



Push

Eve Silver

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It's either break the rules or die.

Miki Jones lives her life by her own strict set of rules, to keep control, to keep the gray fog of grief at bay. Then she's pulled into the Game, where she - and her team - will die unless she follows a new set of rules: those set by the mysterious Committee.

But rules don't mean answers, and without answers, it's hard to trust. People are dying. The rules are unraveling. And Miki knows she's being watched, uncertain if it's the Drau or someone - *something* - else. Forced to make impossible choices and battling to save those she loves, Miki begins to see the Committee in a glaring new light.

And then the Game crosses a new boundary, pushes harder into Miki's and her friends' lives, and there's nothing in the rules that can save them now.

Push is the sequel *Rush* fans will be screaming for.

Push Details

Date : Published June 10th 2014 by Katherine Tegen Books

ISBN : 9780062192219

Author : Eve Silver

Format : Hardcover 341 pages

Genre : Young Adult, Science Fiction, Fantasy, Aliens

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From Reader Review Push for online ebook

Kameron B. Moore says

Love that synopsis!!! Can't wait to read this cause I'm dying after that ending in Rush

Update: THAT COVER IS SO DAMN COOL!!!! Can't wait for this to come out!!!!!!

Jazmen says

The game is deadlier, the enemy more ruthless, and the characters are just as helpless to it all as they were before. Miki and Jackson continue to fight the ruthless and eerily silver eyed Drau, alongside Luka, and their fluctuating team.

Push definitely has heart-pounding qualities and just enough romance to whet the appetite, although a little more, Miki and Jackson moments would have been great. Their relationship is being put to the test double time in book two, and now heading into book three it'd be interesting to see how they develop and grow, or if they break under the unrelenting pressure.

You don't get much of Luka in this story, he sort of takes a backseat to the Miki and Jackson story. I just feel like there's more to him than I've already read. Maybe book three, will allow us to see more of him.

I really enjoyed the twists that this book had without saying too much it definitely takes you by surprise in a good way. Silver is set to take you on a ride, you only need to strap in and enter this alternate universe.

A great read, with great characters--I expect good things with book three!

Chris says

Push, the sequel to the meh-mazing novel Rush, is about the same thing as the first novel. So, why did I even bother with this novel, you ask? 1) I'm a big-time sucker for 2-for-1 deals (I bought it as a set with book #1, 2) I'm a glutton for punishment? and 3) I'm also a big-time sucker for cliff hanger endings, which is exactly how Rush leaves off.

Despite the teen-aged, world-saving team of Miki Jones and Co, the alien threat continues to worsen in Push. But at least her romantic life has kicked into high gear when she starts dating what used to be her group's leader. Worse than that, the guy is a total dick to her most of the time, which just seems to make her more interested. I find that a terrible message to teach the target market for this book: teens.

So, Rush and Push were not for me. I thank my lucky stars that the third novel (Mush?) has not been completed or I probably would have read it too. Have I mentioned I'm a glutton for punishment?

Kim says

What kind of ending was that? Omgggggggg how long do I have to wait for the 3rd book??? The author is slowly killing me.

This was a fantastic sequel to the first book! 5 stars all the way. Highly recommended to everyone.

Alyssa says

Review posted on The Eater of Books! blog

Push by Eve Silver

Book Two of The Game series

Publisher: Katherine Tegen Books

Publication Date: June 10, 2014

Rating: 4 stars

Source: eARC sent by the publisher

Summary (from Goodreads):

It's either break the rules or die.

Miki Jones lives her life by her own strict set of rules, to keep control, to keep the gray fog of grief at bay. Then she's pulled into the Game, where she—and her team—will die unless she follows a new set of rules: those set by the mysterious Committee.

But rules don't mean answers, and without answers, it's hard to trust. People are dying. The rules are unraveling. And Miki knows she's being watched, uncertain if it's the Drau or someone—something—else. Forced to make impossible choices and battling to save those she loves, Miki begins to see the Committee in a glaring new light.

And then the Game crosses a new boundary, pushes harder into Miki's and her friends' lives, and there's nothing in the rules that can save them now.

