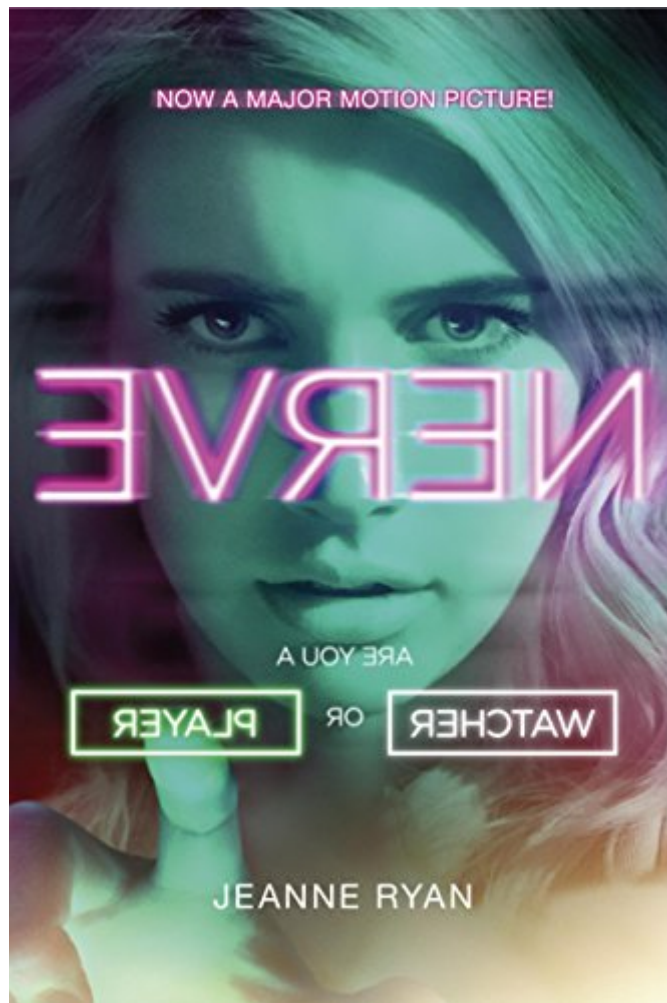


The book was found

Nerve



Synopsis

The New York Times bestseller is now a major motion picture starring Emma Roberts and Dave Franco, in theaters this July! A high-stakes online game of dares turns deadly When Vee is picked to be a player in NERVE, an anonymous game of dares broadcast live online, she discovers that the game knows her. They tempt her with prizes taken from her ThisIsMe page and team her up with the perfect boy, sizzling-hot Ian. At first it's exhilarating--Vee and Ian's fans cheer them on to riskier dares with higher stakes. But the game takes a twisted turn when they're directed to a secret location with five other players for the Grand Prize round. Suddenly they're playing all or nothing, with their lives on the line. Just how far will Vee go before she loses NERVE? Debut author Jeanne Ryan delivers an un-putdownable suspense thriller.

Book Information

File Size: 571 KB

Print Length: 300 pages

Publisher: Dial Books (September 13, 2012)

Publication Date: September 13, 2012

Language: English

ASIN: B007FEPPB8

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #71,737 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #11 in Kindle Store > Kindle eBooks > Teen & Young Adult > Literature & Fiction > Social & Family Issues > Peer Pressure #21 in Books > Teens > Literature & Fiction > Social & Family Issues > Peer Pressure #50 in Kindle Store > Kindle eBooks > Teen & Young Adult > Literature & Fiction > Science & Technology

Customer Reviews

Sick of being invisible, on a whim Vee performs a simple livestreamed dare, entering to become a Player on the on-line game show Nerve. Enticed by the promise of shoes she liked a few months before, she completes another dare. Offered prizes become more and more desirable as her dares

become more and more complicated, embarrassing, and dangerous as the Watchers, those who pay to watch the Players play, demand it. When she is selected to compete in the grand prize competition, everything becomes scary fast and Vee must figure out who she can and cannot trust to get out alive. Nerve is Hunger Games meets Lord of the Flies. The disturbing part is the producers of the game use information posted on-line or gleaned from friends (willing to talk for a price) against the players, reminding us that privacy is just an illusion. The book is really well written and just when things seem to be wrapped up nicely, the ending is ridiculously creepy. I highly recommend reading this book. It really makes you think.

