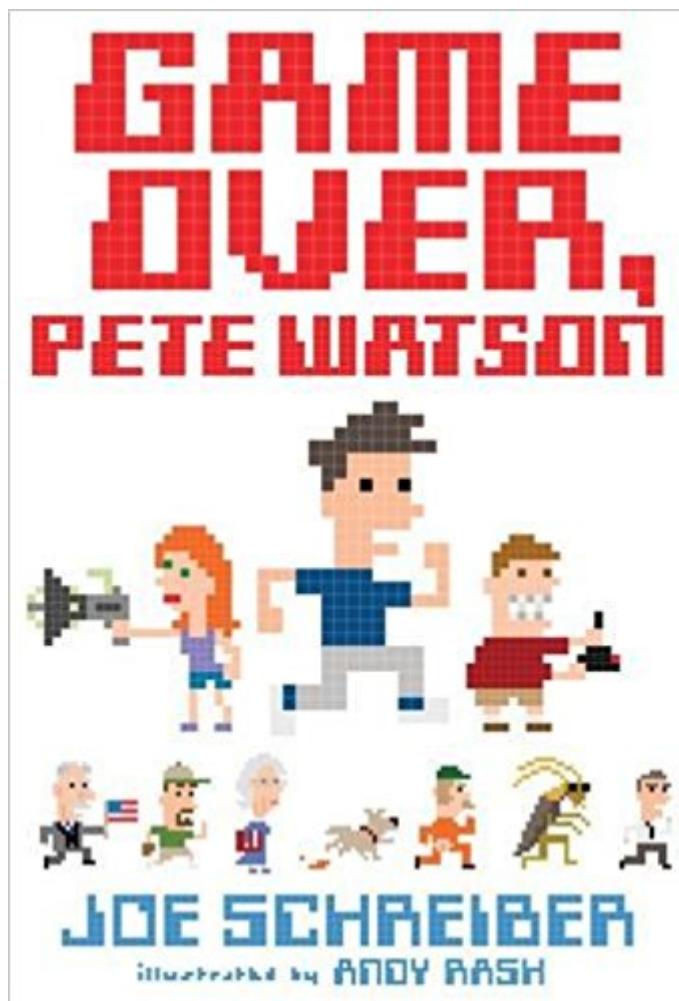


The book was found

Game Over, Pete Watson



Synopsis

"A progressively silly, retro-gEEKy action story for the YOLO generation."  Kirkus Reviews
Mega-gamer Pete Watson needs just twenty dollars more to buy the all-new Brawl-A-Thon 3000 XL. So he sells a beat-up CommandRoid 85 arcade game (containing top-secret government intel!) owned by his boring old dad (super-spy trapped inside the CommandRoid!), to an exterminator (evil mastermind bent on global destruction!!!). Pete's gaming skills are put to the test as he fights evil villains, giant mechanical bugs, and a global cyberattack from within the CommandRoid. And tries to impress Callie Midwood with his skills, or whatever.

Book Information

Lexile Measure: 710 (What's this?)

Paperback: 224 pages

Publisher: HMH Books for Young Readers (July 7, 2015)

Language: English

ISBN-10: 0544439414

ISBN-13: 978-0544439412

Product Dimensions: 5.1 x 0.6 x 7.6 inches

Shipping Weight: 4.8 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars 35 customer reviews

Best Sellers Rank: #617,016 in Books (See Top 100 in Books) #216 in Books > Children's Books > Science Fiction & Fantasy > Science Fiction > Robots #652 in Books > Children's Books > Computers & Technology #1224 in Books > Children's Books > Growing Up & Facts of Life > Friendship, Social Skills & School Life > Boys & Men

Age Range: 10 - 12 years

Grade Level: 5 - 7

Customer Reviews

Gr 4-6 •Pete Watson is a gamer. When the latest hit game gets released, he has a plan to secretly buy it until he discovers that his mom has borrowed some of his money. Revising his plan, Pete holds a garage sale and sells anything in the house he can find, including his father's CommandRoid game console. This proves to be his biggest mistake as he discovers that his dad is really a super-spy, and is now trapped inside a video game due to Pete's poor decisions. Now the youngster has to pull together all of his skills to undo what he has done. The book's opening line, "On the Saturday morning that I almost triggered the end of the world, I woke

up early," will hook readers immediately. Short chapters, engaging titles, lists, and several diary-type sketches will appeal to kids with short attention spans. The plot includes plenty of humor, mystery, crime fighting, and even a bit of romance. Another fun addition is the flip-book character at the bottom of each page, as well as the author's reference to the digital version of the book that doesn't exist. With so much discussion of coding and gaming in education, this is a timely addition, and it could lead to extension activities such as animation, game design, or transmedia projects. •Andy Plemmons, David C. Barrow Elementary, Athens, GA --This text refers to the Hardcover edition.