What I Liked:

THERE WILL BE SPOILERS FOR BOOK ONE. BUT NO SPOILERS FOR BOOK TWO

If you've been following me blog for a while, you'll know that last year, when I reviewed the first book, I basically screamed at everyone to read it because it was THAT FANTASTIC. Rush was easily one of my favorite books of 2013, and I was literally dying to read Push. The cliffhanger in book one broke my heart into a thousand pieces... but I knew for a fact that it couldn't last, that there must be more to it than we are lead to believe. Fast forward to now, and, well, now I need book three. Like, at this very moment.

This book starts right where the last book ended - in which Luka and Miki respawn out of the Game. Miki is confused, hurt, and seriously panicked. Her friend Carly has no idea what is going on, but Luka and Miki manage to cover their - and Jackson's - tracks without Carly getting suspicious. But Miki is determined to

find Jackson, especially since Carly remembers his existence. But a greater threat is at hand - the Drau may be close to breaking through to the human world, shells and full Drau.

The first thing on everyone's mind is: what happened to Jackson?! Well, of course Eve Silver wouldn't kill him off. That would make zero sense, honestly. He's not just a love interest, he's a protagonist, and a really good Leader in the Game. So... if you're one of the fans that died a little when Rush ended, fear not! Jackson's fine. Sort of. He appears in this book, I promise. I hope no one's too upset about me saying that though. If that's a deciding factor for someone (whether or not Jackson is in this book), then I'd say keep reading, because he is NOT dead.

A good portion of this book is concentrated on Miki's brokenness about Jackson's disappearance, and her resolve to find him. She and Luka don't know how or where to look, but they are determined to make sure he is found. Meanwhile, Miki must lead other missions with the team, much to her dismay. She misses Jackson's leadership skills, which he seemed to carry with ease. I miss him too, don't worry.

The other part of this book deals with the Drau, especially since Jackson is back to help deal with them. Something eerie is going on, and the Committee doesn't exactly seem to be the helpful authority on things. Miki thinks she is going crazy when she starts seeing Jackson's sister in the Game, but she isn't - the Committee is telling her that she is seeing things. The Drau keep gaining the advantage. It seems like the teams can't win, no matter how hard any of them try.

I really like the way that this book took the series (or is taking the series). It has become more about destroying the threat of the Drau, than just each mission. Survival for the world, not just survival of the Game. I was completely sucked into the plot, and I definitely want to know what comes next. This book almost read like a singular novel, except for the fact that it continues a story, and must keep being continued. There were no slumps or awkward pacing - yay!

You already know I love Jackson. We see less of him overall in this book, but that's okay. He's still his wonderful, cranky self. Miki is still her controlled, kickbutt self. The supporting characters are pretty great, even if there are some that are a bit sketchy (on purpose). NO LOVE TRIANGLE, thank goodness. No new characters who might function as a leg of a love triangle. No weirdness.

I must say, I am quite pleased with this book! I think I liked Rush more than I liked Push, but that's not to say that I didn't enjoy this book. Rush took my breath away, and Push came pretty close to doing the same. I cannot wait to see how it all ends!

What I Did Not Like:

While I loved this book, I felt like it could have skipped altogether. You know when you read a trilogy and one of the books (usually it is the middle of the three) seems like a filler novel? I wouldn't go as far as to say that this is a filler novel. But if the author made book one slightly longer, and book three slightly longer, we wouldn't need this book at all. It's sad to say, because there are certain scenes in this book that I LOVE, but this book wasn't entirely necessary to read, to know what is going on. Really, it's more about hyping up the cliffhanger at the end of book one. Book one could have easily gone straight to book three. Not that I know the contents of book three.

Would I Recommend It:

Despite the previous section, I definitely think that anyone who read book one should read book two. And

you most definitely should read book one of this series - Rush is one of my favorite YA books of all time!

Rating:

4 stars. What an amazing sequel! I cannot wait to see how it all ends. Must. Know. Now. Or as soon as possible. This is definitely going to be a favorite series, I can feel it!

Erika says

Reread 2016:

Every word that comes out of Jackson Tate's mouth is perfection. Every. Word.

Original review:

How I love this book. How I love Eve Silver. That being said, this probably won't be the first or last time I'm going to be posting about this book, or this series, for that matter. Because no matter how hard I try, I keep coming back to this book over and over again. Mainly because Jackson Tate is the love of my life.

