



Ready Player One

Book Author: Earnest Cline

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Ready Player One follows the story of Wade Watts, a teenager who lives in the stacks. Wade lives a difficult life, and the only thing he really finds joy in is his life in an online game, OASIS, that has become the form of social connection and exploration for everyone in this world. It is a virtual reality where anything is possible if you have enough money, and the basic game is available for everyone. Wade is poor, and doesn't have many opportunities to buy or advance in the game, but he is always looking to solve the mystery of the egg hunt. The games creator, who has died, has left eggs, which all lead up to the ultimate prize, and all of this hidden in the game. As Wade attempts to solve the mystery of the eggs, he learns more about OASIS, and manages to form a few new friendships along the way.

Ready Player One was an incredible story that took a while to read at 579 pages, but for me that was one of the positives. The world building was excellent, and the details were all thought out. I was able to immerse myself for about a month, reading about Wade and his adventures. I strongly recommend this book to anyone who likes sci-fi, or even someone who is looking to try a new genre. This book is really the best of the best when it comes to a virtual world, and seems as if it could almost be real.

The age range for this book is around 13 and above, with so many details and topics that require a bit of practice to be able to handle. Ready Player One makes a great gift to anyone who likes

videogames, and is a good pick if you ever find it in a library. It does drag a bit in the middle, but the ending is pretty epic, and will hopefully be pretty enjoyable for anyone who reads it.

Recommended Titles:

- Enders Game
- Warcross
- Artemis
- Otherworld