

# Trapped In A Video Game Book One Volume 1

*Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.*

*Kids who love video games will love this fourth installment of the 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters inside different video games. Age Level: 8-12 Grade Level: 3rd and up Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else, too--he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro-gaming skills. Can he pull it off before the bad guys catch on?*

*Thirty of Hans Christian Andersen's most cherished stories in single volumes Illustrator various artists. Known all over the world, these fairytales hold stories of great value and are a source of inspiration for both young and old.*

*Five great Trapped in a Video Game books in one box! Includes: Trapped in a Video Game (Book 1) Trapped in a Video Game (Book 2): The Invisible Invasion Trapped in a Video Game (Book 3): Robots Revolt Trapped in a Video Game (Book 4): Return to Doom Island Trapped in a Video Game (Book 5): The Final Boss*

*A Novel*

*Ready Player One*

*Acutely Relatable Comics*

*Escape from a Video Game*

*Mystery on the Starship Crusader*

*Stuck in the Game*

**Trapped in a Video Game**

**When Mark is sucked into the game "Go Wild", he becomes invisible which makes it that much harder for Jesse to find him.**

**Meet Dewey Jenkins, a 13-year old schoolkid who's about to fail science class. Follow him on an amazing adventure that leads Dewey and his friends to a virtual world where they will have to overcome all sorts of digital creatures and solve a number of puzzles in order to get home. My Video Game Ate My Homework is a funny, fast-paced adventure that shows the importance of cooperation and**

**teamwork, as well as the importance of using your own unique abilities to solve problems. It's illustrated in Dustin Hansen's colorful, cartoony style, and filled with lots of sight gags and nods to video-gaming tropes. Dustin Hansen spent years directing and creating video games before becoming a writer and illustrator, and makes his DC debut with My Video Game Ate My Homework! Alistair Gregory, the man who figured out how to put people into video games, is not what he seems. Jesse Rigsby is sure of that. Jesse's sure of something else too - he's being watched. To unravel the mystery, Jesse's going to have to transform himself into a superspy with serious retro gaming skills. Can he pull it off before the bad guys catch on?**

**Trapped in a Video Game**

**Return to Doom Island**

**Holes**

**Bedlam**

**An Unofficial Minetrapped Adventure, #1**

**The Hidden Brain**

*Containing the first 50 chapters of China's best-loved work, in an edited, yet complete and wholly accurate translation for the Western reader. Volume 1 begins with Monkey's birth, his secret education in the ways of magic at the hands of the Patriarch, his dealings with the Cloud Emperor, the famous revolt in heaven, and the Great Sage's fall and punishment. Then, with a reprieve, Monkey joins the Tang Priest as his guide to India. Paired with the monster Pig and Friar Sand, the quartet embark on a quest at once dazzling and comic, with non-stop action.*

*Melinda is struggling to find a birthday present for her Dad. What do you get a pirate who has everything?! Her brother Ricky soon starts to cause trouble and before you know it the two of them get themselves into terrible danger... Race Further with Reading is the perfect tool to build reading confidence with illustrated stories in manageable bite-size chapters, following on a level from the Race Ahead with Reading series with stories of 2,000 words.*

*The inspiration for the film that won the 2004 Sundance Film Festival Audience Award for Best Documentary, The Corporation contends that the corporation is created by law to function much like a psychopathic personality, whose destructive behavior, if unchecked, leads to scandal and ruin. Over the last 150 years the corporation has risen from relative obscurity to become the world's dominant economic institution. Eminent Canadian law professor and legal theorist Joel Bakan contends that today's corporation is a pathological institution, a dangerous possessor of the great power it wields over people and societies. In this revolutionary assessment of the history, character, and globalization of the modern business corporation, Bakan backs his premise with the following observations: -The corporation's legally defined mandate is to pursue relentlessly and without exception its own economic self-interest, regardless of the harmful consequences it might cause to others. -The corporation's unbridled self-interest victimizes individuals, society, and, when it goes awry, even shareholders and can cause corporations to self-destruct, as recent*

