



The Stranger Game

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A literary suspense novel told with the style of Patricia Highsmith and Paul Auster, in which an eerie social game goes viral and spins perilously -- and criminally -- out of control.

Rebecca's on-again-off-again boyfriend Ezra has gone missing, but when she notifies the police they seem surprisingly unconcerned. They suspect he has been playing the "stranger game," a viral hit in which players start following others in real-life, as they might otherwise do on social media. As the game spreads, however, the rules begin to change, play grows more intense, and disappearances are reported across the country.

Curious about this popular new obsession, and hoping that she might be able to track down Ezra, Rebecca tries the game for herself. She also meets Carey, a player willing to take the game further than she imagined possible. As her relationship with Carey and involvement in the game deepen, she begins to uncover an unsettling subculture that has infiltrated the world around her. In playing the stranger game, what may lead her closer to finding Ezra may lead her further and further from the life she once lived.

A thought-provoking, haunting novel, *The Stranger Game* unearths the connections, both imagined and real, that we build with the people around us in the physical and digital world, and where the boundaries blur between them.

The Stranger Game Details

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From Reader Review The Stranger Game for online ebook

Larry H says

Between 2.5 and 3 stars, rounded up.

You're in a public place and a person or group of people catches your eye. It may be the way they look, their actions, things they're saying, but you just can't stop yourself from surreptitiously watching them. You don't want to get caught, but you can't look away, and you (and perhaps even a companion) imagine who these people are and what they're doing. When they get up, or leave the area where you've been watching them, you may even be (more than) slightly interested in following them, but you know it's too risky, or even foolish.

Take this at least one step further and you have the crux of Peter Gadol's enigmatic new novel, *The Stranger Game* .

After a few weeks with no contact, Rebecca comes to the realization that her on-again, off-again boyfriend Ezra has disappeared. She can't figure out where he would have gone without any warning, even though their relationship was in one of its odd periods. But he left without giving notice to his job or paying his rent, so she starts to wonder whether something has happened to him.

When she reports his disappearance to the police, they don't seem concerned in the slightest. They suspect Ezra is off playing "the stranger game," a cultural phenomenon which seems to have gripped society. In the game people choose someone to follow (unbeknownst to them), and while the initial objective of the game was to get as close as possible and follow for as long as possible without getting caught, it seems the game has transformed, becoming more complicated and, in some cases, sinister.

In order to see just what type of craze has affected Ezra, Rebecca tries the game. She is almost immediately sucked in, and it starts to affect other aspects of her life. At times she even has trouble distinguishing between who is playing and who is not. She meets Carey, a handsome and mysterious man who awakens her emotions, which have been hidden away for so long. But Carey also draws her further and further into the game, and she doesn't know whom to trust—or where she is safe.

"And then I wondered how many kinds of games people played with strangers every hour every day. We were, each of us, isolated creatures who ached for proximity, for intimacy with others, but who also out of primal self-preservation insisted on and maintained a safe distance. These stranger games we invented shuttled us somewhere halfway between stations of affinity and detachment, but more often than not we ended up at the latter destination. It was a miracle anyone ever connected with anyone. Most of the time we were cast back into our own longing."

To borrow a phrase from Winston Churchill, *The Stranger Game* is, "a riddle, wrapped in a mystery, inside an enigma." I love the basis on which Gadol built his novel, as I am one of those people who is fascinated by people-watching and wondering about the dynamics between groups I see in public. However, I felt that as the book progressed, the twists became more and more confusing until I, like Rebecca, wasn't sure what was real and what was artifice, part of the game. And while I'm okay with suspending disbelief when I read, I just found the whole premise a little unlikely.

Gadol has always been one of my favorite writers. His earlier books— *The Mystery Roast*, *Closer to the*

Sun, *The Long Rain*, *Light at Dusk*, *Coyote*, and *Silver Lake* were all really fantastic, and he is one of those authors for whom I've waited a long time for a new book. As always, his use of language and imagery, and his ability to evoke emotions and connections is superlative. I just wish I liked this book more—despite the interesting concept, it just didn't gel for me.

Looking forward to the next one, however!

NetGalley, HARLEQUIN — Trade Publishing, and Hanover Square Press provided me an advance copy of the book in exchange for an unbiased review. Thanks for making this available!

See all of my reviews at itseithersadnessoreuphoria.blogspot.com, or check out my list of the best books I read in 2017 at <https://itseithersadnessoreuphoria.blogspot.com/2018/01/the-best-books-i-read-in-2017.html>.

