable creatures. This happily stands alone from the *GONE* series, while also featuring some fan-pleasing appearances from previous *FAYZ* inhabitants. Michael Grant lives in San Francisco with his wife, Katherine Applegate, and has written over 150 books - with Katherine, as himself, under pseudonyms and as a ghostwriter. He is best known for the international multi-million-selling young adult six-book *GONE* series: *GONE*, *HUNGER*, *LIES*, *PLAGUE*, *FEAR* and *LIGHT*.

gone series by michael grant: **Plague** Michael Grant, 2011-04-05 *Plague*, Michael Grant's fourth book in the bestselling *Gone* series, will satisfy dystopian fans of all ages. It's been eight months since all the adults disappeared. *Gone*. They've survived hunger. They've survived lies. But the stakes keep rising, and the dystopian horror keeps building. Yet despite the simmering unrest left behind by so many battles, power struggles, and angry divides, there is a momentary calm in

Perdido Beach. But enemies in the FAYZ don't just fade away, and in the quiet, deadly things are stirring, mutating, and finding their way free. The Darkness has found its way into the mind of its Nemesis at last and is controlling it through a haze of delirium and confusion. A highly contagious, fatal illness spreads at an alarming rate. Sinister, predatory insects terrorize Perdido Beach. And Sam, Astrid, Diana, and Caine are plagued by a growing doubt that they'll escape—or even survive—life in the FAYZ. With so much turmoil surrounding them, what desperate choices will they make when it comes to saving themselves and those they love? “Grant’s sf-fantasy thrillers continue to be the very definition of a page-turner.” —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

gone series by michael grant: Light: A Gone Novel Michael Grant, 2013-04-02 It's been over a year since all the adults disappeared. Gone. In the time since every person over the age of fourteen disappeared from the town of Perdido Beach, California, countless battles have been fought: battles against hunger and lies and plague, and epic battles of good against evil. Light, Michael Grant's sixth and final book in the New York Times bestselling *Gone* series creates a masterful, arresting conclusion to life in the FAYZ. And now, the gaiaophage has been reborn as Diana's malicious mutant daughter, Gaia. Gaia is endlessly hungry for destruction. She yearns to conquer her nemesis, Little Pete, and then bend the entire world to her warped will. As long-standing enemies become allies, secrets are revealed and unexpected sacrifices are made. Will their attempts to save themselves and one another matter in the end, or will the kids of Perdido Beach perish in this final power struggle? Continue the series with *Monster*, the seventh of Michael Grant's bestselling *Gone* books, coming in fall 2017!

gone series by michael grant: Lies Michael Grant, 2010-05-04 The third book in Michael Grant's New York Times bestselling *Gone* series, *Lies* is another heart-in-your-throat page-turner, both chilling and thought-provoking. It's been seven months since all the adults disappeared. Gone. It happens in one night. A girl who died now walks among the living; Zil and the Human Crew set fire to Perdido Beach, and amid the flames and smoke, Sam sees the figure of the boy he fears the most: Drake. But Drake is dead. Sam and Caine defeated him along with the Darkness—or so they thought. As Perdido Beach burns, battles rage: Astrid against the Town Council; the Human Crew versus the mutants; and Sam against Drake, who is back from the dead and ready to finish where he and Sam left off. And all the while deadly rumors are raging like the fire itself, spread by the prophetess Orsay and her companion, Nerezza. They say that death is a way to escape the FAYZ. Conditions are worse than ever and kids are desperate to get out. But are they desperate enough to believe that death will set them free? “Disturbing, brilliantly plotted, and boasting a balanced mix of action and scheming.” —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

gone series by michael grant: Messenger of Fear Michael Grant, 2014-08-28 The first book in the thrilling, chilling new series from no. 1 bestselling author of *GONE*, Michael Grant. I remembered my name – Mara. But, standing in that ghostly place, faced with the solemn young man in the black coat with silver skulls for buttons, I could recall nothing else about myself. And then the games began. Think you know the meaning of suspense? Think again... The Messenger sees the darkness in young hearts, and the damage it inflicts upon the world. If they go unpunished, he offers the wicked a game. Win, and they can go free. Lose, and they will live out their greatest fear. But what does any of this have to do with Mara? She is about to find out...

