Reamde: A Thriller For the Ages

By: Robert Ziegler

Reamde is a worldwide, popular online multiplayer game. The creator of the game, Richard Forthrast, the creator's niece, an adopted African girl named Zula, a group of Russian Mobsters, and a cell of al Qaeda jihadists, and the Chinese developers of a virus called Reamde. What do all of these people have in common? You'll have to read to find out! *Reamde,* a novel, is a thrilling, exciting adventure for the ages. *Reamde* is too long to explain in this article, as I'd probably end up spending pages writing about it.

Neal Stephenson is a genius in the writing. When he writes it, HE paints a picture in your mind of the scenery, from a busy city in China, to a tourist destination in the Philippines, to a desolate hideout in British Columbia. *Reamde* also features interesting characters, all of whom have their own personalities. Never in the book does it feel boring or repetitive, and never does it feel like the book has a slow spot.

The book, though full of action, has character development scenes that matter. When something good happens for a character, you celebrate with them, and when something bad happens, you feel their pain. Few books can do this, and even fewer can do it well.

Despite its one thousand-page length, *Reamde* has no scenes that feel trivial and irrelevant. Everything helps move along the plot of the story, and it's never dragged out beyond the length it should be. When asked about the book, one of the hardest questions people ask me is if the length of the book hinders or helps it. I personally believe that

Reamde couldn't have done what it did without its length. So much that went on in the book could not and would not have happened without the amount of writing it required. The length of *Reamde* helped the book be as good as it was, and the book was amazing. Personally, I feel that *Reamde* is one of the best books I have ever read, and I suggest that you read it too!

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