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Ready Player One



Synopsis

At once wildly original and stuffed with irresistible nostalgia, *Ready Player One* is a spectacularly genre-busting, ambitious, and charming debut - part quest novel, part love story, and part virtual space opera set in a universe where spell-slinging mages battle giant Japanese robots, entire planets are inspired by *Blade Runner*, and flying DeLoreans achieve light speed. It's the year 2044, and the real world is an ugly place. Like most of humanity, Wade Watts escapes his grim surroundings by spending his waking hours jacked into the OASIS, a sprawling virtual utopia that lets you be anything you want to be, a place where you can live and play and fall in love on any of 10,000 planets. And like most of humanity, Wade dreams of being the one to discover the ultimate lottery ticket that lies concealed within this virtual world. For somewhere inside this giant networked playground, OASIS creator James Halliday has hidden a series of fiendish puzzles that will yield massive fortune - and remarkable power - to whoever can unlock them. For years, millions have struggled fruitlessly to attain this prize, knowing only that Halliday's riddles are based in the pop culture he loved - that of the late 20th century. And for years, millions have found in this quest another means of escape, retreating into happy, obsessive study of Halliday's icons. Like many of his contemporaries, Wade is as comfortable debating the finer points of John Hughes's oeuvre, playing *Pac-Man*, or reciting Devo lyrics as he is scrounging power to run his OASIS rig. And then Wade stumbles upon the first puzzle. Suddenly the whole world is watching, and thousands of competitors join the hunt - among them certain powerful players who are willing to commit very real murder to beat Wade to this prize. Now the only way for Wade to survive and preserve everything he knows is to win. But to do so, he may have to leave behind his oh-so-perfect virtual existence and face up to life - and love - in the real world he's always been so desperate to escape. A world at stake. A quest for the ultimate prize. Are you ready?

Book Information

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Customer Reviews

This isn't your typical book. It's a rpg game book with a great story. It's set in a dystopian world in the future. Everyone pretty much lives in a virtual world thru their computers. They work, go to school, ect all in the oasis (virtual world). The creator of the oasis has died and left a quest in his will. The winner gets the oasis. He was an 80s lover so there is a lot of 80s reference that brings back nostalgia. You should definitely read this book is a book that's great for any one. I read it with my 14yr old son and he's never read a book so fast he didn't want to put it down. My husband also read and loved it!

If you grew up in the 80's, played video games of any sort and maybe even played some of the latest VR, this will make you wish the Oasis actually existed. I loved this story for all of the nostalgic references and dramatic turns. I am totally excited to see what Steven Spielberg is going to do with the movie.

Ready Player One fulfills the dreams of nerds throughout the world. The reader can fly around in X-wing, or play their favorite video game from the first person. The plot focuses on a new type of multiplayer game, which begins to blend with real life, called the OASIS. Users wear goggles and gloves to enter the virtual reality world that has real currency along with all of its unreal fantasies and physics. The characters in the book are all searching for a prize "egg" left behind by the late creator of the OASIS, which gives the victor control of the OASIS and massive wealth. All of the cryptic hints left behind to find the egg are pop culture references from the 1980s. The entire book is filled with nods to Star Wars, Dungeons and Dragons, the band Rush, and so much more. Our protagonist Wade Watts, or "Parzival" as he's called in the OASIS, is a chubby poor boy from the Midwest that is obsessed with the culture of the 80s and the hunt for the egg. He spends most of his days online, escaping his circumstances, and is oddly relatable through his awkwardness and self-deprecating humor. Although this story takes place in a videogame, there are very real consequences. A large corporation is fighting to take over the OASIS through finding the egg, and will do anything that is necessary. There are many moments of life or death that are