This is one of those books that's hard to give stars. Vee is a junior outshone by her best friend, and after seeing her best friend Syd make out on her new crush she is more than a little mad and wanting to prove herself. She does a dare for a game online called Nerve that offers prizes after each. It's a fast-paced book that takes you through Vee's dares and what all that entails. However, the book focused mainly on the plot of Nerve rather than the characters which led to me seeing stereotypes and wishing for more depth. There is plenty of potential for romance between Vee and her partner, Ian, which is definitely one of the main selling points of this book. The question hanging over the reader's head of whether or not Ian is who he says he is, and whether or not he'll end up betraying her in the end. In the book it felt a little forced and I was still left wanting more. The dares felt watered down after watching the movie, and the prizes didn't feel good enough for what Vee and the other players had to do. Yet the premise! This is something that could be a reality in a few years time. The internet is taking over, we already have gamer shows much like this and to combine the two into an online game as easy as truth or dare without the dare is brilliant. Jeanne Ryan, the author, used peer pressure as well as electronic information, which at times was hacked private information, to determine what would be a valuable prize to the contestants but to get into their heads. As for the ending... There was a huge climax, but the last portion of the book ended quite anticlimactically. It wasn't left up enough to the hype I was feeling throughout the last chapters of the book. The movie review- I watched the movie first and I ended up comparing a lot of things because of it. The dares have more thrill in the movie, the romance between Ian and Vee was super steamy, the twist at the end (albeit the book also has a slight twist) was more dramatic and I found myself at the edge of my seat. The movie keeps the fast pace and the main characters but it felt it related to the internet and actions that a senior in high school would take. Mind, the book was published in 2012 and that may have something to do with the impact it had on me as a reader. I loved the production's use of media showing the viewers a 360 view of the game as well as Vee's perspective. Dave Franco and Emma

Roberts did an amazing job at bringing chemistry to their characters and making the love story believable. The movie was even faster paced than the book with dares that made you cringe and backstory for Vee that made more sense to me. The prize was money but it had more of a sense of realness to me to be money- a lot of money- then hand picking prizing like the author did. Jeanne Ryan constructed an interesting concept and was fairly well-written, especially for a debut novel. The book was well-written and easy to follow but I was left wanting more. Dares that were a bit underwhelming, and the lack of character development brought the story down for me but when the book ending took the story into the realm of ridiculous at the end with the weird room I knew the movie version was better. I recommend the movie for entertainment and some should searching if you're an avid internet user, and the book if you're like me and just have to read the book version too.

Actual rating 3.5 stars. *Nerve*™ had the distinct tone of a toned-down horror movie. I found the book compelling. I giggled at some of the dares the Players of the app are put through, and my pulse raced in others. I also liked the interactivity of the Watchers. But the concept of the game gave me that silly high you get when you do something stupid as a teenager. That thrill of breaking the rules and giving into abandonment. Some of the dares are lame, but it is to be expected: if you read the blurb it is obvious what you are getting yourself in for. It's meant to be awkward, uncomfortable fun until it gets a little more serious. Our protagonist Vee is a cute, bookish and unassuming girl very much how I was in high school. She has a strong moral compass which is what kept me reading. She was crapping her pants, but stuck to her morals and always found a solution she could live with. Ian, one of the men in Vee's life, felt a little stereotypical, and a lot of eye-rolling went with his story, but by the end of the novel I actually thought he was pretty decent and genuine. The same goes for Sydney, Vee's bestie. Tommy, the love interest well I'll let that one go. He's a bit of a mixed bag and I think there is still more of his story to tell. This can be said for many of the cast as well. They all have their motivations for joining the game NERVE "to better their lives, to become famous, to have an adrenaline rush but the snippets into their lives was truly interesting. Like peeking into the lives of strangers, grotesque and fascinating. The ending, though I loved the intelligence and strategy of it, did not have the thrill of the beginning dares. It devolved into a clichéd Mexican standoff. But I did like the twist ending. I love a bit of cheesy, in-your-face tone the leave the reader/viewer saying WTF? The pacing is top-notch, I found myself reading three-quarters of the book on one sitting, until my eyes started drooping. The storyline isn't

