

WIEDLING
LITERARY AGENCY

science
fiction

fantasy, LitRPG / cyberpunk

World of Arkon

Fantasy, LitRPG/ Cyberpunk. Eksmo. Moscow 2014.

9 volumes

Rights available: Czech, German, Hungarian, Polish, Slovak

Publishers: amazon US

Vol. 1 – Patch 17

350 pages

A new update arrives to the ultra-popular online game, Realm of Arkon. With Patch 17, the level of immersion experienced by players in their gaming capsules has made virtual reality indistinguishable from the real world. But every gamer's dream becomes a nightmare for Roman Kozhevnikov after he gets confined to Arkon against his will. And not just to Arkon, but to its deadliest zone—Demon Grounds. Playing, or rather living as his character Krian, it's not just about survival for Roman. He longs to exact revenge for his banishment to the virtual world where the sensation of pain has reached one hundred percent...

Vol. 2: Damned principality

450 pages

An immortal wanderer in an enormous alien world, Krian struggles to survive in a closed plane populated by powerful mobs and hostile NPCs. With bungled stats, inadequate gear and no friends by his side, he is driven by only his willpower... and by his hatred toward the people responsible for his misery. Revenge is his purpose now, his entire reason for being. But his path lies through the cursed principality of Craedia stretching far to the south....

Vol. 3: Steel Wolves of Craedia

370 pages

The flames of war spread through the Cursed Principality to devastating effect. Bound by powerful centuries-old magic, the Great Essences yearn to regain their freedom. In the face of an impossible mission, Krian has no choice but to keep going, while risking everything that's become dear to him. The only solution is to become stronger and forget the meaning of the word "impossible." And so a plangent wolf's howl soars over the battlefield as a plate-clad cavalry rushes the enemy ranks...



THE AUTHOR

samples available

full English

G. Akella is the in-game user name of Georgi Smorodinski. Akella has been an avid gamer for two decades now. He is passionate about MMORPG ever since he started playing Ultima Online and WoW. His main classes are Warrior, Rogue, and Death Knight. Currently, he is playing Black Desert. Realm of Arkon is his debut series inspired by the works of D. Rus, V. Mahanenko and others. In the author's own words: „I wanted to create a world that lived by the game's rules and write a book that even gamers would enjoy reading.“ His golden rule is to balance outstanding game mechanics, immersive writing and logical character growth. G. Akella is currently living in Moscow with his wife and three daughters. His dream is to visit San Francisco one day, the city in which Patch 17 takes place.

G. Akella

science fiction

Apocalypsis³ To Mars! The Good Man

Science fiction. Eksmo Publishers. Moscow 2019.

Maximov's short novels deliver science fiction in the best tradition of the Strugatski brothers. After a long predominance of purely entertaining genre literature such as fantasy, horror or post-apocalypse, in Russia his books are seen as an original revival of philosophical science fiction. They are also timely parables exploring guilt and innocence, hell and paradise, life and spirit, nothingness and the morality of algorithms.

As though in parallel worlds or in different dimensions, the reader is taken along two plots lines which at first glance do not seem connected in any way. The connection only becomes clear in the course of or towards the end of the story. This alternation between parallel plotlines has become a trademark of Maximov.

"Oh man, a popular video blogger is writing novels... What's that going to be like? Well, I'm glad to be mistaken... His books have filled my inner world with darkness... And I got hooked on this one, soaking it up at night on my tablet screen... And every time I reach the end, he turns the whole story upside down and everything I thought while reading... Bravo!"

LIVELIB Reviewer

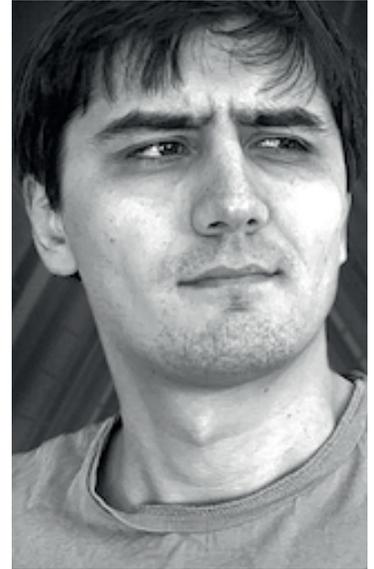
"If there is something missing in your life, something to turn your head and shift your perception, if you don't want a trivial plot, but surprises, sudden turns, if you want to feel something new while reading a book – then this is the book for you ... this is something real, something new in modern literature. It's a synthesis of fiction, an attack of post-modernism and the energy of experiment."

LIVELIB Reviewer

"The author combines all the right elements to make you want to read, together with the real hardcore of a sick fantasy. The plot is so confusing that it makes no sense to even speculate on how the story will end. And the hero himself turns out to be surprisingly alive and real, that you believe him... TO MARS! is not a run-of-the-mill novel, but a unique and living confirmation that Russian literature is quite alive."

