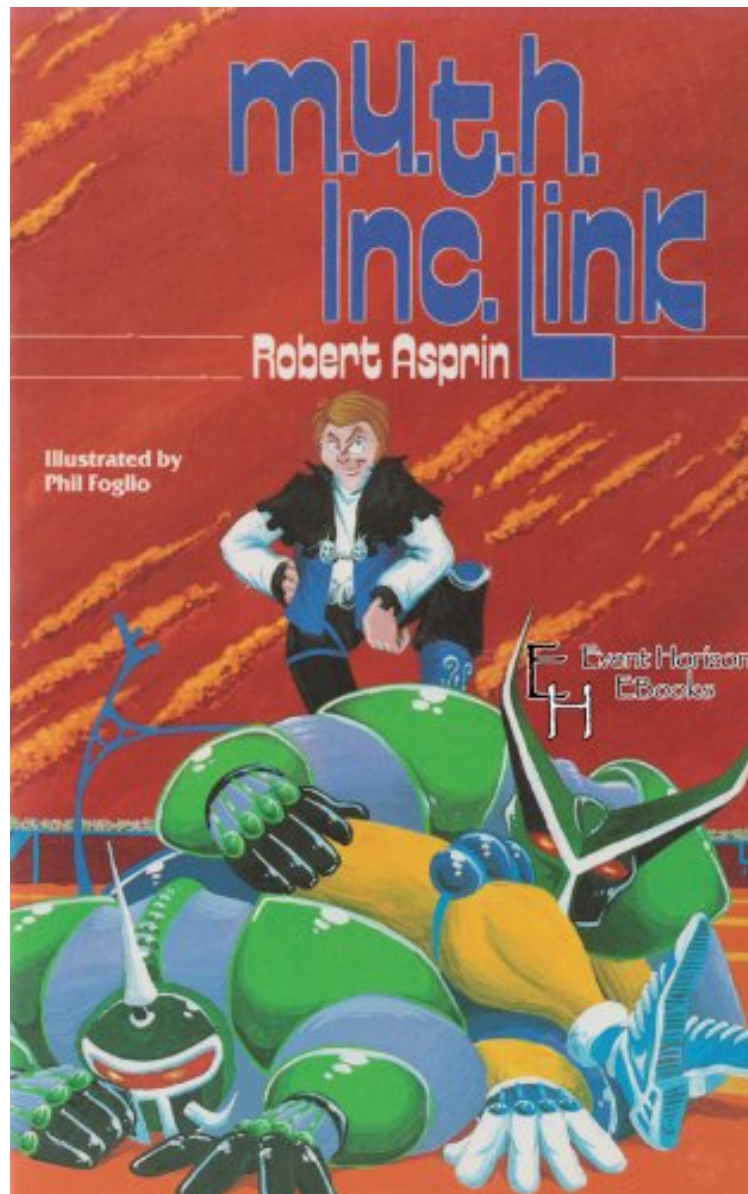


(Pdf free) M.Y.T.H. Inc. Link (Myth-Adventures Book 7) (English Edition)

M.Y.T.H. Inc. Link (Myth-Adventures Book 7) (English Edition)

Von Robert Asprin

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Von Robert Asprin : M.Y.T.H. Inc. Link (Myth-Adventures Book 7) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised M.Y.T.H. Inc. Link (Myth-Adventures Book 7) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. A

somewhat unbalanced book, but I still recommend it highly. I am a huge fan of the MYTH series by Robert Asprin. This book, which is the 7th in the series, is relatively short, yet serves Asprin's purpose well. The previous 6 books concentrated mostly on the hijinks of the main character, Skeeve. With *M.Y.T.H. Inc. Link*, Asprin set out to show readers how the world(s) was viewed through the eyes of the other characters. Although some stories were not up to Asprin's usual standards of humor and subtlety, others actually reach the level of ingenuity. For example, the story involving Massha's development of The Fun House was absolutely terrific. And Gleep's tale is without a doubt the most insightful story in the entire book. Readers who pick up this book without having read previous books in the series will view it as a puzzling collection of short stories. However, *M.Y.T.H. Inc. Link* is still an enjoyable read whether you're a fan of the MYTH series or not.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Aspirin combines fantasy and humor for a great read!

Von Ein Kunde Skeeve, the struggling magician, isn't your ordinary story hero. He makes mistakes and has friends there to laugh at and help him. The humor is what makes the book a hit. Without it, it would merely be another dull fantasy involving devils, trolls, and dragons. Full of laughs.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Not as good as the previous Myth Adventures

Von Jesse Gurr This book was good, but it hold par with the previous six. While there is more character development on Chumley, Massha, Guido, and Gleep, I liked Skeeve's narration better.

Kurzbeschreibung Multiple Myth-Perceptions! M.Y.T.H. Inc. is experiencing growing pains. Everyone is trying to contribute, and getting used to being partners instead of employees, but any time you fool around with business or magic, things can get dangerous. The Great Skeeve, the boss of the organization, has had many adventures with his scaly green demon mentor, Aahz, but each of the partners has his or her own take on the operation, and each has a personal tale of Myth-Adventure to relate:

Guido's Tale
Chumley's Tale
Massha's Tale
Aahz's Tale
Gleep's Tale
Fangs for the Job

"Well, I'm Massha," I said, "and my partner over there is Vic." Hysterium nearly fell over his desk in his eagerness to shake Vic's hand. My partner was dressed stylishly, if sedately by my standards, in a leisure suit with a turtleneck and ankle-high boots. His whole outfit was in soft earth tones, and it was clear the Deveel had him pegged as the normal member of the twosome. Call it a mischievous streak, but I just couldn't let it stand at that.

"Actually, Vic isn't one of our regular staff. He's a free-lancer we bring in occasionally as a specialist."

"A specialist? Are you an interior decorator?" My partner gave him a tight smile.

"What Vic here is tryin' to say," I told the Deveel, as casually as I could, "is that he's a vampire."

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Synopsis As the "Myth Adventures of Aahz and Skeeve" continue, Skeeve is now reluctant president of the corporation of work-for-hire magicians.