



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 Unemployment is rife, many workers having been replaced by robots, and teenagers, as they graduate from school, are either assigned jobs or an unemployed status.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

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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., computer-induced 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:

Fern Rodriquez:

Playing with family in a park, coming to see the water world or hanging out with pals is thing that usually you have done when you have spare time, in that case why you don't try matter that really opposite from that. One particular activity that make you not sensation tired but still relaxing, trilling like on roller coaster you have been ride on and with addition info. Even you love Invitation to the Game, you can enjoy both. It is good combination right, you still want to miss it? What kind of hang type is it? Oh can happen its mind hangout folks. What? Still don't obtain it, oh come on its known as reading friends.

James Chavez:

Invitation to the Game can be one of your starter books that are good idea. All of us recommend that straight away because this e-book has good vocabulary that will increase your knowledge in vocabulary, easy to understand, bit entertaining but still delivering the information. The article author giving his/her effort to place every word into satisfaction arrangement in writing Invitation to the Game but doesn't forget the main position, giving the reader the hottest and also based confirm resource details that maybe you can be one among it. This great information can easily drawn you into brand-new stage of crucial thinking.

Katherine Adkins:

This Invitation to the Game is completely new way for you who has attention to look for some information because it relief your hunger associated with. Getting deeper you in it getting knowledge more you know or else you who still having small amount of digest in reading this Invitation to the Game can be the light food for yourself because the information inside this particular book is easy to get simply by anyone. These books produce itself in the form which can be reachable by anyone, yep I mean in the e-book form. People who think that in e-book form make them feel tired even dizzy this e-book is the answer. So there is no in reading a e-book especially this one. You can find what you are looking for. It should be here for you actually. So , don't miss that! Just read this e-book variety for your better life and also knowledge.

Felicia Sharpton:

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