

<<The Zero Game (平装)>>

图书基本信息

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## &lt;&lt;The Zero Game (平装)&gt;&gt;

## 内容概要

The New York Times bestselling author of *The Millionaires* and *The First Counsel* returns to Washington, D.C., with the story of an insider's game that turns deadly. Matthew Mercer and Harris Sandler are best friends who have plum jobs as senior staffers to well-respected congressmen. But after a decade in Washington, idealism has faded to disillusionment, and they're bored. Then one of them finds out about the clandestine Zero Game. It starts out as good fun--a simple wager between friends. But when someone close to them ends up dead, Harris and Matthew realize the game is far more sinister than they ever imagined--and that they're about to be the game's next victims. On the run, they turn to the only person they can trust: a 16-year-old Senate page who can move around the Capitol undetected. As a ruthless killer creeps closer, this idealistic page not only holds the key to saving their lives, but is also determined to redeem them in the process. Come play *The Zero Game*--you can bet your life on it. Meltzer credits 143 people in his acknowledgments, a testament to massive research involving everything from the smallest details of our government's inner workings to the scientific complexities of chaos theory and advanced neutrino research. He's far too seasoned a pro (*The Tenth Justice*; *The Millionaires*) to ever let readers bog down in minutiae, though, using his impressive background material as rocket fuel for this rip-roaring novel of government intrigue. Best friends Matthew Mercer and Harris Sandler have worked for years as professional Capitol Hill staffers. With boredom and burnout threatening, they've joined a secret group of other like-minded workers to play the Zero Game, which uses congressional voting and government administrative procedure as the basis for placing bets. "We don't change the laws, or pass bad legislation, or stroke our evil goatees and overthrow democracy as we know it. We play at the margins; where it's safe--and where it's fun." The two decide to bet their life savings when a seemingly innocent appropriations item, the sale of an abandoned South Dakota gold mine, becomes part of the game. Because of his senior position as an appropriations committee staffer, Matthew is sure he has a lock on this one. Things go horribly wrong, and soon Harris and Viv Parker, a young Senate page, are on the run, fleeing from hired killer Martin Janos. Their flight takes them to the abandoned gold mine, where they find more mystery and near death 8,000 feet below the surface of the earth. Janos, their nemesis, is relentless, as is the action, and readers will be left breathless.

When Matthew Mercer confides to his best friend, Harris Sandler, that he's thinking of leaving his cushy job as a senior staffer on Capitol Hill, Harris convinces him to stay by inviting him to play the Zero Game, an anonymous wagering game where you bet on the likelihood of some piece of legislation passing. It's a silly game, but the stakes are minimal, so Matthew joins in, enjoying the diversion and finding the anonymity intriguing. The bet in front of them now is a gimme, especially since Matthew can control its outcome, so the pair decides to up the ante and go for broke. Trouble is, there's another bidder out there (Who else could have such an interest?), and both Matthew and Harris sense that this bet just might be their last. They've learned the hard way that there's no one they can trust and have no choice but to find out who's behind the now-murderous game. Coming to their aid is an unlikely savior, a teenage Senate page who can duck in and out of private offices without raising suspicion. Packed with plenty of backroom D.C. ambience and lots of action, the novel also boasts improved plotting and character development since Meltzer's last high-concept best-seller, *The Millionaires* (2001). Mary Frances Wilkens In Brad Meltzer's new bestseller, wanna-be Washington power brokers devise a game in which staffers bet on which bills will become law and where money will be spent. But the game turns deadly as its players become pawns, with the fate of the hero and the world resting in the hands of a teenaged intern. Audie Award winner Scott Brick delivers another stellar performance, at times easing up on the gas, and then putting the pedal to the floor at just the right instant. The climactic battle is one of the best written and performed in years. *The Zero Game* equals time well spent. R.O. Winner of AudioFile Earphones Award

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