I will try to keep the spoilers at a minimum, but I make no guarantees because the chances of me getting overexcited are quite high

Where to start? Miki is pure awesome. She the butt-kicking heroine here, who takes charge and does everything she can for her team. But what I love is the fact that she faces a whole bunch internal conflicts. All the fears and worries she has? It's all very realistic. Her anxiety over everything isn't over-done, because when you think about it, who wouldn't be freaking out? But even though she's freaking out on the inside, she remains cool and collected on the outside.

One of the great things in this book is that we get to see her actually be the team leader. In the last book, yes, she was leader, but she was battling shock and a whole bunch of emotional turmoil, meaning she led only by imitating Jackson. And given that it was the last mission of the book/climax, there wasn't much time to be able to fully develop her leadership skills. This time, she's the leader with her mind in a more stable place, and is able to lead them in her own way. We get to see the natural differences in leadership between her and Jackson. To be honest, though, given the choice, I'm not sure which one (Miki or Jackson) I would choose to be my team leader. They're both good in their own ways, with Miki being more empathetic with the whole we-stick-together-and-make-it-out-together thing and Jackson secretly watching out for everyone while stressing that it's every man for himself.

Jackson. Sigh. Have I mentioned how he's the love of my life? Yes? Well, I'm mentioning it again. All his emotions, all that inner turmoil, I just love it. The part where he admits that yes, he tried to leave the game by offering up Miki as his replacement? And then how it instead backfired on him when he fell in love with her? Oh my god, I died. And then I died again when I found out that Committee accepted Jackson's trade, but before they could let him walk free, he would have to lose all his memories of the Game and of Miki-- something that Jackson refused to do. Can I get an applause for his devotion to her right here? So he instead decides to stay, but he tries to barter for Miki's freedom. Yes, she would lose her memories of him (the sacrifice Jackson was ready to make? It. Broke. My. Heart.), but she would be able to go free and live normally, as if Jackson had never condemned her to the Game. And of course, this is when we factor in Miki's headstrong personality, who refuses to leave without Jackson, and you put them all together AND

IT'S A BEAUTIFUL STORY AND I'M DYING.

What I really loved in this book was how it explored both the mental aspects of the characters, and of how they were able to continue on with their day-to-day lives out of the Game. There's one part where Miki expresses her concern and paranoia of having not been pulled into the Game for a few weeks, which makes her anxious with an impending sense of doom. But it shows how you can't let those things--however dangerous and terrible they are--control your life. You have to be able to live in the moment, whether it's in the real world or whether you're in the Game, fighting for your life. And it applies to life in general too: being able to live in the moment, having a different mindset and focus when you're in different places, no matter how hard it might be. To be able to "steer the nightmare", as Jackson so eloquently puts it. (Jackson. *sigh* Did I mention that he drove Miki to buy cupcakes? That's probably my favorite scene, with the cupcakes. Especially when he holds them hostage.)

Sometimes, there really are things in life that are out of your control. Miki is a control-freak, but given the lack of control she has of the Game over her life, she has to make do with being able to control what she can, not everything. And I think that's an important message: do what you know you can deal with, but don't try to be able to control everything. Generally, doing that doesn't end up in a pretty place.

Let's talk about the Game now. The whole reach-1000-points-and-you-get-to-go-free? It's still not clear whether it's rumor or not for regular players, but we know that it's not true for those like Jackson and Miki, who have a specific gene too precious for the Committee to let them go, ever. There's no way out for them, but for the others, well, that's still to be debated. We shall see...

Push also introduced more types of characters participating in the Game, and the different reactions and mindsets players can have. We got to get a better understanding of what it means to be a griefer, which was first introduced in Rush (someone who hangs back and lets others weaken the enemy before swooping in unexpectedly and taking the killing shot, ultimately stealing other people's points), and what it means to be unable to juggle both lives in the real world and the Game. Mainly through Kendra, we really got to explore the desperation that some players succumb to, of wanting to make it out of the Game without dying in the process. Kendra begins to crack under the constant pressure of fighting such that it all becomes a matter of making it to 1000 points and walking free. And Lien is simply there to try to help her reach 1000 points to get out, because she worries over Kendra. Which includes helping her steal points from others, a big no-no for the team, because it could very well cost someone their life. But I get the feeling that Kendra and Lien don't know that if Kendra makes it out, she's going to lose all her memories of Lien...

