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# The Kartoss Gambit The Way Of The Shaman Book 2

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World of Sci-Fi & Fantasy

The Stainless Steel Rat Gets Drafted

The Crafting of Chess

Leopold Orso and The Case of the Bloody Tree

The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series

No Mistakes (World of the Changed Book #1): LitRPG Series

Clans War (The Way of the Shaman: Book #7) LitRPG Series

The Phantom Castle (The Way of the Shaman: Book #4) LitRPG series

Survival Quest (The Way of the Shaman AlterWorld

The Kartoss Gambit (the Way of the Shaman Book #2)

Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG Series

He Who Fights with Monsters

External Threat (Reality Benders Book #2) LitRPG Series

17 & Gone

Earth Force

Sector Eight (Perimeter Defense

The Feedback Loop  
 Survival Quest (the Way of the Shaman Book #1)  
 Pearl of the South (World of the Changed Book #2): LitRPG Series  
 The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series  
 The Karmadont Chess Set (The Way of the Shaman: Book #5) LitRPG series  
 Game Changer (Reality Benders Book #3) LitRPG Series  
 Clan Dominance  
 The Hour of Pain (The Way of the Shaman: a bonus story) LitRPG Series  
 Reamde  
 Radical Inclusion  
 City of the Dead (The Alchemist Book #1): LitRPG Series

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**DUKE PIPER**

**World of Sci-Fi & Fantasy**  
 Alchemist  
 Reality  
 Benders is a  
 new series by  
 Michael  
 Atamanov

written in a  
 rather rare  
 genre blend of  
 LitRPG, global  
 MMORPG  
 strategy and  
 space  
 adventure  
 creating a  
 seamless  
 picture which  
 unfolds  
 simultaneousl  
 y in four  
 worlds. One is  
 the Earth with  
 all its political  
 problems and  
 confrontations  
 ; the second  
 one a virtual  
 projection of  
 our planet  
 divided into a  
 series of  
 “nodes”; the  
 third one the  
 vast expanse

of deep space teeming with civilizations so unlike our own; and finally, a parallel Earth where magic is mundane. Unbeknown to the majority of the Earth's inhabitants, humanity has been taking part in a game brought to our planet by a highly developed and powerful Geckho civilization. Participating in it can reap considerable rewards as the technologies learned can positively affect both science and

everyday life, advancing them decades. Which is why the participant countries aren't in a hurry to share their discoveries, preferring to act on their own. The game's events affect the real world - which is why humanity's potential defeat might have some disastrous consequences for our planet. Gnat is a twenty-year-old gamer and university dropout expelled for organizing online

gambling tournaments. He is then offered the choice of either being prosecuted or joining a "research institute studying the effects of virtual reality" as part of a group of fellow gamer dropouts. That's how Gnat finds himself in the Dome: a classified facility for the faction of players taking part in the reality-bending game. The story is told through Gnat's eyes as

he gradually explores the virtual world and its rules, learning more about players, NPCs and various space races. He's about to embark on perilous travels through new uncharted lands, meeting our virtual neighbors and learning to find common ground with them; he's soon to cross swords with space pirates and take part in epic battles which put humanity's very existence at stake.

*The Stainless Steel Rat Gets Drafted*

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A strange unyielding body that used to belong to Crown Prince George; 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. Ruslan - a young

ambitious gamer - agrees to these terms without hesitation. All that he knows 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. He can't tell anyone about the swap. After having made some inevitable newb mistakes, Ruslan has to rethink his strategy, dropping traditional

gaming conventions. Very soon Ruslan starts playing the part of the Crown Prince by his own rules. He replaces his quarrelsome Great House allies with sentient insects and chameleons; he even ignores the Prince's wife, preferring the company of a friendly droid and a young artless princess. The aristocratic Empire is in shock, scheming against Ruslan and even trying to bring

him before the Royal court. Still, Ruslan can do very much what he wants as long as he does what he signed up for: lead his victorious Sector Eight Fleet to new triumphs. **The Crafting of Chess** Penguin A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment . The government has become the guarantor for the in-game currency,

allowing its free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's virtual mines. Dmitry Mahan has been

through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a Jeweler. His fight for survival becomes anything but virtual.