Halley Sutton says

I couldn't put it down. Taut, suspenseful--loved how the framework of the Stranger Game became a paranoia for both Rebecca and the reader, a low key anxiety that you can't trust anyone around you. A perfect read for Halloween season in that way, but also an interesting take on a literary crime novel.

Liz Barnsley says

The Stranger Game is a strange book filled with strange characters doing strange things- weirdly compelling and beautifully voyeuristic.

A fad started by a random essay finds strangers following strangers, imagining stories for them but never interacting. Rebecca's boyfriend vanishes, the police seem uninterested, they think he's off playing this weird game. In order to get into the mindset, Rebecca begins playing too..

What follows is an odd, rambling yet fascinating tale as the game evolves as these things are what to do and it feels like literally everyone is playing. There's a dreamy, off kilter feel to the narrative, meandering on to the final conclusion where who was playing with whom is finally kind of revealed.

I enjoyed the bulk of The Stranger Game, it has a certain something and you find yourself very caught up in Rebecca's obsession. In the obsession that has grown across cities. I found myself imagining it like some weird acid fuelled version of Pokemon Go, with odd slightly mad people knocking around your backyard endlessly searching for a fulfilment that will never perhaps materialise.

However I wasn't convinced by the ending, which seemed rather low key and dull, as well as being rather a let down - like there was really not much point to any of it. For this reason it didn't *quite* hit the mark for me, huge promise that kind of fizzled out into a standardised resolution.

It's a good read. But perplexing and not quite what it could have been in my honest opinion.

Berit??? says

Always remember the three simple rules....

1 pick your subjects at random.

2 NO contact.

3 never follow the same subject twice!

easy enough, right? But what am I talking about, what game? These are the rules for the game sweeping the nation the "Stranger Game"... A game taking social media, reality television, and people watching a step further.... have you ever been out to dinner and wondered what was going on in the life of the couple sitting at the table next to you? Perhaps you leaned a little closer to get a bit of a listen? But after they get up from the table you don't give it much thought.... not the case with the Stranger Game, you would get up after them and follow them for as long as you could, without getting caught... now I am as nosy as the next person, but I really did not get the allure of this game... for me it was a bit creepy and stalkerish.... but it sure made for a compelling and haunting read, there was something sinister and eerie running throughout this story....

Rebecca is concerned after not hearing from her on again off again boyfriend Ezra for several weeks... The police dismiss her concerns convinced he must be playing the Stranger Game.... so Rebecca takes it upon herself to investigate and starts playing the game herself, in order to find out where Ezra could have gone to? But there is more to the game than those three simple rules, the game has taken a turn in the wrong direction.... soon Rebecca finds herself involved with someone who is taking this game to an entirely different level.... I have to admit just like Rebecca I was baffled and suspicious for a lot of the book... where was Ezra? What was the purpose of the game? Or was there even one?

This book truly sucked me in and it was a very quick read that I thoroughly enjoyed with the exception of the ending... that ending just felt a little flat and did not ring true... and believe me I can suspend believe like no other, and I will be honest if it was more spectacular perhaps I would've been more willing to buy it! Never the less I thought this was a good social commentary on our obsession with social media without being too preachy.... how big of an impact do the lives of others have on our own? Even those we have no relationship with? In a world of likes and follows, can we ever be good enough? There is something very dream like about this book, or shall I say nightmarish? A book that will both disturb you and intrigue you at the same time, much like social media or reality TV!

Recommend to those who enjoy a well written story that will really make you think... not sure I would call this a thriller but I am not sure how else I would classify it?

*** thank you very much to harlequin for my copy of this book ***

Denise says

"The world was a world of strangers, and all anyone wanted...was to be seen and to be known, truly known."

Rebecca is alone and lonely. Her long-time boyfriend, Ezra, has disappeared without a word and even the police can't find him for her. After awhile, she finds an essay on Ezra's desk. The author of the piece wrote that he was quite disenchanted with his life, was lonesome and bored, had little human interaction, and no

meaningful relationships. He started first watching people and then began actually following them as he yearned to connect. Anything but to go back home alone. The transformation he experienced was further developed into a scheme that was mostly voyeur on his part and fairly benign. As things often do, this essay was read and shared and changed until it became a craze. More like stalking than any kind of "game", it evolved to have three rules but was basically meant to see how long you could follow a person without getting caught. Many people lost themselves in the game and vanished while following random people that crossed their path. Rebecca, assuming that this is what happened to Ezra, begins to play the game herself. Soon Rebecca is caught up in something she doesn't understand with people she cannot believe or trust, and finds that it has evolved into a far more dangerous activity than the essayist ever imagined. NO SPOILERS.

