

For The Win

Cory Doctorow

Reviewed by: Enzo Takagi, 15

Star Teen Book Reviewer of *Be the Star You Are!* Charity

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For The Win is a novel about three teenagers who live in a futuristic world where almost everyone is playing video games. The names of these three teens are Mala, who lives in India, Matthew, who lives in China, and Leonard, who lives in Southern California. Mala, along with her neighborhood teens, leads an army of robots in a video game. She fights other players online at a nearby internet café. Matthew works under a boss to do "gold-farming", where a customer hires someone to get game money for them in exchange for real money. Leonard, who calls himself Wei-Dong, plays online with his Chinese friends. However, his grades in school are suffering so his parents prohibit him from playing.

Then their lives start to connect. Mala has to leave her home in real life because of issues she had with her mother's boss's son. She goes to a woman called "Big Sister Nor", who organized the players in India for their rights. Matthew rebels against his boss and starts his own gold-farming business, but is caught in the middle of a revolution in China by the online gamers, and becomes part of Big Sister Nor's movement for online workers' rights. Leonard decides to move to China, where his game friends are, but he also has to survive in China with his limited knowledge of Chinese. Soon, Leonard becomes part of the movement too.

Then the story changes to Connor, who is the boss of the people who make and manage the online games. Since Big Sister Nor's movement includes online groups working together to boycott or break the games, Connor has to fight against the revolution.

Out of a five star rating, I would give this book a 4.5, because I loved it. Not only was the book full of both online and real life action, but the author really knew how to captivate teenage audiences. I would recommend this book for any teenager, especially those who play video games.

In addition to this book, I would recommend the *Hunger Games* series, *Unwind* by Neil Shusterman and *Ship Breaker*.