



Rise of the Fire Tamer

Kailin Gow

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After winning a contest for a popular game called Wordwick Games, five teens - Gemma, Sparks, Rio, Kat, and Jack, are invited to stay at Wordwick Games inventor Henry Word's mysterious castle and play the newest level of Wordwick Games. Little do they know, the castle is the doorway to a wondrous world call Anachronia where words can be used as weapons, power, and commodity. There is unrest in Anachronia, and if the five teens can follow the rules of Wordwick Games and prove to be the best player, one of them will be crowned Ruler of Anachronia.

Rise of the Fire Tamer Details

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From Reader Review Rise of the Fire Tamer for online ebook

Carina says

After reading a number of Kailin Gow's books, I've come to expect that they're either going to be a hit or a miss. And *Rise of the Fire Tamer* was definitely a miss.

Again, like her other books, there are countless typos throughout the text. There was even a part on the page where the paragraph just cut off leaving me puzzled and screaming at the book: "Where the hell did the words go??" Honestly you think *someone* would catch such a huge mistake like that. So yeah anyways I wasn't shocked by the many errors since I've come to expect them from Kailin Gow's books but really, what is it going to take to get this problem fixed?

The concept overall is alright. It's nothing that really blew me away. I just sort of sat back and yawned through the entire thing. So the book starts out by introducing these five kids who are the winners or something of an online game created by a man named Henry Word. He's invited the winners to stay at his castle and participate in the ninth level of the game.

So here's the cast of plain, and painfully predictable cast of characters. We've got the rich cheerleader, Gem. The jock, Sparks. The antisocial genius, Jack. The brooding, mysterious guy, Rio. And the goth girl, Kat. What a happy bunch of stereotypes this team turned out to be (obvious use of sarcasm)! To be blunt, the characterization really sucked. There was absolutely no depth to any of the characters at all. Let's move on now, shall we?

Alrighty, so our merry band of gamers enter the ninth level of the game and find themselves transported to the fantasy land of Anachronia, full of dragons, wizards, trolls and, ah yes, *ruler words*. In Anachronia, words have power, and for these five kids, they can control words to do whatever they want to. Their goal is to use the ruler words and pass tests that will determine who should be the leader to the throne.

So yadda yadda yadda they go on a big quest blah blah blah, and through the trials and tests, Gem somehow proves herself to have the perfect qualities of a leader down to a tee. Then she is crowned the ruler of Anachronia. Now isn't that just peachy. Ugh! Like I said. Absolutely no depth, whatsoever.

Okay, so in a nutshell, *The Rise of the Fire Tamer* was dull, predictable, cliché, and edited terribly. Stories like this from Kailin Gow make me seriously reconsider buying more of her books because a lot of the times, they're all kind of the same. I usually really enjoy the stories that she writes, it's just the way that they are told that I feel needs a bit of work. I guess that with each new book I pick up from her, I'm always hoping that maybe she'll have improved. I guess I'll find out in July since I've already ordered her newest book, *Beautiful Beings*. Here's to hoping.

Sher A. Hart says

I was surprised I liked a book on gaming this much because I'm not into games. But I really liked how the author used words as part of the test, and then used the same words later in the text. One hitch, that really made the misuse of "further" stand out when she meant "farther".

At first I worried about too many main characters to keep straight. But Kailin used a combination of visual characteristics with stereotypical roles turned on their heads, so I didn't have any problems remembering people. For once, I liked a third person narrative with multiple points of view because Kailin didn't head-hop by accident. She rotated points of view, one per section, so I always knew who was talking. That was a smart move, adding some doubt as to who would win the game until later in the book.

There were some editing issues and a few unresolved problems. One of the characters couldn't read some important words, something the others would ask about but didn't, and another character changed his mind far too easily given the stakes and persuasion used. Then there were physical inconsistencies left unexplained. But the characterization, pace, and plot overall kept me turning pages. Plus I liked the resolution to the overall story, after which Kailin provided a nice twist, opening the way to a sequel. I give *Rise of the Fire Tamer* four stars.

