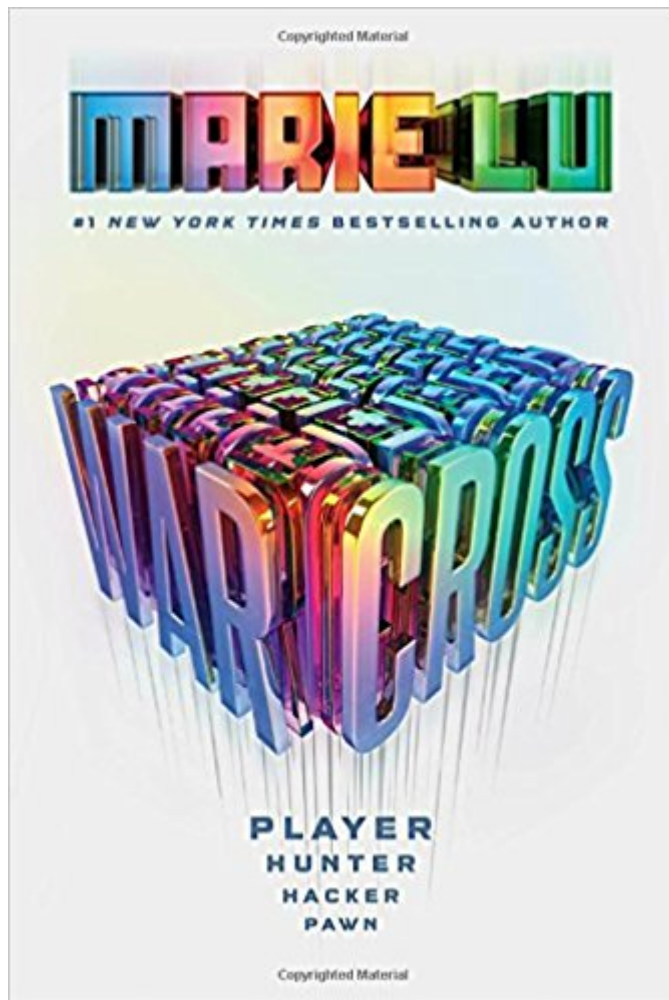




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Warcross



Synopsis

From #1 *Â New York Times* *Â* bestselling author Marie Lu *Â* when a game called Warcross takes the world by storm, one girl hacks her way into its dangerous depths. For the millions who log in every day, Warcross isn't just a game *Â* it's a way of life. The obsession started ten years ago and its fan base now spans the globe, some eager to escape from reality and others hoping to make a profit. Struggling to make ends meet, teenage hacker Emika Chen works as a bounty hunter, tracking down Warcross players who bet on the game illegally. But the bounty-hunting world is a competitive one, and survival has not been easy. To make some quick cash, Emika takes a risk and hacks into the opening game of the international Warcross Championships *Â* only to accidentally glitch herself into the action and become an overnight sensation. Convinced she's going to be arrested, Emika is shocked when instead she gets a call from the game's creator, the elusive young billionaire Hideo Tanaka, with an irresistible offer. He needs a spy on the inside of this year's tournament in order to uncover a security problem . . . and he wants Emika for the job. With no time to lose, Emika's whisked off to Tokyo and thrust into a world of fame and fortune that she's only dreamed of. But soon her investigation uncovers a sinister plot, with major consequences for the entire Warcross empire. In this sci-fi thriller, #1 *Â New York Times* *Â* bestselling author Marie Lu conjures an immersive, exhilarating world where choosing who to trust may be the biggest gamble of all.

Book Information

Hardcover: 368 pages

Publisher: G.P. Putnam's Sons Books for Young Readers (September 12, 2017)

Language: English

ISBN-10: 0399547967

ISBN-13: 978-0399547966

Product Dimensions: 5.9 x 1.2 x 8.6 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 3.6 out of 5 stars 13 customer reviews

Best Sellers Rank: #2,749 in Books (See Top 100 in Books) #20 in *Â Books > Teens > Romance > Science Fiction & Dystopian* #84 in *Â Books > Teens > Literature & Fiction > Action & Adventure*

