

The book was found

An Unwelcome Quest: Magic 2.0, Book 3



Synopsis

Ever since Martin Banks and his fellow computer geeks discovered that reality is just a computer program to be happily hacked, they've been jaunting back and forth through time, posing as medieval wizards and having the epic adventures that other nerds can only dream of having. But even in their wildest fantasies, they never expected to end up at the mercy of the former apprentice whom they sent to prison for gross misuse of magic and all-around evil behavior. Who knew that the vengeful Todd would escape, then conjure a computer game packed with wolves, wenches, wastelands, and assorted harrowing hazards - and trap his hapless former friends inside it? Stripped of their magic powers, the would-be wizards must brave terrifying dangers, technical glitches, and one another's company if they want to see Medieval England - and their favorite sci-fi movies on VHS - ever again. Can our heroes survive this magical mystery torture? Or will it only lead them and their pointy hats into more peril?

Book Information

Audible Audio Edition

Listening Length: 11 hours and 46 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Brilliance Audio

Audible.com Release Date: February 10, 2015

Whispersync for Voice: Ready

Language: English

ASIN: B00S5I1AP8

Best Sellers Rank: #31 in Books > Audible Audiobooks > Fantasy > Contemporary #56

in Books > Audible Audiobooks > Science Fiction > Adventure #130 in Books > Literature & Fiction > Humor & Satire > Humorous

Customer Reviews

I was lukewarm about the first in this series, enjoyed the second more and this the most of the three. Rather contrary to most series, this one seems to be picking up the pace and interest and again, curiously, being less of a character study than the previous books. Here, more than previous two, one needs to be conversant in modern and recent past American Geek Culture to appreciate most of the references and sly jokes the author inserts rather regularly into the story. As with any comic novel where the characters have super powers including time travel, there are huge logical

holes or at least questions about various aspects of the story. For example, there are two characters from the previous novels who are the same person but one is the future version of the other or the other is the past version of the first or something. Thus one knows all that happened to the other because she's already lived it. You can either roll with it and enjoy the story or get all spun up that time travel cannot spawn an added person along with the other absurdities along the way. Heck, though, you enjoyed Star Wars and Skyrim, didn't you? An enjoyable roller coaster of a fantasy novel.

I really wanted to like this book just as much as the other two. Sadly, I did not. My one major complaint is that it dragged on forever when it really didn't need to. The "quest" alluded to in the title could have been a few chapters, and then the remainder of the book could have been the ramifications of said quest. Instead, the reader is subjected to long, drawn out tasks being completed by the characters as they are inside a game created by a dude from their past who has a major beef with them. It reminded me of the video game that Josh Baskin played in Big. The quest was drawn out long enough on its own, but then it got worse when the more "wizards" decided to go after their friends in an attempt to rescue them, which subjected us to going through the same tasks all over again. I will say this: I am glad that I read the book if only to continue the series. I sincerely hope Scott writes a book 4, because (a) this one seemed to leave an opening for one and (b) I had a lot of fun reading the first two in the series and want to be happy again with this series!

I have read/listened to all three in this series of books and I have to say that this is probably the weakest one. While still interesting enough to keep my attention I feel that retreading the same ground between the two teams makes it a little tedious. I get it, I get it - Makes it all the more interesting that the second team seems to work things out more quickly than the first. Funny light reading. Would love to see this series turn into a movie. The first book in particular was outstanding and the second was definitely awesome. The audio book narration is probably the best of any I've heard.

Nice third book in a series I didn't expect to like. I *loved* Ready Player One and was looking for something else similar. While I thought the narrator made Martin sound like a sissy in the Audible version, I liked the books. The pacing was a little slow in the third book, and the author doesn't write relationships that are especially convincing, but the idea of the world he created is fun, and the books were an entertaining read. You won't regret this purchase, in my humble opinion.

