



## Patch 17

*G. Akella , Mark Berelekhis (Translator)*

[Download now](#)

[Read Online ➔](#)

# Patch 17

G. Akella , Mark Berelekhis (Translator)

## Patch 17 G. Akella , Mark Berelekhis (Translator)

A new update arrives to the ultra-popular online game, Realm of Arkon. With Patch 17, the level of immersion experienced by players in their gaming capsules has made virtual reality indistinguishable from the real world. But every gamer's dream becomes a nightmare for Roman Kozhevnikov after he gets confined to Arkon against his will. And not just to Arkon, but to its deadliest zone--Demon Grounds. Playing, or rather living as his character Krian, it's not just about survival for Roman. He longs to exact revenge for his banishment to the virtual world where the sensation of pain has reached one hundred percent...

## Patch 17 Details

Date : Published September 22nd 2015

ISBN :

Author : G. Akella , Mark Berelekhis (Translator)

Format : Kindle Edition 318 pages

Genre : Fantasy, Magic, Adventure, Science Fiction

 [Download Patch 17 ...pdf](#)

 [Read Online Patch 17 ...pdf](#)

**Download and Read Free Online Patch 17 G. Akella , Mark Berelekhis (Translator)**

---

## From Reader Review Patch 17 for online ebook

### Gari Thesnale says

??

As you read this remember this is translated to English from Russian, and the author said he paid to have it translated out of pocket. That being said, it is quite an enjoyable read.

---

### Kyle says

#### Good start to a series

Having become a big fan of the litrpg genre in the past year, this series was on my read list and I finally got to the first one. This book had one of the more interesting intro to a series that I have read, however as others have said, it suffers from some very abrupt cuts to cut scene like moments that confused me who perspective one was reading from. The other issue I had with the book was the last part of the book that focused on a different character then the MC.

Overall I recommend the book of your a fan of the the litrpg genre and can get past some disconnects.

---

### Connie says

I really enjoyed this book and can't wait until the next one!  
It shows stats and everything! So cool!  
I have played RPGs and this seemed even better than that!  
Enjoy!

---

### Pj says

Note: I am rating the audiobook version of this book. Sometimes inde titles undergo significant revisions before audio production.

After binge reading a number of dreadful LitRPGs back to back Patch 17 was a delightful surprise. The world is solid, the protagonist doesn't automatically forget that he is a real person, and the pacing is just right so as not to feel rushed or as if the story is stalling.

I was skeptical about the book after reading so many 1-2 star reviews, which is why I have come to believe that this title has undergone significant revisions. I'm glad I read it anyway. The flashbacks are minimal and the fact that the protagonist isn't a proper gamer doesn't bother me. He's trapped in a virtual world against his will, he doesn't spend all his time complaining about other gamers, in fact has the only PC in his area, he

doesn't even encounter other PCs in the first novel.

#### The Good:

- Awesome world - I like the way that they've included individual reputations for specific NPCs, different types of quests, etc.
- The character still resembles an actual person rather than a hack and slash terminator combat monkey every other page.
- The writing is engaging - Seriously... So many books in this genre feel like a chore to read due to the low quality of writing. I don't get that feeling here. There are scenes that "Make me miss my bus stop" so to speak.
- The pacing is good
- Thank God for a LitRPG where every female character isn't presented as a sex toy.

#### The Meh:

- Seems like the protagonist gets a lot of powerful bonuses and items with fairly little effort.

(Note: This isn't considered bad because at the end of the book we come to realize that he's unique in this respect and it is set up so that I feel confident that there is a good reason why.)

- Some of the translation from Russian is a little off, but it doesn't kill the story. The only one I noticed repeatedly was the use of the word "fang" when the correct word would have been tusk for the situation.
- After the protagonist is in the game world we don't have much information about the people who forced him into it. Yes he occasionally vents his hatred for the people who did this to him, but their motivations are still kind of a mystery.
- I don't get why they decide to shift PoV for the last 10% of the novel, except to demonstrate that the protagonist's experience isn't typical of all players. Personally, I'd rather shift back and fourth throughout the story as events happen chronologically so I don't feel like one novel ended, and now I'm reading a short story about different people. The author does this in the second book too.

#### The Bad:

- I don't like Dungeons and Dragons terms and races ported into LitRPGs. Teiflings? Really? You couldn't come up with another name for a standard race character with demonic heritage? Also I'm not sure what's up with having Drow and Dark Elves as two different races. Honestly, "Drow" is never mentioned except within the context of listing all the other races, so I don't understand why they are even included. In any case I don't like it, but it didn't kill the book.
- Relying too heavily on World of Warcraft as a model for game mechanics, terms, etc. People who haven't played WoW probably wouldn't notice this.

---

#### **Chris Evans says**

[The story it's self is somewhat similar to Eden's Gate in that the story

---

## **Rebecka says**

Note to self: I had to stop listening when the main character didn't victim blame a person who just escaped being raped. Oh, he thought she was responsible, but didn't want to ruin his own chances with her. He wasn't a very likeable character even before that. Maybe this book is all about his personal growth and he'll turn out to be a great anti-hero, but I won't be finding out. Thank you Audible for your return policy!