Lisa Gibson says

I love the premise of this book; the thought that words have power was very enthralling to me. The world building was wonderful and it was very easy to follow along through the story. I appreciated the fact that while the characters appeared to be stereotypical, they were in actuality far from it. No one wants to read about the jock or cheerleader in their same old roles.

I will say there were a few issues that bothered me. Number one, if a book is placing so much importance on words, it should be thoroughly edited. I did not see this book labeled as an ARC and was unsure if these errors have already gone through in print.

Number two, in the storyline these teens were supposedly chosen because they play an online version of the game quite well. However, we reach a point and one of the characters does not know any of the magic words on an extensive list. It's never really addressed any further in the book. It's a minor point, but had me wondering if he suffered from some learning disability to not know any of the words.

Lastly, (and this is a totally minor issue) when they reach a point to have the list of magic words available to them, why don't they take it and have a couple soldiers carry it, if it's large and heavy. It might have been of great assistance. Just a thought on my part.

Overall, I liked this story. I appreciated the fact that there were definitions for many of the words in back. I think that's a wonderful asset. I thought the twist at the end was amazing, I did not see it coming. The editing issue drove me a little buggy, but all in all it was a decent read. I'm giving this one 2 ½ swaks!

Melissa Silva says

This book caught my eye right away. The story line alone made me want to pick it up and keep reading.

The book takes on the point of view of all the main characters with a focus on the POV of Gem. The book starts with the winners of the wordwick games, once these 5 are announced they get the chance to stay at the creator of the Wordwick Games' castle where they get to play the newest level in the game. Once they get the tour of the place, Henry Word (the inventor) sends them off to their rooms where the journey to the new Level and amazing world of Anachronia. The team soon learns of the rules to win the game and find out that words represent a great part of winning. Words are power; they can be used as weapons or as a way to control a situation.

As the players travel through the land making friends and enemies they must find a way to follow all the rules and win the game. Becoming the best player, and the crowned ruler of Anachronia.

The teens encounter strange creatures and intense road blocks. With a world filled with war, trolls, wizards and even dragons it's hard to be bored. When the gamers feel like something is up they come to realize that the game may not just be a game, they fear that the damage they take and the life they're living is real.

The ending to this story was fantastic, with twist and turns that leave you wondering about the truth, when reality finally hits the ending will leave you asking for more!

A must read for those who love adventure and fantasy, competition and suspense.

A great start and I can't wait to know what happens next.

Kristina says

As usual Kailin Gow rocks out the YA genre with her work. I absolutely adore her books and think she's one to watch.

This book, of course, was great! I love the world building that she did...For me, it's always just right. The characters in this one were great and I loved the storyline.

Here's a sneaky little thing that Kailin did with the book...she made it educational. *shhh Don't tell anyone!* LOL! In it you learn a lot of new words along with definitions but it's combined so well into the story that you don't really think about the fact that you're learning. It was awesome!

Besides all that though, it really was just an excellent story...I always manage to get lost in her writing and I'm through the books before I even realize it.

If you haven't checked her out yet then I think you should!

Teen Book Reviewer (Shannon) says

I must admit the cover of the book intrigued me. Then as I read the prologue, I wanted to read more. A fast-paced exciting read, Rise of the Fire Tamer is about five complex teens who wins a gaming contest to stay at the inventor's castle. They win a chance to play an exclusive level of the game, which takes them to Anachronia. The rules are in place and the teens need to follow them to win. Exciting, adventurous, and peppered with romance and humor, I loved this book. The characters are complex believable characters who are endearing. You will be rooting for these characters to succeed. The adventure, excitement reminds you of Harry Potter, the romance will remind you of Twilight, but this book is in a category, a good one, of its own. Besides being a satisfying adventure, which I would like to continue in Book 2, this series cleverly builds vocabulary. I recommend this book series to everyone.

Myra (Pieces of Whimsy) says

Review first published on my blog, Pieces of Whimsy

The story was great! I've always loved the idea of falling into a fantasy world, through a book or a movie.. or a game!

Wordwick Games (also known as 'The Game') is a very popular computer game and five lucky players have been chosen to stay with the inventor of the game, Henry Word, and they're also allowed to play the newest level of The Game which is alot different from how they thought. Anachronia is a world full of different people and creatures and the five teens find it a little silly at first, but when they discover it's secrets they start to be a little more wary.

