



Earth's Gambit

Cosimo Yap

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The Earth has changed. War is now fought in an alien virtual reality—the Game—where many of the players are anything but human.

Now part of the Black Rose guild, Alan heads to the Academy to level up and get stronger. He hopes to make allies and learn skills to win the battles to come. But with everyone pursuing their own agendas, what can one gamer do in a universe he still doesn't fully understand?

Earth's Gambit Details

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Author : Cosimo Yap

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From Reader Review Earth's Gambit for online ebook

Chris Oelschlaeger says

I was truly dissapointed with this sequel to The Gam3. I enjoyed the first book, and was excited to see where the story would go. Unfortunately, I can only describe this installment as "A hot mess." A wandering plot and awkward or non-existent segways made the story hard to follow and frankly boring. The main character was an infuriating combination of OP and gullible/stupid, which made it impossible to root for him. One of the key aspects of litrpg that make it so much fun is watching the evolution of characters as they grow in power. Alan grows in every direction and none. A machine-lord berserker, seriously? The book is full of filler, leading to a dragging pace. It feels as if the author spent little effort to edit or polish the book. Considering the relatively strong start of the first book, reading this was a real bummer. I doubt I will give this story another chance.

Tom says

A book about the mc who fails at everything,

Hard to read a book about an mc who is only completing a few unimportant quests and failing all important ones. All romantic interests also fail to even be considered. Makes reading dull.

Kravix says

A good follow up for the gam3 series

After a long wait, we get a very good sequel to the series. We get to see a much larger slice of the universe this time, with multiple groups making a play for earth. If you enjoyed the first book, Then I would highly recommended you read this book.

I want more!!

Note for new people. This is a sci-fi litrpg series

Nebojsa says

Started recently with the The Gam3 series, the first book Opening Moves was really amazing.

Now, about the sequel... Let's just say that hardly anything can be compared to the power of the predecessor (pun intended).

Book continues the story with same environment and same characters going forward. The plot thickens and there are so many possibilities on what to do and how to proceed. I like the path chosen by the main

character and I also like how he develop his new abilities.

What I don't like this time is that the story feels a bit rushed. I am not sure if the writer got bored with writing some details or a deadline was put on him to release the book or is it something else. The strength of the first book was that every time something happens, the author dedicates enough time to describe it. Not too much, not too little, just the right balance. In the sequel I feel like some things get enough attention, but some things are just skipped where I hoped they are going to be a part of the story. This especially targets the academy time. "Hunger games"-like environment and plot should have been given with more details. It is a big potential and I was starting to enjoy the whole initiation time but then it was finished rather too quickly.

The other thing I don't like is re-using the characters, but not investing in developing them. They are still just the names for the readers, without real understanding who are they and why they are doing the things they do. If they are going to be a part of the story onward it should be nice that some different perspective is given or that they are better described.

Still, this series is the best in describing the skills and abilities compared to other LitRPG books. I would like that it is kept like that. Very complex system, even rearranging skills based on parameters, behavior and improvements.

I would also rather choose a longer book release cycle if it will improve the quality or keep it on the level of book one. For the series starting so strong and setting the bar for the genre it would be bad to lose the potential. This story should be a reference for all other LitRPG stories on both the plot and the RPG system and author should focus on keeping it this way.

As a final verdict, it was very good but not on the par with the first book. Four stars from me and I hope the next one will be an improvement...

MattyOGB says

The first book was my first introduction to LitRPG and it totally blew me away! Loved it! Loved it! Loved it! So I was pretty anxious to get to book two (as soon as I finished up another books and got some of my credits back in Audible). Unfortunately, I was a bit disappointed. The first half a little like Harry Potter at Hogwarts training and learning...and I totally was into that. But then the war began, the who direction of the book kind of shifted, and there was a lot of things happening that I was having trouble trying to follow. It was less about the geekiness of LitRPG and more like a political war novel (I kind of feared this from the end of the first book). At the end, it was ok. I still liked the main character a lot. I'd give a book 3 a definite GO, but the expectations are much lower now.

daniel says

Really enjoyed the first book... This one not so much

I found myself skimming frequently. The hacking battles while creative were a confusing and clunky feeling addition. Book feels more sci fiction than lit rpg. I would recommend slowing down the pace, and developing some characters more fully rather than introducing characters briefly and then moving on.

Chris Pelham says

Great book!

A great series! Well written... definitely a book with some power creep but the mc faces challenges that correspond to his power and he never feels too OP. No editing errors or misses that I can remember. Can't wait for book 2. Oh and no harem or awkward inexplicable romance!! Yay!!!

Erich says

An enjoyable story with enough twists to remain interesting until the end, even if they are predictable.

The problems that I had with the book are two fold. The first is that almost none of the characters are likable. Most of the secondary characters are either one-note or are just too scummy. Alan whines throughout the first half of the story and makes some stupid decisions that I thought were obvious.

minor spoilers The second issue that I have is at one point in the story the main character is working with a group of people who are planning what is essentially a large scale terrorist action. Alan brings up the point of the morality of their actions to the leader, and ultimately avoids making a moral choice of his own by saying that he was hired to do it so he's going to. This idea of the morality of their terrorist actions is never brought up again. Not even as a side conversation by the populace around them. The whole point of it seems to be to get the reader to think about it. The dramatic principle Chekhov's Gun comes to mind for this moment, as I kept on wondering when this would come up again because it really is an interesting bit of narrative, but it never did. That lowered my overall enjoyment of the story at the end because I was continuously looking for something the author hinted at without any payoff.

