

The background features a complex network of white nodes connected by thin white lines, set against a gradient background that transitions from dark purple at the top to a bright pink at the bottom. The nodes are scattered across the frame, with some forming distinct geometric shapes like triangles and quadrilaterals. The overall aesthetic is modern and digital.

The Aftermath

Written by Jen Alexander

Published by kctv7

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The Aftermath

By Jen Alexander

The Aftermath Trailer

Sometimes, I dream that I'm someone else.

The Aftermath Rotten Tomatoes

A girl with dark hair who doesn't worry about hunger

The Aftermath Review

or thirst or running from flesh-eaters.

The Aftermath Book

In her world, those sorts of things don't exist.

The Aftermath Showtimes

Since the spring of 2036, when the world changed forever, Claudia and a small clan of survivors have roamed the streets of a very altered Nashville: polluted and desolate, except for the ever-present threat of cannibal Hoarders. Together they must undergo punishing tests of endurance and psychological challenge sometimes with devastating consequences all just to live another day.

The Aftermath Film

With food and water in dwindling supply, and with danger lurking around every corner, no one can be trusted. And as her world starts to make less and less sense, Claudia begins to realize something terrifying: she is just a pawn in some sort of game, and all of her actions are being controlled from afar by a mysterious gamer. So when she meets a maddening and fascinating outsider named Declan, who claims to be a game moderator, she must decide whether to join him in exchange for protection and access to the border.

The Aftermath Cast

If they play the game right, they are each other's best hope for survival and a life beyond the only world Claudia's ever known: the terrifying live-action game known as The Aftermath.

The Aftermath is a game created for violent teenagers. And so, apparently, it is used as a treatment, cure to abolish such thing or try to.

After reading this book, I am more than sure that this game is not a good solution especially because, of what I understood, when you die in the game, you die in real life too.

Creepy? Scary? Meh.

Excitement was all I felt before picking this book up. You see, for the past couple of weeks, so many bloggers reviewed this and, every time, I got more and more fev

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Excitement was all I felt before picking this book up. You see, for the past couple of weeks, so many bloggers reviewed this and, every time, I got more and more feverish to get my hands on it. Some did include in their reviews that they recommended this to gamers (what Iâ€™m not) but, after reading this, I am not sure it would impress those people either.

The biggest problem I had with this story is feeling how the world-building lacked of development and information convincing us that this is a game we shouldnâ€™t forget about and pay attention to, especially to what is happening regarding it.

Indeed, there was a lack of it so my reading experience was pretty dull.

About the main character, Claudia is not a bad one. The problem is that we donâ€™t know much about herâ€”she doesnâ€™t eitherâ€”and I couldnâ€™t connect with her at all. Didnâ€™t even feel anything when she discovered what a marionette she truly is (because she is being controlled by a gamer: Olivia.)

The secondary characters felt as if they didn't have a personailty. They weren't interesting or unique or

The Aftermath

ones that you'll somehow remember.

This story is forgettable.

The romance—oh please! It was banal and underdeveloped and unconvincing. And, since we're at it, predictable. There was no spark or anything that would make us smile or—oh dear God not at all—swoon.

The writing was okay but there was nothing special about it.

To be honest, the only positive things I could find to say about this story is that it's short enough and fast-paced. For some, that is enough to enjoy a book but I need more. I need substance.

I wouldn't recommend this because there isn't much to enjoy about it. Science fiction fans or dystopian ones won't be satisfied, in my opinion. Good idea but a not-so-great execution.

...more

The Aftermath Imdb

With a highly unique premise and complex world building, The Aftermath easily stands out in its genre. It's very well thought-out with a lot to love for gamers especially, but it did fall flat in character development and plot progression.

In few words: Claudia is a character in a post-apocalyptic game, being controlled by the person playing her (who is most likely a psychopath). Cool, right? I thought so. This concept is really intriguing, but how it was executed could have used a little more oomph. With a highly unique premise and complex world building, The Aftermath easily stands out in its genre. It's very well thought-out with a lot to love for gamers especially, but it did fall flat in character development and plot progression.

