The Body Institute

Carol Riggs

When Morgan's brain waves are downloaded into an overweight client, she stands to lose much more than the 100 pounds she’d originally signed up for.

In the near future, a time when being overweight means additional taxation, an innovative weight-loss clinic comes up with a groundbreaking system. Trainers have their brain waves downloaded into overweight clients so that they can run on the treadmill, lift weights, and do squats for them. When the clinic launches its first division for clients under eighteen, seventeen-year-old Morgan Dey jumps at the chance to earn credits to help pay off some family bills.

Morgan is recruited by The Body Institute to become a Reducer for a client who is 100 pounds overweight: a job that comes with unusual conditions, including Morgan living at the client's home instead of at the clinic, and eating the food prepared by the family's live-in cook. The challenges of diet and exercise aside, Morgan begins to experience stray memories from her host, causing her to question her own identity and whether she really is the same Morgan now that she's in someone else's body, house, and family. And when the clinic begins to face violent protests from an anti-Reducer group that questions the ethics involved in the Reducer program, Morgan realizes she stands to lose much more than the 100 pounds she'd originally signed up for.

Carol Riggs is the author of The Body Institute, her debut novel. She enjoys reading, drawing and painting, writing conferences, walking with her husband, and enjoying music and dance of all kinds. You will usually find her in her writing cave, surrounded by her dragon collection and the characters in her head. www.carolriggs.com
The Foxglove Killings

Tara Kelly

When her best friend is accused of murder, 17-year-old Nova Morgan works to uncover the truth. Caught in the path of a killer, she realizes the truth may be something she isn't prepared to handle...

For 17-year-old Nova Morgan, summer in coastal Emerald Cove, Oregon is about waiting tables at her hippie grandpa's diner and turf wars between the locals and the "cakes", their name for the rich summer residents. Nova hates the cakes. One of them broke her heart and spread vicious rumors about her. Then there's what they did to her shy best friend, Alex Pace, stripping him of his clothes and his dignity one night when he was just fourteen. Still, Nova won't settle for being a victim or some small town cliché. She's going to get out of Emerald Cove and pursue her dream of becoming a homicide detective, no matter what it takes.

But this isn't just another summer. Nova is developing feelings for Alex she doesn't want to have, but he's acting like a different person, keeping secrets and picking fights with the cakes. Then one of the cakes goes missing, and is found dead a week later, a foxglove stuffed into her mouth. A rumor goes around that Alex was last seen with the girl, bringing the tension between the cakes and the locals to an all-time-high.

When a second cake is found dead and Alex disappears, all evidence points to his guilt. There are only two people in town who think he's innocent—Nova and her worst enemy, Jenika Shaw. Nova and Jenika have to work together to uncover the truth, but doing so will put them both in the path of the killer... and the truth may be something neither of them are prepared to handle.

Tara Kelly adores variety in her life. She's an author, one-girl-band, graphic designer, editor, and she's back in school getting her M.Ed in School Counseling. She lives in Portland with her ten guitars, sound design master bf, and a fluffy cat named Maestro. Tara is also the author of Harmonic Feedback, Amplified, and Encore. You can find her at www.thetaratracks.com.
Cinderella's Shoes

Shonna Slayton

If Kate can find Cinderella's shoes, she'll find the truth behind her father's disappearance. But Cinderella's descendants seem bent on turning her into one of their servants.

Now that Cinderella's ball gown is secure, Kate sets her sights on reuniting it with the famous glass slippers. When she discovers one of the diamonds from Cinderella's shoes in the box of her father's belongings, which was returned home by the military when he was presumed dead, she believes they are connected. If she finds the shoes, she'll find the truth behind his disappearance while working as a Monuments Man during WWII. But Cinderella's descendants have a different agenda, one that seems bent on turning her into another one of their servants. Is it worth leaving her new sweetheart, Johnny, and forming an alliance with the family of the stepsisters to find the answers she needs?

Before taking a break from writing to start a family, Shonna Slayton was a full-time writer/editor at Alpha Omega Publications working on everything from software help files to short video scripts and the CD-ROM curriculum, Switched-On Schoolhouse. Now she is a homeschool mom who writes novels. www.shonnaslayton.com
Illuminate

Tracy Clark

The thrilling conclusion of The Light Key Trilogy, in which one brave girl must discover the secrets to a centuries-old conspiracy in order to save mankind.

Cora Sandoval, one of the remaining few of an extraordinary race known as Scintilla, holds the key to disentangling the biggest conspiracy in human history—if she doesn't die first.

