

(Read free ebook) An Unwelcome Quest (Magic 2.0 Book 3) (English Edition)

## An Unwelcome Quest (Magic 2.0 Book 3) (English Edition)

*Von Scott Meyer*

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**Von Scott Meyer : An Unwelcome Quest (Magic 2.0 Book 3) (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised An Unwelcome Quest (Magic 2.0 Book 3) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Magic 2.0 ist groartig, dieses Buch kann jedoch nicht ganz mithaltenVon TobiasDie beiden Vorgnger waren groartig und ich bin ein groer Fan dieser genialen Idee.Dieses Buch schert jedoch leider etwas aus und kann Inhaltlich nicht

mithalten. Alle technischen Aspekte und Überraschungen, die ich in den bisherigen Büchern geliebt habe, kommen, aufgrund der Story, fast nicht mehr vor. Der Inhalt ist stark vorhersehbar und wiederholt sich, es gibt wenig Überraschungen, so dass mir insgesamt die Spannung fehlt. Ich werde dieses Buch erstmal beiseitelegen und evtl. irgendwann weiterlesen. Dieses Buch ist nicht schlecht, es kann jedoch nicht annähernd mit den genialen Vorgängern mithalten. 0 von 0 Kunden fanden die folgende Rezension hilfreich. For those who dislike lazy RPG programmers ... Von Lars Krueger The author seemed to be annoyed by some cheap role-playing game (or the whole genre) and wrote this book to make fun of them. The result is a story that's fun for everybody who has at least heard of role-playing games.

**Kurzbeschreibung** Ever since Martin Banks and his fellow computer geeks discovered that reality is just a computer program to be happily hacked, they've been jaunting back and forth through time, posing as medieval wizards and having the epic adventures that other nerds can only dream of having. But even in their wildest fantasies, they never expected to end up at the mercy of the former apprentice whom they sent to prison for gross misuse of magic and all-around evil behavior. Who knew that the vengeful Todd would escape, then conjure a computer game packed with wolves, wenchies, wastelands, and assorted harrowing hazards and trap his hapless former friends inside it? Stripped of their magic powers, the would-be wizards must brave terrifying dangers, technical glitches, and one another's company if they want to see medieval England and their favorite sci-fi movies on VHS ever again. Can our heroes survive this magical mystery torture? Or will it only lead them and their pointy hats into more peril?  
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**ber den Autor** Scott Meyer began his career in humor by working as a stand-up comedian and radio personality, a highlight of which was participating as the opening act in Weird Al Yankovic's tour for the album Running with Scissors. Following a long stint touring the United States and Canada, Meyer settled down in Orlando, Florida. He currently writes the ongoing comic strip Basic Instructions, and his previous novels include Off to Be the Wizard and Spell or High Water, both from the Magic 2.0 series.