---

## **Yemic says**

This is a weird one to review, its like playing a fantasy RPG skyrim or the witcher series without visuals. the conversation was spot-on and experience upgrades was well explain. I really struggled with the flashbacks within a flashback. I'm really interested to know what happens to Roman in book two, but I'm the only one that preferred Max and Luffy's story more Roman's.

---

## **Logan Horsford says**

The MC didn't seem to have anything interesting as far as personality.

The game - not much talked about.

Then they lost me in a huge, long and seemingly pointless flashback.

And then I stopped caring then stopped reading.

Which is a pity - I wanted a new LitRPG series!

---

## **Billie says**

Pretty meh.

Has a gross bit at the start where our protagonist saves someone from being raped and of course she immediately spends the weekend having sex with them. \*vomit\*

Other than that the story is confusing and disjointed, there's loads of flashbacks which seem like a cheap way of explaining what's going on in the world to me. The character doesn't seem cogent as a character and I didn't really relate to them, and the stats characters have seemed to be basically totally irrelevant to anything.

It wasn't great.

---

## **TONY says**

another good litrpg book. a few good twists and leaves me wanting to read the next in the series. as most of you know i dont break down the book and tell you the pros and cons. i look for an adventure and a good story. this has both. i listened to the audiobook and it is a good listen.

---

### **Randy Smith says**

Couldn't put this book down!

---

### **Bink Collette says**

#### **Flashbacks within flashbacks, plus a sudden right turn**

I'm not a fan of flashbacks. They break the continuity of a story. There are numerous ways to present the same information and maintain the flow of the story.

This book not only utilizes a number of flashbacks, it begins with one. Presumably it's to move some action to the front, so the reader won't just quit after the true "beginning" of the story.

The main character seems to be poorly thought out for this genre of book. He dislikes gamers and gaming. Seems odd to have the main character get belligerent toward your target audience.

He also isn't very consistent. He's written as an artist that draws fantasy landscapes, but he dislikes viewing the scenery in the game because "it looks fake and lacks substance". Yet once he's stuck in the game, the same scenery starts being described in great (tediously long) detail. Additionally he's initially portrayed as a serious womanizer, forgoing most activities in his search for his next "conquest", yet once he's in the game, suddenly he's almost chaste with his activities.

Finally the story itself is rather lackluster. Way too many quests involve a sudden, discombobulating chapter of a backstory that could have been condensed in to a couple paragraphs. Most of the conflicts he faces are random encounters that result in one-sided windfall victories through no real effort on his part. The first true challenge he comes across is suddenly put on hold. Then the last 15% of the book is all completely unrelated to the main character. Instead it's all the start of an old school buddy of the main character in another section of the game.

I would not recommend this book to anyone.

---

### **Luek says**

#### **Excellent read!**

A VERY good addition to the litrpg shelves, I can honestly say it was in actual print. I would love to have this grace the shelves of my collection. My only complaint is that it switches characters 3/4 of the way through; though I may honestly like the char Max better than the main protagonist. Looking forward to the rest of the series

---

### **C.p. Bialois says**

To be honest, I never heard of the LitRPG genre until a couple of months ago when a friend told me about it. For those that don't know, Lit RPG features stories told about people who are not only in a game, but are aware of it. Pretty cool, if you ask me.

Of course, as a fan of RPGs from table top to PBP (Play By Post) and PBEM (Play By Email) games, I fell in love with the concept behind the genre and searched for my first book, which happened to be this one.

As introductions go, this was perfect one to grab (It was free, too. You can't ask for more than that to try something new). The writing is fast paced and engaging. I was surprised at how well the backstory led from the real world to the game world and found myself unable to put it down. The author did a perfect job of mixing in an enormous amount of detail of the game world while keeping the story flowing and engaging.

As I've come to expect for this genre now, there is a brief pause or slow down period when the character picks up an item or experience points, those are listed as they would in an actual game. While this could be distracting normally, I thought they were placed perfectly to slow the story down and give me a breather.

The characters are well done and relatable, as well as complex. As we follow the main character, he gives us a combination of seriousness and comedic take on the fictional world around him. I seriously loved the part where he first entered the world and the "little assassin." I would explain it in greater detail, but I have a zero spoiler policy. Sorry. ?

Thanks to this author, I've found a new favorite genre and can't wait to read the rest of the books in the series.

---

### **Victor Sanchez says**

This reads like a book from somebody who hadn't play MMORPG in his life. The sheer scale of the game (100 billion) to the population (55 million) that doesn't allow to change the character, play a different sex, need to create a transaction directly from bank to bank just to access this options, that it's being bought by the US military and that the guy is a game hater, womanizer manly man that got accepted as an artist in this multi-billionaire game with no recommendation and not knowledge of how to use computer tools for his arts

It was just bad.  
Honestly just bad.

---