



By Stone Marshall

Createspace, United States, 2015. Paperback. Book Condition: New. 203 x 127 mm. Language: English . Brand New Book ****** Print on Demand ******.STUCK IN A VIDEO GAME and facing certain death, Flynn takes his only option. He steps through a portal. . . The second book in the series, Flynn s Log 2: Thorn s Lair, finds Flynn on the other side of the portal. Flynn and friends travel into a terrifying place and face never before seen masses of mobs! Flynn discovers why he is in the game and learns how to exit, but it will not be easy. To fulfill his destiny he must make a dangerous journey. With the help of his friends both digital and physical, will Flynn get out? About the Flynn s Log series: In the near future, video games begin to change and evolve. Random bits of data create a virtual intelligence that takes over the digital world. A digital crisis is born, bringing the real world to a halt. The only person who can save the world is Flynn, but he needs help from his friends, the Hackers. Very thrilling idea and plot. -Michelle Au One of the best books since the...





READ ONLINE [1.69 MB]

Reviews

It becomes an remarkable publication that we have at any time study. It is among the most remarkable pdf i have go through. I am just easily can get a satisfaction of reading a published book.

-- Alayna Ankunding DVM

Completely among the best pdf I actually have possibly read through. It is probably the most awesome pdf we have read. You wont really feel monotony at whenever you want of your time (that's what catalogs are for about in the event you ask me).

-- Prof. Martine Lesch