



Dead Game

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In this Video Game, "Game Over" Means You're Dead

In her independent efforts to catch child killers, Emily Stone discovers the evidence that the cops can't - or won't - uncover. Now, this covert investigator is back on the hunt for the world's most sick and twisted murderers. But even with help from ex-police detective Rick Lopez, this time she's facing her most dangerous opponent yet.

The headlines in the San Jose Mercury News blare updates on a serial killer who seems able to slaughter with impunity. Men, women - it doesn't matter; the victims serve only to satisfy a perverted need to kill. The killer watches the moment of death on multiple computer screens, over and over again. The only connection is that they're all devotees of the latest video-game craze - a sophisticated brain-puzzler called EagleEye.

When the killer goes after Lopez's law-enforcement mentor, Lopez and Stone decide to give the cops a little extra, unsolicited help. What follows takes them deep inside a shocking high-tech world, a kind of social-networking community for serial killers. But when they start getting too close to the truth, all hell's going to break loose.

Now, Stone and Lopez become the killer's next target as Stone must make a difficult decision to leave the ones she loves in an all-or-nothing effort for survival. Can they stay alive long enough to blow the whistle on this unlikely perpetrator?

Dead Game Details

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From Reader Review Dead Game for online ebook

Barbara says

Not up to usual

Not up to Jennifer's usual high standards. A good read all the same but just not the detail orientated slant that I am used to reading. Sounds more like it would have been a first book effort. Other tales have sounded more polished but I will continue because I love all the others.

Jennifer says

I haven't read the first Emily Stone book, but this one makes plenty of sense without it. I really liked the story. Emily is a bad-ass, and I love the strong, assertive, smart women in books who get things done, and don't worry about getting dirty. I definitely plan to read the first one now. I hated Jordan at first, but by the end I loved him! There are a few editing errors, but I always search for them in books, so it may be that I just enjoy finding them, so I really look hard. In my crazy mind it makes me think I would be a great editor! Dead Game is a great read, and I didn't want to put it down! You fall in love with the characters, and want to know what happens with them. I would like to read more about Jordan. It would be fun to know what happens with him after his time in Dead Game.

Davis Aujourd'hui says

Jennifer Chase does it again! Hang onto the edge of your seats and prepare to bite your nails to their nubs. Dead Game is a thriller that you'll want to devour in one sitting. It's provocative. It's compelling!

Like the Phoenix rising out of the ashes, her heroine Emily Stone continues the hunt for pedophiles and serial killers. This time, she does it anonymously. It's as if she is a guardian angel for the potential or very real victims of one of the most heinous criminals since Hannibal Lechter.

Dead Game is engrossing from the very first page. Ms. Chase doesn't waste any time getting into the action as her character, Emily Stone, seeks to save her first victim from a gruesome fate. Unfortunately evil lurks within the realms of a computer game which will claim many unwitting subscribers before the dead game is through.

A macabre game of death continues to be played out to increasing climaxes for the delight of a man who has sold his soul to the devil. Eerie images of his tortured victims flicker upon multiple television screens while they meet their gory ends. Meanwhile the cold-blooded serial killer watches with insatiability as he reaches for ever-increasing heights of ecstasy.

Ms. Chase has created characters I found abhorrent. At the same time she engaged me with ones who embrace all that is good about humankind. With uncanny skill, she took me on a spellbinding journey within a deftly created storyline. I felt as if I was part of the action. I shall be eagerly awaiting the next book by this up and coming, most talented author.

Katherine Marple says

3.5 Stars- I Liked It

"Dead Game: An Emily Stone novel" was a fast read.

Immediately upon the first few pages, we are thrust into Emily's life as a secret detective. She is a "lost" prior detective who slipped through the system when she was marked as deceased, and she remained to be listed as so. Now, she is solving child predator and abduction cases on her own, with the help of her lover and also retired detective Rick. With the two of them together, they make for an unbeatable, and undefeated team. They solve the crimes and catch the child killers, most times before it's too late.