Austin says

Good book, great universe the story takes place in. The delivery of our MC's progression is quite fun.

My only complaints are thus; the first is that Cosimo Yap feels like he's wasting my time with the way he decided to envision hacking in The Gam3. He made it this weird strategy game within the game, so now our MC has to train for 10%-20% of our book some fake soldiers in virtual reality that have no impact on anything else happening. It's an obscure progression that doesn't feel like it matters and is really just filling up time when that all could have been done much more simply with less boring explanations. The only benefit could be that Eve is visible in 'hacking'.

The second complaint is the minor romance/relationship instances within the book. On top of the MC being a weird level of awkward in social situations, he also randomly receives the weirdest interactions when exploring possible romantic interests in the book. He blurts things out with no flow to the conversation. And then the women randomly start giving him advice about how effectively he asked them out and consoling him after declining his advances. It just isn't realistic at all and it is extremely painful to read. Makes it really hard to enjoy the book when what could be very critical and interesting character interactions become this

ball of awkward and forced touches on romance lessons...

Kurt says

This was an odd one in that it's the first book in quite a while that I started and then quickly realized I didn't really remember the events and people of book 1.

Other than that, it was a pretty decent second book. I wasn't exactly on the edge of my seat, but there were a fair number of interesting events, as well as some speculation about the game itself. This isn't my favorite LitRPG-style series, but it's also one of the more unique ones, leaning more toward sci-fi than fantasy. I'm not dying in anticipation of book 3, but I'll definitely be getting it when it comes out.

Shishir Srivastava says

[When the story begins, Alan relies on Eve to do most of the heavy lifting for him. Completely understandable, as he tries to understand the new

Dangiras Venckus says

Still pretty interesting, good story, amazing MMO mechanics and world, not a huge fan of the main character yet, but he's ok, and his companions are interesting. Some good additions in this book, but felt overall a bit weaker than the first one.

Liked the plot twist at the end, but the ending itself could have been crafted better imo. But that's what you get when chapterized internet releases are being transformed into a book I guess.

Eagerly waiting for a third book!

4.1/5

Bill says

I totally loved this book. This series is probably the best LitRPG series I have read so far and the first book was so amazing because I wasn't expecting it to be as awesome and unique (from my perspective) as it was. The second book was equally amazing. It keeps up a pumping pace, making it very hard to put it down, and the cyber-cerebral nature of the setting, combined with the interstellar military sci-fi politics make this book (and series) something that a lot of different sci-fi fans will really enjoy.

Imagine being taken into a video game, fully immersed in the world via a fully enclosed VR pod that takes one's consciousness and transports it into a new reality. The premise, interstellar conflict taken out of the corporeal world, and put into a game with a playing area or map the size of the known universe. Political and military victories in the game and enforced in reality so as to avoid planets, cities, and people actually being destroyed by ultra-powerful space fleets and giant super robot warriors. It is all in the game, and all enforced

by some super powerful galactic judge enforcers that will give away your planet if your team in the game loses it in the virtual space.

Then, the protagonist. He is awesome. Imagine as well, that the game is a world made of computer code, logic, mathematics, algorithms and cyber-security. But just like there are assassin cyber-ninjas or bounty hunter battle robots, or space marines and armies of soldiers, fleets of ships, so too are there hackers, and other 'classes' of characters that fight in other ways. Those who gain power by manipulating the essence of the game itself, playing the game against itself and delving into the mysteries of this eons old virtual construct that now controls the galaxy.

This is some of the most brilliantly conceived stuff I have read in science fiction and definitely in any litRPG I've read. The imagery you get from following this character as he travels the games deep places and hidden pathways into the code-constructs and cyber-space is stunning. My imagination was in hyperspeed while reading this and for a long time afterwards.

I will read this again, and again; I'll probably read the whole series each time a new book is about to be released. There are only a few series I can say that for.

I actually listened to the audiobook version and Nick Podehl did an amazing job. He really blew me away with his work on this series. I enjoyed it even more than his work on The Land: Chaos Seeds, and that is saying something. If you haven't tried audiobooks before but think you would like this series, well then go on Audible right now and use your first free credit to buy this book. Then, lay on a bed in a dark room with quality headphones and wait for your mind to be blown. POW.

Ross Markajani says

Great Book!! Can't wait for the next!

I really like how flawed and vulnerable the main character is. He has some OP skills, but still has to grind to level. Conspiracy after conspiracy force him to make impactful decisions that will change the path he takes. Just when you think things are going one way.....BOOM the plotline diverges! I'm super excited for the next book!

Fred Wagner says

Pros: TOO MANY to list!! Lol. Anyway, actually enjoyed this book more than the first. The science fiction basis (versus fantasy basis) is a MAJOR factor in my love for this series. Still not fully sure why almost no other players have an AI "implementation", but this has become FAR less obstructive to my literary enjoyment than in book 1.

Cons: Wish the books were longer. Wish the books were released more quickly. OR wish the series were already complete so that I did NOT have to wait however long for future books.
