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# Max Flash: Mission 1: Game On

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# Book Review

**Title:** Max Flash: Mission 1: Game On

**Author:** Jonny Zucker

**Illustrator:** Ned Woodman

**Reviewer:** Kristie Hinckley

**Publisher:** Stripes Publishing

**Publication Year:** 2007

**ISBN:** 9781467714655

**Number of Pages:** 133

**Interest Level:** Primary, Intermediate

**Rating:** Excellent



## Review

All his life Max Flash has practiced magic tricks and being an escape artist. However, like most kids he also has a passion for video games. Now Max is being asked to put these skills to use in a way that he had never thought possible. It is his mission to enter a virtual world filled with video game characters that are bent on killing him and escaping through a portal into the real world. With the help of computer programmers on the outside Max stops the game characters from leaving and manages to pass through the portal just before it closes. Thereby preventing a war between the real and virtual worlds.

Max Flash: Mission 1: Game On is extremely fast paced. It launches readers into the story with Max trying to escape a death trap. The format adds itself to the fast adventure story by having short chapters that make readers feel they are flying through the book. The book also includes many pictures that help the reader visualize the story. Some pictures act as a backdrop for the text with the text written right onto the image. Max is a fun character that takes his dangerous adventures in stride. However, the most central aspect of the story is its setting which is the inside of multiple video games. These video games are fictional, but there are many similarities to video games from real life. Readers can relate to the race car game, and the Roman war game because they will have played similar games themselves, making this book more meaningful and fun to read.

\*Contains mild violence