The thing with the Game is that it can pull you in anytime, completely unexpectedly without warning. There's one part where Lien comments on how five minutes ago, she was in the shower, and when she gets pulled in, she's wearing flip-flops. If you ask me, flip-flops are not ideal for hunting the Drau in, given the fact that you can't really run fast in them. I don't know about you guys, but if I knew that there was a chance that I could be pulled into the Game at any time, I would probably start wearing clothes that I could run and fight everyday. Being pulled wearing flip-flops is already unfathomable for me. Imagine if you were in formal clothes...for the girls, running in a dress and heels? Just no. For guys, well, I guess it's not as bad, but running and fighting in dress shirts and pants? A little uncomfortable. I would definitely strategize my clothes accordingly, with no tight or restrictive clothing. And if that wasn't an option, I'd probably be in constant paranoia that I might get pulled into the Game wearing ill-fitted clothes.

Prime example would be when they got pulled in Halloween night. Everyone's costumes were relatively modest and suitable for running in. But can you imagine if one of them had been dressed up in something uncomfortable? Maybe Kendra wearing a nurse outfit or Luka wrapped head to toe in toilet paper as a

mummy? There would have had to be serious alterations to their clothes before they went on the mission if they spawned in the lobby like that.

I'm really curious about the ending. I'm hoping that there's a happily-ever-after ending, that they defeat the Drau or the Committee or whoever the real bad guy is here. That they all go free, alive and well, back into their real lives. But...if that's the case, what happens after? Do Tyrone, Miki, Luka, and Jackson ever get back together in the real world to hang out? Technically, it's allowed now. They're no longer team members, meaning they don't see each other on regular life-or-death basis anymore. But the bond that they formed is still pretty strong, literally fighting together and trusting each other with their lives. You can't just cut people like that out of your life. You'd owe them gratitude at least, as the war is over and they were such a large part of making sure you made it through. And if they all do make it out of the Game (please please please! At least Jackson, Miki, Luka, and Tyrone!), they're allowed to seek each other out, right? I don't know about you guys, but I probably would seek them out at least once to thank them. Thank them for having your back and saving you multiple times. And rejoice that you no longer need to only see them in grim situations where everyone is fighting for their lives, but in no-danger zones. They're no longer people you need to worry about covering or trusting them to cover you; instead, they're respected peers, who you have a distinct pact with formed through unexplainable dire situations.

But if everyone dies...OH GOD OH GOD OH GOD.

(I'm probably going to be looking back at this post a few months from now, after Crash comes out and I know how it ends, and thinking, "wow, I was an idiot." But as of right now, these are my agonizing thoughts...)

Well, this ended up being quite a long post. But hey, I love this book, and I had a lot to say. Correction: I still have a lot to say, but I think this is long enough for everyone for now. ;)

Original post at Books, Stars, Writing. And Everything In Between.

Shelley says

I received this book from Edelweiss / Harper Collins in exchange for an honest review. This does not affect my opinion of the book or the content of my review.

Genre Young Adult, Science Fiction

Rating 3.5-4

MY Thoughts

Push is the second novel in The Game series. The story picks up right where Rush left off with 16-year old Miki Jones and her teammates Luka Vujic, Tyrone, Kendra, and Lien returning home from their mission to Detroit, but leaving behind a mystery about the fate of Jackson. Is he alive, or was he killed off?

SEE THE REST OF MY REVIEW @ GIZMOS REVIEWS, PLEASE?! THANK YOU!

<http://gizmosreviews.blogspot.com/201...>

Taschima says

Give me more PUSH! This was a great sequel that delved deeper into the emotional battle that rages inside Miki, giving us some much needed down time between all the battles. More clues were spread around about the purpose of The Game and its creators, but the whole thing is still just as murky as before. I loved going back into this fantastical world full of high stakes, and I cannot wait for the third installment to hit the shelves.

Miki is devastated. Jackson died in her place. He had betrayed her, yes, and she isn't about to forget that or sweep it under the rug but he also saves her countless times. She grieves, but not for too long. Soon enough she has other problems to worry about, like her alcoholic father, being the brand new leader of her group, Drau's breaking out of their boundaries and attacking in the real world... PUSH is definitely action packed and does a fine job of carrying the torch RUSH first set aflame.