*Wall Street scandals reveal. -Governments have freed the corporation, despite its flawed character, from legal constraints through deregulation and granted it ever greater authority over society through privatization. But Bakan believes change is possible and he outlines a far-reaching program of achievable reforms through legal regulation and democratic control. Featuring in-depth interviews with such wide-ranging figures as Nobel Prize winner Milton Friedman, business guru Peter Drucker, and cultural critic Noam Chomsky, The Corporation is an extraordinary work that will educate and enlighten students, CEOs, whistle-blowers, power brokers, pawns, pundits, and politicians alike.*

*Jesse and Eric have ten minutes to save the world. In those ten minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. There will be fire-breathing pterodactyls, angry green giants, and unicorns that shoot lasers out of their hooves. If Jesse and Eric are going to survive long enough to fight the final boss, they'll need to rely on each other like never before. Do they have what it takes? The clock is ticking.*

*The Final Boss*

*Trapped in a Video Game!*

*Trapped in a Video Game (Book 5)*

*Trapped in the Overworld*

*The Eye of Minds (The Mortality Doctrine, Book One)*

*Trapped in the dangerous game of Heir Apparent, Giannine is forced to obtain a magic ring, find stolen treasure, solve the dwarf's stupid riddles, and slay a dragon--among other challenges--in order to survive. 20,000 first printing.*

*How the history of technological revolutions can help us better understand economic and political polarization in the age of automation The Technology Trap is a sweeping account of the history of technological progress and how it has radically shifted the distribution of economic and political power among society's members. As Carl Benedikt Frey shows, the Industrial Revolution created unprecedented wealth and prosperity over the long run, but the immediate consequences of mechanization were devastating. Middle-income jobs withered, wages stagnated, the labor share of income fell, profits surged, and economic inequality skyrocketed. These trends broadly mirror those in our current age of automation. But, just as the Industrial Revolution eventually brought about extraordinary benefits for society, artificial intelligence systems have the potential to do the same. The Technology Trap demonstrates that in the midst of*

another technological revolution, the lessons of the past can help us to more effectively face the present. Now a Netflix movie directed by Mike Flanagan (*Oculus*, *Hush*) and starring Carla Gugino and Bruce Greenwood. Master storyteller Stephen King presents this classic, terrifying #1 New York Times bestseller. When a game of seduction between a husband and wife ends in death, the nightmare has only begun... "And now the voice which spoke belonged to no one but herself. Oh my God, it said. Oh my God, I am all alone out here. I am all alone." Once again, Jessie Burlingame has been talked into submitting to her husband Gerald's kinky sex games—something that she's frankly had enough of, and they never held much charm for her to begin with. So much for a "romantic getaway" at their secluded summer home. After Jessie is handcuffed to the bedposts—and Gerald crosses a line with his wife—the day ends with deadly consequences. Now Jessie is utterly trapped in an isolated lakeside house that has become her prison—and comes face-to-face with her deepest, darkest fears and memories. Her only company is that of the various voices filling her mind...as well as the shadows of nightfall that may conceal an imagined or very real threat right there with her...

Trapped On Battle Royale Island

Art Song

Trapped in a Dating Sim: The World of Otome Games is Tough for Mobs (Manga) Vol. 1

Trapped in a Video Game (Book 2)

Big Foot and Little Foot (Book #1)

The Little Match Girl

Trapped in a Video Game: The Complete Series

Most gamers would love being stuck in the Dream State—a virtual world full of thrilling quests, perilous dungeons, and wicked monsters—but for Noah, it's the most dangerous place he could be. Perfect for fans of video games and adventure alike, *Stuck in the Game* will keep you logged in until the very end!

Mina loves video games. But when she gets zapped inside her favorite game, she'll have to beat all the levels and defeat the fearsome cactus dragon to get out. Luckily, a friendly video game security guard is there to help. Wait, a video game security guard? Written by Tsuyoshi Kan, producer and narrator of Game Center CX (*Retro Game Master*), this English edition features a translation by the original illustrator and a special section about the book's journey from Japan by the team behind *Legends of Localization*, including sketches, storyboards,

interviews, and an annotated look at the original Japanese edition.

