

## Ready Player One

Von Ernest Cline

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**Von Ernest Cline : Ready Player One** before purchasing it in order to gage whether or not it would be worth my time, and all praised Ready Player One:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.  
GreatVon zynformatikerWhile still being a book for young adults, with the typical annoying shortcomings as shy romance, fair predictability and reduced moral complexity, RPO is an entertaining sometimes even gripping page-turner. I suggest buying a rift (with touch) or (not yet testet by me) a vive to experience the inherent truths of this

description of the future. Similar to Snow Crash and Matrix it is a valiant attempt to convey the concepts of virtual reality to a broader public. Drawing much of its fun from knowledge about and nostalgia of old computer games it might not reach the feuilletons of the liberal arts and political elite left behind by the digital divide. It nicely describes the threat of corporate control of "the universe", that most elder (-) MMO players have become aware of. Anything that helps to start a political discussion before we enter this world is to be cherished.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Ein Old-School Adventure in modernem Gewand Von Sakura Die Geschichte spielt in der nicht so fernen Zukunft. Durch eine Energiekrise und Klimaveränderungen ist die Welt zu einem eher trostlosen Planeten geworden. Viele Menschen flüchten sich daher in die Virtual Reality genannt OASIS, ein Videospiel und eine Alternative Realität, mit so ziemlich jeder Art Inhalt, die man sich vorstellen kann. Der Entwickler von OASIS ist für 5 Jahren verstorben und statt einem Testament hat er einen Wettbewerb hinterlassen. In OASIS sind 3 Schlüssel verborgen und 3 Tore zu finden. Wer zuerst das 3te Tor bewältigt erbt sein komplettes Vermögen und die Kontrolle über die Firma. Er war ein großer Fan der 80er Jahre und alle Hinweise auf dieses Easter Egg haben mit Serien, Filmen, Spielen, Musik aus dieser Zeit zu tun. Wade ist ein junger High Schooler der in der OASIS zur Schule geht. Seine komplette Freizeit geht mit der Suche nach den Schlüsseln drauf. Bis er eines Tages plötzlich die entscheidende Verbindung knüpft und den ersten Schlüssel findet. Plötzlich ist er weltberühmt und die Firma IOI, die ebenfalls versucht, das Ei zu finden um Kontrolle über die OASIS zu erlangen, ist hinter ihm her. Ich habe mehrfach gehört diese Buch wäre eine Dystopie. Aber während es der Menschheit sicher nicht gut geht ist das überhaupt nicht der Fokus des Buches. Es geht in erster Linie um die Schatzsuche. Gutes, altesmodisches Rätsel lösen, obskure Hinweise zusammen setzen und sehr viele Videospiele besiegen. Außerdem gibt es Kampfepisoden. Es gibt sehr, sehr viele 80er Jahre Referenzen. Filme, Bücher, Videospiele, Rollenspiele, Fantasy, Sci-Fi, Musik. Alles was nerdig und geekig war in diesem Jahrzehnt wird aufgegriffen. Dabei kann es sicher nicht schaden, wenn man diese Dinge kennt, aber auch wenn man nicht jeden Film gesehen und jedes Spiel gespielt hat, ist das Buch noch spannend. Ein weiteres wichtiges Thema ist Freundschaft und Liebe über den virtuellen Raum. Ich fand es sehr gut, wie das Buch das Thema aufgegriffen und behandelt hat. Das waren auch die Punkte, die mir am meisten Spaß gemacht haben. Es gibt auch noch ein paar Handlungsstränge mit IOI der essentiellen Firma, die OASIS an sich bringen möchte, um monatliche Gebühren zu erheben. Die nimmt hier den Platz des Bösewichters ein, und während das Konzept eigentlich zu bertrieben und klischeehaft ist, finde ich passt es gut in das Buch, da es praktisch den Part des Endgegners in einem Spiel übernimmt. Ich habe mich jedenfalls selten von einem Buch so unterhalten gefühlt. Es ist wie ein absolut spannende Questreihe in einem MMO die man mit guten Freunden zusammen löst. Und auch wenn ich zwar während der 80er am Leben war, so war ist zu dem Zeitpunkt noch wenig an den ganzen nerdigen Sachen interessiert, trotzdem hat das Buch bei mir total angeschlagen. Es geht nämlich weniger um die Franchises an sich als um die absolute Begeisterung der Charaktere für diese Dinge.

2 von 2 Kunden fanden die folgende Rezension hilfreich. Lieblingsbuch Von Meo Ich habe das Buch inzwischen 2x gelesen und mir noch öfter das Hörbuch angehört. Mal begonnen kann man einfach nicht aufhören. So viele schöne Anspielungen, so oft ein Schmunzeln. Am liebsten wäre ich dabei gewesen und hätte Wade bei der Suche geholfen. :)

Kurzbeschreibung SOON TO BE A MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed.

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entertaining first novel This novel's large dose of 1980s trivia is a delight [but] even readers who need Google to identify Commodore 64 or Inky, Blinky, Pinky and Clyde, will enjoy this memorabilian feast. Cleveland Plain Dealer The grown-up's 'Harry Potter' the mystery and fantasy in this novel weaves itself in the most delightful way, and the details that make up Mr. Cline's world are simply astounding. READY PLAYER ONE has it all. Huffington Post Incredibly entertaining Drawing on everything from "Back to the Future" to Roald Dahl to Neal Stephenson's groundbreaking "Snow Crash," Cline has made READY PLAYER ONE a geek fantasia, '80s culture memoir and commentary on the future of online behavior all at once. Austin American-Statesman "READY PLAYER ONE is the ultimate lottery ticket." New York Daily News "This non-gamer loved every page of READY PLAYER ONE." Charlaine Harris, #1 New York Times bestselling author of the Sookie Stackhouse series A treasure for anyone already nostalgic for the late 20th century. . . But it's also a great read for anyone who likes a good book. Wired.com Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut. Daily Mail (UK) A gunshot of fun with a wicked sense of timing and a cast of characters that you're pumping your fist in the air with whenever they succeed. I haven't been this much on the edge of my seat for an ending in years. Chicago Reader A rollicking, surprise-laden, potboiling, thrilling adventure story. I loved every sentence of this book. Mark Frauenfelder, BoingBoing "A 'frakking' good read [featuring] incredible creative detail I grinned at the sheer audacity of Cline's imagination. Milwaukee Journal Sentinel [A] fantastic page-turner. READY PLAYER ONE may be science fiction, but it's also written for people who have never picked up an SF novel in their lives" Annalee Newitz, io9.com "Fascinating and imaginative! It's non-stop action when gamers must navigate clever puzzles and outwit determined enemies in a virtual world in order to save a real one. Readers are in for a wild ride." Terry Brooks, #1 New York Times bestselling author of the Shannara series I was blown away by this book A book of ideas, a potboiler, a game-within-a-novel, a serious science-fiction epic, a comic pop culture mash-up call this novel what you will, but READY PLAYER ONE will defy every label you try to put on it. Here, finally, is this generation's Neuromancer. Will Lavender, New York Times bestselling author of Dominance I really, really loved READY PLAYER ONE Cline expertly mines a copious vein of 1980s pop culture, catapulting the reader on a light-speed adventure in an advanced but backward-looking future. Daniel H. 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