Miki is a very well rounded character, and that is one of the things I most love about her. Her problems don't begin and end with THE GAME. She already had issues to deal with long before the GAME, or Jackson entered her life. I like that in this installment Miki tries to fix her ties to her childhood friend Carly, who even though might be a pain in the ass sometimes would be a devastating loss for the series if she were to disappear. Miki also has her drunken father to worry about, not to mention her own inner issues of control. She can't fix her father, no matter how much she wants to, and she can't fix her life. But through it all she manages to pull through it with her head held high.

To be completely honest PUSH gives us way more questions than it gives us answers. It definitely sets the stage for what is to come next, not to mention it gives us another devastating cliff hanger (TWO CLIFFHANGERS IN A ROW, ARE YOU SERIOUS?!). New characters are about to turn Miki's world upside down.

In the Goodreads summary it says that PUSH is the sequels we shall be screaming for, and they are definitely right. Once you are done however the screaming doesn't end since now I find myself clamoring for CRASH.

OLD UPDATE:

I don't care what anybody says, the first book was REALLY entertaining and I cannot wait to read this one!! I HATE CLIFFHANGERS (I'm lying, I fucking love them)!!!!!!

I feel a little bi polar right now, because I am devastated this will not be out until JUNE next year...

... but at the same time I am so excited all I want to do is dance in a weird way that is so full of anticipation I have to control myself as to not freak out the people around me.

Tamara says

review to come

Sarah says

I LOVED RUSH! I can't wait for push! The titles are weird but whatever ;)

Edit:

I'm currently reading Push and man is it amazing so far, a certain someone (sorry not spoiling) is super amazing and another certain someone is being aggravating yet lovable, I mean how? I don't know but this book has a lot of twists and I'm not even half way through yet!

Danielle (Love at First Page) says

The Game trilogy by Eve Silver is the perfect type to binge read. We are given a fascinating concept, a fast and perfectly paced plot, a swoony new book boyfriend, and a romance that made my heart race. I didn't really know what to expect going into this series - except that it's completely triangle free - but Eve Silver definitely has a new fan. I read these books so quickly, dying to know what would happen next and to spend more time with Miki and Jackson.

Read my full series review [here!](#)

Nazurka says

Das Spiel 02. Run! - Eve Silver

Spannungsgeladene Fortsetzung!

Run!

Klappentext:

"Brich die Regeln oder stirb.

Schwer atmend wie nach dem härtesten Training meines Lebens stehe ich vor dem Komitee. Ich rechne mit ihrem Zorn. Ich bin bereit. Stattdessen ernte ich Gelächter, den Klang von Wärme und Licht, der durch meine Adern strömt, in meinen Gliedern tanzt. "Gut gemacht, Miki Jones."

Miki hatte keine Wahl, als sie in das Spiel gezwungen wurde, in ein verrücktes Doppelleben. Bisher lebte sie

nach ihren eigenen strengen Regeln. Sie legt Wert auf Kontrolle. Aber im Spiel haben sie und ihr Team nur eine Chance zu überleben, wenn sie ein neues Regelwerk befolgt: das des geheimnisvollen Komitees."

Informationen zur Autorin:

Die Autorin lebt mit ihrem Ehemann und ihren Söhnen in Kanada, oft auch in den Welten, die sie erträumt. Alle in ihrer Familie lieben Videospiele. Eve Silver mag außerdem Kajakfahren und Sonnenschein, Hunde und Nachtisch und Bücher, Bücher, Bücher.

Autorenhomepage: www.evesilver.net

(Aus: Run!, Informationen zur Autorin)

Rezension

Miki Jones steckt noch immer im Spiel fest. Einem Spiel, das tödlich für sie enden könnte, wenn sie nicht die Regeln des Komitees befolgt. Doch nach Jacksons Verschwinden ist sie alles andere als gut darin, die ominösen Regeln eines zwielichtigen Komitees zu befolgen; sie kann sich ja nicht mal sicher sein, ob sie ihnen überhaupt trauen kann. Hin und her gerissen zwischen der Realität und dem Spiel merkt Miki schon bald, dass ihr die Kontrolle zu entgleiten droht - und sie muss alles dafür tun, um sich selbst und ihre Mitspieler am Leben zu erhalten. Denn der Feind lauert an jeder Ecke - vielleicht sogar in der Realität...

