

2026
**BIG
READ**

Read-Alike Catalogue

KLARA AND
THE SUN

A NOVEL



KAZUO
ISHIGURO

WINNER OF THE NOBEL PRIZE
IN LITERATURE



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This catalog contains reading recommendations that complement Kazuo Ishiguro's *Klara and the Sun*. Click the covers for links to the books!



Kids & Young Adults



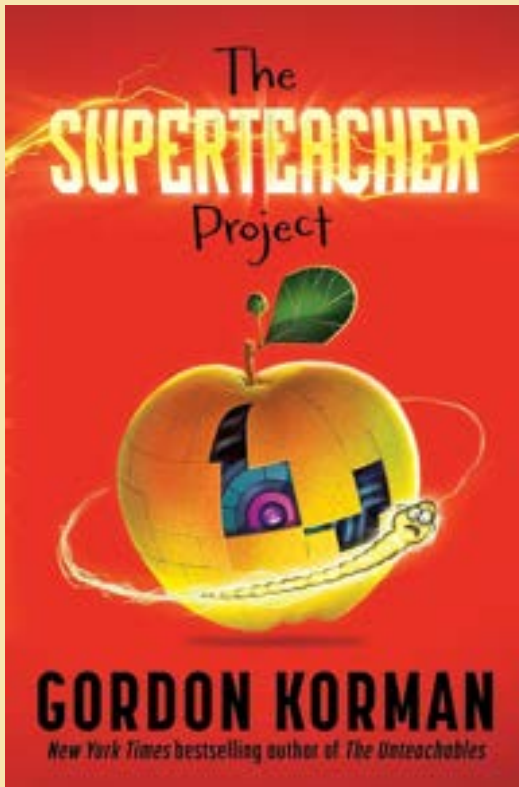
Suggested Age Range:
4-6 years

Dr. Bunsen is just trying to help. Really, he is. This time, when Dr. Bunsen overhears the kids complaining about all their chores, he lends an extra hand by creating clones out of Gabe, Laura, and Cesar! But when the clones start acting out and Bunsen's solution goes haywire, can the kids undouble the DATA Set trouble?

Rox does not want to clean up her room, so she creates a robot to do her chores for her, but her Chorebot gets out of control!



Suggested Age Range:
4-6 years



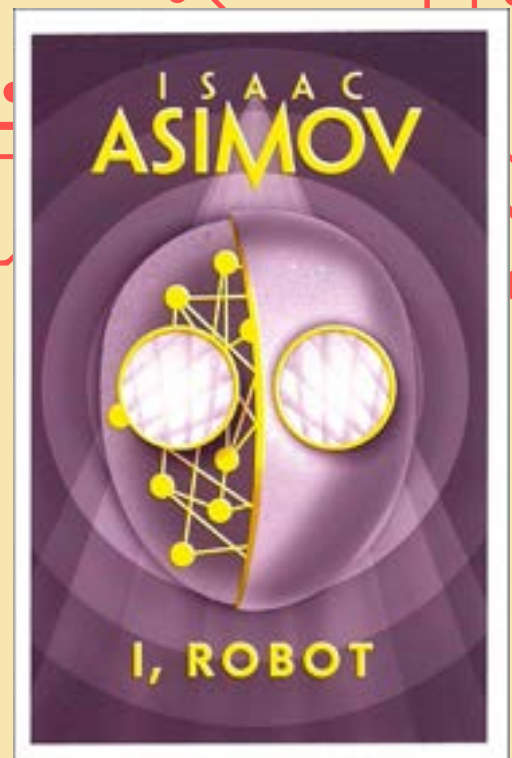
Suggested Age Range:
8-12 years

Oliver Zahn, self-declared rule-wrecker of Brightling Middle School, is not a fan of his new homeroom teacher, Mr. Aidact. The guy is sort of stiff, never cracks a smile, and refers to them as “pupils.” The worst part is he catches Oliver before he can pull any of his signature pranks! As the weeks go by, they start to realize that Mr. Aidact is not what they expected. He has an uncanny ability to remember song lyrics or trivia. When the girls’ field hockey team needs a new coach, he suddenly turns out to be an expert. He never complains when other teachers unload work on him. Against all odds, Mr. Aidact starts to become the most popular teacher at Brightling. Still, Oliver and Nathan know that something is fishy. They’re determined to get to the bottom of the mystery: What’s the deal with Mr. Aidact?

