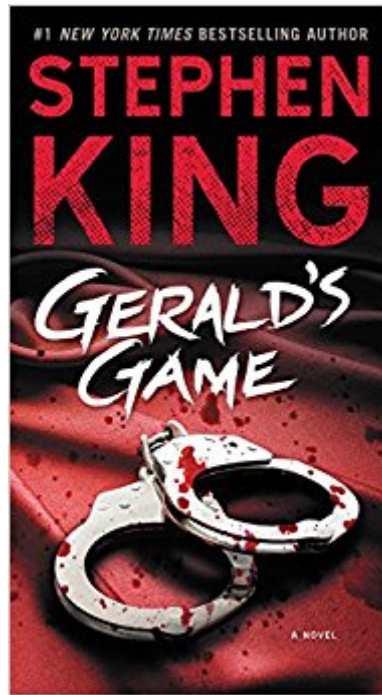


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# Gerald's Game: A Novel



## Synopsis

Now available for the first time in a mass market premium editionâ”master storyteller Stephen King presents this classic, terrifying #1 New York Times bestseller. When a game of seduction between a husband and wife ends in death, the nightmare has only begunâ”And now the voice which spoke belonged to no one but herself. Oh my God, it said. Oh my God, I am all alone out here. I am all alone.â” • Once again, Jessie Burlingame has been talked into submitting to her husband Geraldâ”™s kinky sex gamesâ”something that sheâ”™s frankly had enough of, and they never held much charm for her to begin with. So much for a â”romantic getawayâ” • at their secluded summer home. After Jessie is handcuffed to the bedpostsâ”and Gerald crosses a line with his wifeâ”the day ends with deadly consequences. Now Jessie is utterly trapped in an isolated lakeside house that has become her prisonâ”and comes face-to-face with her deepest, darkest fears and memories. Her only company is that of the various voices filling her mindâ”as well as the shadows of nightfall that may conceal an imagined or very real threat right there with herâ” |

## Book Information

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## Customer Reviews

It was an old criticism of King's work, before "Gerald's Game" and "Dolores Claiborne" were published, that he couldn't write a convincing female character between the ages of 17 and 70. Given his penchant for writing about either young girls (Carrie White, for example, or the little girl Charlie from "Firestarter") or old women, it seemed to be a valid point for a long time. This book, which is an excellent one for many reasons, seemed to be King's first direct response to that

criticism. In it, he proves once and for all that he can write a female lead character as compelling and believable as any of his other characters, and can tell a fine yarn at the same time. The book starts out in surprising territory for King: a sexual game being played by Gerald Burlingame, who has just handcuffed his wife Jessie to the bed. This is not the first time this game has been played -- it's an old routine at this point, one which Jessie never particularly liked and has now grown quite bored with, to the point of frustration. She tells her husband that she doesn't want to do it this time, but he presses on. In the ensuing struggle, he has a heart attack and dies, leaving her handcuffed to the bed, in the middle of nowhere. That's when the story really starts. King's real strength in this story is not just in telling what happens to Jessie in her predicament, but King uses this device to tell the story of how she got there in the first place. What sort of woman is Jessie? What events led her to this place, this man, this scenario? In the course of the story, as Jessie struggles to free herself from her bonds, we also find out why she is there. Contrary to what some other reviewers have said, I found this book to be a page-turner.

After finishing *Gerald's Game*, I feel like I have just fallen out of the visionary world Stephen King has written, and anybody can journey to it by picking up this book. From start to finish, this is psychological terror at its best, and if a person was entranced as I was they could finish this book in about 2 days if they felt the need to, because the reader just has to know the outcome to the story or he would go insane waiting to see what happens. Although *Gerald's Game* deals with some very controversial subject matter, such as child abuse and sex, this book is not overshadowed by the mature subject matter. This was once in fact supposed to be a movie, but the producers had no idea how to show somebody topless for the entire movie without receiving an NC-17 rating, so they just dropped the whole movie idea. Here below is a quick overview of the story and the writing:

**Story:** As the novel opens, we meet timid Housewife Jessie Burlingame, who is still haunted by an accident from the past, and her husband, Gerald Burlingame, the curious husband who has a slight heart problem. Both of them are vacationing at their Lake House when Gerald decides to pull out his handcuffs and test them out on Jessie. Jessie is then handcuffed to both of the bedposts, with only 6 inches of armroom allowed. With Jessie still locked up and the keys all the way across the room, Gerald suffers a fatal heart attack, leaving Jessie hopelessly handcuffed with no way to get out of the bed. As time passes, Gerald's body starts looking pretty scrumptious to a hungry stray, who ventures into the house and starts turning Gerald into Dogfood. All the while Jessie valiantly tries to get a water glass full of water off the shelf that is just barely out of her reach, but she has to try or else she fears she may just go insane.

I am a huge Stephen King fan, my first novel was "Firestarter" when I was in Elementary school. Despite mixed reviews, I read "Gerald's Game" and loved it. I liked it because I was told beforehand that this is not a typical King-horror story. I think if you are looking for something really gross and horrific, try "It" or "Desperation". But if you want just plain ol' keep- you-up-all-night-suspense..you'll like this one. Psychic suspense is the best. The main character, Jessie is married to a man who loves to have kinky sex. You know the type, "anywhere, anytime"... Well, he chooses a remote house , pretty much out in the middle of NOWHERE to set the scene for his latest sexual adventure. At first Jessie is into this. It seems fun to be handcuffed and be dominated, but soon the control becomes frightening. Her husband stops listening to her yelps to stop, and she sees a an "evil" in his eyes. Jessie responds in anger by "kneeing" him in an unprotected area. He then falls to the ground. DEAD. Everything now begins to happen in REAL TIME over two days, so if you read the book in two days and literally put the book down when night falls and Jessie sleeps, you BECOME a real watcher of the action, almost a participant. Jessie's relief to get her husband off her leads to a series of scary events to save her life. She calls out for help...something happens. She finds personal items on the shelf over her head..... She hears strange noises..... It's kind of like playing "MYST". How do you use your wit and skills and items in the room to free yourself? All these dilemmas are nothing compared to Jessie's own mind fighting against her. She panics, sees and hears things. Are they real?

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