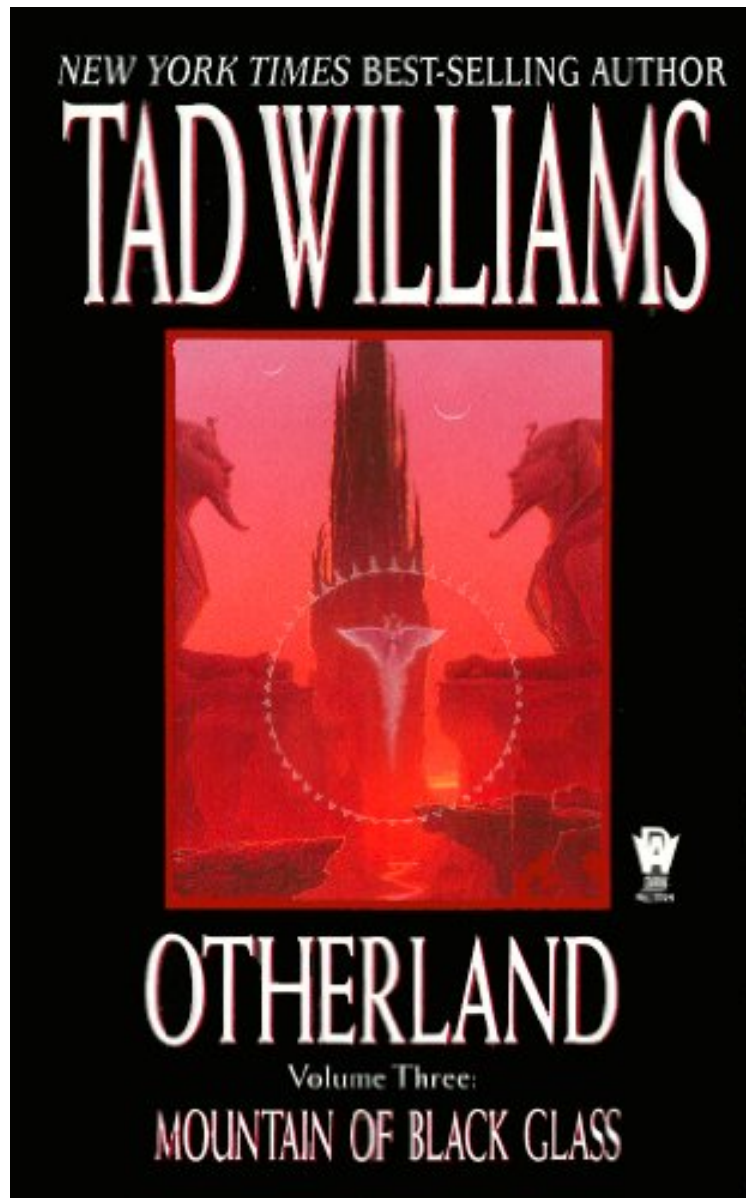


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Otherland 3: Mountain of Black Glass (English Edition)

Von Tad Williams

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Von Tad Williams : Otherland 3: Mountain of Black Glass (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Otherland 3: Mountain of Black Glass (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Why has this series turned from inspirational to boring?Von Miles JacobThe first Otherland book stunned me. It fulfilled

completely the very high expectations I had for Tad Williams after reading his earlier fantasy novels. The complex plot, the interesting characters, the awe-inspiring worlds and cleverly drawn future. The characters were above all involving and put into locations that felt perfect. However, except for the pretty interesting ending of this third book, this series has been steadily dropping in quality. I feel like the characters that I grew to know have been sabotaged, that they are now robots following in a series of pointless tasks. At every step of the way, the characters' words seem directed at you the reader not at the other characters. In short, Books 2 and 3 really have been mostly filler. I can see an great story being made from the outline of these events but the execution has become so poor that they are a chore to read. I think I'll go back to reading Neal Stephenson's *Snow Crash* and *The Diamond Age*, or even, dare I say it, Piers Anthony's *Killobyte* now that I have finished this third *Otherland* book! Tad Williams better pull a stunning 4th book or I will rack this series up as a brilliant idea that he couldn't follow up on. This series SHOULD have put Tad Williams up next to David Foster Wallace, Robert Jordan, and Neal Stephenson as my favorite current authors. Sadly, only the first book deserves a reread.

4 von 4 Kunden fanden die folgende Rezension hilfreich. And on, and on, and on... Von Ein Kunde Good writing doesn't necessarily make a good book. The story itself is excellent, but you keep asking yourself "wasn't there a point?". Every now and then the point - or better points - keep coming up, but Williams is good at keeping the ultimate secrets just out of reach, which becomes tiring after three massive books. His very well developed characters gain too much depth, especially those acting on the periphery of the story only, which tends to get boring after a while. And thus, we are sent from one virtuality to the next, trudging on and on. Merely the promise of conclusion in the fourth episode keeps me reading. Commercially effective, but before I start another of Williams' series, I'll wait out the publishing of the last part.