very sobering compared to the constant jokes and nods to 80s pop culture. Christopher Farnsworth said it best in his quote, "Pure geek heaven. Ernest Cline's hero competes in a virtual world with life-and-death stakes" which is only fitting, because he's fighting to make his dreams into reality. Cline blends a dystopic future with meticulously detailed nostalgia to create a story that will resonate in the heart of every true nerd. Somehow, Cline balances the fun and comical references to 80s culture with a serious plot that feels important. A memorable moment, from the climax of the book, is captured in the quote, "On cue, the ten Sixer avatars standing behind Sorrento pulled out their toy robots and activated them, too. Five of them had the huge robotic lions that could form Voltron. The other five had giant mechs from Robotech and Neon Genesis Evangelion." (Cline 332). In a quite serious moment, I laughed to myself about the fear felt by the protagonist from seeing the bad guys pull out toy robots; I felt this way at many points throughout the book. For all of the fun I had reading this book about the dystopic future, while also getting a blast from the past, I cannot say it was a favorite for me. After my initial excitement reading about a world that fulfilled my inner-nerd's dreams, I began to get tired of the plot to find the egg, and the love interest of two teenagers that are caught up in this hunt. To read this book, one must be a nerd at heart and take a light approach to the book. If it is taken too seriously, the reader will end up confused by the strangeness of the OASIS world and they will be left wondering how a corporation can take over the world by owning a videogame. Perhaps I simply was not getting lost within the book, as I once did reading geeky science fiction books, but after a while it got old. If you are looking for similar books, a few are *Ender's Game* by Orson Scott Card, *A Hitchhiker's Guide to the Galaxy* by Douglas Adams, or any other sci-fi book of a dystopian future.

Discussion Questions:

- Are the characters within the book similar to kids today that play videogames? How are they similar/different?
- Could you relate to the pop culture that surrounded the story?
- Was Wade a relatable protagonist? Why/why not?

This is a clever, well thought out journey down memory lane. Cline wraps his characters in an obsessively researched world with a plot driven by an epic quest. It all works. It's enjoyable and engaging and had me stealing time away from other things just so I could stay immersed in that world. It was fun to relive everything from Atari to Family Ties to Monty Python. He doesn't miss many touchstones of 1980's geekdom. That being said, while the 1980's are a fun place to visit, I wouldn't want to spend too much time there. The music has too many synthesizers, the movies were kind of cheesy and I don't miss the Cold War that gave us War Games. *Ready Player One* is perfect for slipping into a little nostalgia without getting too caught up in the past. By the time I was

finished with the book it felt like the end of the night and the reunion was over, which is to say it lasted just long enough. I'm looking forward to more books from this author.

This book was so much fun. I'm sure many readers grew up in the 80s as I did and I loved all the references to that era. Stuff like D&D and comics, games. It's like he was describing my life. War Games is even the movie that made me want to mess around with computers (my job now). The vibe reminded me of the almost punk ethos of the early bbs days. And with so many people growing up during this almost mythical type period I can see why this book is so well liked. It's very well written and has realistic and relatable characters. It sometimes felt a little on the YA side for my taste but I think that's more the age of the main characters. I can't put my finger on it but it felt like the end was missing something. But it was still an enjoyable ending to a very, very fun story. I would love to see more in this world and I highly recommend this book.

I really enjoyed listening to this book via Audible. Very good book. However one important note, this may not be that interesting for new generation who don't understand old computer games. If you grew up in 1980s you'll love this book otherwise if you younger then it may not be as interesting.

I truly enjoyed reading Ready Player One. As a gamer myself, I think many of us are excited about the possibilities that lie within virtual reality. This story, however, explores the impact that capitalism will inevitably have on any such system that would be introduced as well as the social and personal ramifications of a world with very little actual human contact. I loved the fact that Cline explored these ideas without simply presenting technology as this big bad thing that was only reducing humanity to obsessed hermits who don't know how to interact in person. This is a trope I am all too sick of seeing. The plot was well done and fairly steady. The only part that got slow to me completely made sense, since things were slow for the protagonist as well. I definitely recommend this for people who were fans of .hack//sign and/or Sword Art Online, since it explores similar issues in a slightly different way.

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