ters with Native Americans, a harrowing escape from a raging flood, and a frightening scuffle with a menacing attacker. The pages go by quickly, as the two must continually find food and shelter, relying on each other and the kindness of strangers to survive. The journey in itself is amazing, but Dagg's tender portrayal of a mother and daughter who learn to appreciate and forgive each other makes it unforgettable. Ages 12–up. (Apr)

**Enclave**


In this skilled though violent postapocalyptic thriller, Deuce has newly earned the rank of Huntress, after years of training she was taught to “wield a knife or a club with equal proficiency.” It’s her duty to provide meat for her loveless, draconian enclave, deep beneath the streets of a ruined city, as well as to defend it against cannibalistic Freaks, who are gradually eliminating the scattered human survivors of a vaguely remembered plague. Deuce’s is a world of terrifying encounters in near-complete darkness, but she’s very good at what she does. Then Deuce stands up for a friend unfairly accused of hoarding and, accompanied only by her talented but unpopular partner,Fade, is soon exiled with little chance of survival either in the lightless and dangerous sewers or Topside. In her first young adult novel, Aguirre (the Sirantha Jax series) has created a gritty and highly competent heroine, an equally deadly sidekick/love interest, and a fascinating if unpleasant civilization. This series is likely to hold considerable appeal for fans of *The Hunger Games*. Ages 12–up. (Apr)

**The Gathering**


Armstrong follows her bestselling Darkest Powers trilogy with the first book in the intriguing new Darkness Rising trilogy, set in the same world of supernaturals with manipulated DNA. Weird things are happening to 16-year-old Maya Delaney, who lives with her adoptive parents in a privately owned medical research town on Vancouver Island. She’s good with animals—her mother found her playing fetch with a cougar when she was five—but the big cats are hanging around more than usual. Maya’s attempt to get her paw print-shaped birthmark highlighted with a tattoo ends up with a Native woman calling her a witch and chasing her off. A nosy reporter’s questions are less about the nearby research facility and more about which kids weren’t born in town. And newly arrived bad boy Rafe suddenly starts sharing his secret past, a past sure to cause trouble for Maya. Comfortably mixing science, myth, and mystery, Armstrong creates a vivid world highlighted by appealing characters. Fans and newcomers alike will be eager for more after Armstrong’s story drives to its pulse-pounding climax. Ages 12–up. (Apr)

**Jasper Jones**


Australian author Silvey wears his influences (notably *To Kill a Mockingbird*) a little too obviously on his sleeve in a novel about crime, race, and growing up in a 1960s Australian mining town. Charlie, 13, is woken up on a hot summer night by teenage outcast Jasper, who wants to show him something secret. That secret turns out to be the dead body of Laura Wishart. Jasper’s occasional paramour and the older sister of Charlie’s own crush, Eliza. The boys, assuming that Jasper will be blamed, hide the body, and Laura’s disappearance combines with the boys’ guilt and lies to create an ongoing spiral of stress. The town of Corrigan is rife with racism, which is directed mainly at the half-aboriginal Jasper and Charlie’s Vietnamese best friend, Jeffrey. The banter between Jeffrey and Charlie drives the novel’s lighter scenes, but can distract, feeling more like Tarantinoesque pop culture than anything else. Still, when Silvey, making his U.S. debut, focuses on the town’s ugly underbelly, as well as the troubles in Charlie’s family, the novel is gripping enough to overcome its weaknesses. Ages 12–up. (Apr)

**The Time-Traveling Fashionista**


Seventh-grader Louise Lambert—obsessed with vintage clothing, but with only a few vintage outfits to her name—longs for excitement in her life. It arrives in the form of a mysterious invitation to the Traveling Fashionista Vintage Sale. When Louise finds the perfect dress there with the help of some eccentric saleswomen, she discovers that the “traveling” part of the sale is literal: upon trying on the dress, Louise passes out and awakens in the body of Alice Baxter (the dress’s former owner), a silent film star and currently a passenger on the Titanic. At first Louise enjoys her luxurious new life, not to mention wardrobe, but when she realizes she is on the ill-fated ship, she is up against the clock to either change the course of history or return home before it’s too late. First in a planned series, Turetsky’s debut breezily incorporates past and current pop culture references; with a spunky main character and breathless descriptions of glamorous clothing, it’s entertaining wish fulfillment for those as fashion-focused as Louise. Sue contributes full-color illustrations, not seen by PW. Ages 12–up. (Apr)

**Geek Fantasy Novel**


Author Eliot Schreiber (*The Deadly Sister*), writing as Archer, turns his hand toward comedic fantasy in this highly self-aware, genre-defying romp. Fourteen-year-old Ralph Stevens escapes his humdrum life when he’s invited to spend the summer with his British cousins, ostensibly to set up their wireless network. What he discovers is a family given to eccentricity, from boisterous Cecil to solemn Beatrice and would-be princess Daphne. Things get seriously weird when their infamous aunt/fairy godmother Chessie of Cheshire turns up, ready to grant each child a wish. From that point on, it’s pure chaos: Cecil’s wish becomes a twisted satire of fairy tale quests and politics invoking the spirits of Terry Pratchett and Monty Python; Daphne’s tears apart the classic fairy tale, “The Snow Queen”; and Beatrice’s wish takes Ralph into the land of the dead. There’s a high level of metatextual playfulness, from a Choose Your Own Adventure–style interlude to the active participation of the narrator(s) and the unconventional ending, which set this book apart from its ilk. Comic and