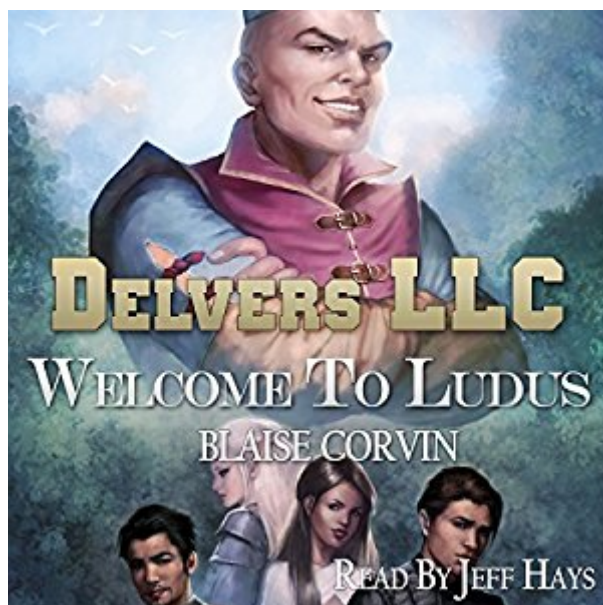


The book was found

Delvers LLC: Welcome To Ludus



Synopsis

Henry and Jason led normal lives in Seattle before they were abducted to another world. Their kidnapper, the vain, self-styled god Dolos, refuses to send them back unless they can accomplish an impossible task. Oddly, Dolos doesn't seem to care if they succeed or not. Luckily, Henry and Jason studied Historical European Martial Arts (HEMA) on Earth. Unfortunately, a Japanese American EMT and a geeky IT programmer don't have many other useful skills on a sword-and-sorcery world like Ludus. Stranded in the middle of nowhere on an alien world, the friends have no real direction and only a few possessions including magic-granting orbs from an apathetic god. Undaunted, the two begin their insane adventure to return home...but basic survival and eventually paying rent will have to take priority.

Book Information

Audible Audio Edition

Listening Length: 13 hours 27 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Blaise Corvin

Audible.com Release Date: January 5, 2017

Whispersync for Voice: Ready

Language: English

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Best Sellers Rank: #48 in Books > Audible Audiobooks > Fantasy > Contemporary #80 in Books > Audible Audiobooks > Science Fiction > Adventure #325 in Books > Literature & Fiction > Action & Adventure > Science Fiction

Customer Reviews

The prose is sloppy. The plot meanders. And the dialogue often serves no other purpose than to dump info. I kept saying to myself, "Come on, man. You've got a whole book. You can be subtle. String these character developments out more." Plus, the protagonists very quickly become quite overpowered. It would be more believable if they were living amongst primitives, but the book was very clear that this was not the case. So the world building had some shaky legs. The battles, though, are where the author really shines. And he spends most of his time with them. That and training montages. So if that is what you're looking for, then this is the book for you.

For some reason, I had to make several attempts at reading *Delvers LLC* by Blaise Corvin. There was something about the first couple chapters that simply was not grabbing and pulling me in. My hypothesis on this is that it surrounds the character traits of the "god" portrayed in the first book. I was able to work past that and try a final attempt on the novel, and was overall pleasantly surprised. The concept and start of the book is fairly unique in the genre I believe. Overall, I would have to say that the introduction to this new world was not my overall favorite, but kudos for efforts on a unique presentation. Length: A Writing Style: B+ (Would give this an A, other than the introduction not being to my personal taste) Environment: B Story: B+ Character Development: B+ (Enjoyed the multi-viewpoints, demonstrates author's ability to tell a complex story) Recommend: A

It's okay. Definitely not one of the top books in this genre. It reads like it was written by a very young author. It's missing some maturity. There's a clear misunderstanding about how a number of things like firearms and physics actually work. He misses some obvious applications for the superpowers the main characters immediately have and gives them abilities that should not be applications of what they do have. So, definitely some things that are lacking. The main characters were written well. Even there however there's room for improvement. The bad guys are cardboard cut-out caricatures that have to do every evil thing you can imagine to prove they're the bad guys. They have no real motivation or logic beyond establishing that they're bad. Honestly it's not worth the current price of 6 bucks. Though knowing what it had in store, I would still buy it at around 3.

LITRPG's are a dime a dozen nowadays. This entry into that genre doesn't necessarily do anything extremely new, but it still manages to introduce interesting settings and characters. Once you get past the awkward beginning yippy find yourself with many flawed and believable characters. I like that you get the chance to have a chapter or two to each main character. It helps flesh them out, and let's you start to care for them. Looking forward to the next installment

This is a LitRPG stor-wait, come back! Ahem. There are, to put it nicely, vast disparities in the quality of LitRPGs out there. On one end of the spectrum is the poorly written, seemingly unedited books, the worst of which are nothing more than a creepy Gary Sue for an author that has clearly never talked to a woman, let alone treated them as, you know, people, and had a relationship with one. Then there's the good ones, well written, edited, and, while not perfect, written by someone who has enough experience, emotional maturity, and creativity to be a joy to read, even if you don't care for the stats element. This is the latter. The LitRPG in this is light- I think that 'stats' are only

listed a handful of times, as they only apply to magical skills, not strength/dexterity and so forth. It's a good setup story for the rest of the series, though it does have somewhat of a bubble of awareness problem. As in, the descriptions and such in the book don't paint a larger picture outside of what immediately affects the protagonists. I would have liked to have more descriptions of their surroundings, both people and the city, and what people thought about the world they were in and their place in it. As it is, we see mostly resignation coupled with unease, except for a couple of (very fun) side characters. This, my worries that the polyamorous future hinted at for one of the characters, and the romance aspect in general will become A Thing, is the only negatives I took away from this book. It's a fun adventure, with the characters taking more of a realistic, "Let's think about how we can twist the rules to do the unexpected and play to our strengths" approach, like Joel Rosenberg's Guardians of the Flame series. This leads to them being vastly overpowering in the final part, but, as one character pointed out, that was an enormous mistake, since they won't be underestimated in the future, and they've made themselves too interesting and dangerous to fly under the radar. Characters are insecure about how others in their fledgling company perceive them, and start to grow and change, not always for the better, which is nice to see. I'm very much looking forward to the next book, and recommend this to those who liked Awaken Online, The Gam3, and The Land series.

Very well written. Great plot, character development, plenty of action sprinkled with comedy. Loved it, just wouldn't call it a litrpg. Can't wait to buy the next book and delve into it. I know corny, but I couldn't help it. To the author, keep doing what your doing buddy. Just cause I don't think it's a lit rpg, doesn't mean it's not a great story. Your life's experiences show in your work. Take pride my friend

I was not interested at first as it is litrpg but as I am a avid fan of mmo I decided to give it a try as I liked the intro about modern day people being abducted to an alien world. It was rather slow on character development in the beginning but quickly fleshed out. I actually enjoyed the references to actual gaming and leveling up although It's rather odd to have them pick out individual skills in the level up phase when it's in a written novel. I'm looking forward to more and it would be neat if you compare level ups to something like the PC version of Final Fantasy 14 or Lineage 2. I'm looking forward to reading more litrpg now. Thanks!

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