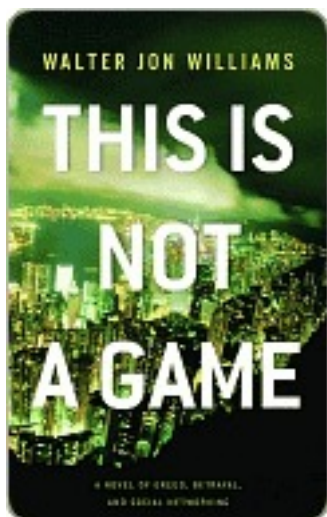

Walter Jon Williams

This Is Not a Game (Dagmar #1)



Title: This Is Not a Game (Dagmar #1)

Author: Walter Jon Williams

Format: ebook

Language: English

Pages: 0

Publisher: , 0

ISBN: 0316040444

Format: PDF / Kindle / ePub

Size: 6.5 MB

Download: allowed

Description

IMAGINE A GAME WITH NO BOUNDARIES - WAITING IN A PARKING LOT, SITTING AT YOUR COMPUTER, WALKING DOWN THE STREET. YOU COULD BE CALLED AT ANY MOMENT - AND YOU'D BETTER BE READY.

THIS IS NOT A GAME.

THIS IS A NOVEL OF GREED, BETRAYAL, AND SOCIAL NETWORKING.

Insightful reviews

David: TINAG (This is not a Game) takes you through 2 and a half story lines. The first Act could be read alone and provide a mildly entertaining short story. The second and third act use glimpses from the first act to set you up for the main story line. Williams uses social media and e-mail intros to keep reminding you of important parts of the story, and even though you know how the book is going to end you are set to wonder which direction Williams will take you.

Final Thought: Joe Clever is my favorite part of the story.

Bonnie: When Dagmar lands in Jakarta, she finds her connecting flight has been canceled... along with every other flight out of the country. The currency is under attack and a revolution is underway. Luckily, Dagmar is the major producer/writer for Great Big Idea, a company that specialized in creating ARGs: alternate reality games. Her boss is a multimillionaire and he's determined to get Dagmar out of the country and back to safety, where she can start writing the next big game. When some of the more conventional rescue attempts fail, Dagmar turns to the online gaming community to help her.

Fast forward to a few months later, with Dagmar back in LA and starting a brand new ARG. As the game gets underway, one of Dagmar's longtime friends is murdered. Can she once again call on gamers to help solve this murder? And, as Dagmar digs deeper to solve this mystery, other countries come under attack, just like Jakarta. The line between game and reality begins to blur... however, This Is Not A Game.

Okay, this book is difficult to sum up, particularly without sounding cheesy. Williams does an excellent job between joining online games with reality, as well as recognizing the strange potential of massive amounts of gamers. I think he creates a story that will appeal to classic RPGers as well as those who've only gamed on a console or computer. I liked Dagmar - she was resourceful, funny, and creative.

If I have any complaints for this book, it's that it felt like there were a few loose ends or unnecessary characters/plot bits. The transition from the chapters in Jakarta to the start of The Long Night of Briana Hall was abrupt, and the ending didn't have quite the punch I expected... or maybe I was just thinking there was going to be another plot twist. The moments with the gamers are gold... I wish there were more (why is it I hate reading message boards in real life,

but enjoy them in a story?). And there's just something thoroughly enjoyable about a plot involving what happens when gold-farming goes so wrong.

If you love gaming, whether it's on paper and involves d20s or if it's on a console or involves being in character, this is a book you'll probably enjoy. I'm glad it was recommended to me!

dani-elle: unfortunate cover images... and catchphrase... but hey, i'll give a shot at a book following the folly of rich white ARG (alternate reality game- for the un-initiated) producers as the real world goes to shit around them.

and frankly it was the closest book to my backpack this morning that i hadn't already read. seriously considering making a book cover for this though, the cover is honestly embarrassing.

thoughts after finishing this book:

the author has some decent ideas and has some insight into people who play ARGs (not sure about knowing people who create them, however) and all in all the plot is at least somewhat interesting if not mildly clever at times.

that being said, ALL of the characters were one-dimensional, the dialog unemotional (or overly dramatic) and predictable (especially the internal dialog- borderline cheesy), and many aspects of the plot were shockingly fantastical for a book meant to be 'realistic.' also, the language is pretty lame all-around and I don't get the impression there was a single compound sentence (much less any exemplary/advanced use of the English language) in the entire book. I knew people who could write better in high school.

It took me a week to read something that shouldn't have taken me more than a day and a half, mainly because it was just that uninteresting... and did I mention the cover sucks?

TL:DR This book just isn't worth reading. I can't believe the author has ever been nominated for Hugo and Nebula awards.