what is so attention grabbing, it's more like the anticipation of what comes next and that's the whole book in a nutshell. It's done really well for what it is. It reminds me of those campy cult classics people love, where substance is low, but it connects to something primal that we find impossibly entertaining. This whole book was a wonderful satire on fame, and what it costs you. It was also a sanitised poke at all these 'Saw' movies. Surprising to find layers like this in 'Nerve'. Jeanne Ryan, had a wonderful writing style. I felt like I was thinking the words as I read them. No grand descriptions or lengthy inner monologues. It was simple and to the point " which is what you need to build tension and move the pace along. I would have enjoyed this far more if we got to get to know the characters better, had dares with higher stakes, and more adrenaline inducing scenarios. Additionally, a bigger conspiracy and a bigger peek behind the curtain. But 'Nerve' could be read as a standalone, or the start of a series. Enjoyable, silly fun, but lacked a big payoff for me.

After seeing the movie it left me wanting more, and was so psyched to find out it was a book first. I read the sample and bought it soon after. I have read it in only a couple days. Once it got its hooks in me I had to finish it. It made it hard to want to do other things besides read it. Refreshing to read such compelling fiction. I do hope to see more from this author. Completely different from the movie too. Glad it wasn't too similar. Very compelling with the dares and story. There weren't really good places to put the book down which made me want to keep reading.

[Download to continue reading...](#)

Anchorage,; Nerve center of Alaska Sugar Crush: How to Reduce Inflammation, Reverse Nerve Damage, and Reclaim Good Health Relief from Carpal Tunnel Pain and Other Nerve Entrapment Syndromes Anatomy and Physiology Study Guide: Key Review Questions and Answers with Explanations (Volume 3: Nerve Tissue, Spinal Nerves & Spinal Cord, Cranial Nerves & Brain, Neural Integrative, Motor & Sensory Systems, Autonomic Nervous System, Special Senses) Manual of Nerve Conduction Study and Surface Anatomy for Needle Electromyography Dispatcher Stress: 50 Lessons on Beating the Burnout (Get The Nerve) Bell's Palsy Handbook: Facial Nerve Palsy or Bell's Palsy facial paralysis causes, symptoms, treatment, face exercises & recovery all covered Nerve: By Dick Francis (Unabridged Audiobook 8cds) 32 Stories: The Complete Optic Nerve Mini-Comics ISO 13091-2:2003, Mechanical vibration -- Vibrotactile perception thresholds for the assessment of nerve dysfunction -- Part 2: Analysis and interpretation of measurements at the fingertips A Failure of Nerve, Revised Edition: Leadership in the Age of the Quick Fix A Failure of Nerve: Leadership in the Age of the Quick Fix, Revised Edition Cellular Physiology of Nerve and

Muscle Atlas of Peripheral Nerve Ultrasound: With Anatomic and MRI Correlation Nerve and Muscle
Excitation Nerve and Muscle: Membranes, Cells, and Systems Bioelectrochemistry IV: Nerve
Muscle Function-Bioelectrochemistry, Mechanisms, Bioenergetics and Control (Nato Science
Series: A:) Nerve Cells and Animal Behaviour Pain Relief for Joint, Muscle and Nerve Pain, Drug
Free Using TENS Build Powerful Nerve Force: Cure for the Dull Dragged-Out Hopeless, Helpless
Life

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)