



Games Wizards Play (Young Wizards Series)

By Diane Duane

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Every eleven years, Earth's senior wizards hold the Invitational: an intensive three-week event where the planet's newest, sharpest young wizards show off their best and hottest spells. Wizardly partners Kit Rodriguez and Nita Callahan, and Nita's sister, former wizard-prodigy Dairine Callahan, are drafted in to mentor two brilliant and difficult cases: for Nita and Kit, there's Penn Shao-Feng, a would-be sun technician with a dangerous new take on managing solar weather; and for Dairine, there's shy young Mehrnaz Farrahi, an Iranian wizard-girl trying to specialize in defusing earthquakes while struggling with a toxic extended wizardly family that demands she perform to their expectations.

Together they're plunged into a whirlwind of cutthroat competition and ruthless judging. Penn's egotistical attitude toward his mentors complicates matters as the pair tries to negotiate their burgeoning romance. Meanwhile, Dairine struggles to stabilize her hero-worshipping, insecure protégée against the interference of powerful relatives using her to further their own tangled agendas. When both candidates make it through to the finals stage on the dark side of the Moon, they and their mentors are flung into a final conflict that could change the solar system for the better . . . or damage Earth beyond even wizardly repair.

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Editorial Review

From School Library Journal

Gr 7 Up—In this 10th installment of the "Young Wizards" series (HMH), Kit, Nita, Dairine, and their wizard friends return for more interplanetary adventures. Every 11 years, Earth's wizards hold the Invitational, a prestigious competition in which young wizards compete to craft and execute the perfect spell. The three young protagonists are each invited to mentor a young wizard in the competition, and each ends up facing unique challenges. Among them, Nita has a complicated vision that could change everything, and through a series of events, the stakes quickly become much higher than winning a contest. The story is slow to develop and heavily hinges on knowledge obtained in previous installments. Everything comes together in the end, though, to create a well-thought-out climax, with a satisfying resolution. Recommend this series to young teens who devour books about magic and wizards. **VERDICT** This is a solid addition to the series; purchase where there are fans of the previous volumes or kids looking for "Harry Potter" read-alikes.—Candyce Pruitt-Goddard, Sno-Isle Libraries, Marysville, WA

Review

"Duane neatly manages to pull together and tie off plot threads that have been dangling since the earliest volumes. A delightful treat for dedicated fans."

—*Kirkus Reviews*

"Recommend this series to young teens who devour books about magic and wizards. . . . or kids looking for "Harry Potter" read-alikes."

—*SLJ*

About the Author

DIANE DUANE is the author of nearly fifty science fiction and fantasy novels, including ten books in the Young Wizards series. Four of her *Star Trek* novels have been *New York Times* bestsellers, including *Spock's World*. She lives with her husband in rural Ireland. Visit her online at www.DianeDuane.com and www.youngwizards.com.

Users Review

From reader reviews:

Charles Settles:

In this 21st century, people become competitive in every way. By being competitive today, people have to do something to make these people survive, being in the middle of typically the crowded place and notice by simply surrounding. One thing that at times many people have underestimated it for a while is reading. That's why, by reading a reserve your ability to survive improve then having chance to endure than other is high. For you who want to start reading the book, we give you this particular Games Wizards Play (Young Wizards Series) book as beginning and daily reading book. Why, because this book is more than just a book.

Jennifer Nava:

The knowledge that you get from Games Wizards Play (Young Wizards Series) is the more deep you rooting the information that hide inside the words the more you get serious about reading it. It doesn't mean that this book is hard to know but Games Wizards Play (Young Wizards Series) giving you enjoyment feeling of reading. The copy writer conveys their point in particular way that can be understood by means of anyone who read this because the author of this guide is well-known enough. This book also makes your personal vocabulary increase well. Making it easy to understand then can go along, both in printed or e-book style are available. We highly recommend you for having this specific Games Wizards Play (Young Wizards Series) instantly.

Dennis Ross:

What is your hobby? Have you heard that question when you got students? We believe that that question was given by teacher for their students. Many kinds of hobby, Everyone has different hobby. And you know that little person similar to reading or as reading become their hobby. You should know that reading is very important along with book as to be the point. Book is important thing to increase you knowledge, except your current teacher or lecturer. You get good news or update with regards to something by book. Numerous books that can you go onto be your object. One of them is Games Wizards Play (Young Wizards Series).

John Schreiber:

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