gone series by michael grant: Hero Michael Grant, 2019-10 *Monster. Villain. Hero.* Four years after the Perdido Beach dome went down, the alien virus that created it is still wreaking havoc, and virus-infested rock has created a new set of humans with mutant powers. Rockborn gang members Dekka, Shade, Cruz, Malik, Armo, and Francis are fresh off their defeat of Dillion Poe and in need of answers to some very pressing questions about their own powers: who are the Dark Watchers? And what is this Fourth Dimension that only Francis can access? But heroes don't get down time. When the alien-virus infested rock hits New York, a new foe, Bob Markovic, rises amongst the newly rockborn. Markovic's arrogance and lack of a moral compass already made him

unbearable. With his newfound power to inflict a deadly disease, he could send all of humanity into a living hell. As they try to find their footing on morally gray grounds, the Rockborn Gang will have to make some tough decisions if they want to save the world. Michael Grant bids farewell to the globally bestselling *Gone* universe with the finale to the *Monster* trilogy.

gone series by michael grant: *Fear: A Gone Novel* Michael Grant, 2012-04-03 It's been one year since all the adults disappeared. *Gone*. Despite the hunger and the lies, even despite the plague, the kids of Perdido Beach are determined to survive. Creeping into the tenuous new world they've built, though, is perhaps the worst incarnation yet of the enemy known as the Darkness: fear. Within the *FAYZ*, life breaks down while the Darkness takes over, literally—turning the dome-world of the *FAYZ* entirely black. In darkness, the worst fears of all emerge, and the cruelest of intentions are carried out. But even in their darkest moments, the inhabitants of the *FAYZ* maintain a will to survive and a desire to take care of the others in their ravaged band that endures, no matter what the cost. *Fear*, Michael Grant's fifth book in the bestselling dystopian *Gone* series, will thrill readers . . . even as it terrifies them.

gone series by michael grant: *Fear* Michael Grant, 2012-04-03 The fifth book in the bestselling *Gone* series by Michael Grant continues the page-turning saga of Sam, Astrid, and Drake in their terrifying post-apocalyptic world. It's been one year since all the adults disappeared. *Gone*. Despite the hunger, despite the lies, even despite the plague, the kids of Perdido Beach are determined to survive. Creeping into the tenuous new world they've built, though, is the worst incarnation yet of the enemy known as the Darkness: fear. Within the *FAYZ*, life breaks down while the Darkness takes over—turning the dome-world of the *FAYZ* entirely black. A will to survive and a desire to take care of those they love endure in this ravaged band, even in the bleakest moments. But in darkness, the worst fears of all emerge, and the cruelest of intentions are carried out. After so many months, is all about to be lost in the *FAYZ*? “Fans can count on more excellent storytelling, multidimensional characters who continue to develop in unexpected ways, and some mighty find eye-popping moments.” —VOYA (starred review) Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

gone series by michael grant: *Gone Special Edition* Michael Grant, 2013-03-05 Disappear into the first book in Michael Grant's *Gone* series—specially priced for a limited time—before the series finale, *Light*, is published on 4/2/2013! Packed with mystery, action, and a touch of fantasy, the *Gone* series is perfect for fans of dark dystopian novels, such as Suzanne Collins's *The Hunger Games* and Veronica Roth's *Divergent*, as well as classic survival stories like *Lord of the Flies*. As Stephen King says, This is great fiction. I love these books. In the blink of an eye, everyone disappears. *Gone*. Except for the young. Teens. Middle schoolers. Toddlers. But not a single adult. No teachers, no cops, no doctors, no parents. *Gone*, too, are the phones, internet, and television. There is no way to get help. Hunger threatens. Bullies rule. A sinister creature lurks. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers that grow stronger by the day. In the postapocalyptic town of Perdido Beach, California, sides are being chosen; a fight is shaping up. Townies against rich kids. Powerful against powerless. It's a terrifying new world.

gone series by michael grant: *Fear: A Gone Novel* Michael Grant, 2012-04-03 It's been one year since all the adults disappeared. *Gone*. Despite the hunger and the lies, even despite the plague, the kids of Perdido Beach are determined to survive. Creeping into the tenuous new world they've built, though, is perhaps the worst incarnation yet of the enemy known as the Darkness: fear. Within the *FAYZ*, life breaks down while the Darkness takes over, literally—turning the dome-world of the *FAYZ* entirely black. In darkness, the worst fears of all emerge, and the cruelest of intentions are carried out. But even in their darkest moments, the inhabitants of the *FAYZ* maintain a will to survive and a desire to take care of the others in their ravaged band that endures, no matter what the cost. *Fear*, Michael Grant's fifth book in the bestselling dystopian *Gone* series, will thrill readers . . . even as it terrifies them.