Words are power in Anachronia and there are certain key words that when used in conjunction with their meaning, can become magic. For example if you look at something and think about it being dry, then you say the word 'arid', poof! the thing immediately becomes dry - I thought that was extremely cool indeed! Only outsiders can use these words, the subjects of Anachronia can't use them as magic.

I really enjoyed the few lines at the end of each chapter which showed each characters thoughts at that time. Some were thinking along the same lines, others had completely different opinions and these lines really gave you a better insight into the characters and their changes/growth.

My two favourite characters were Kat and Rio and I was a little sad that they weren't as competent as Gemma, who was the main of the characters. I liked Gemma, but she was a little too perfect for everything, nearly always being able to solve every problem on her own.

I would've liked to have had a deeper connection to the characters but I loved following them on their adventures and really got caught up in the mystery and magic of the story. I really want to read more of The Wordwick Games and am excited to see where else the story will go!

Jess says

With a summary like that, I couldn't not sign up for this blog tour! I think every book lover understands that words really do hold power, so when this book promised words used as actual weapons I was instantly intrigued. It definitely sounded promising and for the most part, I felt it lived up to that.

The plot started out slowly, although I did like the prologue and its intro to all the characters. Once the teens finally entered Anachronia though, I felt drawn in to the story and thought the pacing was well done. The story was quite original and I really did end up enjoying how the words had very literal uses and powers in the game world. I also really appreciated the way it was written. Because it was so word-based, the language was intelligent. It occasionally felt like a little much for a group of teens, but at the same time, they were chosen because of their excellence at the game, so it does make sense.

For the most part I enjoyed the characters. I was worried at first that I wasn't going to remember them all, but Kailin's characterization and use of well-known stereotypes helped me keep them all straight. It was

interesting because some characters, especially the boys, really fell into the stereotypes. Jack is the shy, quiet, smart guy; Sparks the confident jock who likes the cheerleader; and Rio is the bad boy. Even Kat was fairly stereotypical in that she is the girl who goes goth as a rebellion against her parents and is the one to walk away from the group. For this reason, I liked Gem most of all the characters. She is the one who really broke stereotype because she is a pretty cheerleader but is actually kind, very clever, and great with words (which is clearly a bonus when words are like magic spells!). Since she is my favourite, I enjoyed the way the narration was set up, with most from Gem's perspective and a small wrap-up from each other character at the end of the chapters.

Overall, it was an enjoyable read with some exciting twists to the story and a very intriguing ending. I will definitely have to take the time to read the next two books in the series to see what happens to the teens and to Anachronia!

3.5 stars!

I received a copy of the novel from the author for a blog tour in exchange for an honest review

Lakisha Spletzer says

One of the most popular video games in the world, The Wordwick Games, holds a contest to find the best gamers in the world. The prize? A chance to play a new game. Thus starts this quickly paced fantasy story that begins in our world and takes our young heroes to the land of Anachronia.

There are five main characters: Gemma the blonde English cheerleader; Sparks the sandy blonde quarterback from a Texas Ranch; Jack who is a nerd and very shy; Rio the mysterious boy from East L.A. and lastly, Kat who is petite, outspoken with a pixie look to her which she desperately tries to hide by dressing Goth.

The five teenagers are tasked with defeating a dragon and stopping a war (among other things) using the power of the ruler words.

What I liked most about this story is the fact that you can learn quite a few "big" words that are crucial to the survival of the main characters. It made me feel proud to be such a nerd and I enjoyed watching the characters trying to figure out the ruler words that would save them whenever they encountered sticky situations.

This story reminded me somewhat of the Chronicles of Narnia series (but not heavy on religious undertones and allegories) and would definitely be a good book to recommend to teens.

Vonnie says

This was a good young adult fantasy story. It was fast paced, action packed, and mysterious. It had trolls, ogres, zombies (I know!!!), and even a dragon. It was an interesting story.

We were introduced to five characters in the beginning and we soon came to learn that Gemma was the main protagonist of this first book. She was rich, smart, kind, pretty, and brave. She was too good to be true but I

did like that even though she was a rich, pretty girl she was not shallow. The other characters were briefly described and gave you a sense as to who they were. Since it is a series, perhaps the rest of the characters will be further developed in the other books.

