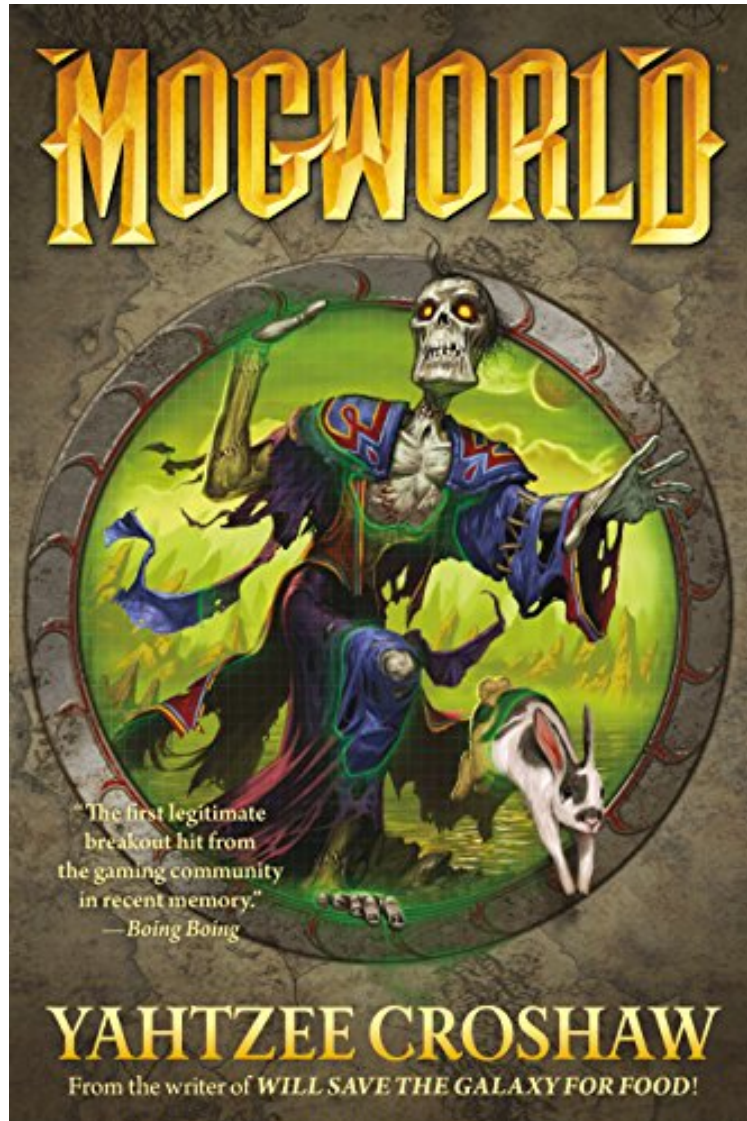


[Library ebook] Mogworld

## Mogworld

Von Yahtzee Croshaw

ePub / \*DOC / audiobook / ebooks / Download PDF



 Download

 Read Online

Produktinformation -Verkaufsrank: #104980 in eBooksVerffentlicht am: 2008-04-22Erscheinungsdatum: 2008-04-22File Name: B00A7H2EI2 | File size: 17.Mb

**Von Yahtzee Croshaw : Mogworld** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mogworld:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Die Sterbereise des heiligen JimVon Jan-niklas BersenkovitschJim hat es schon nicht leicht. Der junge Magier wollte nur seinen Abschluss an der Magierakademie machen, aber dann berrannte eine Gruppe Krieger die Lehranstalt. Nicht schlimm, jeder muss sterben. Aber dann belebt ihn ein finsterer Magier als untoten Diener wieder und Jim verwendet den Rest seines Lebens darauf endlich zu sterben. Ein langer Leidensweg erwartet und da niemand stirbt, wird es auch

