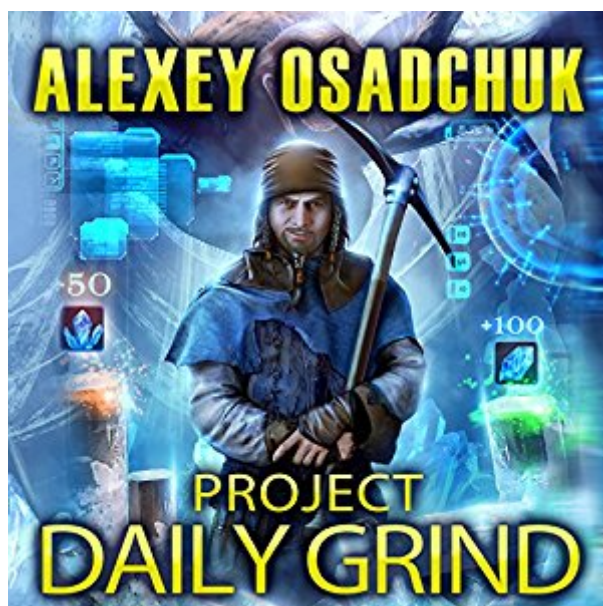


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Project Daily Grind: Mirror World Series, Book 1



Synopsis

The ads enthused, "The virtual lands of Mirror World await you! Live out your most secret dreams in our world of Sword and Sorcery! Become a Great Wizard or a Famous Warrior! Build your own castle, tame a dragon, conquer a kingdom! All those desperate, lonely, and insecure - Mirror World offers you a chance!" But Oleg isn't meant to become a great wizard or a famous warrior. He'll never have a castle of his own. Nor will he ever tame a dragon. And he's definitely not the type to conquer a kingdom, however virtual it may be. Oleg is doomed to toil away in the recesses of Mirror World's mines. His goal is to raise enough money for a heart transplant for his dying six-year-old daughter. The clock is ticking. Will he make it?

Book Information

Audible Audio Edition

Listening Length: 12 hours and 15 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Tantor Audio

Audible.com Release Date: September 6, 2016

Whispersync for Voice: Ready

Language: English

ASIN: B01KYE5OX4

Best Sellers Rank: #45 in Books > Literature & Fiction > Genre Fiction > Horror > Dark Fantasy
#74 in Books > Audible Audiobooks > Fantasy > Epic #219 in Books > Science Fiction & Fantasy > Fantasy > Epic

Customer Reviews

This was a good first book in what appears to be a lengthy series. Though it "fits" in the VRMMORPG category, it's somewhat different. It's presentation combines real-life difficulties, some intrigue, some role playing, and both physical and psychological challenges. Kudos to the translator -- unlike many translations, the book had a "Western feel". The pacing was good, grammar errors minimal, and the story itself (mostly) realistic -- realistic enough given it's the author's "Universe" which allows some suspension of belief... The book was (perhaps) a bit short, and its conclusion, while not "cliff hanging", left the MC just short of his next adventure. I recommend this book to readers interested in VRMMORPG and Urban Fantasy. Enjoy...

The story introduces two main plotlines: Oleg's attempt to earn enough money to solve a dire family problem, and his investigation of a mysterious programmer who's leading him (out of the game's many players) on a unique journey with a unique set of powers and lore. Neither of these plots gets resolved at all. By the end, Oleg's still looking for loans and enough reputation points to get them, and he's obviously completed at most 2/4 of one secret quest and 1/5 of another, getting him a gadget and talisman of unknown function and a pet of unknown significance. So, this book doesn't serve as a complete story. Having said that, what's there is all right. I don't care about the exact statistics of this fictional game, so my eyes glaze over at reading extended discussions of Oleg paying 42 gold pieces for a shirt that gives him precisely +69 Awesomeness. The premise that people somehow get physically hurt by being killed in-game... eh, it's done by other writers, and I don't like it because it's basically fantasy in an SF setting, but it does allude to a real problem of people gaming to exhaustion. The whole "daily grind" concept is neat; there really are people who've played MMOs as a job. Where the fantasy stats become interesting is in seeing Oleg try to game the system, eg. carefully timing when he gains a level or arranging items to make high-quality unbreakable gear that looks inferior. There's some surprisingly interesting tension in some of that. So, you might like this book, so long as you don't expect answers to the main questions it raises and just want to enjoy the journey toward them.

This seems to be a variant of the RPG-lit, in that instead of being stuck in VR, or sucked into and can't escape, our MC is a common working stiff. The bonus part of the story is that he lucks into an excellent character race for his job, and the story progresses from there with quests and general raising of abilities. Enjoyable and worth the read.

Got the book yesterday. Read it in pretty much one sitting. When's the next one coming out?!? :) With all the great LitRPG coming out of Russia, I might need to look into learning the language. Seriously though, I loved it, I'm looking forward for more. The protagonist is, due to a lucky choice he made in the beginning, different from the rest of the players - but that's what makes it a great story, at least as far as I'm concerned. He's already made a few enemies in this book but apparently also a powerful friend. I can't help but wonder about the reaction of the other players once they figure out what's going on.

Among other similar LitRPGs, this first book has a steady pace and a good story behind the main character's actions. It's not a "leveling" oriented story nor is it filled with sword fights but it takes a

different look at the way virtual games are played. There's players that go on adventures and then there's our main character, his goal is steadily earning money in the virtual world and to help his sick daughter. The story is made interesting by the fact that he is involved in a secret plot of some kind by the disgruntled game designer ex-employee and was given a special race, motives unknown. And so the story continues as he slowly uncovers the hidden pieces of the puzzle. There's a note that the 2nd book is being translated so hopefully its sometime this year.

This was my second attempt to read a book from the LitRPG genre. I started knowing that this tale would have the "hero" somehow sucked into an elaborate computer RPG and that his adventures would mostly occur in the game. It sounds like an idea with incredible potential and when the story started with hero Oleg trying desperate to get the money for a medical procedure to save his young daughter, you had a great hook for the tale. Unfortunately, the execution of the story was just not up to the quality of the idea. There are no characters really. Even Oleg becomes nothing more than words and actions on the page after a while, with more than one scene where he turns on a program in the game that allows him to work without actively thinking about his actions. We never really get to meet his wife or daughter. The people he runs into both inside and outside the game are encountered briefly and then vanish as Oleg pursues power and money in the game. The plot is equally problematic. There seemed to be 3 different plot threads woven on top of each other in an attempt to add tension. Unfortunately all they did was make the progress and pace of the story incredibly inconsistent and hard to tolerate. I want to support this author. he had a good idea and obviously wanted to write an entertaining story, but honestly, I wasn't entertained and skimmed the second half of this tale. I give it a very low 3 stars. HOnestly, only lovers of the genre are likely to enjoy this.

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