

[E-BOOK] Survival Quest (The Way of the Shaman: Book #1) LitRPG series (English Edition)

Survival Quest (The Way of the Shaman: Book #1) LitRPG series (English Edition)

Von Vasily Mahanenko

**Download PDF | ePub | DOC | audiobook | ebooks*



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrang: #30538 in eBooksVerffentlicht am: 2015-04-20Erscheinungsdatum: 2015-04-20File Name: B00VQRW14E | File size: 56.Mb

Von Vasily Mahanenko : Survival Quest (The Way of the Shaman: Book #1) LitRPG series (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Survival Quest (The Way of the Shaman: Book #1) LitRPG series (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Really good readVon Kindle-Kundenice and funny story with a good laugh especially for somebody with a gaming-

background, highly recommended, can't wait for the next one4 von 5 Kunden fanden die folgende Rezension hilfreich. Mehr!!! Von Kindle-Kunde Ich bin ein großer Fan von dem, was mittlerweile als LitRPG bezeichnet wird, auch wenn im asiatischen Raum schon länger entsprechende Light Novels existieren. Und Survival Quest ist eins der besten Bücher aus dem Genre. Ich hoffe stark, dass sich ebenso wie für D.Rus die Übersetzungen für den Autor lohnen und bald weitere Bücher erscheinen. Wer also Geschichten liebt, die in virtuellen Welten spielen und sich fast nur um das "Leveln" des Charakters und "cooles Loot" drehen, wird sich hier wiederfinden. Um es noch mal zu wiederholen... ich will mehr!!! ;)

1 von 2 Kunden fanden die folgende Rezension hilfreich. Viel Potential Von Robert Die Geschichte gefällt mir eigentlich sehr gut, aber es passt nicht zusammen. Die Fähigkeiten wirken einfach OP und müssten generiert werden, die Klassen-Berufskombi soll die Hauptfigur in den einstelligen Levels Gegenstände herstellen lassen zu denen kein anderer (praktisch) in der Lage ist und das Klassensystem vom Schamanen hat gar nichts mit Klassensystemen aus Spielen zu tun. Ich denke der Autor hat sich von asiatischen Light Novels inspirieren lassen (die auch nicht schlecht sind), aber das passt nicht zu westlichen Spielen (und ja, da sind große Unterschiede) SOLLTE sich die Spielwelt als real herausstellen gibt es von mir 5 Sterne, bis dahin ist das ganze einfach obskur

Kurzbeschreibung An original LitRPG fantasy from one of the fathers of Russian LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller in Russia since 2012. Translated into English, German, Polish, Czech and Korean languages. **Barliona.** A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

Kurzbeschreibung An original LitRPG fantasy from one of the fathers of Russian LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller in Russia since 2012. Translated into English, German, Polish, Czech and Korean languages. **Barliona.** A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

ber den Autor und weitere Mitwirkende Vasily Mahanenko is a fantasy author working in the new genre of LitRPG - the MMO-based fantasy and sci fi. His Way of the Shaman series took Russian literature by storm in 2012. Vasily dipped into his college-days insider knowledge as a hardcore gamer in order to create a believable world of the virtual-reality MMO game. His bestselling series combines fiction and video games, telling the story of Shaman and his friends stuck in the ruthless reality of Barliona. He used his more than ten years' experience as an ERP implementation project manager to approach his writing in a well-organized manner, working to a strict schedule, a set of deadlines and even a budget. At the moment, the series boasts six novels with the seventh one in the works - this time the author expands on stories of Shaman's companions and those who helped and supported him in his trials and tribulations. The first book of the series has already been translated into English, with more translations to follow, aiming to make the Way of the Shaman series available to the English-language reader in its entirety. Vasily's other passion is space exploration which is why he now works on a follow-up series entitled Galaktiona. Set in a space-simulator based world, the first book of the series is already finished while Vasily works on its sequel.