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Ready Player One

Natalie Hatch

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Virtual reality developer James Halliday dies leaving gamers to find his in-game Easter Egg. Parzival is an orphan and dreams of nothing more than winning, along with millions of others including the dastardly Innovative Online Industries, home of the sixers, individuals who have numbers instead of names. Parzival’s best friend Aech is also searching for the egg, along with Art3mis, Daito, and Shoto. The ‘High-5’ have spent their lives studying Halliday, his loves, his life, everything. They individually try to solve the game on their own, until the IOI start taking them out one-by-one. Og was Halliday’s only real friend and, trying to preserve the spirit of the game, offers sanctuary at his Rivendell home. Perzival is able to make it to the final gate and beat the IOI with only moments to spare, destroying their plans of world domination.

Ready Player One is an interesting book devoted to pop-culture references in the 1980’s, focusing on historical facts, video games, movies, and arcade games. It speaks to the shut-in gamers that dream of a world where their eclectic personalities, hours on video games, and gamer reflexes reign supreme. In this world, looks don’t matter because you only meet avatars. Hours of research were used to gather all of the information, music, movies, and game dialogue that was used to create the plot and main events of the story. The characters themselves are interesting, though not a lot of development happens throughout the book. Ready Player One is a dependable read that is great for 1980’s pop culture enthusiasts, but containing rather tawdry scenes that aren’t necessary.

*Contains severe language, severe sexual content, and severe violence.