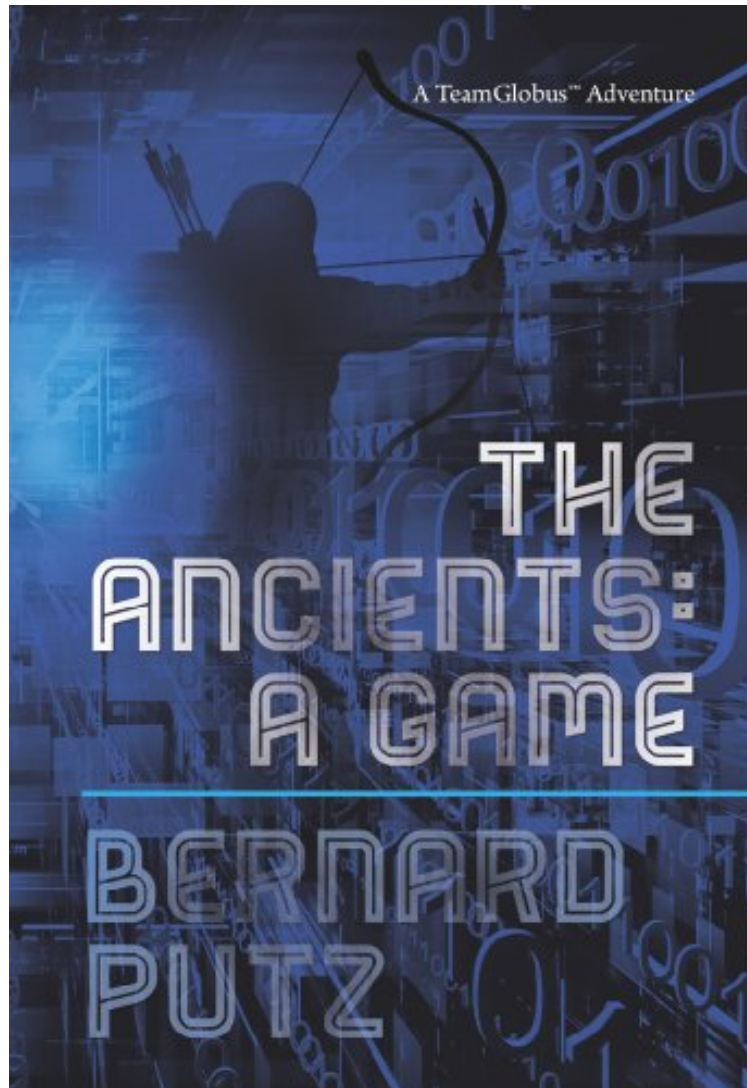


(Free) The Ancients: A Game (A TeamGlobus Adventure) (English Edition)

## The Ancients: A Game (A TeamGlobus Adventure) (English Edition)

Von Bernard J. Putz Ph.D.

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**Von Bernard J. Putz Ph.D. :** **The Ancients: A Game (A TeamGlobus Adventure) (English Edition)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Ancients: A Game (A TeamGlobus Adventure) (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein Science Thriller - nicht nur für Jugendliche! Von Martin S. Sobald ich begonnen hatte, das Buch zu lesen, hat es mich nicht mehr losgelassen. hnlich spannend wie etwa "Erebos". Und wie nebenbei lernt man eine Menge über die

prhistorische Geschichte. Der Plot ist super. Eine Mischung aus Agenten- und Science-Thriller, ausgehend von einer technologisch fortschrittlichen amerikanischen Schule. Die Figuren Jared, Megan, Arjun etc gewinnt man richtig lieb und mchte wissen, wie es weitergeht. Beim Lesen hab ich mir immer gleich den Kinofilm vorgestellt. Bei den geschichtlichen Aspekten geht es vor allem das Erkennen von historischen Mustern, wie Zivilisationen zunchst mchtig werden und dann wieder zerfallen - Muster also, die zeitlos gltig und auch auf die Gegenwart bertragbar sind. Auch fr mich als Erwachsenen war die Lektre unterhaltsam und lohnend - und zudem ist das englische Buch eine gute bung fr's englische Sprachverstndnis. Der flssige Stil sollte auch deutschen Schlern hherer Klassen keine Schwierigkeiten bereiten. Bottom line: A science and internet thriller, combined with interesting insights in historical patterns like the rise and fall of civilizations. You will want to know what happens next to Jared, Megan, and Arjun. I am looking forward to it!

KurzbeschreibungThe Ancients: A Game is the exhilarating first novel in an epic saga, introducing TeamGlobus, a diverse band of young adults who fight for freedom and humankind through playing a thrilling online educational history game. In the not-so-distant future at the prestigious Globus Academy for the Gifted, fellow students Jared, Megan, Lien, Arjun, and Ethan accept an invitation from the schools Vice Principal for Technology to earn some extra credit by taking part in what sounds like a trial demonstration of a new game-based package of educational software. But no video game they have played in the past could even hint at The Ancients games epic challenge and its mind-blowing, immersive virtual reality powered by nanotechnology-driven neural transmitters. Targeting an ambitious, unprecedented objective, The Ancients places clues that have been hidden in the World Wide Web at sites corresponding to eras and events in world history from 10,000 BCE to 600 CE. These clues lead to an artifact that can direct humanity toward freedom or enslavement, with TeamGlobus competing against rival teams from other schools, and fighting a highly secretive cartel that wants to control the Internet. It is a quest for the ages, through which the intrepid adventurers learn about history, discover recurring themes that have confronted humanity for millennia, and see how they need to secure their own independence and power in a society overloaded with information, social media, and communication. Neither a work of historical fiction nor a time-travel fantasy, The Ancients: A Game is an exciting adventure story set against a backdrop of settings and characters gleaned from world history, with the state of humanity's freedom from tyranny hanging in the balance. Readers of all ages will be transported by The Ancients: A Game, as TeamGlobus navigates the worlds and civilizations of long ago, which come vividly to life and reveal lessons that apply as much today as they did in days of yore. While readers are certain to learn about the past and gain keen insight and historical perspective, TeamGlobuss resilient spirit and action-packed exploits in the face of impossibly high odds will captivate the imagination of even the most-jaded and leave them anxiously awaiting the next book in the series.

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ber den Autor und weitere MitwirkendeBernard J. Putz, PhD devoted the past twenty-five years to change and learning, working with executives on how to transform organizations. Hes published several articles and two books. Encouraging others to adopt new practices is often a big challenge. Over the years he recognized the power of understanding systemic patterns and combining facts and data with effective stories. Given his multifaceted background in science, psychology, education, and business, his focus is now on helping young

adults. With Amadeus Creative his goal is to develop fictional adventure stories that will excite, engage, educate, and encourage young adults to explore further; help students understand the big themes and patterns that shape our world; and encourage the development of critical thinking skills and a love of learning. He hopes that his readers will acquire these practices and interests, which are indispensable skills vital for success in the 21st century, all while enjoying a good story.