Marcelo: this isn't A online game through Walter Jon Williams was once a booklet that I completely loved and one that i'll proceed to explore, as there are extra books within the series. Exploring the reviews of Dagmar, a tender lady hired through a online game company, it's greater than an excellent read, yet rather encourages us to discover the position that social media performs in our lives, and the way we're suffering from it. The first tale within the book, as there are several, occurs on the very beginning, as Dagmar is trapped in Indonesia, as a clash has torn aside the country, and the Indonesian buck has dropped thoroughly in value, a manufactured from chinese language inflation. Dagmar, who works for a billion-dollar corporation because the tale author for video-games, is trapped within the Royal Jakarta Hotel, and she or he needs to use her fans on a social media web site to flee from the fingers of offended rebels. it really is this primary tale which made me get pleasure from it very much, because it was once a lead-in to the opposite story. i locate that frequently times, novels lead into their tales too quickly, and there's now not sufficient time to set up the story, nor the characters, yet this isn't A online game did the precise opposite. by utilizing the 1st fourth of the e-book for a lead-in, the second one story, a "Who Dun' It?" essentially, didn't have to organize

the characters nor their relationships, and so as soon as the second one tale started, i used to be in a position to consider like part of the action, as a real reader, as i didn't need to cease to grasp what used to be going on, because it was once defined already. Another reason behind my love of the publication used to be the final truth that it provided, not like the publication I learn before. In Being, my past RWR book, it used to be quite science-fiction-y, and Kevin, the protagonist, had an alien computer within him. However, this isn't A online game was once tremendous realistic, and obviously used to be good researched, because it explored what existence will be lifestyles within the following years. The clash in Indonesia, firstly of the booklet was once really realistic, because it explored how mass-production in China and shortage of law within the usa destroyed the world, and triggered civil-unrest in Indonesia, resulting in the mass-genocide of Indians and chinese language in Jakarta. as the publication used to be this realistic, and that i was once capable of hook up with it, and notice how the realm may perhaps swap if we keep it up our consistent course. One a part of the ebook that i didn't enjoy, however, used to be the descriptions of a few of the expertise and ideas used, which i didn't follow. whereas it got here off a easily a nerdy-book, it appeared as if you needed to comprehend a piece extra approximately social media than the typical Joe to really comprehend what was once going on, which at a few issues i didn't appreciate, as there have been yes machine programming rules that i didn't follow. However, those elements have been few and much between, and that i did benefit from the book, due to the total descriptions and reality, and the way i'll hook up with the unconventional since it defined social media so accurately.

Ethan Bernauer: In my opinion, this used to be an outstanding book. The name lured me in a bit bit. i assumed that this could be a wierd form of booklet because it used to be a couple of video game, however it really wasn't that bad. i used to be very shocked by way of the finishing since it took a pointy flip and adjusted what i presumed used to be going to happen. Many elements of this ebook are suspenseful and maintain you drawn in to the place you do not need to place it down. This publication is set the most character, Dagmar, who, in the beginning of the book, is caught in Jakarta because the foreign money is beginning collapse. She contacts her boss Charlie, who's a mulit-millionaire (almost billionaire), who hires a few humans to get her out. ultimately she escapes after dealing with challenge after problem. whilst she returns to America, she talks together with her buddy Austin and BJ (Game designers and players) in regards to the subsequent online game they will release. BJ and Charlie do not like one another due to an incident within the past, yet Dagmar hires BJ to assist organize this new video game for release. This publication takes a pointy flip on the finish while anything occurs to at least one of the employees at the online game and everybody is confused. Even later, anything else occurs which motives Dagmar to attempt and discover more. you will have to learn to determine what she discovers.

Alain Dewitt: this is often the 1st Walter Jon Williams ebook i have read. I picked it up at a passenger terminal in Afghanistan someplace simply because I had comprehensive the booklet i used to be studying and did not have something to learn and this regarded interesting. relaxation guaranteed it will not be the last. A advanced story related to a selected form of game referred to as another fact video game (ARG). An ARG is a online game that blurs the road among a fictional fact and our personal 'real' reality. In an ARG, characters from the sport will touch avid gamers through textual content messages or e-mail and ask them to decipher clues on web content after which practice initiatives within the genuine world. Payoffs can be genuine

item or rewards or simply undeniable bragging rights. While attending Caltech, the protagonist, Dagmar Shaw, makes 3 pals with whom she performs table-top position enjoying games. One among her team turns into a winning software program developer. One in every of his businesses makes video games and he employs Dagmar as a manufacturer for the ARGs used to advertise the company's games. After concluding a winning ARG, Dagmar is en path to Bali for holiday whilst she is trapped in Jakarta while a revolution breaks out. This then leads into the most plot of the ebook which I do not are looking to smash due to the fact that it is attention-grabbing and novel. Williams' writing variety is particularly transparent and ordinary although the plot within reason complex. I learn this e-book in 3 or 4 days (I additionally had loads of spare time on my arms so I cannot provide the entire credits to Williams). In case you like books concerning know-how or are into games, then you definitely will not be disenchanted through this book.

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