

# God of War: Gaming Novel 1 TBC



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著者:Matthew Stover

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## Review

"\* "God of War II may in fact be the best action game ever made." - IGN.com"

## Product Description

The first official tie-in novel to the hugely successful God of War series of action-adventure video games. This is an epic adventure set in the world of Greek mythology. This novel takes the mega-successful God of War franchise to a new level! Kratos is the new god of war, but the other gods refuse to welcome him as one of their own. Zeus kills him, but he is saved by the goddess of the earth, Gaia. She sends him back to Mount Olympos - where, once again, he will challenge the might of the gods...Written by Matt Stover, the hugely popular, bestselling writer of many Star Wars adventures, gaming fans should not miss this brand-new God of War story!

## 作者介绍:

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## 标签

## 评论

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## 书评

没玩过《战神》，也就无法用游戏和书籍相比较了。小说书要给人留下印象，要有震撼，可惜，此书如此阳刚，如此纯爷们，可给人的震撼虽有，可未到其应有的。文字中规

中矩，看得出译者是很花心思在语句上的组织，尤其做的那些神话注释。  
甫一怪物出场，就让我想起魔法门英雄无敌...

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### 一个关于弓箭的小细节

奎托斯刚到雅典城不久，首次捡拾到一张弓，书中写到奎托斯拉弓空放了一响，然后对弓的硬度很满意。

这是典型的缺乏弓箭常识的臆想。学过射箭的人都知道，不论是传统弓还是现代反曲弓、复合弓，都禁止在不搭箭的情况下拉弓空放，因为这样做会严重损伤弓...

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豆瓣在我之前竟然只有1篇书评，而且那位朋友还没玩过《战神》，那么我可不可以理解为打游戏的，或者说玩电子游戏的，玩ps3的，喜爱动作游戏的人，大多不爱读书？该小说是战神系列的第一部，不多不少，从跳下悬崖直到做到战神宝座，原著对动作和心理的描述比较丰富，这样的好...

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