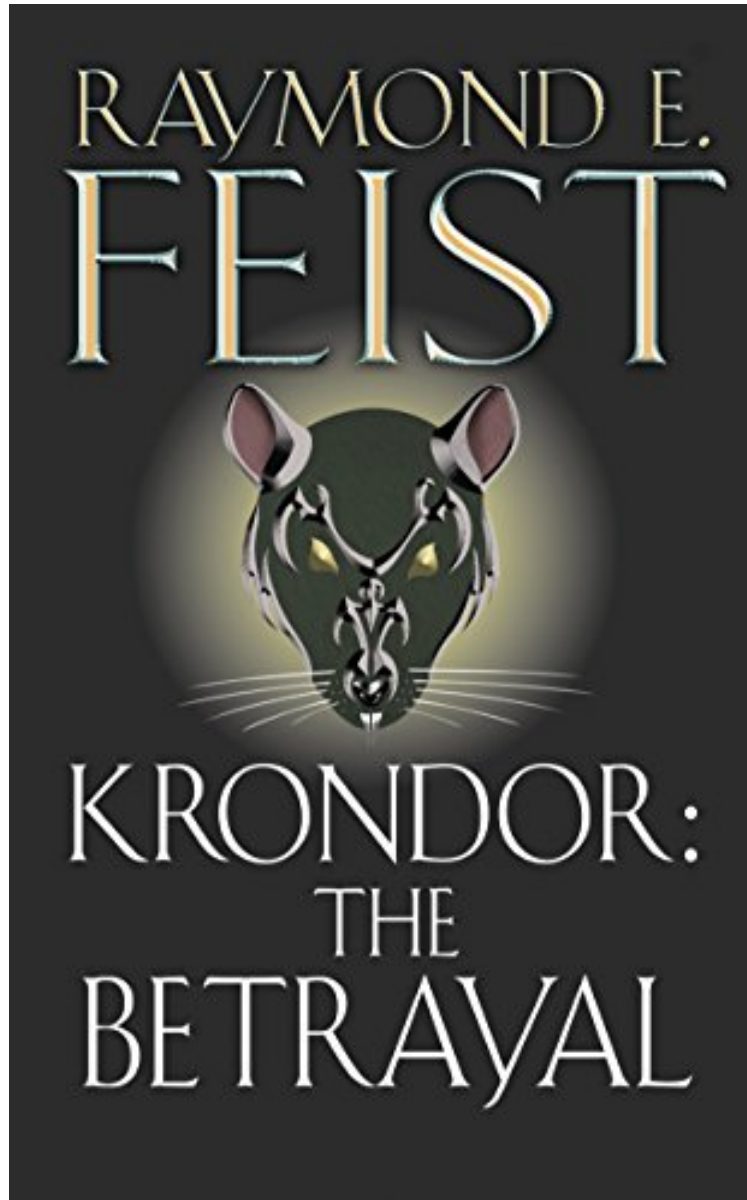


(Free pdf) Krondor: The Betrayal (The Riftwar Legacy Book 1)

Krondor: The Betrayal (The Riftwar Legacy Book 1)

Von Raymond E. Feist
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Von Raymond E. Feist : Krondor: The Betrayal (The Riftwar Legacy Book 1) before purchasing it in order to gage whether or not it would be worth my time, and all praised Krondor: The Betrayal (The Riftwar Legacy Book 1):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Betrayal by FeistVon LampsterThe only thing I can think is that Feist felt compelled to write a book he really wasn't interested in writing. Either that, or he put so much effort into the story for the game that, years later, when he sat down to write