2 von 2 Kunden fanden die folgende Rezension hilfreich. *Otherland* keeps Rolling Von Rob H. Bedford The promises Williams laid out in the earlier volumes begin to cumulate in the third and second to last installment of the mammoth *Otherland* 'novel.' The beginning part of the novel stars off a little slowly, which is good I guess, to help get the readers re-familiarized with the characters. Once that is out of the way though, about 1/4 of the way into it, the plot lines begin to come together and the story really shifts into overdrive. There are a good deal of surprises that come about as this volume closes that were hinted at in the earlier volumes. Williams does a good job of summarizing the first two volumes in the front matter before he we get into this volume. It is helpful, since there has been over a year since the last volume was published. Renie, !Xabbu and the rest of their group are still stuck in the massive House simulation, Orlando's life signs continue to weaken as he progresses through different simulations in his attempt, along with the gender confused Fredericks, to reunite with Renie's group, which he was separated from in the 'River of Blue Fire' Paul Jonas' character and his past continues to come to the light, as the reader discovers his identity at the same time Jonas does. Jonas joins up with the mysterious Azador who was part of Renie's group as the companion of Emily. The mysterious angel who has helped to guide him through the simulations to "Priam's Walls" has her true identity revealed. Paul wanders through different simulations until he finally arrives in the Troy simulation from Homer's *Odyssey* Outside in the 'real' world, we learn more of Felix Jongular and his Grail Brotherhood, just how powerful they really are. The assassin Dread is further explored and roots of his early life are discovered. As this volume draws to a close, the question of *Otherland* attaining Self Awareness is opened up and the path for the final volume is clearly set and looks very promising. Williams very cleverly interweaves many different myths, and traditional stories into the futuristic environment of the *Otherland* VR world. I particularly enjoy the 'tribes' of the House simulation, Sisters of the Linen, etc. This is not a book that you can really get into unless you have read the earlier volumes. Newcomers tread hesitantly. If you have read the earlier volumes this obviously is a must. If you enjoyed Williams' "Memory, Sorrow, and Thorn" series give this a try.

Kurzbeschreibung Third book in New York Times-bestselling author Tad Williams's cyberpunk fantasy series Tad Williams is the brightest and best of the fantasists. Neil Gaiman, author of *American Gods* "The Grail Brotherhood has built the most powerful, sophisticated simulation network imaginable. At the same time, they have manipulated and injured the minds of thousands of children." This proclamation from the mysterious Mr. Sellars confirmed what Renie Sulaweyo had feared to be true when she first broke into the *Otherland* network in a desperate search for the cause of her brother Stephen's deathlike coma. Now Renie, the Bushman !Xabbu, and their companions find themselves navigating a treacherous and ever-changing course from a strangely unfinished land, to a seemingly endless labyrinthine House pursuing a sociopathic killer who has stolen one of their group. To Renie's despair she is no closer to uncovering the secrets which could help save Stephen's life, and now it appears that something may be very wrong with the *Otherland* network itself. As Paul Jonas, Orlando, Renie and the rest strive to reach Priam's Walls, in the heart of Troy, they know that their quest is running perilously short of time. For the Grail Brotherhood has finally set the date for the Ceremony when they will make their bid for the immortality, and thereby seal the fate of Earth's children forever. But before Renie and her allies can hope to stop the Brotherhood, they must first solve the mysteries of *Otherland* itself, and confront its darkest secret an entity known only at the Other. *deOtherland*, the quartet of which Mountain of Black Glass is the powerful third part, combines some terrifying speculation on the future of virtual

reality with adventures no less terrifying because they are technologized dreaming. These are dreams the adventurers cannot awaken from and in which, if they die, they are really dead. An epidemic of comatose children has led Renie and her San friend !Xabbu into the net and to a series of dream worlds created as palaces by the corrupt aspiring immortals, the Grail Brotherhood. Two of those children, Orlando and Fredericks, have become adventurers in their own right, while their parents' lawyer Ramsey follows real-world money and lesbian cop Calliope tracks a serial killer with serious ambitions to become an angry god. In this volume, adventures take place in a mythic ancient Egypt and a rambling Gormenghastlike house before all the virtual adventurers meet where they were always destined to, before the walls of Troy. "All around, death. It was not a quiet presence during the long day--not a pale-faced maiden bringing surcease from pain, not a skillful reaper with a scalpel-sharp blade.... Death on the Trojan plain was a crazed beast that roared and clawed and smashed, which was everywhere at once, and which in its unending fury showed that even armored men were terribly frail things." Tad Williams takes the gameworld and turns it on its head, passionately; how do we know that what bleeds does not feel pain? He writes a classic of cyberspace adventure that has a sorrowful heart. --Roz Kaveney, .co.ukPressestimmen

On an epic scale . . . full of real-world conspiracy and virtual reality wonders, with characters worth caring about * Locus * On an epic scale . . . full of real-world conspiracy and virtual reality wonders, with characters worth caring about * Locus * Head and shoulders above most of the genre * SFX * Head and shoulders above most of the genre * SFX * One of the best works of science fiction I've ever read -- Katharine Kerr, author of the Deverry series One of the best works of science fiction I've ever read -- Katharine Kerr, author of the Deverry series True speculative grandeur * Time Out * True speculative grandeur * Time Out * Praise for CITY OF GOLDEN SHADOW: OTHERLAND BOOK 1 -- - Praise for CITY OF GOLDEN SHADOW: OTHERLAND BOOK 1 -- -