Then, we are switched to another angle in the book. We start to follow some serial killers as they are using an internet game to track and choose their next victims. The killers are dilusional and sick-minded and want nothing but to see ordinary and extraordinary people alike, with their lives drained from their bodies- their voices pleading for life.

The third angle is from the detectives' point of view. They are receiving these anonymous emails from the "secret detectives" where they are solving cases that were long since "closed". And the detectives are aware of the internet-based killings, but don't know where to start finding clues on how to solve the murders.

Until they have Emily and Rick on their sides.

This book takes place over the course of about two weeks. The story was so fast paced, so that means that the serial killers had time to profile their victims, stake them out, and kill them (when no one else was around to witness) all within a day or two each victim.

There are a few murders scored in this novel, but each only last one or two pages. We don't get to know any of the deceased, so we don't really care when they are killed off. There is nothing graphic about the deaths, and nothing extraordinary about them either. Each is killed in the same manner, each killing has nothing to do with the prior (except for the gaming). If you love suspense, but not so much violence or gore, this novel would be perfect for someone just starting out in the Thriller genre. It will keep you guessing, but at the same time, it isn't riddled with unnecessary rape, blood or gore.

I wished I had gotten to get a really in depth description / conversation about what actually happened to Emily a few years prior. I didn't read the previous Emily Stone novel (didn't think these two were like sequels) so I never found out what actually happened to her. It was sort of glazed over throughout the novel. Other than that missing piece, there is no need for you to read the first in order to understand this one. "Dead Game" is a stand-alone novel, just with characters whose lives had previously been discussed in another volume.

I loved Emily's strong character. I loved that Rick allowed her to be strong too. Brave women kick butt!

This story was good. I read it within a few days. It is extremely fast-paced, peppered with surprises, love, and even some human qualities that aren't usually included in thrillers. It might make a very good screenplay. If a director with a vivid imagination got his hands on this piece, it would make a very interesting thriller movie.

"Dead Game" is a great effort. It is one of my first thrillers that I've actually gotten through. It's an entertaining read. If you've got a few hours, sit down and enjoy it with Jennifer Chase's second Emily Stone novel: "Dead Game"

[I gave this book 4 stars on Amazon, because it was better than "okay" but 3 stars here, because it was a 3.5 rate for me:]

Alta says

I had the opportunity to read this a month or so ago, so it's not as fresh in my mind as others, with that being said, I enjoyed it.

The dynamic between Emily and Rick has changed since *Compulsion* and it's great to see their relationship changing and evolving, to watch the loaner (Emily) learn to work with a partner, and to watch Rick step back and let Emily do her thing. Keep an eye out for Jordan too!

Compulsion was written in present tense, which threw me a bit. If you're like me, then you'll be happy to know that *Dead Game* is written in past tense, and none of the excitement or drama was lost in this change.

Along with the action, the drama, and the daring escapes there was an emotional connection. How far would you go for the ones you love? What are you willing to give up?

If you are a fan of *Compulsion*, Jennifer Chase's debut novel, you won't be disappointed with *Dead Game*! If you haven't read either yet...Christmas is coming up, maybe if you ask nicely Santa will leave both under the tree for you.

Ria Turk says

In *Dead Game*, Emily Stone and Rick Lopez, both ex-cops, work together to stop child rapists/killers. They gather information the cops can't, then inform the cops so justice can prevail. When Rick's mentor dies, he and Emily look into his death, and find that it is linked to a popular game that is unwittingly being used to find victims for a sadistic serial killer. As they get closer to the truth, they become the focus of the serial killer, leaving them to fight for their lives.

I really enjoyed this book. The writing is in a CSI-style, and the storyline grabs you right off the bat. You quickly become engrossed in Emily and Rick's plight to save children from twisted killers/serial killers, and don't want to put the book down. I can't wait for the next book to come out, and am already on the hunt for the first Emily Stone book, *Compulsion*. Jennifer Chase knows her stuff, and knows how to tell it well. I will definitely be keeping up with her series. If you enjoy a good thriller, pick up *Dead Game* today. You will not

be disappointed!

