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# CHEATCODE



## Synopsis

Play the Game. Play to Win. Play to Survive. Most people play the game: total immersion VR with full neural sync. But Hank lives it. In Unlimited Combat, he's one of the best. He makes his own luck. And he plays solo. Until now. When a player offers Hank fame and fortune, it's too good to pass up. To succeed, Hank must fight harder than ever before, pushing past the game's safety protocols. His life is on the line, and when he's captured, he knows he's in too deep. Can he escape? And who can he trust? Join Hank in the game "if you dare." CHEATCODE is a perfect read for fans of cyberpunk, technothrillers, and LitRPG. It's a fast-paced page-turner of a tale. Please note that CHEATCODE is a stand alone novel, not a serial. Although there will be further adventures for these characters in future books, each book will stand on its own.

## Book Information

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## Customer Reviews

The virtual reality Mikey Campling has created in this book is still out of reach of today's technology, although perhaps not by much. It sure looks a lot like the next logical step on the road to the Oasis in Ready Player One. There are a couple of hints at the beginning of Hank's game

session that more than one game is available, but he plays the same game all the time, one where he feels confident and capable. Within his game, heâ€™s developed skills that have been noticed by others. Not everyone in the game is there for recreation. Although most of the book takes place inside the game, the story is about the people involved more than the setting. Hankâ€™s relationship with his father is the core of the story, even as he retreats to his room to play his game alone. There are more than a couple unexpected developments in this story. I loved this book and I hope the ending means that Hank may be back in another book soon. Definitely recommended!

Subtitled, Play to Win, Play to Survive, this is a very readable book about the in game adventures of Hank, the main protagonist, and his father, Mervin. Already an exceptionally good player, the lonely Hank meets another whilst in his favourite game who seems to have even greater skills and toys than even he possesses. He is persuaded to team up with this new talent so that they can jointly reach the final reward area. But the stranger has an ulterior motive which threatens Hank's life for real. The computer life sequences are interspersed with real life fragments which both help build the background characterisations and add poignancy to the story. Exciting throughout and with a good ending which opens up the possibilities of a follow on book

This 5 star tale of a young teen from the poor side of town struggling to find himself in the real world who becomes a warrior in the world of VR gaming. Why does a man with everything want to partner with a boy who had to work for what he has? What is it that Hank has that the man with everything does not? What will Hank gain? What will he lose? CheatC0de is a complex, well written tale taken from an old Grimmâ€™s fairy tale and brought into the virtual reality gaming world of the future. (Youâ€™ll have to read the writerâ€™s epilogue to find out which one.) Even as a non-gamer I found the story compelling and the main characters well developed. Read the story and follow the subtle clues to a few twists and surprises for both the reader and the bookâ€™s characters. As one of his advanced copy readers I want to thank the author, Mikey Campling, for the opportunity to pre-read this book and offer my opinions before its official release. CheatC0de is different from his previous work, but no less well done, and well worth the time to read it.

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