"A progressively silly, retro-gEEKy action story for the YOLO generation" •Kirkus Schreiber remains talented at combining anything-can-happen action and on-the-mark humor...Rash's spot cartoons are entirely in sync with the story's goofy metafictional humor and deliver many jokes themselves, making the novel read like a distant action-oriented cousin to the *Wimpy Kid* books. •Publisher's Weekly "Short chapters, engaging titles, lists, and several diary-type sketches will appeal to kids with short attention spans." •School Library Journal "A madcap adventure that leaves no doubt that 'video games are serious business.'" •Booklist

My grandson couldn't put it down. A generally reluctant reader of books with this much text, he devoured it in two days.

My son loved this book!

My First grader loved it. Lots of juvenile humor and kind of a quick read, but it he had nothing but praise for it.

The maze in the book in possible, this book is I also for boys and is way to short for a chapter book or a middle school book

4/22/14 *AfGave Over*, Pete Watson • Joe Schreiber
• ARC/Uncorrected Proof • 205 Pages
• Paperback
• 3 StarsEven though this book is an *easy read* for adults, I found myself having to go back and re-read, then putting this book down, and coming

back to re-read it. If you're looking for a book to add to your children's summer reading list and you have a boy, then this would probably be a good one. I would say the target for this book is boys nearing the end of elementary and well into middle school. Pete Watson finds himself right dab in the middle of a CIA probe. He has saved up enough money to buy the much-anticipated video game, Brawl-A-Thon 3000 and when the time comes, he finds that he is short on funds. During a yard sale, he sells his father's old video game to get money for his new one. He finds himself thrust into an adventure that he'll never forget, and in the process, he learns a valuable family lesson.

My 10 year old son LOVED this book. I gave it to him to read and about 90 minutes later he had finished it. It's rare to find a book that captures his attention as this one did. The book itself is lighthearted and funny - about a gamer kid named Pete who, as it happens, has a CIA father who uses his Atari game console as his gateway to his CIA job. Jokes are in this vein: Q: What's brown and sticky? A: A stick. Q: What's green and sticky? A: A green stick. Q: What's yellow and sticky? A: A sticky note. Illustrations in the book are plentiful and funny as well. One chapter has a photo of a button inviting the reader to hold the button down for 15 seconds to make something happen, but if the button doesn't work just reset it by going back to the beginning of the chapter and reading again. A very good book that captured my son's attention and interest.

When I saw this book was marketed for fans of Diary of a Wimpy Kid, I jumped on it. My son was obsessed with that series, to the point of reading each book within two hours of getting it and then anxiously awaiting the next. While he did enjoy this one, he wasn't as interested and it took him a few weeks to finish it rather than a few hours. He picked it up, put it down, read something else and then came back to it. The premise is interesting - a boy who loves video games realizes his dad is trapped inside one and actually has to enter the game to rescue his father. The chapters were very short, it just didn't hold my son's attention. Part of the problem may be that he's just a little out of the targeted range - he's seven but a very good reader. The teenage crush stuff went over his head. Older readers might get more out of this book.

Some things are just guilty pleasures. As a person that's grown up with video games, you have to admit they've become part of our culture. Author Joe Schreiber takes that idea and spins it into a fun story involving a kid, an old gaming console, and a secret plot to hack the CIA and every computer on the planet. Game Over, Pete Watson knows how

to have fun. For starters, Pete is a pretty average kid who loves video games. He's been saving up money for the latest release of his favorite game franchise, but things go wrong and get him into trouble. First he sells his dad's old gaming console. Then he finds out it's a CIA device for spies. Next thing you know, terrorists are trying to use the secret CIA device to hack every computer in the world. It's a heck of a day for Pete. Throughout the book, there are illustrations by Andy Rash that add to the enjoyment of the story. Sometimes they simply help bring to life certain characters or images. However, more often than not, they add to the humor of the book. From pictures of the President speaking gibberish on live tv to a robotic shark dog, there's a huge variety of illustrations.

It's a nice touch that young readers are sure to enjoy. For those who fall outside the targeted age range of the book, you might not want to dismiss this one. Personally, I'm a big fan of Joe Schreiber's work, so I wanted to check it out. I'm always a little leery when reading young adult books, and this one is actually for middle grade readers. But I've come to find that a good author can make a story fit a younger reading audience without sacrificing a good story. With Game Over, Pete Watson, Joe Schreiber does just that. The book is what you might call a safe read, but it has tons of humor and is always entertaining as the story takes unexpected turns. Plus the characters are enjoyable. As an added bonus, the vibe of the book reminded me of my own childhood. Magic like that is hard to come by and well worth the trip. Readers in the 9 to 12 year old range, and who like video games, are in for some fun and laughs. Author Joe Schreiber does a great job of keeping the story moving, making the characters relatable, and packing in a ton of fun. Yet his skill at storytelling presents a story that even adults can enjoy. If you're a fan of Joe Schreiber, this is a book worth checking out. It's a quick, fun read that just might help you feel like a kid again. I give it a five out of five.

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