Patricia says

Emily Stone quit her job with the police department to pursue her specialty. Emily has a unique ability to capture child abductors. Rick Lopez is an ex-police detective that has joined her as both lover and partner. The pair are living on their savings and using their time to watch for Amber Alerts and try to find whoever has gone missing. Dead Game takes the two away from the hunt for child abductors and into the world of high-tech video games and a hunt for a serial killer.

Rick receives a call from Derek McGraw. Derek's Uncle Milt is dead. Milt was Rick's mentor and training officer when he first applied at various police departments. Rick and Emily immediately leave to attend Milt's funeral.

Derek informs Rick that Milt's case has been closed and ruled as an accident but Derek is not convinced. Rick and Emily agree to stick around and see if they can find out any information about Milt's death. Although Milt's death has been ruled accidental, Rick begins to think Milt's death might be connected to a current spree of deaths at the hands of a serial killer. The only connection between the victims is the fact that they are involved in playing EagleEye, a high-tech computer game. Derek McGraw helped develop EagleEye for GAMECO, Inc., a video game company.

Rick is determined to find out exactly what happened to Milt and why but his determination puts everyone in danger including Emily, Derek and his best friend Jordan. Dead Game is a thriller that brings back Emily Stone and Rick Lopez who first appeared in the book Compulsion and introduces new and exciting characters.

Ellen says

Needs to be proofread and reformatted.

Debbie Oxier says

Even the cover creeped me out! Never mind the sick twisted serial killer who seems to pick his targets at random and then videotapes them dying as they slowly strangle to death. The police are baffled, unable to find a motive or any connection the victims have in common.

Emily Stone, who has devoted her life to tracking down child predators, along with her boyfriend and partner, former detective, Rick Lopez, just finished up her latest case. A case which had a happy ending for a change when the missing little girl was found alive. She and Rick sent all the evidence to the police who, in turn, arrested the bad guy. Now Rick is insisting they take a break, knowing full well Emily needs a little R

& Rick in order to distance herself from all the darkness surrounding their chosen profession. Of course Emily balks at the idea. There are still children to save and innocent victims who deserve justice. However, before they can do much of anything, Rick gets a call from the nephew of a friend letting Rick know his friend passed away. While the police are calling the man's death an accident, Derek, the nephew, is convinced his uncle was murdered.

Rick and Emily begin to investigate. When Emily finds Uncle Milt's computer files have some strange codes or encryptions, she calls her friend, Mike, a detective and former co-worker back in Valparaiso, Indiana. Mike ends up flying out to help them. When he finds ties to Derek's computer game he invented, EagleEye, and subsequently, ties to the software company Derek works for, GAMECO, things really heat up. Before long Emily and Rick are dodging bullets, fighting off bad guys and dog attacks, and actually just trying to stay alive.

This was fast paced and I was hooked from the very first page. Didn't want to put it down. As is par for the course, Emily is passionate about her work, doing everything within her power to save as many missing children as she can. For a long time she acted alone, but now she has Rick. The two of them make quite an imposing team. I love the way his first concern is always Emily. He's crazy about her and it shows. He's the solid rock she needs when things start to overwhelm her. He's the voice of reason in her head. And while she needs him, he also relies on her. Her dedication and determination inspire him to be a better man, to try harder to succeed no matter what the cost. She completes him and at times, when she puts herself in harm's way, it drives him crazy, worrying he won't be able to protect her. This time both their lives are in danger as a dangerous psychopath has them in his sights.

The plots in this series are always good and as you can tell from the above, the characters are a big draw. I am really enjoying the author's work. Can't wait to delve into the next one.

Sheri says

Dead Game: An Emily Stone Novel is a fast paced thriller.

Emily Stone has an unusual job, a secret vigilante on a mission to save children. She tracks down pedophiles and killers of children , along with her mate Rick Lopez.