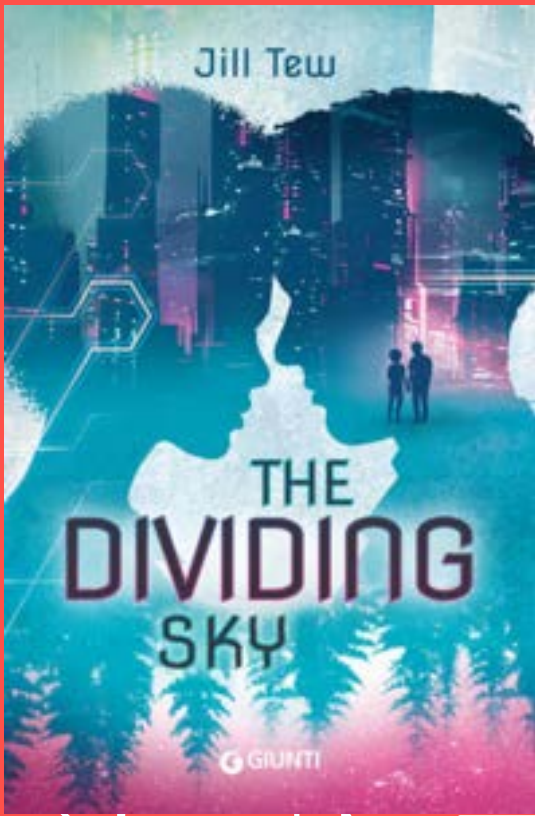
The Three Laws of Robotics:

- 1) A robot may not injure a human being or, through inaction, allow a human being to come to harm.
- 2) A robot must obey orders given to it by human beings except where such orders would conflict with the First Law.
- 3) A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

With these three, simple directives, Isaac Asimov formulated the laws governing robots’ behavior. In *I, Robot*, Asimov chronicles the development of the robot from its primitive origins in the present to its ultimate perfection in the not-so-distant future—a future in which humanity itself may be rendered obsolete.



Suggested Age Range:
12+ years

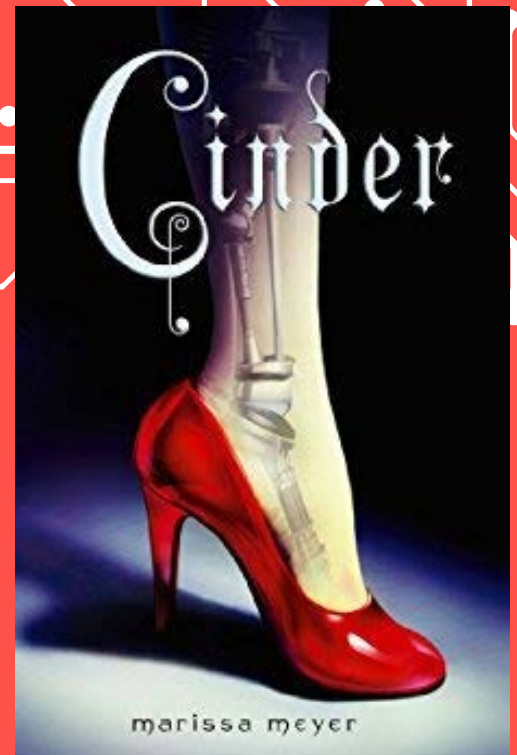


Suggested Age Range:
12+ years

In 2364, eighteen-year-old Liv Newman dreams of a future beyond her lower-class life in the Metro. As a Proxy, she uses the neurochip in her brain to sell memories to wealthy clients. Maybe a few illegally, but money equals freedom. So when a customer offers her a ludicrous sum to go on an assignment in no-man's-land, Liv accepts. Now she just has to survive.

Humans and androids crowd the raucous streets of New Beijing. A deadly plague ravages the population. From space, a ruthless lunar people watch, waiting to make their move. No one knows that Earth's fate hinges on one girl. . . .

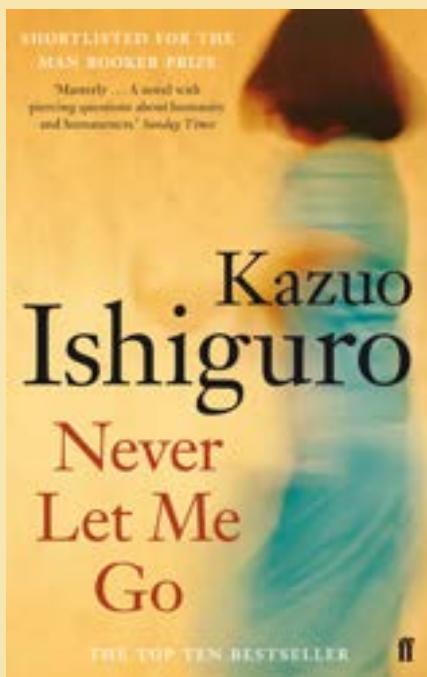
Cinder, a gifted mechanic, is a cyborg. She's a second-class citizen with a mysterious past, reviled by her stepmother and blamed for her stepsister's illness. But when her life becomes intertwined with the handsome Prince Kai's, she suddenly finds herself at the center of an intergalactic struggle, and a forbidden attraction. Caught between duty and freedom, loyalty and betrayal, she must uncover secrets about her past in order to protect her world's future.