Simon, Michael, and Lily are playing on a multiplayer server when a strange lightning storm hits their town. In the middle of an intense game, a bolt of lightning strikes, sucking the three friends into the game! They discover that they've been transformed into their Minecraft characters. They try to escape, but they are trapped in the Overworld! While battling other players and hostile mobs, Simon, Michael, and Lily try to find a way home. Just when they are ready to give up, their town is attacked and Simon's Minecraft home is destroyed. The friends now have to find out who is terrorizing them, and if the same person is responsible for trapping them in the game. If the trio can find and defeat the evil villain, will they finally be able to make a home in their favorite game? It's a battle against an unknown enemy in this first installment of the new Unofficial Minetrapped Adventure series. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

A collection of 160 comics from the hugely popular *What's Up, Beanie?*, all adorable, humorously frank, completely wholesome, and acutely relatable. Hilariously eccentric and self-aware, Alina Tysoe, the pink-haired illustrator behind the wildly popular *What's Up, Beanie?*, captures relatable topics like family, the awkward pains of social anxiety, sweet moments of love and a growing relationship, amusing childhood stories, and her intense love of dogs. Adorably drawn, these endearing snapshots of Alina's life are surprisingly familiar, as if they've been taken from your own life: finding solace with a lone puppy at a crowded party, the frustration of deciding what to eat for dinner, making the mistake of hitting the snooze button, accidentally stepping on a dog's foot and feeling like a MONSTER, and tons more! Including dozens of all-new exclusive comics in addition to fan favorites, this collection is perfect for those who need a laugh at the small agonies of life.

Heir Apparent

A Tale of Sleepy Hollow

Capital, Labor, and Power in the Age of Automation

## A Video Game Story

### Horseman

### The Marriage of Music and Poetry

Thanks to some unfortunate gameplay, a young man named Leon has been reborn into the world of an alternate universe otome game. Facing an absurd scenario where males are no better than livestock who serve at the whim of women, Leon only has one weapon—his knowledge of the dating sim genre—to survive the challenges he faces and inspire a revolt against the system!

"Ms. Peterson is starting a video game club where the students will be playing *The Good War*, a new game based on World War II. They are divided into two teams: Axis and Allies, and they will be simulating a war they know nothing about yet. Only one team will win. But what starts out as friendly competition takes an unexpected turn for the worse when one player takes the game too far"--Publisher marketing.

Young gamers control the action in this interactive series from the bestselling author of *Trapped in a Video Game*. With more than 30 endings and an unlockable bonus adventure, this second book in the series promises hours of screen-free fun. This is one book that will super-power the interest of any "I'd rather be gaming" kid. In this pick-your-path adventure, you join eight strangers inside a video game for a chance to win a million dollars. The challenge is simple: survive to the end, and you're rich. There's just one problem: A traitor is hiding among your group. One-by-one, crew members of the spaceship start disappearing. Can you "suss" out the traitor before it's too late? This whodunnit space adventure is perfect for fans of *Among Us*. In this "superwonderrific" New York Times bestseller (Jerry Spinelli), two bullied middle-school boys finally fight back with the power of funny. David and his best friend Michael were tagged with awful nicknames way back in preschool when everyone did silly things. Fast-forward to seventh grade: "Pottymouth" and "Stoopid" are still stuck with the names -- and everyone in school, including the teachers and their principal, believe the labels are true. So how do they go about changing everyone's minds? By turning their misery into megastardom on TV, of course! And this important story delivers more than just laughs -- it shows that the worst bullying isn't always physical . . . and that things will get better. A great conversation starter for parents to read alongside their kids! Official Notice to Parents: There is no actual pottymouthing or stupidity in this entire book! (Psst, kids: that second part might not be entirely true.)

### Dolphin Sos

### Finding Fulfillment in Love, Sex, & Relationships

### The Good War

### Trapped in a Video Game (Book 3)

### Pottymouth and Stoopid

### I'm Stuck in a Video Game

For any couple with an ADD partner, this book will help create a more passionate and dynamic relationship.

"Kate and Charlie are playing their favorite video game. They're really good. In fact, they're about

reach the highest level. Suddenly, they feel themselves spinning. The next thing they know, they're in the game! How did they get there? What will they do next? Most important, will they ever get out?"--cover p. 4.

