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Mamare Touno , Kazuhiro Hara (Illustrator) , ?? ??? , ?? ????? (Illustrator)

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Andrés says

Not really much I can say about this one since the anime faithfully recreates the events that transpire in this light novel.

"Game's End, Part 2" deals with the Adventurers finding out that there's a price to pay for immortality, the ongoing negotiations with Eastal, and the first large-scale battle against the armies of the Goblin King. Personally, I found the negotiations were one of the high-points of the story as they show us Shiroe's thoughts and schemes. He's my personal favourite of Log Horizon because while most other characters focus on the here and now, Shiroe's already thinking several steps ahead about what will or may happen and what to do about it. That's probably the reason why another high-point of the story for me was his application of the knowledge he's gathered so far to create a new form of magic, one with consequences that will ripple into the next volumes I'm sure.

If there is a low-point, it would be the author's continuous review of a MMORPG's rules and terminology, what slows down the reading. Also, Crusty's dealings with the Princess are not that engaging to be honest. As for the battle, while it certainly pays to read about it if you want to have a better understanding of what exactly is going on, its animated counterpart is the superior version.

In short, my experience with the Log Horizon light novels so far is that they are a good read if you want a more detailed account of the events that transpired but they usually get bogged down by the MMORPG stuff, ironically enough. Not a whole lot has transpired since Shiroe's creation of the Round Table Council and it shows. My recommendation stands, watch the show first and then decide. As I understand it, the next volume rounds up Season 1 of the anime. Hopefully, things will pick up in that one.

Brandy Ackerley says

Slow beginning, but once it got off, it was some of his best writing yet. Totally worth the read.

Andres Halden says

So far this has been the best of the series, mostly because it contains the most game-centric arc and one of the big reveals of the series.

Brandon Varnell says

Mamare Touno has outdone himself with this one. Since this is part two of the current arc, there's no dilly-dallying here. We jump straight into a war with the goblins, who now have a king because none of the

adventurers, who would have normally taken on the quest to slay the Goblin King when Elder Tales was a game, had done so this time.

I think the first aspect about this volume that I really liked was how the adventurers lack of quest taking was the cause for what happened here. When Elder Tales was a game, there was a quest that would come up every so often: Take down the Goblin King. However, thanks to the catastrophe that brought them to this world, so similar to the one they knew from the video game yet very different at the same time, the quest that would have dealt with the Goblin King before he became a threat was never taken. Thanks to that, the goblins crowned a king, who then decided to send out his forces to pillage and plunder the land.

Frightening enough to do the "glasses flash," fight? However, goblins aren't the only threat. What makes Log Horizon truly interesting isn't just how the goblins have come about because the Goblin King was never slain, but how it affects the People of the Earth. The People of the Earth, formerly NPCs in Elder Tales, are a society that was based off of older European culture. It follows the conscripts of many fantasy stories, where the times are more reminiscent medieval Europe, and their politics are quite similar. This presents an interesting contrast between the People of the Earth and the Adventurers, which causes friction during the debates on what they should do about the goblin army.

I feel that it's the People of the Earth who make this LN stand out so much. They aren't just NPCs in this. They are real people, and their politics harken back to days long forgotten. It makes for an interesting story.

Of course, there is far more to this story than just NPCs becoming real people. How Shiroe and the gang handle the political situation they've found themselves, how the goblins are dealt with, the carefully constructed world building, all of it feels a lot more well thought out than other LNs of its genre. Of course, having only read SAO and No Game No Life, I don't have much to compare it to, but between the three, this one is definitely my favorite.

If this story had one aspect that I didn't like, then it's how long winded it sometimes felt. There were occasions where the story felt like it was dragging on, describing aspects that would have been interesting if not for the fact that I was more curious about the story than the world building. They were in the middle of a war with the goblins. Such a thing should have been exhilarating, but some of the excitement was stolen because, during these scenes, the author would go on and on and on as he went into the perspective of whatever character the story was being told from at that time. There were occasions where it felt like pontificating for the sake of upping word count. That said, it wasn't as if I hated these moments. I just wished the story had moved a little faster.

In all regards, this series continues to stand at the top in terms of writing, world building, and character developing. I'm gonna buy the next volume.

Nashoa says

I'm really enjoying these, reading the fan translation from baka-tsuki. I enjoyed the anime based off of them as well but the books are much better. They are darker and the story seems more real.

Eldon Siemens says

an excellent ending to this two parter. still wish there was more to Reinesia, just doesn't seem to grow as a character, although sometimes it feels like that is by design

Terry says

Definitely the best of the series so far. This series continues to offer interesting insights compared to the anime, and since this volume covers some of the most dramatic events in the anime, it makes sense that it's the most engaging.

There are some weird moments, definitely, and light novels have some formatting conventions that take some getting used to in English, but by this point I've more or less adjusted to those. The character development in these books is fantastic, for male and female characters alike, and that's what I continue to come back for.

Dave Meister says

Marmalade-sensei continues to write the best story of people stuck in a video game ever. His characters are realistic, their actions are rational and even the second-rank characters get a go at the spotlight. The use of foreshadowing and intricate plot twists are welcome and well done.

And Minori's growth was brilliant.

Alec Rebert says

I love this series....Not quite as funny as the previous three volumes, also wish it had more of Akatsuki. Overall though still great and can't wait for volume 5!

Neo Marshkga says

Thisbiw no longer a Game. This is real, the stakes are high, and the real action has just started. This book marks a shift in the series. Things are not as good as they seem, the stakes are real, and the enemies are attacking everywhere.

New and great point of views, awesome new characters

I'm gonna start the fifth one ASAP