Suggested Age Range:
4-6 years



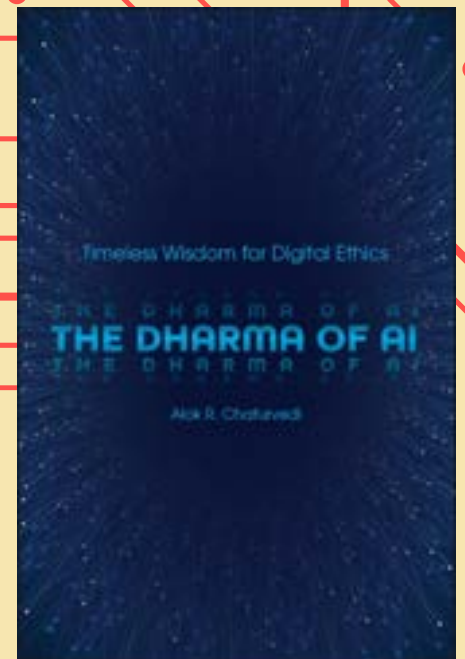
Adults



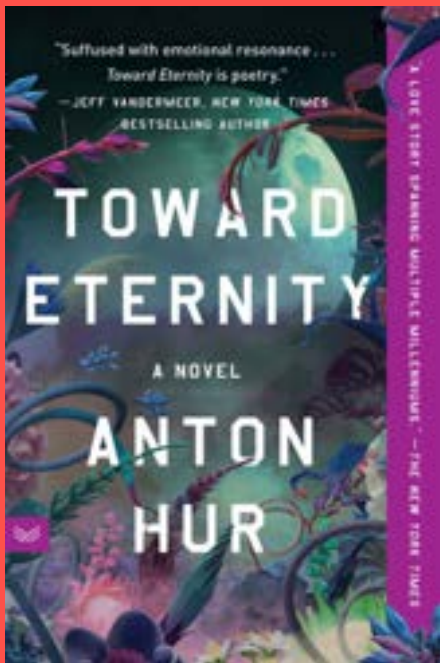
Science/Literary Fiction

As a child, Kathy – now thirty-one years old – lived at Hailsham, a private school in the scenic English countryside where the children were sheltered from the outside world, brought up to believe that they were special. Kathy had long ago put this idyllic past behind her, but when two of her Hailsham friends come back into her life, she stops resisting the pull of memory. And so, as her friendship with Ruth is rekindled, and as the feelings that long ago fueled her adolescent crush on Tommy begin to deepen into love, Kathy recalls their years at Hailsham. But she describes other scenes as well: of discord and misunderstanding that hint at a dark secret behind Hailsham's nurturing facade. The three friends are compelled to face the truth about their childhood – and about their lives now.

Through deeply human stories—a coder discovering her biases embedded in “neutral” algorithms, a parent watching their child disappear into endless scrolling—we explore how technology impacts us across three dimensions: Daihik (personal), Daivik (universal), and Bhautik (material). We also examine how technology carries the Three Gunas: Sattvik (clarity), Rajasik (restlessness), and Tamsik (numbness). Additionally, *The Dharma of AI* introduces the Five Guardians, which are timeless ethical principles: Ahimsa (do no harm), Satya (seek truth), Asteya (take only what’s given), Brahmacharya (consume mindfully), and Dharma (act righteously). Whether building technology, raising children, or seeking authentic digital living, this book offers profound insight and practical wisdom for our most urgent conversation.



