

Title: *The Inheritance Games*  
Author: Jennifer Lynn Barnes  
Genre: Fiction

**Reviewer Name and Grade: Shan L., 8<sup>th</sup> Grade**

**Date Reviewed: March 21, 2021**

*The Inheritance Games* is a fiction book about a girl named Avery Kylie Grambs. It is based in the 21<sup>st</sup> century, in the United States of America. Avery is a girl whose mother died when she was 15. She lives in an apartment with her older sister, Libby. Avery is a girl who thinks of other people, and she has a quick tongue and a sharp wit to match. Libby is a girl who can't resist helping other people. Avery and her sister get pulled out of school, and are told by a handsome boy that she is requested to be at the reading of the will of one of the richest people in the country. A billionaire that she has never met before left her his whole inheritance. The four grandsons of Tobias Hawthorne all have different outlooks on Avery. Jameson thinks that this is one last puzzle left by his grandfather. Grayson thinks that Avery is a scam artist hoping to steal the Hawthorne fortune. Nash, the oldest, doesn't care about the money, but is still interested in seeing what will happen. Xander is the youngest and the pet of the family. The rest of the family hates Avery for stealing their money. Tobias Hawthorne leaves letters to the four grandsons and Avery. Jameson and Avery are going to solve the puzzle, but they need every one of the brothers to help. Someone in the family wants to kill Avery, shown by the bullets fired at her and the car that someone drove straight at her. She has to adjust to life as one of the richest people in the country, and at the same time learn more about the people around her. She keeps hearing about a girl named Emily, and realizes that she died near the Hawthorne House. When Avery figures out that Emily dated both Grayson and Jameson at the same time, she starts to question her feelings for the two Hawthorne brothers.

*Did the plot (for fiction) or presentation of information (for nonfiction) keep you interested?*

The plot kept me interested because there always seemed to be a new piece of information. At the same time, whenever one question was answered, more questions seemed to come from that answer.

*Was the pace of the book too fast, too slow, or just right?*

The plot of the story was interesting, but it seemed to lag a bit at times. At other times, the plot could be going too fast to handle. For example, the part after Avery was almost shot was going pretty fast, and the people of the Hawthorne House weren't really shown with that much information.

*What grade level(s) is this book appropriate for?*

I think that this book would be appropriate for 5<sup>th</sup> graders and above because there was some minor violence and romance, but not much. It would also appeal to kids because there is a lot of action and puzzles.

*What type of reader would you recommend this book to?*

I would recommend this book to people that like mystery and puzzles. There are a lot of those things in the book, but not too much so that you feel really confused about what is happening.

*What other information do you think would be helpful for teens to know about this book?*

I think that another thing teens should know about this book is that there is still a moral to the story, even though it may not seem like it. The book is sort of telling you to find it yourself, and don't bring others into your problems if they don't want to be there.

*Rating:*

I would rate this book 4 stars out of 5 because there was a lot of fun and action, but the parts where the plot moved slow made the book feel longer than it was. It was boring when they talked about events that weren't actually relevant to what was happening in the book, but I still see how the things in the book gave way to other parts that were relevant to the plot. There was also an element of surprise when you expect one character to be that bad one of the story, but it's actually a different person. This book was good, so I hope that you will read it and recommend it to someone else!

**Reviewer Name and Grade: Nolan J., 8<sup>th</sup> Grade**

**Date Reviewed: April 2, 2021**

One of the first things you get told in *The Inheritance Games* is how the main character, Avery Grambs, has been playing games with her mother pretty much since she was born. However, when Avery's mom dies, she doesn't have anywhere to live except her older sister's home. Her older sister, Libby, lives in a house with her boyfriend, Drake, who abuses Libby because of her kind nature and being easy to manipulate. Avery is just trying to survive by living in her car, going to school, going to work at a diner, and then going back to her car to get ready for the next day. One day at school however, she gets called to the principal's office and then told that she needs to attend a hearing of a will for someone she never even heard of. The man whose will's hearing they are attending name is Tobias Hawthorne, and he has a net worth of over 46.2 billion dollars. Avery and Libby are quickly flown to Texas to attend the hearing, where they meet the rest of the Hawthorne family. They aren't very quick to welcome her, and are confused on why Avery was inheriting a part of Tobias Hawthorne's money. During the hearing, the family argues about how there must be a mistake because of how little they get, and then when Avery's share gets announced, all the people in the room are shocked. Tobias Hawthorne left a small share to his daughters, an even smaller share to his grandsons, and then left the remaining money, to Avery, and the sum made the shares he gave to his family look smaller tiny dent compared to what she inherited even though she was a random stranger. Because of this, Jameson, one of the grandsons, teams up with Avery to go on a treasure hunt set up by Tobias Hawthorne before he died, starting from only the fact that in the letter he wrote to all of them, his name, Tobias Tattersall Hawthorne was spaced out so that if you look at it from a microscope, his middle name looked like it was two words, "tatters all". Through this one clue, the hunt starts for reasons why Tobias Hawthorne gave everything to Avery, and the book leads you through a journey encompassing the entire Hawthorne House, from an entire forest to the secret passageways sprawling throughout the house.

*Did the plot (for fiction) or presentation of information (for nonfiction) keep you interested?*

The plot was interesting with many plot twists being in unexpected areas, and gave you a new breakthrough in the plot to keep you interested in what would happen next. There were also parts not directly related to the mystery, and it kept you guessing what would happen at the end and then changing it at the last moment.

*Was the pace of the book too fast, too slow, or just right?*

I thought the pace of the book was varied throughout the book, because in some places it went from one hint to another in a flash, and then it took time to expand the relationships between the characters in the story, slowing it down a bit.

*What grade level(s) is this book appropriate for?*

This book has a bit of romance, danger, and it often uses some iffy language, so this book would be appropriate for teenagers from grades 8-9.

*What type of reader would you recommend this book to?*

I would recommend this book to anyone who enjoys mystery and romance, but there is more mystery than romance.

*What other information do you think would be helpful for teens to know about this book?*

This book has some borderline swears, and there is also the use of guns in the plot.

I would rate this book *4 stars* because it felt like there were a lot of common ideas used in many hunt books that I felt like could of been more creative, such as the hidden passageways in the manor, or having the main characters be proficient at games and puzzles before they get sent into a world full of them, using their skills in puzzles to solve the problem at hand.