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The Leveller

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Review

Nixy Bauer’s job is going into a virtual reality game and dragging her classmates back to the real world. Normally it’s a great way to earn money, but when the game’s developer contacts her to fetch his son from the game, called the MEEP, Nixy has a bigger challenge than she has ever had before. Soon she discovers that her target, Wyn Salvador, doesn’t want to be found. He’s left a suicide note and challenges that are almost impossible to beat. When she fights her way through the game to retrieve him, she discovers that Wyn is being kept there by someone else. She and Wyn have to fight their way out of the game and figure out who is keeping them there.

Compared to similar books about virtual reality, such as Heir Apparent by Vivian Vande Velde and Epic by Conor Kostick, a large amount of the gaming in this book feels like a version of the Sims. The betrayals at the end fall somewhat flat, and the “insta-love” is not as developed as it could be. The book ends with more questions than answers, so readers will have to wait until the next book for their questions to be answered. In spite of its weaknesses, it’s a fun, fast-paced book that will keep the readers entertained until the last page.

*Contains mild language.