Rick, once a law enforcement officer receives a phone call regarding his good friend and mentor Milt. He and Emily begin a mission to stop the most sick and gruesome serial killer. A man so twisted, who gets on camera the torturous killing of these victims, and watches over and over, the fear and pain each suffers right before they die a brutal death.

Emily and Rick are in a race with time to track down this killer, finding a connection, an unusual connection, each victim has been involved in a computer game called Eagle Eye. With more and more deaths and time running out , they find they are on *the list* in this twisted Deadly Game and they just may end up dead.

Jennifer Chase grabs the reader with fast paced, page turning suspense. I look forward to more books from Ms. Chase, and will be reading her fist book Compulsion.

Pam Zea says

I really have enjoyed reading these NOVELS and look forward to continuing to do so .Thanks

I liked the suspense, and the characters involved. The romance is nice I just hope you leave that as secondary.
Thanks

Sarah says

As someone who is involved in the world of writing and publishing for a living, I am presented with dozens of books every month by authors whose names I did not know before their work was placed on my desk. In most instances, I enjoy the writer's individual expression of talent and appreciate the great deal of time and effort that was required to share a story. While I am always pleased at having a new book to add to my collection, the relationship with the author normally does not extend much after my completion of the review. Occasionally, however, I am introduced to an author whose work I am compelled to share with friends and fellow book lovers. These exciting moments of discovery create one of the best instances of personal satisfaction that I experience in my line of work. Jennifer Chase is one of those authors for whom I want to offer praises and publicity. With the release of her second novel, *Dead Game*, Chase has only solidified my opinion.

Dead Game brings the readers to the next episode in the life of Emily Stone, a protagonist who was introduced to all of us in Chase's first book, *Compulsion*. Stone is a stealth vigilante who tracks down the rapists, murderers, and pedophiles that live among us and then anonymously collects the evidence needed to bring these criminals to justice. In *Dead Game*, Emily learns about a serial killer who also likes to work behind the protection of anonymity, but for very different reasons.

Author Jennifer Chase has decided to feature the world of online social networking for her new release, and the plot here does not involve rekindling a romance with a high school boyfriend through Facebook or sharing opinions about controversial political decisions on a MySpace blog. Instead, Chase creates a virtual world in which serial killers are able to connect and share their disturbing obsession with the torture and murder of others. One man in particular enters the radar of Emily Stone and her boyfriend and fellow investigator, Rick Lopez, when his penchant for violence reaches Lopez's mentor. What unfolds over the next 370 pages, in both the virtual and physical worlds, will keep readers guessing and anxiously turning the pages to allow the story to unfold.

As she did with *Compulsion*, Jennifer Chase has created with *Dead Game* a novel that literally took my breath away on multiple occasions. She does a masterful job of revealing just enough details to keep you invested in the plot and characters without ever showing her hand too quickly. In several instances, I made assumptions concerning who was behind the savage kidnapping and murders of unsuspecting men and women only to have my instincts betrayed by a new piece of absolving evidence.

With her sophomore effort, author Jennifer Chase proves that she has real staying power in the world of thriller and mystery writing. Whether or not you have already met Emily Stone through Chase's first novel, you will be able to become fully engrossed in the storyline of *Dead Game*. With a plotline that develops through the perspective of several characters to the authentic psychology of serial killers that Chase is able to provide from her own educational background to a heroine who is relatable in both her courage and her

flaws, *Dead Game* is a novel that is not to be missed.

Glenda Bixler says

Dead Game:

An Emily Stone Novel

By Jennifer Chase

Outskirts Press

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370 Pages

I was pleased to receive the notice in the mail from Jennifer Chase that her second book, *Dead Game*, had been published! Having read her first Emily Stone novel, *Compulsion*, I was immediately involved with the main character. But her second book, *Dead Game*, shows not only Chase's growing expertise as a serious writer, but by partnering Emily with a wonderful male lead/romantic interest, Rick Lopez, she has expanded the potential for a series that I predict will only get better and better!

