



Armada: A novel by the author of Ready Player One

By Ernest Cline

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Armada: A novel by the author of Ready Player One By Ernest Cline

Zack Lightman has spent his life dreaming. Dreaming that the real world could be a little more like the countless science-fiction books, movies, and videogames he's spent his life consuming. Dreaming that one day, some fantastic, world-altering event will shatter the monotony of his humdrum existence and whisk him off on some grand space-faring adventure.

But hey, there's nothing wrong with a little escapism, right? After all, Zack tells himself, he knows the difference between fantasy and reality. He knows that here in the real world, aimless teenage gamers with anger issues don't get chosen to save the universe.

And then he sees the flying saucer.

Even stranger, the alien ship he's staring at is straight out of the videogame he plays every night, a hugely popular online flight simulator called *Armada*—in which gamers just happen to be protecting the earth from alien invaders.

No, Zack hasn't lost his mind. As impossible as it seems, what he's seeing is all too real. And his skills—as well as those of millions of gamers across the world—are going to be needed to save the earth from what's about to befall it.

It's Zack's chance, at last, to play the hero. But even through the terror and exhilaration, he can't help thinking back to all those science-fiction stories he grew up with, and wondering: Doesn't something about this scenario seem a little...familiar?

At once gleefully embracing and brilliantly subverting science-fiction conventions as only Ernest Cline could, *Armada* is a rollicking, surprising thriller, a classic coming of age adventure, and an alien invasion tale like nothing you've ever read before—one whose every page is infused with the pop-culture savvy that has helped make *Ready Player One* a phenomenon.

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Armada: A novel by the author of Ready Player One By Ernest Cline Bibliography

- Sales Rank: #9708 in eBooks
- Published on: 2015-07-14
- Released on: 2015-07-14
- Format: Kindle eBook

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Editorial Review

Review

“A thrilling coming-of-age story.”

—*Entertainment Weekly*

“Nerd-gasmic...another science fiction tale with a Comic-Con's worth of pop-culture shout-outs.”

--*Rolling Stone*

“An amazing novel [that] proves Cline has the ability to blend popular culture with exciting stories that appeal to everyone.”

—*Associated Press*

“Mixes *Star Wars*, *The Last Starfighter*, *Independence Day* and a really gnarly round of *Space Invaders* into a tasty sci-fi stew.”

—*USA Today*

“A fantastic second novel...fans of *Ready Player One*, it is time to rejoice.”

—*Huffington Post*

“A joyous, rollicking read...will garner Cline an even larger group of fans than the formidable crew he’s already assembled.”

—*Boing Boing*

“A great romp...Cline (ever the fanboy) is both reverent of and referential to the books and movies and games of his childhood.”

—*Mother Jones*

“Video games come to life in this witty, extraterrestrial thriller.”

—*New York Post*

“Built like a summer blockbuster...Cline recombines the DNA of *Ender’s Game*, *Star Wars*, *The Last Starfighter*, and old-school arcade games like *Asteroids* into something that’s both familiar and unpredictable. It’s a mutant homage to sci-fi tropes past.”

—*Gawker*

"Hugely entertaining...a paean to the videogames of a bygone era, and like *Ready Player One* it is a tremendous amount of fun for anyone who remembers that time and played those games."

—**George R.R. Martin**, *New York Times* bestselling author of *Game of Thrones*

"A novel so fun, you'll want to reboot it and read it again...the best novel this gamer geek has read in a long, long time."

—**Hugh Howey**, *New York Times* bestselling author of *Wool*

"Those conspiracies you imagined when you were fourteen turn out to be true in this masterful tale of Earth's desperate struggle against a powerful alien foe."

—**Andy Weir**, *New York Times* bestselling author of *The Martian*

"*Armada* proves Ernie Cline is the modern master of wish fulfillment literature - and of reminding us to be careful what we wish for."