Facades, mythologies, and secrets are collapsing. Around the world innocent people are mysteriously dying, and fear spreads like an epidemic. Cora's ruthless and ambitious enemy, the Arrazi, have ravaged her body and spirit, taking nearly everyone she loves. What faith she has, she places in a fragile alliance as she desperately searches for answers.

As Cora untangles a trail of centuries-old clues and secrets, she collides with a truth more shocking and dangerous than any reality she's faced so far. Maybe some secrets are better left buried. The Light Key could save mankind yet cost her everything.

Tracy Clark grew up in Southern California but now resides in Nevada with her daughter and son. She is the recipient of the Society of Children's Book Writers and Illustrators (SCBWI) Work in Progress Grant and a two-time participant in the prestigious Nevada SCBWI Mentor Program. Tracy is a part-time college student, a private pilot, and an irredeemable dreamer. www.tracyclark.org
Forget Tomorrow

Pintip Dunn

*Minority Report* meets *Legend* when Callie has a vision of murdering her sister. Held prisoner for a crime she has yet to commit, she fights a government hell-bent on making sure the future becomes...

In a futuristic world the entire society is built around memories being sent back from the future. On their 17th birthday everyone will receive a memory that will help sculpt who they will be in the future. When Callie receives her memory, it isn't one of her changing the world. Callie is gifted with the vision of her murdering her younger sister, Jessamine.

Arrested for a crime she has yet to commit Callie finds herself brutalized and held in the hell that is known as Limbo, a place where they keep people whose vision shows them breaking the law. While being held, Callie is tested on and finds out that the government are holding, torturing, and then making these people live out their vision.

Once they are forced to commit their crime they are killed. This is the fate in store for Callie, but it's so much worse, because if the government finds out that Jessamine is gifted, they'll take her and do tests on her. Callie is saved from her fate though by Tony, a boy she knew years before.

Tony helps break her out of prison and takes her to a camp of outsiders who have each run from civilization and the future memory they were given. But running doesn't change the future and Jessamine is still taken and tested on by the government which sets off the motion of Callie returning to the city, but will Callie save her little sister or be forced to complete her memory of the future and kill her?

When her first-grade teacher asked her what she wanted to be when she grew up, Pintip replied, "An author." Although she has pursued other interests over the years, this dream has never wavered. Pintip graduated from Harvard University, magna cum laude, with an A.B. in English Literature and Language and her J.D. at Yale Law School. She is a 2012 Golden Heart® finalist and a 2014 double-finalist. She lives with her husband and children in Maryland.

http://www.pintipdunn.com/
The Revolution of Ivy

Amy Engel

The highly anticipated sequel to the cliffhanger The Book of Ivy, which has sold to six countries worldwide!

Ivy Westfall is beyond the fence and she is alone. Abandoned by her family and separated from Bishop Lattimer, Ivy must find a way to survive on her own in a land filled with countless dangers, both human and natural. She has traded a more civilized type of cruelty--forced marriages and murder plots--for the bare-knuckled brutality required to survive outside Westfall's borders.

But there is hope beyond the fence, as well, which Ivy discovers when she is befriended by a group of people who've managed to live off the land for years. Ivy slowly becomes accustomed to the rhythms and customs of this new life, all the while trying to forget those she left behind in Westfall. When Bishop Lattimer reappears in her life, Ivy struggles to assimilate his presence, torn between love and fear. She comes to understand that true love is unconditional and opening her heart again requires that she accept the risk of pain.

Ivy and Bishop settle into a life beyond the fence, but when word comes that Ivy's father and sister have staged a coup and Westfall has descended into a state of chaos, Ivy makes the difficult decision to return home with Bishop by her side. Ivy returns to Westfall stronger than when she was cast out, sure of her heart and loyalties and ready to take a final stand for what she believes is right.

PRAISE

Praise for The Book of Ivy

"Thought-provoking, poignant, and sexy! Readers will burn the midnight oil to finish The Book of Ivy and fall asleep with the name Bishop Lattimer on their lips." —Regina at Mel, Erin, and Regina Read-A-Lot

"The Book of Ivy has every ingredient you look for in an epic novel: from the spine-tingling plot and exhilarating characters, to every entrancing word penned by Amy Engel." —Kris at Insightful Minds Reviews

"With her debut, Amy Engel has pulled off one of the best dystopian romances that I have ever read. It was impossible to put down." —Kayla at Bibliophilia, Please

Amy Engel was born in Kansas and after a childhood spent bouncing among countries (Iran, Taiwan) and states (Kansas; California; Missouri; Washington, D.C.), she settled in Kansas City, Missouri, where she lives with her husband and two children. Before devoting herself full-time to motherhood and writing, she worked as a criminal defense attorney, which is not quite as exciting as it looks on television.
Enigma

Tonya Kuper

The sequel to the highly anticipated Anomaly is a twisty-turny, romantic page turner perfect for fans of The Matrix

What's worse than having half of your secret race wanting to kill you? Having both sides want to control you.

