



AlterWorld (LitRPG: Play to Live. Book #1)

By D. Rus

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AlterWorld (LitRPG: Play to Live. Book #1) By D. Rus

A page-turning debut in the tradition of Nam Heesung, *Legendary Moonlight Sculptor*, and Ernest Cline, *Ready Player One*. Bestseller #1 in Russia for years 2013, 2014 and 2015. Bestseller #1 at Audible in 2016. Translated to English, German, Polish and Czech languages.

A new pandemic - the perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators.

But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs.

Once a seasoned gamer and now a terminal cancer patient, Max grasps at this final chance to preserve his life and identity. So he goes for it - goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of AlterWorld and sample its agony and ecstasy born of absolute freedom.

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AlterWorld (LitRPG: Play to Live. Book #1) By D. Rus Bibliography

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Editorial Review

About the Author

. Rus is a young Russian author whose books took the Russian literary market by storm in 2013. AlterWorld - the first novel of his Play to Live series - made him a bestselling author overnight as critics now credit him with single-handedly creating a new science fiction genre: LitRPG. Set in the virtual reality of MMORPG - Massively Multiplayer Online Role-Playing Games - his books tell stories of real people who'd become stuck in the game and are forced to follow its rules while preserving their integrity and fighting to make their new world a better place. The five books of the series have created a huge following as more authors followed suit, making LitRPG the latest bestselling Russian genre that merges science fiction, fantasy and gaming conventions. D. Rus has been nominated for Start, one of Russia's prestigious literary prizes for the best debut science fiction novel. The first two novels of the Play to Live series - AlterWorld and The Clan - have been translated into English, and talks are under way to have the rest of the series published on Amazon.

Users Review

From reader reviews:

Jesse Linder:

Here thing why this AlterWorld (LitRPG: Play to Live. Book #1) are different and dependable to be yours. First of all reading a book is good but it depends in the content from it which is the content is as scrumptious as food or not. AlterWorld (LitRPG: Play to Live. Book #1) giving you information deeper and different ways, you can find any guide out there but there is no publication that similar with AlterWorld (LitRPG: Play to Live. Book #1). It gives you thrill reading journey, its open up your current eyes about the thing this happened in the world which is might be can be happened around you. It is possible to bring everywhere like in area, café, or even in your way home by train. If you are having difficulties in bringing the paper book maybe the form of AlterWorld (LitRPG: Play to Live. Book #1) in e-book can be your option.

Margaret Clayton:

The feeling that you get from AlterWorld (LitRPG: Play to Live. Book #1) could be the more deep you looking the information that hide in the words the more you get enthusiastic about reading it. It does not mean that this book is hard to comprehend but AlterWorld (LitRPG: Play to Live. Book #1) giving you excitement feeling of reading. The author conveys their point in selected way that can be understood through anyone who read that because the author of this reserve is well-known enough. This kind of book also makes your vocabulary increase well. So it is easy to understand then can go to you, both in printed or e-book style are available. We recommend you for having this particular AlterWorld (LitRPG: Play to Live. Book #1) instantly.

Stephen Mosley:

Playing with family in a very park, coming to see the ocean world or hanging out with pals is thing that usually you might have done when you have spare time, subsequently why you don't try matter that really

opposite from that. 1 activity that make you not experiencing tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of knowledge. Even you love AlterWorld (LitRPG: Play to Live. Book #1), it is possible to enjoy both. It is excellent combination right, you still want to miss it? What kind of hang-out type is it? Oh can happen its mind hangout fellas. What? Still don't get it, oh come on its called reading friends.

James Sanchez:

It is possible to spend your free time you just read this book this e-book. This AlterWorld (LitRPG: Play to Live. Book #1) is simple to deliver you can read it in the area, in the beach, train in addition to soon. If you did not possess much space to bring the particular printed book, you can buy typically the e-book. It is make you much easier to read it. You can save the actual book in your smart phone. So there are a lot of benefits that you will get when you buy this book.

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