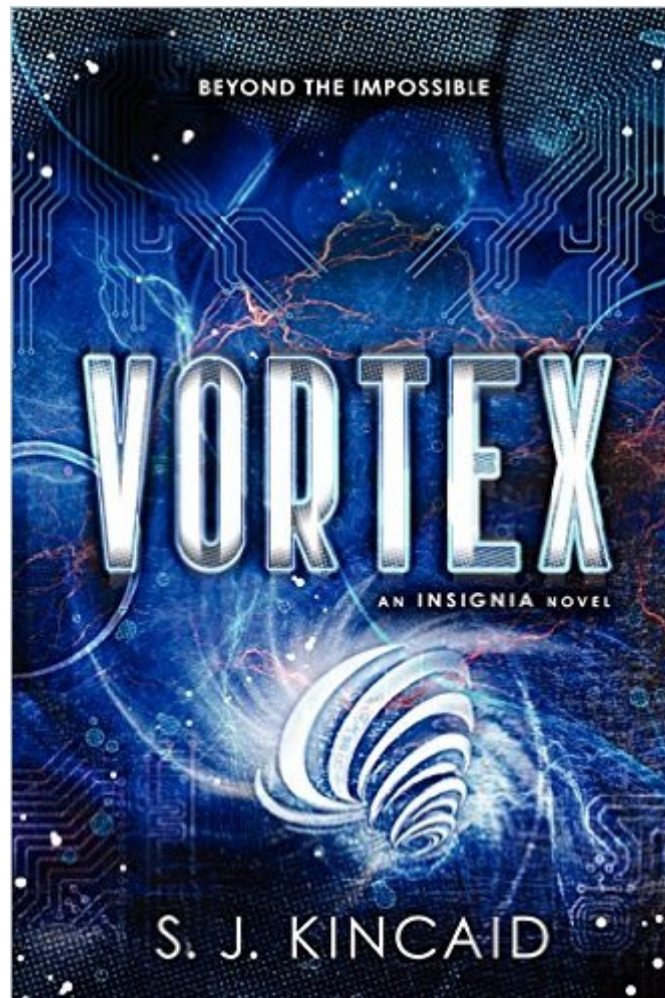


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# Vortex (Insignia)



## Synopsis

S. J. Kincaid has created a fascinating dystopian world for *Insignia*, her futuristic science-fiction adventure series perfect for fans of *Ender's Game*. Earth is in the middle of WWIII, a war to determine which governments and corporations will control the resources of the solar system. Teen Tom Raines grew up with nothing—some days without even a roof over his head. Then his exceptional gaming skills earned him a spot in the Intrasolar Forces, the country's elite military training program, and his life completely changed. Now in *Vortex*, the second book in the series, Tom discovers that the Pentagonal Spire, where he and his friends are being trained as superhuman weapons, is filled with corruption. He is asked to betray his friends—the first real friends he's ever had—for the sake of his country. Will he sacrifice his new life to do what he believes is right?

## Book Information

Series: *Insignia* (Book 2)

Paperback: 416 pages

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Product Dimensions: 5.3 x 0.9 x 8 inches

Shipping Weight: 5.6 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars— See all reviews (48 customer reviews)

Best Sellers Rank: #55,725 in Books (See Top 100 in Books) #96 in Books > Teens > Literature & Fiction > Humorous #240 in Books > Teens > Literature & Fiction > Action & Adventure > Science Fiction #379 in Books > Teens > Science Fiction & Fantasy > Science Fiction > Dystopian

## Customer Reviews

*Insignia* was one of my favorite reads for the year so I was super excited to read *Vortex* when I won it...of course life and review books happen so it kept getting pushed back. Until I recommend *Insignia* to my boyfriend and he blazed through it and forced begged me to read *Vortex* with him. I want to touch on the fact that my boyfriend doesn't like reading...in fact if he reads 1 book in a year it's something worth noting, so the fact that he's read both of these books back to back says something about it. It's just that good. I have no clue where to even start with *Vortex*, because it's

one those books where I just want to squeal and thrust the book at your face until you decide to read it...just to shut me up. Vortex is just as much fun as Insignia was, in fact it may be more fun. We get to see more of the Spire and more of the awesome technology everyone has access to, and we get to see more simulated battles...which I think might be my favorite techy aspect. Just the thought of being able to pop into a simulated situation and `live' it like it's truly real makes me want to tell scientists they need to hurry up. Of course there are downsides to technology and while we got to see some of it in Insignia we really get to see it in Vortex. We also get to see more of the Camelot Company combatants at work and we are introduced to a whole new host of people. Tom is just as stubborn, reckless, and hilarious as before but I'm happy to say he experiences a lot of growth in this one. Tom is the kind of character that gives you a headache because you get hitting your forehead over the stupid stuff he says and does. I can't even remember how many times I yelled, "Tom just shut up!" Needless to say he `kind of' learned to shut up before I gave myself a concussion.

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