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# Survival Quest (The Way Of The Shaman: Book #1) LitRPG Series



## Synopsis

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.

## Book Information

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## Customer Reviews

The story is about Mohan, convicted to 8 years of grinding in a VR RPG. It's a new way for the government to make money from prisoners. My first thought was that it would be boring since there is a reason why people are willing to pay real money for material in on-line games. My interest in litRPG genre pushed me in buying it, and I have not regretted it. For one thing, as a prisoner many aspects that protect a player and keep it a fun game have been removed to actually turn the ordeal in a real prison sentence. It really adds tension to the story since death becomes meaningful while it still is not the end of the story, and it adds an element of suffering that is at least to some extent necessary for a good story. Well done indeed. Secondly, the interaction between the fellow prisoners, NPCs and the game is what drives the story and there is no boring grinding going on for the reader. Of course, there are some bad points to the book. The start is a bit slow, and for me felt a bit awkward. Maybe because of the language, or the somewhat odd behavior of the protagonist. Unpredictable uncontrollable unchangeable game elements make no sense within a RPG. Few game designers will add it. The fact that the author acknowledges this is a bad aspect by having players complain about it, doesn't change the fact that it still feels wrong to me. At times the protagonist also feels hopelessly naïve to me. Would real people ever remain this trusting to the person that got them into real big trouble or the authorities for that matter who screwed him over (although while I feel for the protagonist, I don't blame the authorities for their reaction)? Still, the background of the hacking that got the protagonist into trouble with the law is intriguing and I am curious whether more was going on than a simple bet. Anyway, great book and looking forward to the next part.

So, the story. I want the next book. I read this one, promptly bought #2 and #3 and read those. The series concluded properly. I want the next book or series. There are still story lines open to explore, answers to questions raised. It was a good well paced read. There were the occasional grammar errors, usually a missing word or a not quite right wording, but those were far and few between. As someone who gamed heavily and raided for many years the overall feeling was solid for a 'gaming environment' (clans, factions, reputations). I will say the slightly dystopian world of these LitRPG novels is somewhat disheartening but that's all a side issue fortunately that I can ignore and enjoy the stories. The gaming world overall makes sense given the context. I can see a world where they make it nigh impossible to change certain character choices without paying a great price despite some players grumbling, this reflects the vast majority of online games currently. Also, choices have consequences, whether it's stats, names or ignoring certain quests (social) because you don't feel

they could possibly be important. Failing to understand the subtle rules makes it certain you will lose out on some of the societies benefits. You should but buy this book. It's pretty good.

I had to look up what "LitRPG" was! When I had more time, I spent way too many hours in MMOs. I've also read far more than my fair share of Fantasy and Sci Fi novels. I had no idea a genre existed that combined all of those things. Anyway, beyond the pleasure of finding a new genre that had all my interests combined to form a literary Voltron, this was a really fun read. There were a couple of editing mistakes here and there. And unless I'm mistaken, a couple of continuity ones as well. (For instance, at one point he's told he won't get guard rep, only rep with the governor... but then he still gets both... Unless I read that incorrectly, I'm pretty sure that's what happened.) But these things just didn't add up to any sort of negative compared to the overwhelmingly positive experience I had reading it. Definitely recommending it to my friends and definitely look forward to the next book in the series.

A fantastic read. (I read it in one sitting) .Great setup for a virtual reality story and the author knows how to execute it well. Main character comes across as honorable and possesses an inner strength to overcome the hardships in the story. I like this type of positive main characters that still have some small flaws. This is my favourite book of 2015 so far....

I loved this book!! Great start to a series laying the groundwork for the next books, world building is very well done as is the character building. You get things explained so that if you don't happen to be a gamer you will still be able to follow the story and understand the world. Only spotted one or two spelling mistakes and that is understandable in a book translated into English, Didn't detract from story at all. I beg you Vasily ..... Please please please upload the next books as soon as you can. Lol I will be buying them for sure!!

This is a great book, I can't wait until the rest of the series is translated. I have read quite a few Kindle Unlimited books and have been disappointed more often than not but this series is great, I had to buy the sequel. I was completely addicted, beautiful storytelling. I ended up on a MMORPG book binge after reading this, and was a little disappointed that there weren't many more of this quality out there.

I got to this piece through some Korean and Japanese light-novels set-up in full-dive mmorpgs.

Well... considering this aspect the book is exactly the same. If I had to compare it to anything I would go with *Legendary Moonlight Sculpture*. The main character has a class with only cons, as it seems, but with time he learns how to fully utilize it. The world describe is interesting and quite entertaining. A nice movement is making the main character a prisoner of the "game" with all drawbacks of being such. If I wanted to point out some cons of the book, it would be its rather slow pace of the plot development and length - it seems way too short :) - but then, that's probably, 'cos I would love to read more of it.

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