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The Memory Wall
There’s a fine line between real life and video games in this engrossing novel that’s part Kathryn Erskine’s Mockingbird, part Patrick Ness’s A Monster Calls.  Severkin is an elf who slinks through the shadows of Wellhall’s spiraling stone towers, plundering ancient ruins and slaying mystical monstrosities with ease.  He’s also a character in a video game—a character that twelve-year-old Nick Reeves plays when he needs a break from the real world. And lately, Nick has really needed a break. His mother had an “incident” at school last year, and her health has taken a turn for the worse.  Nick is convinced his mother’s illness has been misdiagnosed, but no one believes him. His only escape is the online world of Wellhall, where, as the elf character Severkin, he can face any problem. But when Nick finds himself fighting alongside another elf who reminds him of someone he knows in real life, his worlds begin to collide. . . .

**Book Information**

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**Customer Reviews**

A beautiful, powerful read about family and identity. Highly recommended for middle grade and younger teens, as well as their parents.

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