

Game World

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"The Narnia for the Social Media Generation."

--The Wall Street Journal

"Drawn from both video gaming culture and the rich tapestry of Jamaican myth and folklore, blending pointed social satire and mystical philosophy, this exuberant, original hero's journey is a real trip...Exhilarating, thought-provoking and one of a kind."

--Kirkus Reviews

"Adult author/Wall Street Journal editor Farley's middle-grade debut draws from Jamaican mythology and beliefs, as well as from other cultures, to weave a fast-paced, whimsical mixture of magic and action...the setting lends itself well to memorable imagery and a fun experience."

--Publishers Weekly

"Farley blends video gaming and Jamaican folklore in this intense, fast-paced middle-grade fantasy that is sure to quickly grab readers."

--Booklist

"Here (finally!) is a middle-grade action novel that showcases West Indian mythology and features protagonists of color."

--School Library Journal

"Game World is unique in that its fantasy world, as its name suggests, is built upon characters and stories from actual Jamaican folklore."

--Philadelphia Review of Books

One of This Spring's Hottest Teen Books, Huffington Post

"I found it very hard to set down this excellent novel and do something else without thinking about it....I highly recommend his book to fans of fantasy. Because you will love it!!"

--Middle Shelf (reviewed by Teak, age 13)

"Farley writes in a straightforward way that is both accessible to younger readers but still interesting to adults."

--Persephone Magazine

"In his metaphorical world, Farley spares neither the dubious machinations of high finance nor the heartbreak of an orphan."

-- Center for Fiction

"I highly recommend *Game World* for kids in 4th-12th grade. Parents can read it too and love the characters and story just as much as the kids."

-- The Family Coach

"Game World is more of a good old-fashioned fantasy adventure than I expected--and I loved it for that. You don't have to be an expert gamer to enjoy this book."

--Kidsmomo

"A mixture of fantasy, reality, Jamaican folklore, and history. A great read for all, we love it! My kids and I can relate to the themes and characters in this wonderful adventure. Finally! Thank you, C.J. Farley!" --Ziggy Marley

Dylan Rudee's life is an epic fail. He's bullied at school and the aunt who has raised him since he was orphaned as a child just lost her job and their apartment. Dylan's one chance to help his family is the only thing he's good at: video games. The multibillion-dollar company Mee Corp. has announced a televised tournament to find the Game-Changers: the forty-four kids who are the best in the world at playing *Xamaica*, a role-playing fantasy game that's sweeping the planet. If Dylan can win the top prize, he just might be able to change his life.

It turns out that Dylan is the greatest gamer anyone has ever seen, and his skills unlock a real-life fantasy world inside the game. Now actual monsters are trying to kill him, and he is swept up into an adventure along with his too-tall genius sister Emma, his hacker best friend Eli, and Ines Mee, the privileged daughter of Mee Corp.'s mysterious CEO and chief inventor. Along the way they encounter Nestuh, a giant spider who can spin a story but not a web; Baron Zonip, a hummingbird king who rules a wildly wealthy treetop kingdom; and an enchantress named Nanni who, with her shadow army, may be bent on conquering Xamaica and stealing its magic.

In order to save his sister and his friends, Dylan must solve a dangerous mystery in three days and uncover secrets about Xamaica, his family, and himself. But will he discover his hidden powers before two worlds-Xamaica and Earth--are completely destroyed?



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Cortney Roller:

Have you spare time for any day? What do you do when you have much more or little spare time? Yep, you can choose the suitable activity with regard to spend your time. Any person spent their spare time to take a walk, shopping, or went to often the Mall. How about open as well as read a book titled Game World? Maybe it is to be best activity for you. You already know beside you can spend your time using your favorite's book, you can wiser than before. Do you agree with it is opinion or you have additional opinion?

Ramona Wrenn:

Game World can be one of your beginning books that are good idea. All of us recommend that straight away because this e-book has good vocabulary that could increase your knowledge in language, easy to understand, bit entertaining but still delivering the information. The writer giving his/her effort that will put every word into joy arrangement in writing Game World yet doesn't forget the main place, giving the reader the hottest in addition to based confirm resource info that maybe you can be considered one of it. This great information can easily drawn you into new stage of crucial considering.

Sidney Robertson:

In this time globalization it is important to someone to get information. The information will make a professional understand the condition of the world. The condition of the world makes the information better to share. You can find a lot of references to get information example: internet, newspaper, book, and soon. You can view that now, a lot of publisher that will print many kinds of book. The actual book that recommended for you is Game World this reserve consist a lot of the information with the condition of this world now. This book was represented how does the world has grown up. The terminology styles that writer require to explain it is easy to understand. Typically the writer made some research when he makes this book. Honestly, that is why this book acceptable all of you.

Roland Collins:

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