



Warcross

Book Author: Marie Lu

Reviewed by: Saihba Viridi, 15

Star Book Reviewer of Be the Star You Are! Charity

[www.bethestaryouare.org](http://www.bethestaryouare.org)

Warcross follows the story of Emika Chen, a teenage girl living in a futuristic world, where virtual games are more palpable than reality for many. She works as a hacker and a bounty hunter, catching illegal players and getting free power ups to earn money. During the opening game of the Global Warcross Championships, she attempts to hack in and steal a power up, but ends up accidentally glitching into the virtual reality game. She becomes an overnight sensation and is recruited by the creator of the game, Hideo Tanaka, to find a hacker who is a threat to the game, and the world.

This is a really great book. I enjoyed how well the author built the world, mixing virtual reality with economics and politics, and warning of the over-reliance on technology that we can relate to in modern times. This book follows Emika Chen's journey through gaining fame and experiencing internal conflict with her old self. She has to prove herself constantly, and it causes her to slowly start to doubt what she is working towards. The characters are interesting and well written, which makes this story easy to enjoy and constantly entertaining.

This is a good book for 12 year olds and above. It is 398 pages long, with small text and many details. It covers complex themes and can be dark at times, making it less suitable for small kids. I recommend getting it for any teenager who likes video games and reading. It also happens to be part of a series, which is great for anyone who likes the first book. In all, it has a good plot that keeps readers interested and amused, while not being overly confusing or wordy.

Recommended Titles:

- Wildcard
- Ready Player One
- Artemis Fowl