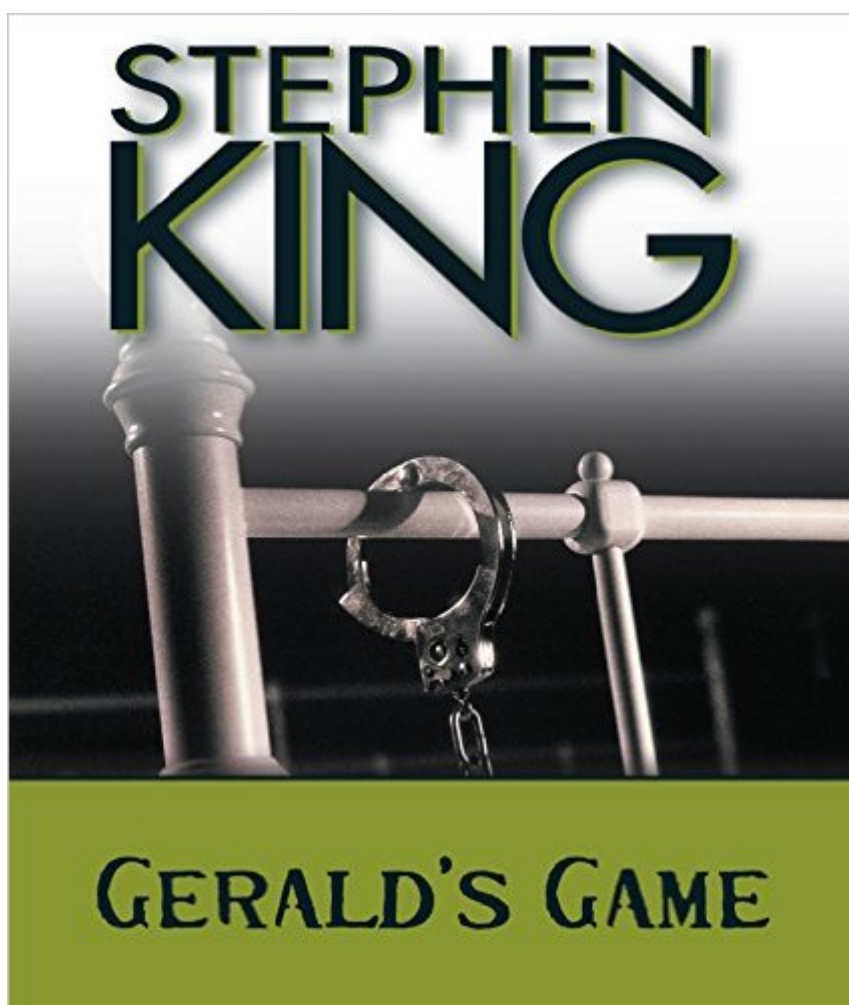


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## Gerald's Game



## Synopsis

On a warm October day, Jessie Burlingame lies in the bedroom of her secluded lake home, listening to the far-off sounds of the country; the cry of a loon, the growl of a chain saw, the bark of a lonesome dog. Nearer, she hears the banging of the screen door, left unlatched in the autumn breeze; nearer still, the click of the key locking the second pair of handcuffs that chain her to the bed. Gerald Burlingame, her husband of 17 years, looms over her, grin on his face, gleam in his eye, lust in his heart. This is Gerald's favorite game-little kinky, perhaps, but all in good fun. And then, quite suddenly, the fun is over. Gerald's heart fails him in the heat of passion, leaving Jessie hideously trapped and dreadfully alone. As darkness gathers in the room that is now Jessie's whole world, she must face not only the terror of never escaping, but the most excruciating truths about her life: the murky secrets that brought her here in the first place.

## 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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