Leopold Orso and The Case of the Bloody Tree Magic Dome Books  
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting

#1 LitRPG bestseller. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts

sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage

network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous

allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman. The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series Independently Published  
Date: July 18, 2014  
A new pandemic - the permanent effect - has taken over Earth of the near future. Whenever you play your favorite online

game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other

society misfits  
 - choose to  
 flee real life  
 willingly,  
 escaping to  
 the limitless  
 world of online  
 sword and  
 sorcery  
 MMORPGs.  
 Once a  
 seasoned  
 gamer and  
 now a  
 terminal  
 cancer  
 patient, Max  
 grasps at this  
 final chance to  
 preserve his  
 life and  
 identity. So he  
 goes for it -  
 goes for the  
 promise of  
 immortality  
 shared with a  
 few trusty  
 friends and  
 the woman he  
 loves.  
 Together they

roam the  
 roads of  
 AlterWorld  
 and sample its  
 agony and  
 ecstasy born  
 of absolute  
 freedom.  
*No Mistakes  
 (World of the  
 Changed Book  
 #1): LitRPG  
 Series*  
 Hachette UK  
 On the first  
 day, a mist  
 descended  
 from the  
 heavens  
 blanketing  
 Earth. On the  
 second day, a  
 cryptic  
 message,  
 'Infusion  
 commencing',  
 appeared in  
 the corner of  
 everyone's  
 eyes. On the  
 third day, the  
 sick were

healed and  
 the crippled  
 walked again.  
 On the fourth  
 day,  
 celebration  
 and joy spread  
 across the  
 globe. And on  
 the fifth day,  
 the warping  
 began...There  
 was no  
 warning. A  
 mist  
 descended  
 from the sky,  
 disabling all  
 technology  
 and causing a  
 weird  
 message to  
 appear at the  
 corner of  
 everyone's  
 eye. The  
 situation grew  
 even worse as  
 animals and  
 people started  
 to warp,  
 transforming



into terrible monsters that prey on the livings. Within months, human civilization had crumbled. Unable to fight the seemingly-indestructible beasts, the survivors are reduced to cowering in reinforced shelters. Waiting for the end to come. Helpless. All seemed lost until a few brave souls discovered the secret of their new reality: the Tec and how to use it to level up. Together they

represent humanity's last best hope for salvation. But they first must find the answers to the mystery of their new existence. Their journey will require them to quickly adapt to alien technology, operate strange spaceships, and even befriend an extra-terrestrial merchant with an Inferiority Complex. *Clans War (The Way of the Shaman: Book #7) LitRPG Series* Independently

Published  
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has

other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse. *The Phantom Castle (The Way of the Shaman: Book #4) LitRPG series* Magic Dome Books

Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over. [Survival Quest \(The Way of the Shaman World of the Changed](#) "Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling." —Time The #1 New York Times bestselling

author of *Anathem*, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he's reimagining the past (The Baroque Cycle), inventing the future (Snow Crash), or both (Cryptonomicon). With *Reamde*, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of

Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blaze new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his	own online fantasy war game, Reamde is a new high—and a new world—for the remarkable Neal Stephenson. <u>AlterWorld</u> Magic Dome Books A WALL STREET JOURNAL BEST-SELLING BOOK NAMED BY THE WASHINGTON POST AS ONE OF THE 11 LEADERSHIP BOOKS TO READ IN 2018 Radical Inclusion: What the Post-9/11 World Should Have Taught Us About	Leadership examines today’s leadership landscape and describes the change it demands of leaders. Dempsey and Brafman persuasively explain that today’s leaders are in competition for the trust and confidence of those they lead more than ever before. They assert that the nature of power is changing and should not be measured by degree of control alone. They offer
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principles for adaptation and bring them to life with examples from business, academia, government, and the military. In building their argument, Dempsey and Brafman introduce several concepts that illuminate both the vulnerability and the opportunity in leading today: Radical Inclusion. Fear of losing control in our fast-paced, complex, highly scrutinized environment

is pushing us toward exclusion—exactly the wrong direction. Leaders should instead develop an instinct for inclusion. The word “radical” emphasizes the urgency of doing so. The Era of the Digital Echo. The speed and accessibility of information create “digital echoes” that make facts vulnerable, eroding the trust between leader and follower. Relinquishing Control to Preserve Power. Power

and control once went hand in hand, but no longer. In today’s environment, control is seductive but unlikely to produce optimum, affordable, sustainable solutions. Leaders must relinquish and share control to build and preserve power. The principles discussed in Radical Inclusion are memorable and the book is full of engaging stories. From a young vegan’s confrontation

with opponents in Berkeley to a young lieutenant's surprising visitor during the Cold War, from a reflection on the significance of Burning Man to a discussion of challenges faced in the Situation Room, Radical Inclusion will provide you with leadership tools to address real leadership challenges. The Kartoss Gambit (the Way of the Shaman Book #2) Magic Dome Books

The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up

in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road

with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.

**Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG**

**Series** Harper Collins Original publication and copyright date: 2013. He Who Fights with Monsters Magic Dome Books An original

LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a

bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed... External Threat (Reality Benders Book #2) LitRPG Series Magic Dome Books If someone offers you to make a few quick and easy bucks, there's got to be a catch somewhere. A

seemingly trifling quest in the virtual world of Waldyra is an excellent opportunity to earn some money, right? It's just that things never quite work out that way. Rostislav Grokhotov does not want to become anyone's pawn. Therefore, his unexpected acquisition makes him ponder his own goals. Having become the sole owner of a unique spell coveted by top-ranking clans, he no

longer wants to go with the flow. That way would only lead to ruin and obscurity. He'd need to go all in-and to have a good plan. With several more contingency plans for good measure. What are the opportunities available to someone in the possession of a unique spell capable of dispelling the veil over the unexplored continent of Zar'Graad? What is the mystery of the legendary Silver Legend

set of armor? And what exactly is the game played by the Albatross clan that has hired him? Those are but the first few questions bothering Rostislav, on his way to become a legend in the game world of Waldyra. Prepare for immersion into the stunning world of the famed series that has earned recognition as one of the best examples of the LitRPG genre-Clan Dominance: The Sleepless

Ones. Rostislav's adventures online and offline will keep you on the edge of your seat. This legendary LitRPG classic now available in English! *17 & Gone* Magic Dome Books An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean

languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They

can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will



he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a

player capable of taking the Way of the Shaman. Earth Force Tom Rath A war has broken out in the Galaxy! The great spacefaring races are all entangled in the fight and, even at the very edge of the known Universe, humanity can hear the echoes of its distant bloody battles. Our suzerains and defenders the Geckho are also caught up in this all-encompassing conflict. Is that a good thing for humanity

or not? The answer is up for debate. On the one hand, the Geckho will no longer take the trouble to defend a planet inhabited by people, which is worrying. But on the other, might humanity have the chance to make a name for themselves and take a more active role in interstellar politics? Gnat is with the Shiamiru crew on the front lines. He's just changed class to Listener

and his friends find themselves right in the thick of this grand interstellar war...

*Sector Eight (Perimeter Defense)* Magic Dome Books  
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. The Virtual World of

Barliona is a place of rest and entertainment - but not for everyone. It has become a survival arena for Daniel Mahan after he was sentenced to 8 years in its virtual jail. Mahan has been through it all: the back-breaking work in the mines, betrayal by other prisoners, and finally, the retrial which has released him into Barliona's common world. What more could one want?

Mahan could have kept a low profile and enjoy relative freedom while serving the rest of his time. But being a Shaman, he can't help himself. Soon he's a clan leader, taking fifty of the continent's top players to claim the secrets of the Dark Forest.

### **The Feedback Loop**

Createspace Independent Publishing Platform  
An original LitRPG fantasy from one of the fathers of LitRPG. #1

bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while

Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll

have to see, won't we? Survival Quest (the Way of the Shaman Book #1) Createspace Independent Publishing Platform Nate wants more to life than moving from town to town, hustling chess with his con-man grandfather or wagering pick-up games online. A new immersive game opens up the chance to bring in a steady paycheck. Maybe enough to convince his grandfather to stay straight.

Little does he know how his actions will change his life. A GameLit coming of age story.

Pearl of the South (World of the Changed Book #2): LitRPG

Series Magic Dome Books Read opening chapters here - <http://magicdomebooks.blogspot.com/2019/11/world-of-changed-no-mistakes-by-vasily.html>

Let's go! A new, ultramodern mobile game, and the release is just two days away. Be the

best, save the planet! Who's going to fight back the monster invasion if you don't?

Prerelease already available, no text alerts or payment required.

World of the Changed completely modified human consciousness

. The incredible graphics that worked even on the simplest of phones. The intuitive interface that made the game accessible for absolutely

anyone. The aggressive marketing campaign that put news about the game on every TV, every phone, every tablet.

By the time the launch was a few days away, an entire army of fans was out there waiting for just one thing: Hour X. That was what

the mysterious developers were calling the release time. But did anyone have a clue what Hour X would unleash on them? Were they ready to

pay the price	many to have	he cared
the game	no idea what	about was
demande	kind of fate	jumping into
d? Mark Derwin,	awaited him in	the prerelease
a student, was	the game. All	as soon as it
just one of		came out.

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