out the story in book form he was bored with it. He must have been contractually obligated to write this book because he seemed in such a hurry to finish it. The whole book feels like it was rushed to print. Scenes are absolutely jarring in their brevity, compared to his other works. He never pauses to set the mood of a scene, only gives a cursory description of who's where and what they're wearing then jumps right into dialogue that comes out of nowhere. Often, the plot is advanced by "chance" meetings of characters who barely know each other but launch into discussions of plot points and character motivation they should have no reason to know. Then they part to complete tasks set in place by the game and seem to be going through the motions to complete them. There is no sense of mystery, or wonder. The only saving grace is the usual wry humor that Feist always throws in his works. Even the "enemy" is a re-tread of his earlier works as if he was too lazy to come up with a new idea. Overall, a major disappointment from a writer who knows better and is capable of so much more. For new readers of Feist, start with Riftwar and Serpentwar sagas. They are much more superior. For old Feist readers, this is a quick read when you've got nothing else on your bedstand, but borrow it from someone else, it's not worth paying for. 1 von 1 Kunden fanden die folgende Rezension hilfreich. A Lackluster Effort Von Ein Kunde As I read this book, I couldn't help thinking that either a.) some other, less talented author wrote this and attached Feist's name to it, or b.) Feist himself wrote this in one three-hour sitting in between other projects. Having read and enjoyed many of Feist's novels, including the entire Riftwar and Serpentwar Sagas, I was utterly dismayed with the quality of "Kronador the Betrayal." The characters are poorly developed, the dialogue is thin, and the writing in general is inferior to what I have come to expect of this author. I don't know what contractual obligations led Mr. Feist to release a book this poorly written, but he should be ashamed. Never again will I buy a book by Raymond Feist with the assumption that it will be a good read. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Wer das Spiel mag, mag dieses Buch. Von Ein Kunde Man könnte dieses Buch auch Geldschneiderei nennen.. Die Handlung des Buches gleicht ziemlich der des Spiels "Betrayal at Kronador" von Sierra/Dynamix aus dem Jahre 1993 - kein Wunder, schließlich ist es das Buch zum Spiel... Ich habe - nachdem ich das geniale PC-Spiel durchgespielt hatte - lange auf das Buch gewartet und wurde nicht enttäuscht. Mit diesem Buch konnte ich Stationen des Spiels noch einmal miterleben. Das macht es jedoch für Leute, die das Spiel nicht kennen (oder nicht mochten) nicht gerade angenehm, sich das Buch durchzulesen. Vom Schreibstil ist es eher holprig und unterscheidet sich von Feists anderen Büchern zum Spaltkrieg (die WIRKLICH gut sind), auch in Sachen Handlungsdynamik und Charaktergestaltung. Das liegt wohl an folgender Sache: Der Plot von "Betrayal at Kronador" ist für ein PC-Spiel weit überdurchschnittlich, für einen ganzen Fantasyroman reicht es dennoch einfach nicht :) Erwähnenswert ist auch die der Hardcoverversion beigelegte CD-Rom mit Interviews und Videos vom Autor und Spielszenen. Ja, man könnte dieses Buch "Geldschneiderei" nennen, aber für mich als Fan des Computerspiels hat es die Erwartungen voll erfüllt. Also, Liebhaber des Computerspiels können ohne Bedenken zugreifen. Alle Anderen sollten sich zuerst mit anderen Büchern von Feist beschäftigen, bevor sie den Autor aufgrund dieses Buches verurteilen.

Kurzbeschreibung An episode in Feist's massively successful Riftwar saga. From the endlessly inventive mind of one of fantasy's all-time greats, comes a spellbinding new adventure featuring old favorites Jimmy, Locklear and Pug. It is nine years on from the aftermath of Sethanon. There has been peace awhile and it's been needed. But news is feeding through to the people of the Kingdom of the Isles that deadly forces are stirring on the horizon. The bringer of the latest tidings is Gorath, a moreldhel (dark elf). The bloodletting has started. Nighthawks are murdering again. Politics is a dangerous, cut-throat game once more. At the root of all this unrest lie the mysterious machinations of a group of magicians known as The Six. Meanwhile, renegade Tsurani gem smugglers, a rival criminal gang to the Mockers led by someone known only as The Crawler, and traitors to the crown are all conspiring to bring the Kingdom of the Isles to its knees.. de The video game industry has always drawn upon works of fiction for inspiration--sooner or later, the process had to reverse itself. Kronador the Betrayal began its life as the bestselling role-playing video game of all time, written by Raymond E. Feist for Dynamix Inc. Feist, whose Serpentwar Saga has sold millions of copies and established him as one of the most popular fantasy authors of modern times, also wrote this novelization which places the action of the game in the context of his fully-realized fantasy setting, Midkemia. Feist's fans are legion. Longtime readers will be delighted at the return of popular characters Pug the Wizard, Squire Locklear, and others, as they face the menace of a marauding elf war-chieftain and a mysterious cabal of wizards. But first-time Feist readers may find Kronador the Betrayal baffling and tiresome--without the momentum of the larger series, much of the story's effect is diminished. The video game influence in this book is unmistakable--as evidenced by an encumbrance of sword fights, multilevel conspiracy, and two-dimensional characters. Anyone who enjoys reading about Midkemia will be thrilled to play the demonstration version of the CD-ROM game (included with the book). --Brendan J. LaSalle.co.uk The video game industry has always drawn upon works of fiction for inspiration--sooner or later, the process had to reverse itself. Kronador: the Betrayal began its life as the bestselling role-playing video game of all time, written by Raymond E. Feist for Dynamix Inc. Feist, whose Serpentwar Saga has sold millions of copies and established him as one of the most popular fantasy authors of modern times, also wrote this novelisation which places the action of the game in the

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