



## Games Wizards Play (Young Wizards Series)

By Diane Duane

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**Games Wizards Play (Young Wizards Series) By Diane Duane**

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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## **Games Wizards Play (Young Wizards Series) By Diane Duane Bibliography**

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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](http://www.DianeDuane.com) and [www.youngwizards.com](http://www.youngwizards.com).

### Users Review

From reader reviews:

**Theresa Gayle:**

The knowledge that you get from Games Wizards Play (Young Wizards Series) will be the more deep you searching the information that hide in the words the more you get considering reading it. It does not mean that this book is hard to recognise but Games Wizards Play (Young Wizards Series) giving you enjoyment feeling of reading. The author conveys their point in selected way that can be understood by anyone who read the item because the author of this publication is well-known enough. This book also makes your current vocabulary increase well. So it is easy to understand then can go to you, both in printed or e-book style are available. We suggest you for having this specific Games Wizards Play (Young Wizards Series) instantly.

**Karen Taylor:**

This Games Wizards Play (Young Wizards Series) usually are reliable for you who want to be a successful person, why. The reason of this Games Wizards Play (Young Wizards Series) can be on the list of great books you must have is usually giving you more than just simple examining food but feed an individual with information that maybe will shock your preceding knowledge. This book is definitely handy, you can bring it just about everywhere and whenever your conditions both in e-book and printed types. Beside that this Games Wizards Play (Young Wizards Series) forcing you to have an enormous of experience including rich vocabulary, giving you tryout of critical thinking that we realize it useful in your day activity. So , let's have it and revel in reading.

**Donald Diaz:**

Reading a publication tends to be new life style in this era globalization. With looking at you can get a lot of information that can give you benefit in your life. Together with book everyone in this world can share their idea. Textbooks can also inspire a lot of people. A great deal of author can inspire their particular reader with their story or their experience. Not only the storyline that share in the textbooks. But also they write about the data about something that you need instance. How to get the good score toefl, or how to teach your sons or daughters, there are many kinds of book that exist now. The authors in this world always try to improve their talent in writing, they also doing some analysis before they write for their book. One of them is this Games Wizards Play (Young Wizards Series).

**Floyd Eichner:**

Playing with family in the park, coming to see the marine world or hanging out with good friends is thing that usually you might have done when you have spare time, then why you don't try issue that really opposite from that. A single activity that make you not sense tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of information. Even you love Games Wizards Play (Young Wizards Series), you are able to enjoy both. It is excellent combination right, you still wish to miss it? What kind of hang type is it? Oh seriously its mind hangout men. What? Still don't get it, oh come on its referred to as reading friends.

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