This was a very strange but interesting book. Part existential, part social commentary, and mostly confusing, my overwhelming feeling while reading was probably exactly what the author meant for it to be -- I felt disconnected and longed for intimacy as I read about Rebecca's situation. Her reactions weren't on par with anything I would have done, but I was swept up in her desperate responses to her isolation. I can definitely see this "game" as a consequence of the way that society has changed to be more about things than about relationships. The detachment observed when seeing photos on social media where everyone is looking at a screen instead of at their companions, the distrust of others manifested by labeling and categorizing beliefs and behaviors rather than seeking understanding, and the seeming lack of permanence in the way people lead their lives. All great stuff for a book club discussion! If others want to be connected to people in a real way, how in the world would following strangers around make that happen? In that question is the main issue I had with the book. It is dark and twisty and sad.

Thank you to NetGalley and Harlequin - Hanover Square Press for the e-book ARC to read and review.

Michelle says

Review can be found on my blog here: <https://booksonthebookshelf.wordpress...>

Thank you to Harper Collins Canada and Hanover Square Press for sending me a free advance reader paperback copy of this book to read.

ABOUT THE BOOK:

This book follows the story line of the main character, Rebecca, and her search for her on-again, off-again boyfriend Ezra. Ezra appears to have gone missing, as Rebecca realises she hasn't seen him or spoken to him in quite some time. They have never gone this long without talking and she begins to become concerned. Rebecca brings her worries to the attention of the police, who do not seem concerned at all. The police suggest to Rebecca that Ezra is maybe playing the "stranger game".

What is the "stranger game"? Rebecca has never heard of this before. The "stranger game" is a game that has gone viral, and it has players of the game following others in real life. Someone you see in a store, someone you see driving down the road, someone out walking their dog, etc. You simply spot them at random and then begin following them.

There are many rules to the game, and they are usually followed, but sometimes the rules begin to change, as

players become addicted to the game and it grows more intense. Sometimes people disappear...

Rebecca begins to play the game herself in the hopes she can find out what happened to Ezra and where he is. She slowly becomes addicted to the game and finds she cannot stop playing. Will playing the game help lead her to finding Ezra?

MY REVIEW:

This book started off very interesting to me. A real-life game that people play called the “stranger game” where players follow random, unsuspecting people around, and they have no clue they are actually being followed. Super creepy right? I think so. I mean I certainly wouldn’t want people following me around, watching my every move, especially when I have no idea I am being followed.

Can you imagine? Is this really a game people play? I haven’t heard of it before, but it makes me wonder if this is really a thing... The synopsis of the book is what intrigued me to read this book, and the story was quite interesting.

I too was worried about Ezra and what might have happened to him, and I found myself hoping that as Rebecca played along with the game that she would be able to find Ezra and they could be reunited.

I enjoyed reading about the game and how it is played. It was interesting to read about Rebecca’s experiences as she played the game, and her experiences of following different random people around.

A few points in the book had me thinking “what the heck is going on” especially near the end, as the book is coming to a close. However, all questions are answered as you continue reading on and all is revealed.

I enjoyed this book overall, although I did find certain parts of the book to be a bit of a slow burn for me.

Up All Night With Books says

4 Stranger Stars

Review by Amy

Late Night Reviewer

Up All Night w/ Books Blog

This book was a complete trip. A uniquely built story by Peter Gadol about *The Stranger Game*, a game that people play while secretly watching others, unbeknownst to the watched. But when the game gets a bit out of control, things go a little crazy. This was a standalone novel that was unlike anything I have read.

When Rebecca finds her long-time boyfriend missing, she happens upon a new world called the Stranger Game. Curious to find out more about it, she begins experimenting and learning more about the game, but can secretly stalking others truly be as harmless as it seems? Pretty soon things get a little weird, and as she learns more about the game, she realizes it goes much deeper than most people realize. The game gets dangerous and she finds herself playing against some more experienced players, putting her directly in the line of fire. An innocent game, this is not.

I was completely invested in this odd and unique world Gadol built. It had me considering what it would be like to follow people around and see how they live their lives. At one point in the book Rebecca is watching some people in the middle of the day and wonders what they do for a living that allows them to wander around the city in the middle of a week day. I have actually pondered that same question, so it, of course, had my mind veering off imagining what it would be like to secretly follow someone for a day or two, and see how their life varies from mine. What an interesting thought.

