



Karl Olsberg

Infernia

1st edition 08/02/2023

368 Pages, 13.5 x 21.0 cm

ISBN 978-3-7432-1384-5

Trade Paperback

16.95 € (D)

incl. VAT, shipping extra

Story

Which Reality is the Right One?

Lieutenant Jero Kramer is a good soldier - clever, prudent and he always brings his men back unharmed from missions against the Inferim. He cannot forgive himself for losing two men to hell in the fight against the demon lord Zardor, and he suffers terribly from his failure. He suffers? Jero Kramer is just an NPC in a video game. Can computer game characters develop feelings? And if so, isn't every game a terrible crime? Fifteen-year-old Emma asks herself these questions. And when Jero is suddenly deleted from the game, she starts an online campaign for the NPCs. But what is the game company Infernal Games really up to with the artificial soldiers? Emma gets on the trail of a well-kept secret.

- Exciting future fiction by bestselling author Karl Olsberg

- Philosophical questions in an atmospheric setting
- For fans of Erebos and Boy in a White Room

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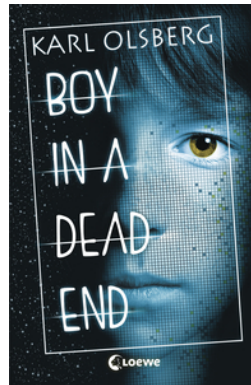
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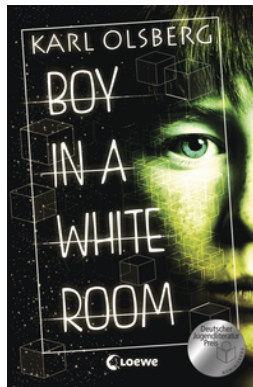
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