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA Today • "As one adventure leads expertly next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by enemies who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and part heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, and he winks to the reader."—Boston Globe "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."—" [A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a richly plausible picture of future friendships in a world not too distant from our own."—iO9

The hidden brain is the voice in our ear when we make the most important decisions in our lives, but we're never aware of it. The hidden brain decides whom we fall in love with and whom we hate. It tells us to vote for the white candidate and convict the dark-skinned defendant, to hire the thin woman and pay her less than the man doing the same job. It can direct us to safety when disaster strikes and inspire us to extraordinary acts of altruism. But it can also be manipulated to turn an ordinary person into a suicide terrorist or a group of bystanders into a mob. In a series of compulsively readable narratives, Shankar Vedantam journeys through the latest discoveries in neuroscience, psychology, and behavioral economics to uncover the darkest corner of our minds and its decisive impact on the choices we make as individuals and as a society. Filled with fascinating characters, dramatic storytelling, and cutting-edge science, this is an engrossing exploration of the secrets our brains keep from us—and how they can be revealed.

The Pathological Pursuit of Profit and Power

The Secret of Phantom Island

Book Four

The Corporation

The Technology Trap

What's Up, Beanie?

**Provides a fictionalized account of how local children took it upon themselves to save three dolphins trapped in the ice in Newfoundland. The robots are here and they're not happy, at all. After accidentally releasing the robot villains from Super Bot World 3 into the real world, Jesse Rigsby's got to figure out a way to make everything right before anyone gets hurt. He'd usually rely on his friend Eric to help him with this sort of thing, but he's gone missing. To find Eric, Jesse will have to survive rickety mine carts, sewer piranhas, mysterious men in suits and a 100-foot-tall robot named Goliatron. This is Jesse's most dangerous adventure yet because this time the video game is real. And in the real world, there are no extra lives.**

**#1 NEW YORK TIMES BESTSELLER • NEWBERY MEDAL WINNER • NATIONAL**

**BOOK AWARD WINNER** Dig deep in this award-winning, modern classic that will remind readers that adventure is right around the corner--or just under your feet! Stanley Yelnats is under a curse. A curse that began with his no-good-dirty-rotten-pig-stealing-great-great-grandfather and has since followed generations of Yelnatses. Now Stanley has been unjustly sent to a boys' detention center, Camp Green Lake, where the boys build character by spending all day, every day digging holes exactly five feet wide and five feet deep. There is no lake at Camp Green Lake. But there are an awful lot of holes. It doesn't take long for Stanley to realize there's more than character improvement going on at Camp Green Lake. The boys are digging holes because the warden is looking for something. But what could be buried under a dried-up lake? Stanley tries to dig up the truth in this inventive and darkly humorous tale of crime and punishment—and redemption. "A smart jigsaw puzzle of a novel." —New York Times \*Includes a double bonus: an excerpt from *Small Steps*, the follow-up to *Holes*, as well as an excerpt from the New York Times bestseller *Fuzzy Mud*.

Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game *Full Blast* with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

**The Invisible Invasion**

**The Pirate's Daughter**

**A.D.D. & Romance**

**My Video Game Ate My Homework**

**Gerald's Game**

**Trapped on Battle Royale Island**

Young gamers control the action in this interactive new series from the bestselling author of *Trapped in a Video Game*. With more than 30 endings and an unlockable bonus adventure, *The Secret of Phantom Island* promises hours of screen-free fun. *Cooper Hawke and the Secret of Phantom Island* is the greatest video game nobody has ever played. The treasure-hunting adventure was supposed to set a new standard for gaming. Then, just one month before its release date, it fell off the face of the earth. Now, for the first time, you get a chance to play the mysterious game—from the inside. As you outsmart enemies, solve puzzles, and explore the island's hidden areas, you'll discover that there's more to this game than the world realized.

*Escape from a Video Game* is an innovative pick-your-plot story that promises two adventures for the price of one! The main adventure builds critical thinking skills by rewarding young readers for solving puzzles and making sound choices with non-stop action and huge plot twists. Once readers beat the video game within the book, they'll get a chance to hunt for every possible ending. Finding all the book's endings reveals a code that readers can use to unlock a secret story online. Fans of the best-selling *Trapped in a Video Game* series, as well as new readers, will quickly come to appreciate the page-turning action to uncover more secrets about the mysterious video game company Bionosoft.