Now, the interesting and thought-provoking aspect aside, this book was also plenty suspenseful. Rebecca found herself in some tough situations and dangerous scenarios thanks to this viral game that quickly gets out of control. I cannot think of any book I have read that was like this one. Quite realistic and believable in many ways, you could imagine how a simple concept would turn into a viral game quickly and get out of hand. What an interesting read!

ARC provide by author for honest review

Shayla Raquel says

It kills me not to give this a 5-star review because it was **so close** to having one. You can see I read this quite quickly. In fact, if you have a free Saturday or Sunday, you could finish *The Stranger Game* in one day. It's definitely a page-turner.

Rebecca's lover, Ezra, up and leaves town without a call, message, or letter. Left on his desk in his abandoned apartment is an essay called "Perro Perdido," which is about a man who, upon realizing how deeply he had fallen into depression, decided to start following strangers to emphasize with them, to connect with them. The only problem with the anonymous author's good intentions is that not all people have good intentions. The essay went viral and people started playing the stranger game.

Was Ezra somehow involved in the game? Is that why he had disappeared without a trace?

Rebecca was guilty of playing the stranger game as well. She had followed many, many people to get a glimpse into their lives, into their personalities. She'd even come up with stories for these people, but she always followed the rules:

1. Choose your subjects at random.
2. No contact.
3. Never follow the same stranger twice.

A detective gets involved in Ezra's disappearance but coerces Rebecca to move on with her life. So she did. Through the stranger game, Rebecca met a man named Carey. Although it started off rocky, the two became inseparable. Everything was blissful until Rebecca and Carey went on a hike and discovered two people in a feud. In a moment, a man was pushed off the cliff and fell into a ravine, where he died later in the hospital. The most confusing part? Carey left!

The police get involved all over again, and Rebecca has a sneaking suspicion the police are in on the stranger game. But how?

Things start coming together when after a 9-month absence, Ezra returns.

So why did I give this 4 stars instead of 5? It wasn't because of the writing. In fact, I will absolutely be reading more of Peter Gadol's novels. It was because he didn't cut the vein. He skirted around the edge; he didn't let this plot bleed the way it was meant to. All in all, the stranger game itself wasn't as malevolent as it could've been. When you read the story, I believe you'll understand what I mean.

Excellent story, excellent characters. I really did love this novel and will be reading more.

Janet says

A stylish psychological thriller set in Los Angeles, in the future of the day after tomorrow. *The Stranger Game* follows Rebecca--whose boyfriend Ezra has left her--who begins to toy with a game that is sweeping the city. The rules of the game are simple. You pick a random stranger--must be random--to follow. You don't get involved. And you never follow the same stranger twice.

A lonely, isolated person, Rebecca becomes powerfully drawn into the game. She cannot help but imagine the life even of the first person she follows--as many of us do, this is the very heart of connecting, to become curious about others and their lives. But the second rule instantly prevents connection. You follow, but you don't interact. Perfect for people both long for connection but also have a very modern distaste for actual contact. It's safe. You must remain a stranger. The third clinches your position as stranger within the game--you cannot develop a relationship, even one of voyeur. So the stranger game is not only a game "with" strangers, it's a game that (if played by the rules) guarantees one's ongoing distance from others, one's stranger-hood.

Because the game originates in a socially-isolated person's deep need for contact, while blocking it at the very same time, it results in an addictive and obsessive need to continue playing. And the randomness of selection holds out a tantalizing prospect of overcoming the barriers and protections we, like Rebecca in her isolation, have so fiercely assembled around ourselves. We ache to break down the walls which keep us isolated and static within our defenses, to allow the random into our lives, while we are also terrified of it. Thus, the game results in a profound inner tension among the players.

The book's sophistication isn't primarily about the game, but about the inner life of the woman who becomes caught up in it--and her lover/exlover Ezra, who has preceeded her in this dangerous obsession. I felt a kiss of Pynchon's *Crying of Lot 49* as I read this--where are the borders of the game? What is real and what is the game? Who can you trust? How far has it come? Are the police real police or are they part of the game? Or, more frightening, are they real AND part of the game?

I would put this twisty, fast-moving literary thriller on a shelf with other novels of obsession and unsteady realities. To Hitchcock and Highsmith, mentioned by several readers, I would add Pynchon and Beryl Bainbridge, even a bit of Anna Kavan's dread-filled dream-morphing fiction.

