

(Ebook pdf) The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series (English Edition)

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Von Vasily Mahanenko

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Von Vasily Mahanenko : The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series (English Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. Vergood and original story Von Highlander Overall the "LitRPG" genre is basically a very nice fantasy story with a little RPG

and future-world sci-fi as a background story thrown in. The main protagonist has been hit hard by fate and makes the best of a bad situation. The writer does not need travel as a crutch to drive the story, instead making events and situations force the protagonist to develop. The protagonist is likable and the story is both entertaining and interesting. The translation is excellent. Overall I found this to be one of the best books I have read recently. I hope to be able to read the entire series.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Tolles Buch, spannend, gut geschrieben

Von superwaugi

Der 2. Teil der Serie ist wieder sehr spannend, super geschrieben, kurzweilig. Man taucht total in das Geschehen ein ...Einziger Nachteil: Man muss auf den nächsten Teil warten :-)

1 von 1 Kunden fanden die folgende Rezension hilfreich. great stuff

Von baselinenever was into RPGs, but Vasily's books do it for me anyway.. Mahan's time in the mine is up, he now enters the main gameworld, with limitations of course, since he is still a prisoner wearing the stigmatizing red headband.. but he is a persistent little bugger and his determination to make something out of (almost) nothing goes a long way, and looking forward to the next in-game announcement/player upgrade/story twist is getting addictive really quickly...as the story develops and he stumbles from one quest into the next, the picture gets bigger and bigger until everything is culminating in an epic coming together of all the story's riddles.. great read, solid translation with little spelling errors towards the end, when the proof-reader got tired or ran out of time I guess, but that's no bother.. if you liked the first one, buy it, you won't be disappointed!

Kurzbeschreibung

A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's virtual mines. Dmitry Mahan has been through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a Jeweler. His fight for survival becomes anything but virtual.

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