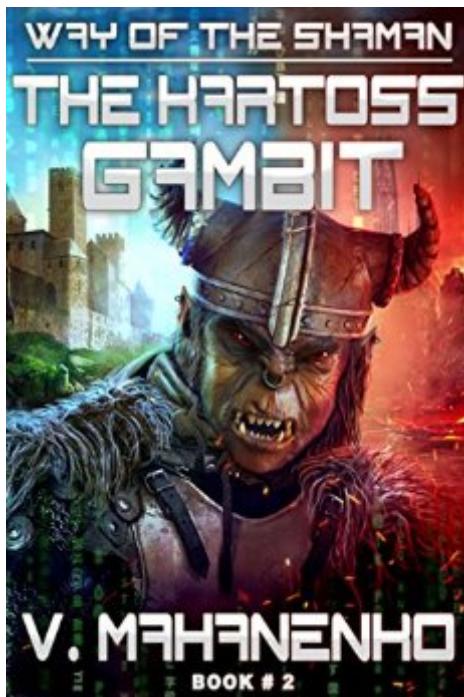


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The Kartoss Gambit (The Way Of The Shaman: Book #2)



Synopsis

Dear Friends, Way of the Shaman, Book I: Survival Quest by V. Mahanenko will be published in German. The big day is September 10, 2016 and the book is already available for pre-order. Dear All! If you have any German-speaking friends - we'll appreciate greatly if you help to spread the word! Die berühmte Serie der russischen LitRPG Fiktion zum ersten Mal in deutscher Sprache! <https://www.amazon.de/dp/B01GXOTXD6/> A product of the latest technologies, Barlionia 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 Barlionia 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 Barlionia'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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Customer Reviews

In this sequel to "Survival Quest (The Way of the Shaman: Book #1)," our main character continues his journey as a prisoner in the virtual world of Barlionia. He managed to get out of the mines in record time and is on parole in the main game world. He is sent to a small village at the edge of the kingdom, marked as a convict, and cannot spend more than 48 hours at a time away from it. And the nearest town is 48 hours away by cart...This book really shines. The gaming aspects of Barlionia are still present in this book. Indeed, the MMO side of things gains greater depth with the introduction of clans, more players, and the world as a whole. He is still a low-level player, but through clever use of his abilities, manages to get the attention of some movers and shakers in the game (not that this is necessarily a good thing!). Very naturally, the MC seems to be entangled in some major events that affect Barlionia. Additionally, his journey as a Shaman comes into greater focus. The potential of the class comes out more as he is able to practice his class skills. With access to the forums and wiki, the MC's personal journey as a shaman also becomes more pronounced. Will he forge his own path, or seek out tips & shortcuts from the forums? All in all, a great book. If you liked Mahanenko's first book, "Survival Quest," this one is even better! And if you like LitRPG, this is at the top of my list so far. 5 stars!

The first part was about the daily grind of a MMO, made interesting through the character's interaction with the setting and him trying to come to grips with the situation. The second part sets the protagonist loose in the world, ending him up right smack in the middle of something big. The BBEG is introduced, but the conflict itself is partially personal (how to get xp and the proper skills) intermixed with what to the protagonist appears to be a major gaming scenario. As a reader though it leaves me wonder what is truly going on and whether or not the developers still control the game fully or that some AI has run rampant. That might be D. Rus' influence though... And I hope that it at least stay a game with maybe a hacker or a hostile takeover by a group of competitors/developers and not the creation of a new dimension since I am not an overly big fan of the that twist. It takes away the game from LitRPG. Personally I like the mix of gaming elements and story. The writing style is good, although at times it feels a bit of the top. All in all, a solid 2nd part. Looking forward to part 3.

Our main character Mahan has an interesting time in his new home town, levelling up and getting quests. He also progresses in his search to be a Shaman. It gets more interesting as it goes along, and the final few chapters, very exciting and it all starts to come together. A couple of spelling mistakes and missed letters, but nothing that detracts from the story or understanding. An excellent

book, can't wait to see what is going to happen in the third of the series.

Ok this book seriously rocks. I just discovered RPGLit not to long ago and I am absolutely enthralled by it. This is a awesome representation of the genre. This is an excellent author, who manages to bring this story to life. Rock on dude and bring forth the imagination and storytelling.

The Way of the Shaman is the series that introduced me to LitRpg books and with the second book in this series Vasily Mahanenko has continued to tell a great story. I highly recommend this and his other series.

A great continuation of this amazing story. A must read for LitRPG fans. The first book in this series is free via Kindle Unlimited. I was so hooked that I purchased this novel, mere seconds after finishing the first. Well worth the money!

I can safely say that at the time I'm writing this review, I've read more than 90% of all LitRPG books which has been published in English. To me without a doubt this book is one of the very best this genre has to offer. Problem with LitRPG as I see it is, that it's quite a new genre. Most; if not all, authors who are producing books in this genre are rookies. You can clearly see that they are gamers who decided one day to start writing books. Nothing wrong with that. I'm a hardcore gamer myself. But the authors lack of talent for storytelling usually shines through. They got years of gaming experience, they got stories to tell, but not the way to do so in a way that other can appreciate the story. Not the case with the "Way of Shaman" books. I don't know if Mr. Mahanenko has any previous writing experience, but he clearly has talent for story telling. His characters are alive, plot is believable, translation from Russian is top notch (something that's a big issue with even bigger Russian authors) Mr. Mahanenko also manages to evade the pitfalls that plague the LitRPG genre. These books are neither "users guide" to some imagined game, nor they are run of the mill Arthurian fantasy with virtual reality gear thrown on top. They manage a excellent balance act exactly in the middle of both. Which is the heart of the LitRPG genre and where most author fail. I'm actually considering putting my intermediate and rusted Russian to use and try to read the new books in their native tongue. This should tell you how good the books are.

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