Nicki says

Do you want to play a game?

If the answer is yes, then welcome, good luck but always remember to obey the 3 simple rules....

- 1 : Choose your subjects at random.
- 2 : No Contact
- 3 : Never follow the same stranger twice

Sounds simple doesn't it, the only problem with rules is they are so easily broken. The game starts off as something simple, a fad that suddenly gets bigger than it was and gets out of control. Rules change, boundaries become blurred. Unscrupulous people start using the game to their own advantage, the game becomes more intense, dangerous and people start disappearing.

This strangely, compelling tale is the story of how Rebecca finds herself losing control of her life after she finds herself drawn deeper and deeper into The Stranger Game following the disappearance of her on again - off again boyfriend Ezra. The police are not interested in investigating Ezra's disappearance, insisting that he is probably off playing the game and Rebecca should just move on with her life. But Detective Martinez does start taking a lot of interest in Rebecca's life, turning up at the same places as Rebecca and calling, asking questions but can she be trusted. Whilst playing the game Rebecca meets and becomes involved in a very intense relationship with another player called Carey. Someone who is willing to take the game further than she imagined possible. More than one character is not who they appear to be, can Rebecca really trust Carey and what has happened to Ezra?

This is a very quick read, I read the whole book in one sitting and was very surprised that I got to the end as quickly as I did. I loved the descriptions of the crumbling house on top of the hill. This was a enjoyable, enthralling read that had unreliable characters and some surprising twists and turns. The only part that disappointed me personally was how the story ended, not the whole ending just part of it. This is the first book that I have read by this author and it most definitely will not be my last.

Many thanks to HQ Stories for a arc of this book via Netgalley in exchange for a honest review

Elaine says

I received a Kindle copy of *The Stranger Game* from NetGalley.

I must have been hit with the bad luck stick because this is my third *dud* in a row from NetGalley!

WTF???

In my defense, this had a vaguely interesting premise until it devolved into nonsensical nonsense.

**** Spoilers ahead ****

Rebecca's boyfriend, Ezra, goes missing one day. She finds an odd article on his desk about a man who "stalks" strangers in order to find some connection to his own humanity.

She suspects Ezra has been caught up in the game but awaits word from him that he is well. Months go by.

Before long, Rebecca finds herself participating in the game. The game picks up steam as more and more people begin to play, leading to people actively *staging* performances and dramatic scenes.

Eventually, the stalkers become so involved in the game that tragedy occurs, everything spins out of control and evolves into a conspiracy in which select people orchestrate and coordinate the game itself.

This made me think vaguely of the Michael Douglas movie *The Game* but that movie was exciting, suspenseful and thrilling.

The problem with the story wasn't the premise; it was the poor execution.

First, let's talk about the characters. Rebecca Crane is a *bore* and like 99% of the female characters I read about in books. She spends most of her time talking about what she and Ezra used to do together. She's just looking for a man and to settle down. *Sigh*.

She's an architect but she doesn't sound or appear very intelligent; there's also her tendency to pick men who bail on her. Ha!

Ezra is another oddity. I don't mind quirky, unlikable, not your everyday Joe Schmo but I didn't like anyone in the book. ANYONE. I have no idea why Rebecca and Ezra are together. Because no one else wants them?

The relationship dynamics was bizarre among all the characters and difficult to suspend disbelief for. Also, I didn't care about anyone because I didn't like anyone.

Every character is poorly drawn and the game barely fleshed out, no details, the barest of rules and no explanations.

Who defined these rules? Who is behind the conspiracy? Who took control of the game?

And there is a serious lack of *urgency*, *suspense*, and excitement.

Instead, we get a story about a dull woman who spends 1/3 of her time wishing she had a man to share her life with, who loses two lovers and is drawn into this confusing game I'm not sure the author knows what is happening either.

Does anyone know where this story takes place? US? UK? Alderaan?

I don't think the setting or country or state was ever mentioned in the novel but if it was, I must have missed it because I was speed reading midway through.

The Stranger Game could have been about so much more; dark, tragic, strange in a *Dark Mirror* kind of way; an unsubtle dig at how our lives revolve around social media and popular culture and how pervasive these sites have become, infiltrated our lives and leave us socially, emotionally and personally disconnected from our families, friends and professional relationships.

