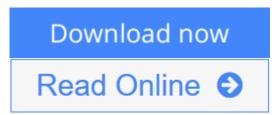


Invitation to the Game

By Monica Hughes



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A chilling account of life in 2154, when most jobs are done by machines. Lisse and her friends are unemployable after graduation, but the government gives them an abandoned warehouse in a bleak neighborhood to live in. Anxious to escape their dreary lives, the friends embrace "The Game," which takes them to paradise. But is this world real or only a computer simulation?





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Editorial Review

From Publishers Weekly

What begins as a chilling glimpse into the not-too-distant future evolves into an exultant, life-affirming balm for mankind. Ten graduates of the class of 2154 are assigned (condemned, actually) by the government to a routine of unemployment and ostracism in this overcrowded future of robotized services and thought police. The 10 stumble upon a secretive and elite contest that promises to raise their status should they win. But by the time they discover that "The Game" is really a government plot to colonize other planets with the youth of their world, it's too late. This bold and incisive parable for the future will by turns terrify and enchant both science fiction enthusiasts and readers concerned about the earth's fate. A moving epilogue chronicles the way that the group pools its diverse skills to create a better civilization in a pristine land. Hughes engenders an aura of optimism and hope that will both comfort and inspire. Ages 12-up.

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From School Library Journal

Grade 6-9-- It is the year 2154. Unemployment is rife, many workers having been replaced by robots, and teenagers, as they graduate from school, are either assigned jobs or an unemployed status. Lisse and seven of her classmates are relegated to a DA (Designated Area) for unemployment together. As they begin to explore the area, they hear about something called The Game, and eventually receive an invitation to participate. By computer simulation, they experience life in an unfamiliar, wild setting. After several sessions, the game intensifies. Several days into a particularly difficult situation, they realize it is no longer a game, but reality, and when, gazing at the night sky, they see no familiar constellations, they know they are no longer on Earth. The future Hughes creates is a logical extension of the disasters of the present day. The characters are likable individuals, each with traits or skills that complement the others. As they grow in ability to work cooperatively, readers will easily accept their selection to populate a new planet. Life there is primitive, but they succeed in making not only useful, but also beautiful necessities of daily life; there are many satisfactions for these latter-day Robinson Crusoes. This is both a first-rate adventure/survival story and a cautionary tale. --Li Stark, North Castle Public Library, Armonk, NY Copyright 1991 Reed Business Information, Inc.

From Kirkus Reviews

The choice for high-school graduates in 2154: to live on the dole or become colonists. Lisse and her friends are bright, caring young people, but there are no jobs. Thrown together by a computer, they forge a fortress from an abandoned warehouse and learn to live with one another, avoiding the streets' drugs and hedonism. Suddenly, there comes an invitation to the Game: shared computer-induced experiences in a wild, virgin wilderness. Always, when injury threatens, the computer pulls them back--until the last time, when they discover that they have actually emigrated to another part of the galaxy. Using their individual and group skills, they start to conquer the new planet, ultimately meeting and intermarrying with other groups of colonists. Hughes, a facile, experienced writer, knows how to keep a story moving. She conveys a real sense of social threat; the reader cares about the group's small victories over the mean streets. Unfortunately, she telegraphs her punches: the new planet may astonish the characters, but it won't surprise the reader. The details of environment and skills to cope with it are adroitly done; but the hard technology--e.g., computerinduced reality and painless, undetected transport across light-years-- are less convincing, while the tidy conclusion has a perfunctory feel. A mixed effort, but entertaining. (Fiction. 12+) -- Copyright ©1991, Kirkus Associates, LP. All rights reserved.

Users Review

From reader reviews:

Nathan Kelly:

Have you spare time for any day? What do you do when you have far more or little spare time? Yes, you can choose the suitable activity with regard to spend your time. Any person spent all their spare time to take a wander, shopping, or went to the particular Mall. How about open or even read a book called Invitation to the Game? Maybe it is to become best activity for you. You understand beside you can spend your time with the favorite's book, you can better than before. Do you agree with it has the opinion or you have some other opinion?

Ricardo Boddie:

This book untitled Invitation to the Game to be one of several books this best seller in this year, this is because when you read this book you can get a lot of benefit in it. You will easily to buy this kind of book in the book retail store or you can order it by using online. The publisher on this book sells the e-book too. It makes you quicker to read this book, because you can read this book in your Touch screen phone. So there is no reason for your requirements to past this publication from your list.

Bryan Jones:

A lot of people always spent their very own free time to vacation or maybe go to the outside with them household or their friend. Do you know? Many a lot of people spent that they free time just watching TV, or even playing video games all day long. If you want to try to find a new activity here is look different you can read some sort of book. It is really fun to suit your needs. If you enjoy the book that you just read you can spent the whole day to reading a book. The book Invitation to the Game it is very good to read. There are a lot of people that recommended this book. These people were enjoying reading this book. When you did not have enough space to bring this book you can buy the e-book. You can more quickly to read this book from the smart phone. The price is not too costly but this book has high quality.

David Fulton:

A lot of people said that they feel uninterested when they reading a publication. They are directly felt this when they get a half elements of the book. You can choose often the book Invitation to the Game to make your own personal reading is interesting. Your current skill of reading talent is developing when you similar to reading. Try to choose easy book to make you enjoy to see it and mingle the opinion about book and studying especially. It is to be very first opinion for you to like to start a book and learn it. Beside that the e-book Invitation to the Game can to be your brand-new friend when you're really feel alone and confuse with the information must you're doing of that time.

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