The plot of the story was also good. I enjoyed that these characters started off believing that they were out to test a new level of a popular game but instead they found themselves transported into a different world. I liked how the story kept you wondering whether or not the land of Anachronia existed. Along with the mysteries of the storyline, there were also some aspects of romance. I usually do enjoy romance in books but here it did not seem to fit with the characters. The boys seemed to quickly fall in love with Gemma and would do anything to protect her. Also, their spontaneous kisses through me off. Other than the romance, the rest of the plot was good.

I have to give the ending of the book lots of props. It was a big surprise and a great way to leave the readers wanting to read more. It left me saying, "What?!" The ending was great!

In all, this was an enjoyable book. It was adventurous and fast paced. I recommend it for young adults.

Kailin says

I wasn't going to rate my own book, but even Presidential candidates get a chance to vote. What can I say? I love this book, especially when it features strong heroines.

Chrissy (The Every Free Chance Reader) says

Did I enjoy this book: This book was okay. The premise was good and sounded so promising. Unfortunately, Rise of the Fire Tamer did not meet my expectations. It just seemed underdeveloped and very predictable.

For a game that, in order to win, the player must use "magic words," the words were not used or talked about all that often. I was expecting a lot more usage of these words. Shouldn't the players have used these special words more than they did? It just didn't make much sense to me. Words, and their definitions, should have been the focus of this book.

Also, there really weren't any characters that were all that sympathetic or worthy of rooting for. The characters were forgettable. In fact, writing this review, I cannot remember these characters all that well. I could not get behind any of them. A few times, I wanted to like Kat but she failed to deliver. Gemma seemed too pretentious. I wish we would have learned more about these characters...their backgrounds, feelings, hopes, etc. What did their parents think about all of this? Where were the parents? Who the winner was going to be was obvious from the beginning of the game.

Furthermore, there were way too many typos and punctuation mistakes for me. A simple spell-check would have caught quite a few of the mistakes. It was distracting and took away from some of the pleasure of reading this book.

Would I recommend it: I don't think that I would recommend this book.

Will I read it again: I will not.

(I received a copy of this book for review purposes.)

<http://everyfreechance.com/2013/04/re...>

Liviania says

I liked *RISE OF THE FIRE TAMER* more than *BITTER FROST*, though they shared similar weaknesses. Again, there are some editing issues. Gemma "Gem" James is an intelligent and clever heroine, which is admirable, but she's shallowly drawn. While most of the book follows her exploits, I know the least about her bad qualities. She's just beautiful and a good prospective ruler.

As a contrast, the secondary girl, Kat has far more elaboration to her character. She's the definition of trying too hard at the beginning of *RISE OF THE FIRE TAMER*. She wants attention on her own terms, which is almost impossible to demand. This quickly gets her in trouble and she decides to work on her character flaws. Jack is too nervous, which works as a flaw, though he doesn't really get any development. Sparks and Rio mostly just snap at each other or flirt with Gem unless it is a battle scene.

None of the romances really worked for me. The end of each chapter gives a snippet of each character's thoughts, which tended to feature Sparks and Rio thinking incredibly jerky things. The easily forgiven Goolrick should not have been let off so easily for what he did to Gem, even if there was no permanent damage.

As for the adventure plot itself, it works better than *BITTER FROST* because the speed is slightly slower. Anachronia, the tenth level of the Wordwick Games, works based on words. This is good for younger readers, though the vocabulary lessons might slow down older readers who are done with their SAT vocabulary. Also, the warring tribes of Anachronia are Spurious and Perfidious, and the five gamers choose to side with a tribe. Personally, I wouldn't side with either if those are the words they choose to represent themselves.

Fantasy readers will probably enjoy *RISE OF THE FIRE TAMER*, which is reminiscent of Vivian Vande Velde's *USER UNFRIENDLY*. Those who like character driven novels probably won't find it satisfying, however.