—**John Scalzi**, *New York Times* bestselling author of *Old Man's War*

"With another winning teen protagonist in Zach, Cline mines the nostalgia and geek spheres just as successfully as he did in his acclaimed debut, *Ready Player One*. The works that obviously influenced the story line, such as Orson Scott Card's *Ender's Game* and the films *The Last Starfighter* and *Star Wars*, feel like homages rather than borrowings- a rap artist sampling the best beats out there to create an irresistible jam."—**Library Journal**, **starred review**

"Cline once again brings crackling humor and fanboy knowledge to a zesty, crowd-pleasing, countdown-clock, save-the-planet tale featuring an unlikely hero, adrenaline-pumping action, gawky romance, and touching family moments....Cline's sly, mind-twisting premise and energetically depicted and electrifying high-tech battles make for smart, frenetic, and satisfying entertainment."

—**Booklist**, **starred review**

Praise for *Ready Player One*:

"Enchanting...*Willy Wonka* meets the *Matrix*. Its geeky characters are geeky cool. And its action is imaginative, always cinematic.[Cline] even weaves a sweet romance into this hero-vs.-villain tale."

—**USA Today**

"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**

"A rollicking, surprise-laden, potboiling, thrilling adventure story...the best science-fiction novel I've read in a decade."

—**BoingBoing.com**

"Ridiculously fun and large-hearted... Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate. You'll wish you could make it go on and on."

—**NPR.org**

"A smart, funny thriller that both celebrates and critiques online culture... layered with inside jokes and sly references."

—**San Francisco Chronicle**

"An addictive read... part intergalactic scavenger hunt, part romance and all heart."

—**CNN.com**

"Incredibly entertaining...a geek fantasia, '80s culture memoir and commentary on the future of online behavior all at once."

—**Austin American-Statesman**

About the Author

ERNEST CLINE is a novelist, screenwriter, father, and full-time geek. His first novel, *Ready Player One*, was a *New York Times* and *USA Today* bestseller and appeared on numerous "best of the year" lists. Ernie

lives in Austin, Texas, with his family, a time-traveling DeLorean, and a large collection of classic video games.

Users Review

From reader reviews:

Jean Fuller:

Reading a publication can be one of a lot of task that everyone in the world really likes. Do you like reading book and so. There are a lot of reasons why people fantastic. First reading a publication will give you a lot of new information. When you read a guide you will get new information simply because book is one of many ways to share the information or perhaps their idea. Second, reading through a book will make anyone more imaginative. When you looking at a book especially fictional works book the author will bring someone to imagine the story how the character types do it anything. Third, you are able to share your knowledge to other folks. When you read this Armada: A novel by the author of Ready Player One, you may tells your family, friends along with soon about yours reserve. Your knowledge can inspire others, make them reading a guide.

Christina Love:

Playing with family in a park, coming to see the water world or hanging out with friends is thing that usually you will have done when you have spare time, and then why you don't try point that really opposite from that. One particular activity that make you not feeling tired but still relaxing, trilling like on roller coaster you have been ride on and with addition of knowledge. Even you love Armada: A novel by the author of Ready Player One, you are able to enjoy both. It is very good combination right, you still desire to miss it? What kind of hang-out type is it? Oh come on its mind hangout folks. What? Still don't buy it, oh come on its known as reading friends.

Gertrude Hoskins:

The book untitled Armada: A novel by the author of Ready Player One contain a lot of information on this. The writer explains your ex idea with easy means. The language is very straightforward all the people, so do not necessarily worry, you can easy to read the idea. The book was written by famous author. The author will take you in the new time of literary works. It is easy to read this book because you can continue reading your smart phone, or product, so you can read the book in anywhere and anytime. If you want to buy the e-book, you can open up their official web-site as well as order it. Have a nice go through.

Beverly Woods:

Is it an individual who having spare time in that case spend it whole day simply by watching television programs or just laying on the bed? Do you need something totally new? This Armada: A novel by the author of Ready Player One can be the solution, oh how comes? It's a book you know. You are thus out of date, spending your spare time by reading in this new era is common not a geek activity. So what these books have than the others?

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