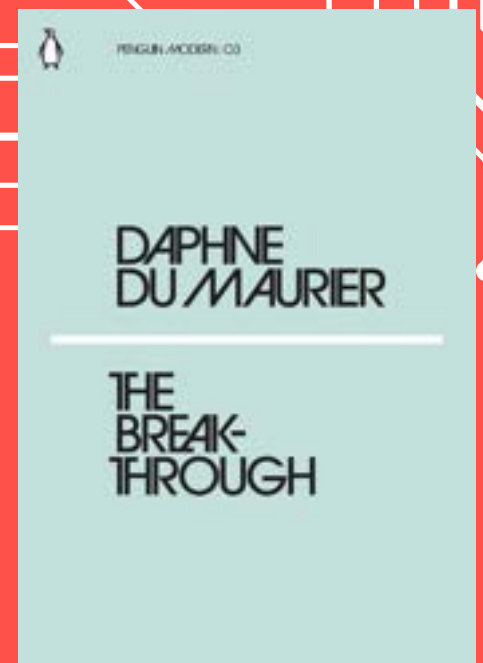
Non-Fiction



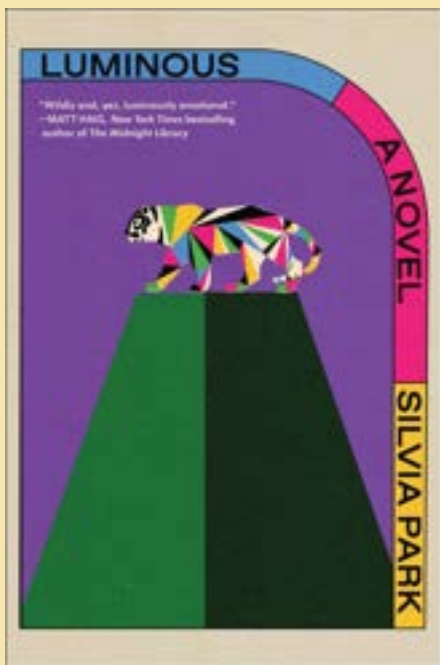
Speculative Fiction

In a near-future world, a new technological therapy is quickly eradicating cancer. The body's cells are entirely replaced with nanites—robot or android cells which leaves the afflicted virtually immortal. Literary researcher Yonghun teaches an AI how to understand poetry and creates a living, thinking machine he names Panit, meaning Beloved, in honor of his husband. When Yonghun—himself a recipient of nanotherapy—mysteriously vanishes into thin air and then just as suddenly reappears, the event raises disturbing questions. When Dr. Beeko, the scientist who holds the patent to the nanotherapy technology, learns of Panit, he transfers its consciousness from the machine into an android body, giving it freedom and life. As Yonghun, Panit, and other nano humans thrive—and begin to replicate—their development will lead them to a crossroads and a choice with existential consequences.

Dispatch the maimed, the old, the weak, destroy the very world itself, for what is the point of life if the promise of fulfilment lies elsewhere? On the windswept coast of rural Suffolk, a deranged scientist attempts to extract the essence of life itself.



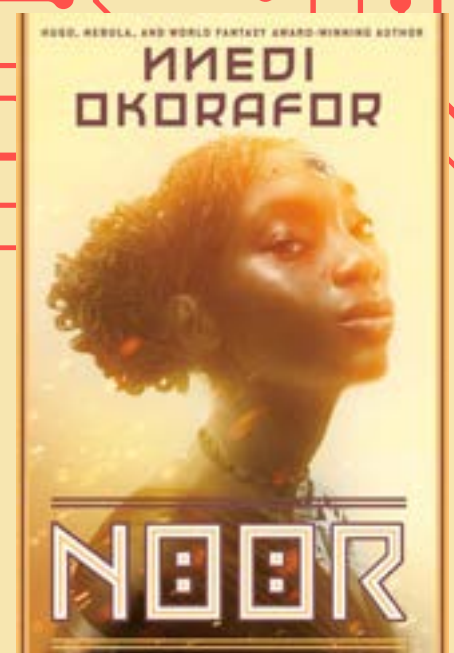
Science
Fiction/Cyberpunk



Science/Detective Fiction

In a reunified Korea of the near future, eleven-year-old Ruijie sifts through the scraps, searching for a piece that might support her failing body. There among the piles of trash, something catches her eye: a robot boy—so lifelike and strange, unlike anything she's ever seen before. Siblings Jun and Morgan haven't spoken for years. When they were children, their brother Yoyo disappeared suddenly, leaving behind only distant memories of his laughter and near-human warmth. Yoyo—an early prototype of a humanoid robot designed by their father—was always bound for something darker and more complex. Now Morgan makes robots for a living and is on the verge of losing control of her most important creation. Jun is a detective with the Robot Crimes Unit whose investigation is digging up truths that want to stay buried. And whether they like it or not, Ruijie's discovery will thrust their family back together in ways they could have never imagined.

Anwuli Okwudili prefers to be called AO. To her, these initials have always stood for Artificial Organism. AO has never really felt...natural, and that's putting it lightly. Her parents spent most of the days before she was born praying for her peaceful passing because even in-utero she was "wrong." But she lived. Then came the car accident years later that disabled her even further. Yet instead of viewing her strange body the way the world views it, as freakish, unnatural, even the work of the devil, AO embraces all that she is: A woman with a ton of major and necessary body augmentations. And then one day she goes to her local market and everything goes wrong. Once on the run, she meets a Fulani herdsman named DNA and the race against time across the deserts of Northern Nigeria begins. In a world where all things are streamed, everyone is watching the "reckoning of the murderess and the terrorist" and the "saga of the wicked woman and mad man" unfold.



Speculative/Science Fiction, Alt. History