nicht einfacher für ihn sein Ziel zu erreichen ...Die ersten sechshundsechzig Seiten von Mogworld sind brillant. Jims Alltag als untoter Handlanger unter einem sehr annehmbaren dunklen Lord, seine verzweifelten Versuche endlich zu sterben und die Fragen die das aufwirft, sind sehr unterhaltsam zu lesen und machen Lust auf mehr. Vor allem, wenn man das Setting bedenkt. Denn "Mogworld" spielt innerhalb eines Online - Rollenspiels, ein schöner Twist der leider schon im Klappentext verraten wird. Aber trotzdem ist die Idee nicht schlecht und der Autor, Ben YAHTZEE Croshaw, macht einen guten Job dabei zu beschreiben wie sich echte Intelligenz in einer Welt die niemals stirbt vorkommen würde. Es wäre ein reiner Alptraum, eine stagnierende Vorhölle, in der nie etwas endet, eine Parodie auf das von vielen angestrebte Paradies oder der Sehnsucht nach einer eskapistischen Welt der Abenteuer, die in Spielen wie "World of Warcraft". Essentielle Fragen werden aufgeworfen: "Was ist ein einzelnes Leben wert?", "Wenn es einen Gott gibt, warum lässt er all diese schrecklichen Dinge geschehen?" und "Was für ein Psychopath muss man sein, um sein Lebensabend damit zu verbringen in die Wohnungen anderer Leute einzudringen und alles und jeden für ein paar Goldstücke umzubringen?". Und Anfang und Ende des Buches erkunden diese Ideen auch, machen es zu einem Antwort als einen der besten Fantasy- und SCIENCE FICTION - Romanen aller Zeiten. Leider gibt es noch den Mittelteil. Nach dem starken Start, verliert Mogworld eine Menge seiner Faszination und seines Bisses und verkommt zu einem frühen Roman Terry Pratchetts. Soll heißen, viel Klamauk und offensichtliche Witze, die sich über Fantasy - Klischees und Konzepte des Online - Rollenspiels lustig machen und deren Pointen auch nicht den intellektuellen Wert des Beginns erreicht. Das wird aber meistens durch Croshaws guten Schreibstil ausgeglichen. Von daher bleibt abzuwarten, ob der Autor sich noch steigern kann, schließlich hat auch Altmeister Pratchett klein angefangen, bis er wahre Größe erreichte. 4 von 5 Sternen, mit Hoffnung auf Besserung 5 von 6 Kunden fanden die folgende Rezension hilfreich. A very funny novel Von Rezensent I bought this book because I'm a fan of Yahtzee's witty game reviews on the Escapist website, and I wasn't disappointed. The story is highly original and very well written, and the best thing is that it's even fun to read if you're not a fan of online role playing games (although it helps to know a bit about them to understand all of the exquisite jokes). A must-buy for all who value original and funny literature! 0 von 0 Kunden fanden die folgende Rezension hilfreich. Nerd out with your... blerd out...? Von Jan Rudolf Storm This is the fast-talking game critic's debut and one hell of a ride. It's easy to make fun of games, Mumorpugs in particular, because you just have to juxtapose the games inherent logic with reality. Yahtzee, as one would expect of him, goes one step further and lets those two realms overlap and interact, thereby creating a far deeper experience than your run of the mill games humor does. Of course some technical flaws make you notice that this is his first time novel, e.g. the repetition of certain idiomatic phrases in places where you feel it wasn't done on purpose (being "ahead of the game"). And yeah, the plot is basically dragged forward by its hair through the sheer amount of misfortune thrown in the protagonists' way. However, one always feels that this was done to maximize hilarity and since this is achieved throughout the book, I can still wholeheartedly recommend this to anyone who has ever played a Mumorpug or watched one being played or read about Mumorpugs or been to a shop where they sell Mumorpugs... well, you catch my drift.

**Kurzbeschreibung** In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams and a team of programmers racing a deadline to hammer out the last few bugs in their AI. \*Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, Jam coming to bookstores in October 2012! \*Ben "Yahtzee" Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. \*Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing

**Kurzbeschreibung** In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams and a team of programmers racing a deadline to hammer out the last few bugs in their AI. \*Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, Jam coming to bookstores in October 2012! \*Ben "Yahtzee" Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. \*Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing

Ben den Autor und weitere Mitwirkende Benjamin Richard "Yahtzee" Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is best known for his acerbic video game

review series, Zero Punctuation, for The Escapist. Before this, Croshaw gained attention in the Adventure Game Studio community for his video games. Croshaw also writes a weekly supplementary column for The Escapist, Extra Punctuation, as well as the video series Judging by the Cover. Croshaw has published two novels through Dark Horse Comics. The first was Mogworld, published in August 2010. The second, Jam, was released 2012 in October. His third -- Will Save The Galaxy For Food -- was published in February, 2017. He also co-hosts a weekly podcast/Let's Play hybrid series named Let's Drown Out along with co-host Gabriel Morton.