L_manning says

Wordwick Games is a popular game. Five of the biggest fans and players have now been invited to the home of the inventor of the game, Henry Word, to play the newest level of the game. It's an immersive experience, one which takes them into the world of Anachronia. Anachronia is a magical place full of ogres, dragons, and warring kingdoms. Words have power there, real power. If one of the players can prove to be the best, they will be crowned ruler. If they can survive what seems like a very real place.

I loved the originality of this book. The concept is fairly unique. It's about a game, but it's also a learning experience. In Anachronia, words have very literal power. They enable you to do things. The purpose of this

is to help readers learn new vocabulary. How cool is that? It's such an awesome way to learn things. It can really help people to remember the words in the context of how they were used and what abilities they allowed the players to have. There is also a glossary in the back with the words and definitions listed. I also enjoyed the fantasy aspect of the book. The story is full of adventure.

This book is mostly told from the player Gem's point of view, although you do get bits of the other people's points of view at the end of each chapter. This was a fun way to get to know the kids. Some of the kids seemed like they were going to be stereotypes of typical teens, but I think the author managed to keep this from going too far. The end of the book managed to give closure to this chapter of the tale but also leave you hanging and wanting more. I think this is a fabulous way to get kids (and adults even) exposed to more words and help them remember the meanings. This book is proof that learning can be fun.

Book provided for review.

Ellen says

The Wordwick Games is one of the most popular video games around. Five teenagers from different parts of the world are selected as winners of a huge contest sponsored by the Wordwick Games, each informed that they won by an ominous figure in a grey hooded cloak, who presents them with a black envelope. When they arrive at Henry Word's castle, they are all quite taken aback by not only the castle itself, but also Henry Word himself. After a tour and dinner, they find out that their prize not only includes a week at the castle, but they also get to be the first to test and play the newest level of the Wordwick Games. They are shown to their rooms, which are quite grand, as is the castle that they are staying in. One thing in each room that captures their attention is the gaming pod, a device that you actually get into, which is where they will play the game. Being the curious teens that they are, they can't wait until the next day to begin, so each teen climbs into their pod that night to play.

The next thing they know they find themselves changing into more appropriate clothes for the medieval times that the game takes place in, and suddenly they are in the land of Anachronia. A young wizard, whose name is Goolrick, elicits their help to stop a war that is going on between two opposing factions. They also find out the details of their quest and receive instructions for playing the game, which will take them through different obstacles, mysterious and dangerous woods. They find themselves facing trolls, shadow creatures, zombies, and other magical beings on their way to the dragon's lair. They each have weapons, but their strongest weapons are "ruler words," which they soon learn are a key factor in playing the game. As they play the game, friendships are formed, alliances are tested, battles are fought, and romance is kindled, while they progress towards the goal of winning the crown. They are all impressed with how realistic the game is, and as the danger intensifies things seem to get a little too real, at least for a game, or is it?

I found the Rise of the Fire Tamer to be a fun fantasy and enjoyed journeying with these teens through the land of Anachronia. The plot was fun and fast paced, and the setting was highly imaginative and entertaining. The main characters were Gemma, the beautiful blonde girl who is English. She is one of the main characters and plays a key role in the game. She is a strong leader and a loyal friend, who is more concerned about the people she is with than winning the game. Sparks is the handsome quarterback with sandy blonde hair who lives on a ranch in Texas. He not only is hot, he is very strong and brave, and proves himself to be hero material. Jack is sort of a nerd, and a very smart one, who is familiar with history, which proves helpful during the game. He is shy, especially around Gemma, but there is more to Jack than meets the eye. Rio is from east L.A. He is dark, mysterious, totally hot, and has a dangerous quality about him. He

also is brave and proves himself to be quite the warrior in the game. Then there is Kat, who is outspoken, kind of small, cute, but has the whole gothic type thing going on. She doesn't want to be a conformist and this sometimes gets her into trouble, which she soon finds out as she plays the game. All three of the guys have a thing for Gemma, as does the young wizard Goolrick, which adds a hint of romance to the story and proves to be quite interesting.

Rise of the Fire Tamer is a fun fantasy filled story with all kinds of mythical creatures, heroes and heroines, evil villains, battles, and a fire breathing dragon to boot. If you enjoy fantasy and fairy tales, with a modern twist in a medieval setting, then The Fire Tamer is something you may want to check out.