In few words: Claudia is a character in a post-apocalyptic game, being controlled by the person playing her (who is most likely a psychopath). Cool, right? I thought so. This concept is really intriguing, but how it was executed could have used a little more oomph. It didn't take long for me to grow frustrated with our heroine, Claudia. Not her personality itself, but how easily she clued into this wild concept we're thrown in. After only a few clues, Claudia puts it all together, even asks herself how she didn't figure this out sooner. Because being a puppet in a futuristic game is one theory I always keep in mind O_o I think if we had worked more on her character building - especially psychologically - it might have been more believable. She did spend 3 years in a confused mess, but this fact was merely mentioned in passing so even knowing that, I found it was a bit of a too-wild concept to have it all figured out so easily. Not just her, either. Declan figures her out in a minute, which is kinda of incredible considering there has supposedly never been an instance of a character being self-aware. With that said, there are things in the book that is done for sake of plot progression rather than believability.

The plot itself is not especially fast paced. There's always something going on, don't get me wrong, but a lot of it is merely detours to the real plot - we go on missions and come back right where we started. We do find out interesting tidbits and get more world building during these, though. As a gamer myself, I loved finding out more about this game and how it all works. It's fascinating, really. I just wish we had learned more about the world outside of it. We're left with a sort-of cliffhanger, that only introduces more questions. What we do know of this whole world remains fairly limited at the end of this book. It's also unclear where the plot is headed (or what it even is outside this concept). Almost everything we do find out is left unanswered - even small things like how Olivia has a map no one else has, or the mention of a new version of the game. Things I'm likely to forget by the time I read the sequel, really.

Also, while there is some romance in this book, it plays a pretty small part and I can't say I felt anything, emotionally, toward it all. I wouldn't go into this expecting a romantically driven saga.

After re-reading this review it sounds like I disliked this one more than liked it, but that's not really the case. Where some aspects of the book do leave us with something to be desired, the concept itself is

The Aftermath

really impressive and kept me engrossed. Gamer fiends will definitely want to give this one a try!

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An advance copy was provided by the publisher for review.

For more of my reviews, visit my blog at Xpresso Reads [...more](#)

Looove! Total gamer nerdgasm.

The Aftermath Plot

wow, what an amazing thrill ride.

I started this one only loving the cover and the tags to the right on Goodreads that labeled it "dystopia" and "zombies"

well...FYI No zombies in this one.

BUT, this is an amazing story. It starts out with very little information - you're Claudia Virtue. And...you're in a pretty broken down somewhere. And you're starving and barely surviving. You're in a clan and you're running around scavenging for food and running from Flesh-eaters and cannibals.

From there, it' wow, what an amazing thrill ride.

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From there, it's a work in reverse. Claudia is working hard to try to understand all she sees and does. And why her body and mind are at odds with each other.

The pacing of the story was pretty quick, once you get past the confusing of the beginning. I loved Declan and Wesley and Mia - even though we don't know the full stories there (view spoiler)[I think Declan is that "boyfriend" that escaped they mentioned. MAN, I hope he's our boyfriend. I love how irrational Claudia is with him and how completely frustrated but wholly in love with her he is. (hide spoiler)]

the end was completely shocking because I was so taken with the story and what was happening that I never stopped to think it through (view spoiler)[but it's amazing that Olivia is her twin sister!! I love the twist! (hide spoiler)]

I will definitely read the rest of this series. I want answers. I want rescue missions and I want some wins in the good guys' corner! ...more

This book was amazeballs! It was like a RPG game come to life and oh my goodness I loved Declan! And Claudia kicked ass!!! If you liked Eve Silver's Rush you'll love this. Hell even if you didn't like Rush (I DNF'd it) you'll love this one! This is what Rush should have been like!