Run! von Eve Silver ist Band zwei einer wirklich spannenden und actionreichen Science-Fiction Serie, der seinem Vorgänger nicht im geringsten nachsteht. Dabei schließt der Roman genau an die Ereignisse von Band eins an und katapultiert den Leser mitten ins offene Geschehen. Wieder einmal taucht man in Mikis Welt ein und erlebt, wie sich langsam aber sicher die Realität und das Spiel miteinander vermischen. Mikis Versuche, die Kontrolle zu behalten, scheitern immer mehr und neue Geheimnisse und überraschende Wendungen kommen ans Licht, die das Lesen dieses Nachfolgers mehr als lohnenswert machen. Auch die Charaktere kommen dabei wieder sehr authentisch daher und sind in ihrer Entwicklung absolut glaubwürdig.

Während man tiefer in das Bewusstsein von Miki eintaucht, und ihren Drang zur Kontrolle deutlicher wahrnehmen kann als zuvor, bekommt man nun viel mehr Einblicke in vergangene Geschehnisse und Entwicklungen, die sie als Person geformt haben. Angesichts der Tatsache, dass die Storyline weiterhin aus ihrer Sicht beschrieben wird, erreicht die Figur hier noch mehr Tiefe als in Band eins und entwickelt sich im Verlaufe der Handlung in kleinen, aber sehr glaubwürdigen Schritten, weiter. Diese dezenten Veränderungen sind es auch, die Miki als Figur absolut sympathisch machen; ihre Handlungen und Gedanken sind logisch nachzuvollziehen und sie fällt nicht einfach grundlos aus ihrem Verhaltensmuster heraus. Dies trifft auch auf andere Figuren des Romans zu, die ebenfalls eine detailliertere Zeichnung erfahren. Generell lernt man sie näher kennen und kann sich auch emotional besser mit den Figuren identifizieren, ihre Handlungen nachvollziehen und dabei die Entwicklung in den Beziehungsstrukturen und bei den Figuren selbst beobachten.

Die Handlung selbst kommt wieder sehr spannend und überraschend daher. Die Autorin schafft es definitiv, einen spannenden Plot aufrecht zu erhalten und dem Leser jede Minute zum Atmen zu nehmen, so schnell prallen die Ereignisse aufeinander. Dennoch finden sich in diesem Nachfolger etwas mehr Ruhemomente wieder, in denen neue Geheimnisse enthüllt und noch mehr offene Fragen zurückbleiben, welche die Storyline nur umso interessanter machen. Man kann sich kaum loseisen vom Geschehen und verfolgt gespannt, wie sich die Dinge entwickeln. Mikis Kontrollverlust, einschneidende Ereignisse, die Vermischung von Realität und Spielwelt - dies sind nur wenige Dinge, welche die Spannung aufrechterhalten und den

Roman unglaublich temporeich gestalten. Vor allem der Weltenaufbau und die Konstruktion des Spiels im Buch ermöglichen es einem nachzuempfinden, wie sich die Charaktere fühlen. Man spürt kaum, dass es andere sind, die das erleben, so hautnah gehen einem die Geschehnisse und verursachen ein Gänsehautfeeling. Vielleicht auch, weil das Thema (Videogames) der heutigen Generation so nah ist und man sehr viel damit assoziiert. Egal welche Gründe es sind - der Leser wird tief in das Spiel hinein gesogen und vermag es kaum, sich daraus zu lösen. Auch mit fortschreitender Seitenzahl nimmt die Spannung daher nicht ab, steigert sich sogar eher. Vor allem das Finale nimmt wieder, wenn auch etwas vorhersehbare, neue Wendungen und liefert enorm viel Potenzial für den finalen Band der Trilogie. Und der Cliffhanger zum Schluss dieses Romans ist sogar noch deutlich fieser als der seines Vorgängers. Wer also keine Geduld hat, sollte wohl mit dem Lesen dieser Lektüre warten, bis Band drei erschienen ist - denn hier entsteht definitiv Suchtpotenzial!

