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Title: Epic: The Game

Author: Jack Kaminskie

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Reviewed by: Allison Walker

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Bryson Carmichael makes the most important scientific discovery to date, that our lives exist alongside parallel realities accessible through a quantum computer. Fully embraced by his Silicon Valley lifestyle, Bryson does what any sensible and aspiring entrepreneur would do; he develops a virtual reality video game, fully compatible with most home television sets and designed for lucrative in-game advertising opportunities. It's completely safe. While Bryson admits users can be physically harmed during virtual

reality game play, the game dimension is populated by non-player characters impervious to mortality.

Until the day EPIC, Bryson's game, kills a player. Billy Middleton is found dead in his bedroom after playing EPIC, and his family believes the game is to blame. When Billy's friends, themselves EPIC players, suggest Billy might still exist within the game dimension, Billy's father dons Billy's goggles and gloves and steps into his alternate reality. Determined to learn more about EPIC in order to bring his son home, John Middleton will discover the truth behind this allegedly harmless game.

Epic: The Game, by author Jack Kaminskie, takes readers on a thrilling journey through the immersive world of gaming and explores the real-world implications of cutting-edge technological innovations. Like cult classics *Ender's Game* or *The Matrix*, this novel creates a truly captivating narrative by blending science and fiction into a story which transcends the boundaries of traditional gaming literature, offering a rich and compelling story that explores the blurred lines between reality and virtual reality.

The story unfolds in a near-future where advanced technology has given rise to a groundbreaking virtual reality game known as EPIC. The attention to detail in describing the game's mechanics, environments, and diverse characters adds depth to the narrative. Kaminskie's passion for gaming is obvious, and his ability to convey the excitement and intensity of virtual reality is contagious. While *Epic: The Game* explores the gaming world, it also addresses broader societal issues, such as the ethical dilemmas associated with advanced technology and the potential consequences of unchecked corporate power. Beneath the exciting and fast-paced world of technology is a dangerous warning; there will be real-world consequences.

Epic: The Game is an exciting story which will appeal to both avid gamers, and those less familiar with the intricacies of virtual reality technology. Kaminskie has crafted a thought-provoking novel which not only entertains but also encourages reflection on the ethical consequences of fast-paced innovation. As the lines between reality and virtual reality continue to blur in our real world, *Epic: The Game* serves as a timely exploration of the impact these advancements may have on our lives.