



Ready Player One

Ernest Cline

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Format: Kindle eBook

Kurzbeschreibung

Soon to be a major motion picture directed by Steven Spielberg

It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread.

Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation.

For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle.

Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed. Pressestimmen

“The science-fiction writer John Scalzi has aptly referred to READY PLAYER ONE as a “nerdgasm” [and] there can be no better one-word description of this ardent fantasy artifact about fantasy culture...But Mr. Cline is able to incorporate his favorite toys and games into a perfectly accessible narrative.”—Janet Maslin, *The New York Times*

“Triggers memories and emotions embedded in the psyche of a generation...[Cline crafts] a fresh and imaginative world from our old toy box, and finds significance in there among the collectibles. A-”—*Entertainment Weekly*

“A most excellent ride...the conceit is a smart one, and we happily root for [the heroes] on their quest...fully satisfying.”—*Boston Globe*

“Enchanting...*Willy Wonka* meets the *Matrix*. This novel undoubtedly qualifies Cline as the hottest geek on the planet right now. [But] you don't have to be a geek to get it.”—*USA Today*

“Ridiculously fun and large-hearted, and you don't have to remember the Reagan administration to love it...[Cline] takes a far-out premise and engages the reader instantly...You'll wish you could make it go on and on.”—NPR.org

“A fun, funny and fabulously entertaining first novel...This novel's large dose of 1980s trivia is a delight...[but] even readers who need Google to identify Commodore 64 or Inky, Blinky, Pinky and Clyde, will enjoy this memorabilian feast.”—*Cleveland Plain Dealer*

“The grown-up's 'Harry Potter' ...the mystery and fantasy in this novel weaves itself in the most delightful way, and the details that make up Mr. Cline's world are simply astounding. READY PLAYER ONE has it all.”—*Huffington Post*

“Incredibly entertaining...Drawing on everything from "Back to the Future" to Roald Dahl to Neal Stephenson's groundbreaking "Snow Crash," Cline has made READY PLAYER ONE a geek fantasia, '80s culture memoir and commentary on the future of online behavior all at once.”—*Austin American-Statesman*

"READY PLAYER ONE is the ultimate lottery ticket."—*New York Daily News*

"This non-gamer loved every page of READY PLAYER ONE."—Charlaine Harris, #1 *New York Times* bestselling author of the Sookie Stackhouse series

“A treasure for anyone already nostalgic for the late 20th century. . . But it’s also a great read for anyone who likes a good book.”—Wired.com

“Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut.”—*Daily Mail* (UK)

“A gunshot of fun with a wicked sense of timing and a cast of characters that you're pumping your fist in the air with whenever they succeed. I haven't been this much on the edge of my seat for an ending in years.”—*Chicago Reader*

“A rollicking, surprise-laden, potboiling, thrilling adventure story.... I loved every sentence of this book”—Mark Frauenfelder, *BoingBoing*

"A 'frakking' good read [featuring] incredible creative detail...I grinned at the sheer audacity of Cline's imagination.”—*Milwaukee Journal Sentinel*

“[A] fantastic page-turner....READY PLAYER ONE may be science fiction, but it's also written for people who have never picked up an SF novel in their lives...”—Annalee Newitz, io9.com

"Fascinating and imaginative...It's non-stop action when gamers must navigate clever puzzles and outwit determined enemies in a virtual world in order to save a real one. Readers are in for a wild ride.”—Terry Brooks, #1 *New York Times* bestselling author of the Shannara series

“I was blown away by this book...A book of ideas, a potboiler, a game-within-a-novel, a serious science-fiction epic, a comic pop culture mash-up—call this novel what you will, but READY PLAYER ONE will defy every label you try to put on it. Here, finally, is this generation’s Neuromancer.”—Will Lavender, *New York Times* bestselling author of *Dominance*

“I really, really loved READY PLAYER ONE...Cline expertly mines a copious vein of 1980s pop culture, catapulting the reader on a light-speed adventure in an advanced but backward-looking future.”— Daniel H. Wilson, *New York Times* bestselling author of *Robocalypse*

“A nerdgasm...imagine Dungeons and Dragons and an 80s video arcade made hot, sweet love, and their child was raised in Azeroth.”—John Scalzi, *New York Times* bestselling author of *Old Man’s War*

“Completely fricking awesome...This book pleased every geeky bone in my geeky body. I felt like it was written just for me.”—Patrick Rothfuss, #1 *New York Times* bestselling author of *The Wise Man’s Fear*

“An exuberantly realized, exciting, and sweet-natured cyber-quest. Cline’s imaginative and rollicking coming-of-age geek saga has a smash-hit vibe.”—*Booklist*, starred review

"This adrenaline shot of uncut geekdom, a quest through a virtual world, is loaded with enough 1980s nostalgia to please even the most devoted John Hughes fans... sweet, self-deprecating Wade, whose universe is an odd mix of the real past and the virtual present, is the perfect lovable/unlikely hero."—*Publishers Weekly*, Pick of the Week

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