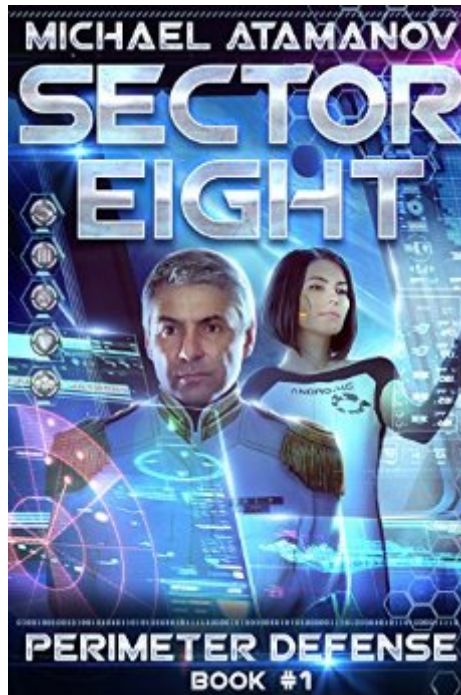


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Sector Eight (Perimeter Defense: Book #1)



Synopsis

A strange body that refuses to obey you; a weird game you can't quit until your contract expires; a world teeming with powerful and very real enemies. The game in which your reputation and faction relationship are the only things that matter. These are the conditions of the agreement Ruslan signs without reading. The only thing he remembers is that he's been contracted to command a space fleet in a brand new game he knows nothing about. Objective: to survive for six months. After having made some inevitable newb mistakes, Ruslan has to rethink his strategy, dropping traditional gaming conventions. But what will it cost him? What new trials and tribulations await him that even the game designers have failed to anticipate?

Book Information

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Customer Reviews

Yeah, the only MMO element seems to be the faction reputations that pop up. No loot, no skills, no levels. He's supposedly in a game world, but it's not really a big element so far. Guy is a fleet commander in some space game and gets hired to play another guy's character in some other game. A little intrigue, a whole lot of space battles, dat android booty, it has all the good stuff, even

without a lot of litrpg funk.

I greatly enjoyed this book. I'm sad now that it's finished and there's no sequel yet. I didn't have high hopes for it initially since I struggle with sci-fi generally (can't stand blatant violations of physical laws). This book does have FTL (active beacon based FTL, first time I see this, quite awesome), games/alternate reality, and mysterious nearly magical truth seekers. However, this isn't the focus of the book. This is a story about space battles, politics, and relationships. The LitRPG element simply emphasizes this by giving the relationships some numerical values. The main character Ruslan is the ultimate underdog. The whole galaxy is pretty much against him, starting with his own very unhealthy body to a wife and pretty much everyone hating him. Low resources, spies, traitors, etc. and all this against a backdrop of extremely powerful aliens bent on destroying humanity. While this sounds like a hopeless no win scenario, Ruslan has two ace cards in his hands: 1) He's a brilliant commander, both in battle and wrt managing people (i.e.: motivational speaker and ability to make strong friendships) 2) He has a battered fleet of cruisers and frigates, as well as a full planets resources to draw on (initially)

Sector Eight is a fun read. For a LitRPG novel I think it's above average. The story flows well and the characters are likeable. (Except perhaps the spoiled daughter; even then we're never really shown her 'bad side' outside of entitlement for comedic effect). The book takes some easing into. The beginning chapters felt so steeped in the protagonist's home culture that it made it more difficult to sink into the story. But once you're past the opening chapters, it's no longer an issue. I'd definitely recommend new readers to read up to at least chapter 5 before putting the book down. Once the story takes off, it's a smooth ride. I really enjoyed seeing the LitRPG style applied to a sci-fi universe. I think the main character is a bit overpowered, in that he seems to be the only tactical 'genius' around. A few tricks ported over from video games and almost no on-screen attention paid to training, and his fleet becomes the best in the galaxy. Nobody else really seems to innovate here. With that said, the character is faced with serious challenge at multiple points and the story held my attention quite well. I've read through book 2 now and I'm looking forward to buying book 3 when it's released.

wow. this is a great read ! i must admit i have really adopted this genre, its a ball. this guy thinks he is joining an online game but its real...sort of...but i loved the action, the intrigue, the gameplay, er i mean space battles and strategy. man, i am confused. but i could NOT PUT IT DOWN!!

Another great LITrpg book, recommended to me by Vasiliy Mahanenko, author of The Way of the Shaman series. The translation was smooth, as well as the editing, so it was a fluid read with no hiccups or bumps of odd grammar, misspellings, or wrong words used (there, their, they're). I have played several games where faction is important, such as Asheron's Call. I like how that aspect is inserted in the story. As I thought about the book after reading it, I noticed that several ideas from different movies or books have been used. In my opinion, this is a good thing. I actually had to think to see a connection. I don't think the author intentionally used them, just that those movies or books made an impact on him and showed up in the writing subconsciously. This is not to say that the author had no original ideas. He did, and made good use of them. Finally, I want to say that I laughed quite a few times while reading the book. The author skillfully describes situations and some of them are quite funny. I think humor is important for the reader to be connected to the story and Michael does a great job doing that. I really look forward to reading the next book.

Haha! I was quite amused at the beginning of this book. The main character is a skilled gamer who is enticed into playing for a rich person in an elite, fully immersive virtual reality game. Basically his job is to improve and "level up" the character's standing for six months. But then the flip-side of life-like virtual reality rears its head. He finds himself in his client's old, fat, drug addled body, with his unattractive and angry wife, his character's money wasted on tacky luxuries, and his game standing firmly in the negative. The main character does a wonderful job of navigating from such a negative position, and along the way reveals to us quite a unique game world. For all of the space battles, tactics, and wealth accumulation in the game, it seems to be primarily a social one. At every step, you can vote to improve or decrease your opinion of an individual or faction, and others can do the same. And some of the more powerful tools seem to become more effective when a lot of others have a high opinion of you. This allows the book to feel like both a "realistic" space opera (with a game-like culture) and a space LitRPG (with more realism than number crunching), and should appeal to fans of both. It was well translated and it really drew me in. I enjoyed it so much I read it in one sitting, and I can't wait for the rest of this series by Michael Atamanov.

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