Fazit

Run! von Eve Silver ist eine actiongeladene und sehr gelungene Fortsetzung dieser Science-Fiction Trilogie, die in allen Grundzügen zu überzeugen weiß. Vor allem der Weltenaufbau und die Entwicklung der Charaktere stehen hier im Vordergrund und kommen mehr als authentisch rüber, sodass der Leser sich vollkommen auf diese Welt zwischen Realität und Spiel einlassen kann. Spannung und Tempo sorgen dafür, dass man das Buch kaum aus der Hand legen mag, und auch wenn der Gesamtplot an sich wieder etwas vorhersehbar ist, schafft die Autorin es wieder, den Leser mit Details und Feinheiten zu überraschen. Fans der Reihe und des Genres sollten sich daher diesen Nachfolger sicherlich nicht entgehen lassen!

Gesamte Reihe in einem Überblick:

01. Jump
02. Run!
03. Crash (englisch) (9. Juli '15) / Deutscher Titel noch nicht bekannt

Pro & Contra

- + Entwicklung von Miki Jones im Einzelnen und der weiteren Figuren im Besonderen
- + Spannung und Action
- + Neue Wendungen und überraschende Ereignisse
- + Weltenaufbau und Setting
- + Vermischung der Realität und des Spiels
- + Roter Faden spitzt sich zu
- + Steht Vorgänger in nichts nach
- + Cliffhanger zum Schluss

o Angenehmer und leichter Schreibstil

- Insgesamt im Gesamtplot doch vorhersehbar

Bewertung:

Handlung: 4/5

Charaktere: 4/5

Lesespaß: 4/5

Preis/Leistung: 4/5

Cara says

I was so unbelievably happy to receive an arc copy of Push, especially after the ending of Rush. This book completely blew away my expectations. Reading it was like having a constant adrenaline rush. It was so great to learn more about the way Jackson thinks and just Jackson in general. There were so many twists and turns that I did not expect. I really enjoyed the bit of insight we got on Lizzie. In general I just loved everything about this book. I can't believe we got another cliff hanger!!! I can't wait for the third book, Crash, I don't know if I can wait another year or more.

Tammie says

While I enjoyed Rush and thought it was a cool idea, I didn't find it earth shatteringly great. I did enjoy it and felt it had a lot of potential to go somewhere really good. Going into this second book in the trilogy, I was hoping for more story development. Unfortunately the plot really doesn't move at all in this one. The Game, which is the most interesting thing about this series, takes a huge backseat to relationships in Push. I wanted more about the Drau and their motives, where they came from, the other reality, and how they are able to cross over into it. More things that would make them feel more sinister and less like cardboard cutouts. I never really felt much danger from the Drau in this book, and the fight scenes are not detailed enough for me. I wanted more about the committee, who they are and what drives them. Honestly, this book almost felt like a waste of time, save for one really interesting aspect that does develop somewhat in this book, concerning Jackson's sister. There is another really good cliffhanger at the end, but I haven't decided if I will continue on to the last book yet.

Olivia (The Candid Cover) says

Are you looking for a series that will satisfy your need for sci-fi entertainment? Push, book 2 in Eve Silver's the Game series, is a fast-paced story influenced by the gaming world. This book is wonderfully written and includes an amazing plot and a courageous protagonist.

The world building in Push is absolutely incredible! Eve Silver has created a futuristic world that actually seems real. Inspired by video games, this series has a setting like no other! Part of the setting for Push takes place in a typical high school, while the rest takes place in a world that is a video game. It is evident through Eve Silver's depictions, that video games are no stranger to her.

After teens are killed in the real world, they respawn in a real life video game to fight aliens. If that isn't enough, they are returned to the real world and summoned again in a few weeks. While there are many references and a plot line that revolves around the gaming world, those without a strong gaming background can easily follow this story. The descriptions and events are definitely inspired by video games, but the storyline is so beautifully brought to life that non-gamers will be drawn in with ease.

A relatable and dauntless main character, Miki, is a girl that will not disappoint. When she is thrown into the Game against her will, she quickly adapts to her surroundings. Miki follows instructions well and fights her enemies, the Drau, with finesse. She is also very sarcastic, making her an enjoyable and humorous character

to read. Readers will find themselves cheering for Miki as she makes wise choices and defends herself.

The Game series is a fantastic futuristic read that contains a unique concept and a fearless main character. It is a page turner that will leave readers hungry for more. With very little time to wait for book 3 in this series, now is the perfect time to pick it up! Fans of The 5th Wave by Rick Yancey will absolutely love this sci-fi thriller.
