



The Deadliest Game

Diane Duane , Tom Clancy (Series Creator) , Steve Pieczenik (Series Creator)

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Computer savvy teens, a war game gone awry, and good old-fashioned intrigue are the elements of *The Deadliest Game*, a high-octane episode in Tom Clancy's wildly popular teen series Net Force. Clancy and co-author Steve Pieczenik envision a futuristic society where people enliven their dull lives with intense virtual experiences. One of the most favored of these virtual realities is a medieval war game called Sarxos. Players leave their physical bodies at home while an implant in their head carries them through their computer to the virtual Dominion of Sarxos, a land where they may be anyone-- from a reigning warlord to a practicing hedge-wizard. But when players who are winning too many battles in Sarxos start getting stalked and attacked in the real world, it becomes clear that one player has begun taking the game far too seriously.

Enter teen cyber-sleuths Meg and Leif, experienced Sarxos players. As members of the Net Force Explorers, a teen auxiliary of the cyber-crime-stopping Net Force, Meg and Leif start questioning characters in the alternate reality. Even when their boss instructs them to stop, they stay hot on the trail of the online Sarxian player who is "bouncing" any threatening opponent out of the game. But time is running out in the search for the online criminal, and Meg and Leif may find themselves the next bouncers!

In Net Force, Tom Clancy has created a cyber-thrilling series that will transition into the next millennium with ease. The breathless action and abrupt plot transitions between the real world and virtual reality will fascinate teen computer fiends and young video gamers alike. (Ages 13 and older) --*Jennifer Hubert*

The Deadliest Game Details

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From Reader Review The Deadliest Game for online ebook

Dallin says

This was a nerve racking book, People were getting killed, injured, and getting their computers destroyed all because of a game!

Joe De la salle says

Easy read but couldn't put it down. Want to see how M g and Lief fair in net force and if they will eventually join it.

Derick Lawson says

I liked this when I read it at like 14. I'm sure it's lame as hell now.

Ignacio says

My first but hopefully not last read book from this author. Great way to describe scenarios and characters so you can get caught with the story, and of course the unsuspected twist of events and the way the climax gets into you is amazing.

John says

The idea of two people investigating a mystery from within a VR video game appealed to me enough that I was somewhat able to overlook what a poorly structured, sloppily written book this was, even by YA standards. I have to admit, I felt deeply invested in figuring out who the bad guy was, even though that particular revelation turned out to be anti-climatic as heck. Still, the VR game made for an interesting setting, even though the mechanics of the game were pure nonsense. As someone who doesn't even own a smartphone, I hope we never reach a point in society where kids spend half their lives plugged into their computers like voluntary prisoners of the Matrix.

Geert Daelemans says

Weak attempt at fantasy writing

Millions of people participate in the virtual reality game of Sarxos. At any time participants can enter, by logging into a pc via an implanted connection device, the wonderful world of Sarxos, where you can eat,

drink, sleep and above all fight with opponents. Sarxos is the ideal escape from the daily troubles. But for some people this escape has become quite addictive. But suddenly strange things are happening: active players are being assaulted during their daily non-Sarxos life. Megan O'Malley, a joyful teenager, is asked by the Net Force agency to check things out. Because she is a frequent player no-one will notice that she has another mission at hand, at least that is what she thinks.

If you drop the name of Tom Clancy you automatically think of high profile techno-thrillers, so when Clancy and Steve Pieczenik are pulled together to write a book for adolescents some clear expectations are raised. Sadly enough the techno-thriller aspect is kept to a minimum in *The Deadliest Game*. Indeed it concerns a virtual reality game, but most of the plot is being built inside the game without using too much of the concept of virtual reality. It is as if the players are being ported into a game and that game becomes a story on its own. Nothing wrong with that, but it is not for the fact that that story quickly becomes tedious and boring. It is an attempt at a fantasy story, but does not succeed to exploit the power of fantasy. To say it boldly: if ever that game became commercially available, I would certainly not think about buying it.

Elijah says

So far, it looks like it really happened. It has a lot of thrill, I have doubt about the blood part, but otherwise, it is really great. There are these two leaders, Delmond and Shell, and both them and their armies have swords, and when they battled, Shell won over Delmond. After that, Shell went camping with the rest of his army.

Thomas Roth says

Odd start and ending, obviously leads to more stories. The meat of the book is fantasmical. I am anxious to see how the characters develop in future books.

Michael Roman says

I found this book to be okay. It was interesting to find out who was attacking people all because of a game. Although most of the book seemed to talk about how the characters tried to find the attacker with no leads. It took a very long time and didn't have much action. It was hard to predict who was the person causing the attacks. By the end I was still surprised at who the bad guy was and how it was done.

Joyce McKune says

Really hard to get started. Finally found a Clancy that I didn't enjoy from cover to cover.

Tom says

Its a good book

DPS says

Enjoyable read, more to it than your usual young adult novels, not so simplified as is the norm with YA fiction.

Michael Ben Silva III says

Reading this book was one of the best reading experiences I've ever had. I didn't expect to accidentally rediscover this book on Goodreads, but when looking at the author Diane Duane's profile page, I was surprised to see she had ghost-written it. I knew it was ghostwritten of course, but hadn't known when I read it that I was reading a book written by the author of another favorite book of mine, *So You Want to Be a Wizard*.

In 9th grade, I had a troublesome relationship for a time with an English teacher, which I won't delve too deeply into. One day, after being told to sit facing the corner of the room during class, I picked up *The Deadliest Game* from a stack of what I'm guessing were lost or forgotten books. I'd never read anything of Tom Clancy's, and this had a nice ring to it--virtual worlds, fantasy escapes, exactly what I needed that day. I stole the book and brought it with me on a camping trip into the mountains of New Mexico. I read the rest of the book in two nights in my tent, with only the light from my headlamp to see by, completely enclosed by my sleeping bag and surrounded by freshly fallen snow.

This book is light reading, yes, but it's a delight. I highly recommend it, especially when you're looking for a book to stuff into your pack before a weekend in the woods.

Elyse says

Having moderated my expectations for the Net Force and Net Force Explorer series, I just couldn't get into the plot line on this one. Too much of it was concentrated on the VR gaming world itself. Though I've played online games, this one just didn't resonate for me.

Not giving up on the series, just not enamored with this volume.

Joseph Rice says

Good plot at first you don't know whats going till you keep reading then you find out you also find out.