Customer Reviews

Praise for *Warcross*: “A vibrant, action-packed shot of adrenaline. Lu delivers characters with heart and determination, then sets them loose in a luminously conceived world of infinite possibility.” —Leigh Bardugo, #1 *New York Times* bestselling author of *Six of Crows* “With a keen eye for detail, Lu (the *Young Elites* series) vividly imagines a future society where gaming is woven into daily life . . . Think *The Hunger Games* meets *World of Warcraft*.” —*Publishers Weekly*, starred review “Marie Lu’s *Warcross* is unlike anything I’ve ever read — clever, smart, romantic yet exploding with color, action, and unrelenting speed. I flew through this book — it’s absolutely fantastic.” —*Sabaa Tahir*, #1 *New York Times* bestselling author of *An Ember in the Ashes* “A stellar cyberpunk series opener packed with simmering romance and cinematic thrills.” —*Kirkus Reviews*, starred review “Clear your schedule, because you won’t stop reading *Warcross* until you’re done. Addictive, fast-paced, and totally immersive, this book takes you from a futuristic Tokyo on a high-tech tour of incredible virtual worlds. Packed with danger, intrigue, and heart-pounding gameplay, set in a world built with an incredible eye for detail, *Warcross* is Marie Lu’s best book yet.” —*Amie Kaufman*, *New York Times* bestselling author of *Illuminae* “A highly engaging and incredibly exciting science fiction novel for young adults.” —*School Library Journal*, starred review “An immersive world that I didn’t want to leave. *Warcross* is pure genius. I’m ready for the sequel!” —*Kami Garcia*, #1 *New York Times* bestselling coauthor of *Beautiful Creatures* and author of *The Lovely Reckless* “The novel is a page-turner, and even those who are not gamers will cheer for Emi as she tries to discover who is genuine and who is not.” —*VOYA* “The *Hunger Games* meets *Minecraft* as a teen hacker enters a virtual reality in Marie Lu’s electrifying novel *Warcross*.” —*Seventeen*

Marie Lu is the author of the #1 *New York Times* bestselling series *The Young Elites*, as well as the blockbuster bestselling *Legend* series. She graduated from the University of Southern California and jumped into the video game industry as an artist. Now a full-time writer, she spends her spare time reading, drawing, playing games, and getting stuck in traffic. She lives in Los Angeles, California, with one husband, one Chihuahua mix, and one Pembroke Welsh corgi.

3.5 stars This is the first book of Marie Lu's I've read. While I'm not the biggest fan of sci-fi, I do appreciate the genre and what it can bring story wise. With WARCROSS, Marie Lu offers a glimpse of a gaming world created by a young businessman that connects millions of people. Emika Chen is one of these people. A teenager living in New York, she's also a bounty hunter who relies on her hacking skills to find people dabbling in Warcross illegally. She's smart and tough, yet she's also still mourning the loss of her beloved father and has a criminal record which keeps her from finding stable work. I liked her well enough, but for some reason, I was never able to fully connect with her. I thought this might be because of the hacking and techno speak in the book, which I'm not really familiar with, but even at Emika's most personal moments, I was still left without a connection. As Emika gets wrapped up with the CEO of Warcross and gets pulled into playing professionally, it offers an exciting glimpse into Warcross. It's a team-oriented game that involves different players in different roles. As exciting as the roles and the settings of the games were, I can't really explain what each role does. The more the book goes on, the more the details I wanted are not answered. There were enough action scenes to keep it engaging. I wanted a lot more from this game world and its players. I wanted to get to know Emika's teammates more. There was a wealth of storyline there with her teammates. At its heart is a hunt for a rogue entity known as Zero. This was very exciting. The plotting for this kept me on the edge of my seat and I really liked the world beneath the NeuroLink (the system created to keep everyone connected). This was, by far, a strength of the book. As I mentioned before, there's also a romance subplot. While seemingly coming up randomly, it was a nice break between all the tech talk, except when the tech talk gets involved in the romance. Can't have everything. But the book redeems itself for me at the very end. I was in shock. My jaw dropped and stayed there even when I closed the book. YOU CAN'T END A BOOK WITH A CLIFFHANGER LIKE THAT! Needless to say, that cemented my need to read the sequel. WARCROSS is a twisty ride through technology that offers some surprises along the way.

The premise is interesting enough- desperate young hacker-girl "glitches" (via a very visible hack during a huge tournament) her way into a giant multi-player virtual reality game and uncovers more than just a few secrets along the way. The gaming parts are decently written- I kind of compare everything to "Ready Player One" (that was very immersive to me) and while Warcross isn't on the same level in any way, the game and the descriptions of the virtual environments were fairly gripping. The characters? Meh. A little too cookie cutter for me- beautiful, lithe, smart-as-a-whip young woman intrigues handsome billionaire tech company CEO who whisks her straight to his office in a fancy private jet, etc. The romance did not read as genuine. It would have been so much

more interesting if the main characters were a little more rough around the edges. The supporting characters were more interesting- I love that Marie Lu included disabled people as warriors/champions in her book (because the game is virtual reality, anyone is able to play). My main issue is that the multi-player tournament part of the book (players being trained, dressed, broadcast, winned and dined, etc.) was very reminiscent of "Hunger Games", and "Warcross" pales in comparison. I don't know- it's a tough call. The book was decent, but the issue is that there are too many really excellent books about similar topics (hackers, virtual reality games, young adults pitted against one another in multi-player environments) already out there. But this book is readable, and kept me interested so I can't criticize it too much. It's just definitely not going to be the next "must read"/"must make into a movie franchise" YA book, and I feel like the author was trying really, really hard to hit that target.

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