gone series by michael grant: *Gone with Bonus Material* Michael Grant, 2011-03-08 For a limited time, the complete ebook of the bestseller *Gone*, along with excerpts from the three other

titles in the series, is available for a special low price. In the blink of an eye, everyone in Perdido Beach, California, over the age of thirteen disappears. Gone too are phones, television, and the internet. As the kids struggle to survive in this new world, the world itself continues to evolve. A sinister creature lurks in a mine in the desert; animals are mutating; and some of the kids are developing dangerous supernatural powers that grow stronger by the day. A battle between good and evil is imminent, and for some of the kids, time is running out. On their fourteenth birthday, they disappear like everyone else. The first novel in Michael Grant's *Gone* series is an action-packed thrill ride that will leave readers hungry for more. Don't miss the series that Stephen King calls exciting, high-tension.

gone series by michael grant: *Gone X 3* Michael Grant, 2012-09-01

gone series by michael grant: *Future Lost* Elizabeth Briggs, 2018-04-03 It's been a year since Elena Martinez and her boyfriend Adam first got involved with Aether Corporation, and they're trying to move on with their lives. But when Adam goes missing, Elena realizes that he's done the unthinkable: he went to Aether for help developing his cure for cancer. Adam betrayed her trust and has traveled into the future, but he didn't come back when he was supposed to. Desperate to find him, Elena decides to risk future shock, and time travels one more time. This future is nothing like they've seen before. Someone has weaponized Adam's cure and created a dangerous pandemic, leading to the destruction of civilization. If Elena can't find Adam and stop this, everyone is at risk. And someone will do anything to keep her from succeeding.

gone series by michael grant: *Posthumanism in Young Adult Fiction* Anita Tarr, Donna R. White, 2018-04-27 Contributions by Torsten Caeners, Phoebe Chen, Mathieu Donner, Shannon Hervey, Angela S. Insenga, Patricia Kennon, Maryna Matlock, Ferne Merrylees, Lars Schmeink, Anita Tarr, Tony M. Vinci, and Donna R. White For centuries, humanism has provided a paradigm for what it means to be human: a rational, unique, unified, universal, autonomous being. Recently, however, a new philosophical approach, posthumanism, has questioned these assumptions, asserting that being human is not a fixed state but one always dynamic and evolving. Restrictive boundaries are no longer in play, and we do not define who we are by delineating what we are not (animal, machine, monster). There is no one aspect that makes a being human—self-awareness, emotion, artistic expression, or problem-solving—since human characteristics reside in other species along with shared DNA. Instead, posthumanism looks at the ways our bodies, intelligence, and behavior connect and interact with the environment, technology, and other species. In *Posthumanism in Young Adult Fiction: Finding Humanity in a Posthuman World*, editors Anita Tarr and Donna R. White collect twelve essays that explore this new discipline's relevance in young adult literature. Adolescents often tangle with many issues raised by posthumanist theory, such as body issues. The in-betweenness of adolescence makes stories for young adults ripe for posthumanist study. Contributors to the volume explore ideas of posthumanism, including democratization of power, body enhancements, hybridity, multiplicity/plurality, and the environment, by analyzing recent works for young adults, including award-winners like Paolo Bacigalupi's *Ship Breaker* and Nancy Farmer's *The House of the Scorpion*, as well as the works of Octavia Butler and China Miéville.

gone series by michael grant: *The Silence* Mark Alpert, 2017-07-04 Nothing is as it seems... When Adam joined the Pioneer program, he became one of six teens to forfeit their bodies for a new, digital existence. Together, the Six were unstoppable, protecting the world from artificial-intelligence systems that threatened the human race. But they were more than a team—they were family. Until now. Adam has a complex power within his circuitry that defies the very laws of physics. He wasn't programmed to have this power, and he can barely control it or its consequences. Adam's never felt more alone. Amber, the newest Pioneer, knows what it is like to be an outsider. She gets him in a way the others don't. Except Amber's software has been corrupted, and until Adam figures out exactly what she's become, the Pioneers—and the world—are in mortal danger. Questions of principle, power, and possibility keep this look at our modern, hardwired existence fresh and fascinating. —Booklist, STARRED review of *The Six* An exciting action-story chock full of characters you'll love. *The Six* is full of big ideas, big questions, real science, and things

that will make you think and wonder and lie awake late at night. —Michael Grant, author of the Gone series on The Six

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