**HEAVEN IS A PRISON. HELL IS A PLAYGROUND.** Ross Baker is an overworked scientist developing medical technology for corporate giant Neurosphere, but he'd rather be playing computer games than dealing with his nightmare boss or slacker co-workers. He volunteers as a

test candidate for the new tech - anything to get out of the office for a few hours. But when he emerges from the scanner he discovers he's not only escaped the office, but possibly escaped real life for good. He's trapped in Starfire - a video game he played as a child - with no explanation, no backup and, most terrifyingly, no way out.

In this atmospheric, terrifying novel that draws strongly from "The Legend of Sleepy Hollow," the author of *Alice and The Girl in Red* works her trademark magic, spinning an engaging and frightening new story from a classic tale. Everyone in Sleepy Hollow knows about the Horseman, but no one really believes in him. Not even Ben Van Brunt's grandfather, Brom Bones, who was there when it was said the Horseman chased the upstart Crane out of town. Brom says that's just legend, the village gossips talking. More than thirty years after those storied events, the village is a quiet place. Fourteen-year-old Ben loves to play "Sleepy Hollow boys," reenacting the events Brom once lived through. But then Ben and a friend stumble across the headless body of a child in the woods near the village, and the discovery makes Ben question everything the adults in Sleepy Hollow have ever said. Could the Horseman be real after all? Or does something even more sinister stalk the woods?

The world is virtual, but the danger is real in book one of the bestselling *Mortality Doctrine* series, the next phenomenon from the author of the *Maze Runner* series, James Dashner. Includes a sneak peek of *The Fever Code*, the highly-anticipated conclusion to the *Maze Runner* series—the novel that finally reveals how the maze was built! The *VirtNet* offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results. The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the *VirtNet* grid, to the back alleys and corners of the system human eyes have never seen—and it's possible that the line between game and reality will be blurred forever. The author who brought you the #1 *New York Times* bestselling *MAZE RUNNER* series and two #1 movies—*The Maze Runner* and *The Scorch Trials*—now brings you an electrifying adventure trilogy an edge-of-your-seat adventure that takes you into a world of hyperadvanced technology, cyber terrorists, and gaming beyond your wildest dreams . . . and your worst nightmares. Praise for the Bestselling *MORTALITY DOCTRINE* series: "Dashner takes full advantage of the Matrix-esque potential for asking 'what is real.'" —io9.com "Set in a world taken over by virtual reality gaming, the series perfectly capture[s] Dashner's hallmarks for inventiveness, teen dialogue and an ability to add twists and turns like no other author." —MTV.com "A brilliant, visceral, gamified mash-up of *The Matrix* and *Inception*, guaranteed to thrill even the non-gaming crowd." —*Christian Science Monitor*

**How Our Unconscious Minds Elect Presidents, Control Markets, Wage Wars, and Save Our Lives**

**The Journey to the West**

**Game Over, Pete Watson**

**Robots Revolt**

**Trapped in a Video Game (Book 4)**

*Jesse Rigsby is on a mission to save his friend Mark, but first he's got to shake the Bigfoot chasing him through the school library. And then there's the velociraptor in the bathroom. Oh yeah, and don't forget the ginormous flame-throwing bat in the Hugo is a young Sasquatch who longs for adventure. Boone is young boy who longs to see a Sasquatch. When their worlds collide, they become the unlikeliest pair of best friends. At the Academy for Curious Squidges, Hugo learns all manner of Sneaking—after all, the most important part of being a Sasquatch*

*is staying hidden from humans. But Hugo dreams of roaming free in the Big Wide World rather than staying cooped up in caves. When he has an unexpected run-in with a young human boy, Hugo seizes the opportunity for a grand adventure. Soon, the two team up to search high and low for mythical beasts, like Ogopogos and Snoot-Nosed Gints. Through discovering these new creatures, together, Big Foot and Little Foot explore the ins and outs of each other's very different worlds but learn that, deep down, maybe they're not so different after all.*

*In this rib-tickling illustrated middle-grade novel, video game obsessed Pete Watson discovers that the only thing scarier than espionage is the girl of his dreams. 20,000 first printing. Kids who love video games will love this first installment of the new 5-book series about 12-year old Jesse Rigsby and the wild adventures he encounters getting sucked into different video games. Jesse Rigsby hates video games--and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!*