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# **The Case of the Unidentified Ratios**

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Popular kids succeeding



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**Studies show that half the time popularity can give kids social skills that are needed to succeed.**

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So there is really no way to tell if being popular is a negative or positive influence.

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So in the novel, this explains that because popularity is needed for success, there is chaos, which created the Game, or the distopian aspect of the novel.

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One needs to be popular in the Game to "level up" or go a grade higher.



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