Feeling something for Reid Wentworth is not part of the plan. Josie Harper doesn't have time to think about hot boys when she has to help unite the Resistance against the Consortium.

To say her life has changed since discovering she's an Oculus would be the understatement of the century. The Consortium is out to enslave humanity—yeah, they aren't fooling around—and as an Oculus, she's one of the few people capable of altering reality and thwarting them.

In the largest Resistance hub in North America, Josie learns she doesn't only have the strongest abilities to Push and Retract reality, she has gifts no other Oculus has. When they get word that the Consortium is flying in a world-renowned tech researcher to their headquarters who may have the knowledge to enslave humans, Josie and Reid assemble a team to intercept the researcher and to bust out Reid's best friend, Santos, who was taken hostage until they get Josie. But the Board won't let them leave.

The lines have blurred. The only person Josie can trust is Reid.

Tonya Kuper is the promotions manager at the Seymour Agency, as well as a frequent contributor to the blogs YA Stands and All the Write Notes. Anomaly is her debut novel. Visit her online at http://tonyakuper.blogspot.com/.
Tarnished

Kate Jarvik Birch

Ella may have escaped to Canada, but now she must navigate the terrifying world of the black market Kennels to find the truth about the breeding program, and free the remaining Pets.

Ella may have escaped to Canada, but she's hardly free. Stuck in refugee housing for liberated pets, she's just as trapped as she was at the congressman's house—only now she has to live without Penn. But she's determined to get out. And to make matters worse, there are rumors circulating that pets like Ella are turning up dead all over the U.S., not to mention that she might be to blame. When her old acquaintance, Missy, shows up in Canada, the two of them set off together, thrusting them back into the dangerous life they just left behind. Now, they must navigate the seedy world of the black markets to uncover the dark secrets that the Kennels have been hiding, and rescue the boy she loves. But even after she's reunited with Penn, Ella still faces the near impossible task of overturning the legislation that has imprisoned her. If she's not successful, she—and her fellow pets—might all end up dead.

Kate Jarvik Birch is a visual artist, author, playwright, daydreamer, and professional procrastinator. As a child, she wanted to grow up to be either a unicorn or mermaid. Luckily, being a writer turned out to be just as magical. Her essays and short stories have been published in literary journals including Indiana Review and Saint Ann's Review. She lives in Salt Lake City, Utah with her husband and three kids. To learn more visit www.katejarvikbirch.com
Nexis

A.L. Davroe

Fans of Across the Universe and Avatar will love A.L. Davroe's unique cyberpunk Cinderella retelling.

As a Natural-born living among genetically engineered Aristocrats, Ellani (Ella) Drexel didn't think her life could get any worse. But after losing her Programmer father and both of her legs in a tragic accident, Ella's life hits rock bottom. At the urging of her android companion, Meems, Ella begins playing Nexis, a virtual reality game that her father created. In the game, Ella has the use of both of her legs. She befriends a senior gamer named Guster, who recruits her as a member of The Tricksters, a group on a quest to infiltrate the Anansi Chamber in the Central Dominion. Despite the troubles The Tricksters encounter throughout their journey, Nexis becomes a haven where Ella learns the true worth of life and natural beauty.

Ella's newfound self-worth and clarity translate into her real world where she begins to stand up for what she believes in by undermining the authority figures in her life. After she learns the true point of the game (it was created entirely for her to fulfill a rebellious act against Evanescence), Ella is presented with a choice: She can exit the game and continue on her path of diminishment, or she can go back in and fight for what she wants.

A.L. Davroe writes both YA and adult speculative fiction. She is the author of FOR YOUR HEART (YA paranormal romance) and CITY STEAM (adult steampunk horror). She lives in Connecticut. www.aldavroe.com
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**Rebecca Mancini** of Rights Mix

Foreign Rights Director

Rebecca Mancini has been in the publishing industry for over twenty years, most recently as the Children’s Rights Director at Bloomsbury USA, where she handled rights (foreign and domestic) and permissions, doubled rights income, and expanded Bloomsbury’s foreign markets. Before that, Rebecca spent fifteen years in charge of children’s rights at Houghton Mifflin. Rebecca handles Entangled’s foreign, translation, mass-market, book club, and audio rights.

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