This book is an interesting addition to the series, but not as good as the first two. It's another quick, fun read, but the plot is much more straightforward and less inspired than the previous books. However, I still enjoyed the mix of serious and fun, this one makes fun of bad video games. This one probably deserved 3.5 stars, but I rounded up because it deserved the benefit of the doubt.

I have listened to all three books in this series with my family on Audible. They are great - silly enough that the kids get some of the jokes, but geeky enough that the adults can appreciate them too. In this book there is a bit of innuendo relating to some sirens, but nothing bad enough to worry about the kids hearing, and the overall book is so brilliant that it is a very enjoyable family listen! Can't wait for the next one in the series!

This is an odd one. I rather liked the first two books, but this third one did not grab me as much. It felt too odd, and painful to read. I did get through all of it, and I do not lament that. But it just wasn't as fun as the other two. And the ending was a bit violent. Mostly just this one part. If you read it, you know. I also had trouble keeping track of the characters we had been introduced to before, but never super got to know. We know Phillip, and Martin, and Brit and Gwen. And the new Roy. But the other characters that came along, I had trouble keeping track of. But, if you enjoyed the first two, you should read this one as well. There was less nerdy-awesomeness in this one.

A lot of people didn't seem to like this one but I thought it was fantastic. It made me laugh, it made me cheer. Just like the second one, it had a good ending while still leaving some things open for (hopefully) the next book(s). It was different from the first two but that's part of what I like about this series so much. Each book is similar enough to be a cohesive part of the series while being different enough that it doesn't get repetitive. After reading the first book, I was interested in the second but figured it would be more of the same. Which would have been good but not great. Luckily I was wrong. And when starting this one, I knew it would be something cool and different but I still had some expectations about what would happen. And again, I was, happily, proven wrong. Scott Meyer is a talented and funny author and he is now on my short list of people whose books I will buy day 1.

[Download to continue reading...](#)

Magic Cards: Magic the Gathering - 33 Killer Tips from a Magic Master! (Magic Cards, Magic the Gathering, Magic Decks, Magic the Gathering Tips, Magic Card Tips, How to Play Magic, Magic) An Unwelcome Quest: Magic 2.0, Book 3 The Unwelcome Companion: An Insider's View of Tourette

Syndrome Unwelcome: 50 Ways Churches Drive Away First-Time Visitors
Parasites: Tales of Humanity's Most Unwelcome Guests
Wicca Magic Starter Kit: Candle Magic, Crystal Magic, and Herbal Magic
Quest For Magic - Prequel to Waking Magic: The Revelations of Oriceran (The Leira Chronicles Book 0)
CARD THROUGH HANDKERCHIEF - A Classic Magic Trick with a Borrowed Handkerchief: A Magic Trick Tutorial that explains how a freely chosen playing card passes ... a borrowed hanky (Magic Card Tricks Book 6)
The Baine Chronicles Series, Books 1-3: Burned by Magic, Bound by Magic, Hunted by Magic
Quest in the Caribbean: A True Caribbean Sailing Adventure (Quest and Crew Book 4)
Children's books: Alex's Quest - The Lost Kingdom (A preschool bedtime picture book for children ages 3-8 - Alex's Quest 1)
I Am Algonquin: An Algonquin Quest Novel (An Algonguin Quest Novel)
Algonquin Spring: An Algonquin Quest Novel (An Algonguin Quest Novel)
Algonquin Sunset: An Algonquin Quest Novel (An Algonguin Quest Novel)
Iron Cage: NA Dark Urban Fantasy (Quest for Shifter Magic Book 1)
Into the Magic Shop: A Neurosurgeon's Quest to Discover the Mysteries of the Brain and the Secrets of the Heart
Realm of the Ring Lords: The Myth and Magic of the Grail Quest
The Complete Encyclopedia of Magic: The Gathering: The Biggest, Most Comprehensive Book About Magic: The Gathering Ever Published
Children's Book of Magic: 30 Magic Tricks for Young Wizards (Educational series for kids 4-9 years)
The Magic Book: The Complete Beginners Guide to Anytime, Anywhere
Close-Up Magic

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)