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### From Publishers Weekly

Vande Velde (Never Trust a Dead Man) establishes a clever premise for this consistently entertaining fantasy novel. When Giannine arrives at the virtual reality arcade, the organization Citizens to Protect Our Children is protesting out front (their signs bear such messages as inappropriate for children and magic = satanism). Giannine goes in anyway, choosing to play Heir Apparent. In it, she assumes the role of shepherd Janine de St. Jehan, illegitimate daughter of the late king, and she will become the new king if she can survive constant threats, including potential warfare and perhaps even a dragon. For Giannine, the stakes are raised when a man claiming to be the arcade's CEO appears in her game, telling her that the CPOC protestors have vandalized the equipment: Her only way out of the game is to successfully complete it-and quickly, or she risks "fatal overload." The story line is ingeniously developed; each time Giannine's character "dies," Giannine must start back at the beginning, making more informed choices and using her developing diplomacy to prevent a war with barbarians, or win over the royal troops. It can be a little hard to keep track of all the people and the plotting, but hilarious characters (like a sweet-talking barbarian king and a centipede-eating wizard) plus fantastical elements (e.g., a hat that "lets you avoid the time stream [so you can] keep moving when all about you is still") will spur readers on toward the satisfying conclusion. Ages 8-12.-- keep moving when all about you is still") will spur readers on toward the satisfying conclusion. Ages 8-12.

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Grade 6-9-All of the elements of a good fantasy are present in this adventure. Giannine Bellisario is about to celebrate her 14th birthday. This year, she actually receives a present from her father on time. It is a gift certificate to any Rasmussem Gaming Center Virtual Reality Arcade. Crossing a picket line formed by CPOC (Citizens to Protect Our Children) to enter, she decides to use her certificate for a total-immersion game called Heir Apparent. The object is to be crowned king. When the demonstrators damage the center, the protagonist is on her own and must complete the game successfully in order to escape permanent brain damage. Ghosts, witches, wizards, and magical tools help her as she races against time and faces many setbacks. Challenges range from barbarian attacks and peasant uprisings to a giant dragon. In addition, the half brothers and the hostile queen have treacherous plans to keep the crown for themselves. This adventure includes a cast of intriguing characters and personalities. The feisty heroine has a funny, sarcastic sense of humor and succeeds because of her ingenuity and determination. This unique combination of futuristic and medieval themes will appeal to fans of fantasy and science fiction.

Lana Miles, Duchesne Academy, Houston, TX Copyright 2002 Reed Business Information, Inc.

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In the virtual reality game Heir Apparent, there are way too many ways to get killed--and Giannine seems to be finding them all. Which is a darn shame, because unless she can get the magic ring, locate the stolen treasure, answer the dwarf's dumb riddles, impress the head-chopping statue, charm the army of ghosts, fend off the barbarians, and defeat the man-eating dragon, she'll never win.

And she has to, because losing means she'll die--for real this time.

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0 of 0 people found the following review helpful.

Great book, HORRIBLE ebook version!

By R. Nilsson

It's hard to know how to rate this. The book itself is great! A very fun read. But the ebook version is TERRIBLE. There are errors throughout, which really detract from the experience. These are not problems in the original, but in the translation to ebook. It looks like a bad character recognition program or something. For example:

"...the more you risk fetal overload.' Overload? What was he saying? And fatal overbad?"

(That should say 'fatal overload' twice.) There were plenty of other examples that took a little time to decipher. It's bad enough that I had to get the print copy instead. I checked, and it does not contain these errors.

So, overall, five stars for a fun read, but just one for the ebook production. Save yourself frustration, and get a print copy.

3 of 3 people found the following review helpful.

A Game of Survival

By A Customer

I work in a library and have a lot of books vying for my precious reading time. The beautiful cover of Heir Apparent caught my eye and also being a story about medieval times, a pet subject, I took it home. I read this incredible book in one sitting, then read the last half again in another sitting. Covering modern, as well as timeless, themes in a fourteen year old girl's life, Heir Apparent carries suspense, strategy, and romance in this coming of age tale. Set in a futuristic America, Giannine, our heroine with a bit of attitude, plays a virtual reality game that is set in a mythical kingdom with a time limit, a crown to win, and three scheming, albeit gorgeous, brothers and a stepmother who (surprise!) doesn't care if she were to meet her doom at any moment. Making this even more complicated is the fact that due to damaged equipment, our heroine must win within a certain amount of time, or she'll suffer brain damage from the game. One of the most touching things about Giannine is the way she brings her personal struggles and heartache into the game and in doing so learns how to better deal with reality. Always entertaining and often quite hilarious, (and made me cry at the end) I would recommend Heir Apparent to anyone of any age looking for a fun, but heartfelt, read.

2 of 2 people found the following review helpful.

Good book!

By Amethyst

It was very entertaining... It's about a girl that plays a virtual-reality game(really good technology in that book) which literally puts her into the game, in it you can feel pain, smell, etc...when your killed, you just feel woozy and the game restarts over. The Game is called Heir Apparent... the point of the game is to be crowned the heir of the kingdom... but first survive your enemies and to choose your allies wisely. While she is playing the first level for the first time... some ppl(those that oppose games etc.. thinking it's bad for childern) barge into the arcade and mess around with the gaming systems, which includes messing up the Heir Apparent game. So the girl is stuck there playing for quite a long time... to get out of the game she must win it... before the game goes into overdrive, which could do a lot of damage to her mind. Vivian Vande Velde is a wonderful author! Check out Companions of the Night, Conjurer Princess, A Well Timed-Enchantment, Dragon's Bait...all by her! Another author to check out is Marianne Curley's Old Magic and The Named trilogy =P

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