

## **For The Win**

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*For the Win* is a very unique book that includes gaming, economics and wages. The book follows gamers around the world that play for not only pleasure but for paychecks. Factory workers looking for better lifestyles and economics within different video games. Throughout the book you follow kids from many different places, mainly the United States, China and India. The book is a great book for a certain audience; mainly teenagers and adults who enjoy playing video games and understand the mechanics implemented through various games. The book is also great for people who understand and enjoy reading about economics within games, which is mentioned throughout the entire book. Lastly, the book follows the adventure of a kid named Leo who smuggles himself from the U.S to China. This was one of the most interesting story in the book and was written really well with lots of detail which I enjoyed.

At times *For the Win* is an incredibly interesting book to read with many cliffhangers making you want to read more, but at certain times the amount of video game economics implemented into the book can feel quite long and boring which is why this book is only good for an older audience. I think this book would be a great gift for any fan of video games. Anyone else will most likely find the book uninteresting. *For the Win* is a very distinct book because no other book that I know of combines gaming, economics and wages which is why it is such a

fantastic book overall as long as you understand it.