Emily Stone developed a compulsion—she tracks child victims of pedophiles, kidnappers or others out to harm children. Her resources have been so well developed that she is always way ahead in any investigation and normally has determined the location of the child and submitted everything needed by the police so that they can quickly work to close the case and return the child home.

But this time, Emily's compulsion to help children is set aside as Rick needed her support when Milt, a long-time friend and mentor was killed, apparently as a result of some type of private investigation he was making concerning serial killers.

But this serial killer is like no other—he does not participate, he only watches the victims as they die...over and over and over...

Two young men, who had been like sons to Milt, both wanted to help find out what had happened. An amusing sidebar to the primary story is that one of them, Jordan, becomes interested in Emily while jealous Rick hovers. This reader hopes that Jordan comes back as a regular character, not only because of the personal relationships, but because of who and what he was at the beginning of the story!

Solving Milt's murder soon leads directly to the company for which Jordan and Derek work and who were both involved in the creation and utilization of the "Dead Game."

One thing I love about thrillers that involve use of the Internet is that there is always something "potential" that is part of the suspense. In this case, somewhere—out there—is a secret social networking site—you guessed it, for serial killers! Yes, the opportunities for using the Internet for bad as well as good have always been and will continue. But I love to have authors show the potential and how the good guy wins out! In this book, I especially enjoyed how the police worked with those who were experts in solving the crime. This may not actually happen in real life...but who knows, if we read enough books with that theme, somebody in our bureaucratic nation might pick up the idea and do some really great "stuff" for the country!

The tension, twists and turns in Dead Game are perfect! This thriller was truly a “read through in one sitting” for me and I loved everything that Jennifer Chase put into this, her second novel. I’ve just added Jennifer Chase to my Trackle list of “must-read authors!”

Need I say more...

G. A. Bixler

Jennifer Chase says

I've just published my second thriller novel. This is another Emily Stone story that I've taken up a notch with suspense and thrills. She tangles with a voyeuristic serial killer hidden behind the many layers of technology in order to find his victims. I really enjoyed writing this book and I hope that others will enjoy it too. I would love to hear feedback and comments.

TC says

On paper Dead Game sounded very much like my sort of book. Driven by her past experiences Emily Stone has devoted herself to catching child killers, but when her partner Lopez's mentor is killed she becomes involved in finding a twisted murderer who is selecting his victims through an online spy game. The hunters become the hunted though and it ends in a battle to the death.

However despite my enthusiasm for the book and starting it being convinced I'd really enjoy it I came away from it feeling rather flat. When I was offered the book for review no mention was made that it was in fact a sequel, something I've just realised as I started to prepare to write the review. This may account for one of my first criticisms. Emily is a cop turned vigilante who faked her own death after being stalked by a serial killer. This is a big part of her motivation but merited only a few rushed mentions and no real details to allow the reader to understand her better. Even if it was intended to only be read in conjunction with others in the series and in sequence, I have read other books where important info like that is recapped in more detail for readers who might pick a tale up at random.

Perhaps as a result of the lack of background I couldn't find myself empathising with Emily. Although some would argue hunting down child abductors and murderers is a valuable service she herself commits murder and has committed insurance fraud. Coupling that with her apparently finding being in proximity to her prey a turn on didn't make her a character I warmed to. I don't think the multiple view points employed in the book helped. In some cases it allows greater development of the plot but here I think sticking with just one or two POVs would have given the reader better insight into the characters. Unfortunately come the final showdown I didn't really care who lived or died.

I also found some of the book pretty implausible. Okay, I'll accept the idea of two ex-cops going round the country hunting down criminals, managing to keep below the radar as she is officially dead. However the under-cover FBI agent who arms and brings a civilian in on the final confrontation with the suspected serial killer? That seemed like a step too far for me, especially when Emily later describes him as a competent agent.

Finally the narrative was lots of tell and not enough show, with too much needless repetition and more than a couple of typos. I wouldn't go as far as to give this book 1* because the villain of the piece and the use of modern technology to select victims weren't bad at all. However as it stands all I could say is that I thought it was okay.