We forget how to interact with the people we love and care about because we're too busy wishing we were someone else and perhaps the game helps some people find their way back to their humanity or some junk like that.

The story was really about Rebecca and Ezra and their so-called relationship and how they ended up back together. Can you believe how *silly* that is?

I'm almost too scared to read the next book NetGalley approved for me.

Basic B's Guide says

Thank you @hanoversquarepress and @tlcbooktours for having me on the tour and providing me with a free copy.

It's all fun and games until someone goes missing.

Most of us have played the stranger game. You know, the game where you make up a story about the stranger you see walking their dog or the woman sitting at the bar by herself. Its a harmless game. A fun way to keep us entertained. Well, what if people started taking that game to another level? This is where Gadol takes us in The Stranger Game.

“Rebecca’s on-again, off-again boyfriend, Ezra, has gone missing, but when she notifies the police, they seem surprisingly unconcerned. They suspect he has been playing the “stranger game”, a viral hit in which players start following others in real life, as they might otherwise do on social media. As the game spreads, however, the rules begin to change, play grows more intense and disappearances are reported across the country.”

Thought-provoking and disturbing this is something vastly different from the typical thriller. Some might call this story a bit odd. I would say its more of a social commentary than a thriller. If you’re looking for something unique that will make you take a closer look at the strangers around you, then I suggest giving this one a go.

Chandra Claypool (wherethereadergrows) says

Three rules:

1. Choose your subjects at random.
2. No contact.
3. Never follow the same stranger twice.

Rules are made to be broken and games are made to evolve.

In this world of game play, the littlest thing can take on a life of its own. Peter brings us a world in which stalking becomes a game, which turns into oh so much more.

Rebecca is a lonely woman who lacks friends, is obsessed with her relationship with Ezra and JUST WANTS TO BE IN A RELATIONSHIP ALREADY. ****sigh**** Ezra is in and out of Rebecca's life and just ups and disappears one day with no goodbye, no hint as to where he has gone and Rebecca dives into this game she thinks Ezra is playing.

Ultimately you have no idea who you can or who you cannot trust. You have no idea just how convoluted this game has become and who is a player and who isn't. **STRONG PREMISE.** Society can take a meme that eventually takes on a life of it's own and cause murder - who is to say that this type of game couldn't actually happen. After all, the hardest target to "hunt" are humans, right?

I did find that this ran quite slow. Minimal dialogue in the beginning and we are stuck in Rebecca's lonely world which for me became extremely tiresome. I don't even know how these characters even sustain any type of life outside of this obsession. Pages would lull and the slow movement of this suspense novel didn't quite work for me. I'm unsure if it's just in the writing style that didn't quite fit or the execution that landed in a bit of a let down ending. However, I did thoroughly enjoy the premise of this novel and the almost sheep mentality that lends itself to people these days... I've certainly spent time alone in a bar or coffee shop and have looked around giving people their own stories... I've just never had the urge to follow them to see where else they would go in life... maybe I will now though *wink*.

Fairly certain I'm going to be wondering if the people around me are potentially stalking me or playing some weird game from now on.

Thank you to Hanover Square Press and TLC Book Tours for this copy!

Amy says

I really liked the idea behind this one, getting followers on social media is an obsession for many people and seeing the follower phenomenon take place in real life fascinated me. There is something so creepy about playing a game where you follow random people while they go about their day, but we all do this on social media with no hesitation, yet there is such a big difference.

The style of this was a bit different, the writing is sparse but the prose is still hauntingly beautiful in an odd way. This has a strong literary vibe and was light on the thrills but it's still very mysterious in its own unique way. At times it read like a social commentary about this social media obsessed society we've created but it was subtle, yet thought provoking. A bit different than what I expected but nonetheless an entertaining read that I would recommend for anyone looking for something unique.

The Stranger Game in three words: Unusual, Smart and Deep.

Cheryl says

I was very excited to check out this book from the premise. So, when I was lucky to grab an advanced copy I was thrilled. I put aside several other books to jump into this one. In the beginning it felt like I had missed a few steps and started in the middle. However, I decided to brush this aside and continue reading. The story did start out slow but I at least had the idea of what the "stranger game" is all about. The game almost is on the side of being a "stalker".

I got about a third of the way into the book and put it down. It took me a while to get that far. This is because I would read and before I knew it I was falling asleep. There was nothing interesting about the characters. Also, I was missing any intensity. Maybe it is further in the story but I did not want to hang around to see. If a book does not grab me within the first few chapters I am not interested.