LIVELIB Reviewer

Max Maximov was born in Moscow in 1986. After high school, he first studied at the National University of Science and Technology MISiS, but was expelled for non-attendance. He switched to the Moscow College for Geodesy and Cartography and worked as a surveyor for eight years after graduating. At this time, he took up sports. He achieved a black belt in Aikido and became the winner of the Chekhov Cup in Karate in the Kumite section. In 2015, he started a YouTube channel called MaxMaximov. Currently the channel has about 3.12 million subscribers with more than a million daily views. In 2016 he started writing novels that immediately became self-publishing sensations with about 100,000 downloads per year. Since then, his work has been his YouTube channel and writing new books. He likes to play guitar and loves hardcore music. Maximov is married, has two children and lives with his family in Moscow.



THE AUTHOR

3.14m YouTube followers

100,000 downloads
of his novels per year

sample translation available
full English for 3 novels

Max Maximov

science fiction

Apocalypsis³

GATE TO HEAVEN

Scifi/ Post-apocalypse. Eksmo. Moscow 2019. 180 pages

available in full English

Anton is raising a handicapped child by himself. In order to pay for the nursing robot and also to save up for lifelong support, Anton works as a hitman. His daughter doesn't know anything about it and also doesn't know that her father has incurable lung cancer. Then Anton's last mission goes wrong, he is arrested, his daughter is left alone with nursing robot Bob-3. Exactly at that moment, life takes a dramatic turn: higher forces intervene in the fate of the planet. For a short time, all humans become immortal and the resurrected dead populate the city – so that the angels of death of the Last Judgement can catch all the guilty ones. The innocent, however, will not be touched, but can freely decide how long they want to continue their life on Earth before they knock at the gate to heaven. Anton's daughter is a good soul. But she doesn't want to go to paradise without her father and Bob-3. Convinced of her father's innocence, she makes her way through the cadaver-filled streets to the prison with Bob-3. There the cruel truth awaits her. Her father succumbs to his cancer. Bob-3, irreparably damaged in the chaos, wants to die a self-determined death and actively switches off his own power supply. Alone, Eva sets off for the gates of heaven to ask for a pardon for her father and a soul for Bob-3.

Robots have already entered our daily lives, and in a few dozen of years they will live next to us and help in our everyday life. Their algorithmic brains and our confidence in their total obedience does not guarantee that a soulless machine will not become intelligent, will not begin to think independently, will not look like a person.

The book begins in 1402, when a scientist is forced to renounce his blasphemous thoughts. Only then does the reader become acquainted with the story line in our near future. The medieval parallel story comes up again and again briefly before turning everything upside down at the end of the novel.

GATE TO HEAVEN is a novel about consciousness, the soul and artificial intelligence.

Max Maximov

science fiction

Apocalypsis³

THE SHELTER

Scifi/ Post-apocalypse. Eksmo. Moscow 2019. 180 pages

A change in the Earth's atmosphere led to optimal living conditions for insects, which grew larger with each new population. Now, after 10,000 years, the giant insects have exterminated almost all other life forms. Only about 2,000 people still survive in a bunker that was once set up to operate a supercomputer. A group of computer scientists is trying to find a way to reclaim the planet for humans after all. But they are running out of time: energy is becoming scarce, and expeditions to the surface to obtain new food kill too many people every time. But then they make a discovery in one of the experiments that completely changes their own idea of the origin of the world. Panspermia, primeval soup, chemical evolution, higher forces, divine intervention, Darwinism – there are many theories, both scientific and those beyond the parameters of science. But what if one of the most incredible theories about the existence of the Earth and all living things were true, namely the so-called simulation hypothesis? The people in the bunker have nothing to lose, because the insects have now invaded via the ventilation system and are gaining ground. The most incredible idea, however, that everything is just computer code and that they really do not exist, could be the saving key to survival. While part of the crew is desperately trying to defend the control room against the insects, the last two programmers have to decide in a dispute whether to reset the entire system or not. Even if it saves all their lives, it will definitely no longer be the life they thought they were living. But what if the supercomputer they have never seen in the bunker, which is secured in the deepest floors below them, is not even real? Is that „God“ then? Should they trust it, or should they bite on the death capsule to avoid being painfully eaten up by the insects?

THE SHELTER is a novel about the origin and meaning of life, about the power of faith and the double moral of knowledge.

WHEN SNOW IS FALLING

Scifi/ Post-apocalypse. Eksmo. Moscow 2019. 180 pages

Dust and ashes darken the sun in the northern hemisphere after a terrible war. For the few survivors it is getting colder and colder. Kornei and the Old Guy are heading south, where it is supposed to be warmer. In contrast with the Old Guy, who is ruthless in his efforts only to save his own skin, Kornei seems a naive fool who still dreams of a better life for all. But their march, accompanied by danger, only seems to lead them into a much more final catastrophe.

Parallel to the Kornei and the Old Guy's escape, we witness scenes following a crucifixion, where an apparently alien being, who possesses supernatural powers, asks the crucified man about the future and redemption.

In the spirit of: The Master and Margarita by M. Bulgakov, The Road by Cormac McCarthy, The Minds of Billy Milligan by Daniel Keyes

Max Maximov

science fiction

To Mars!

Scifi/ Horror. Eksmo. Moscow 2019. 317 pages

available in full English

As a child, Ivan had to witness his parents' bodies being repeatedly possessed by monsters. With toy soldiers and stuffed animals, he created an army of helpers against fear. Later as an adult, Ivan dreams of not just becoming rich and successful, but of changing the world for the better. Because if mankind continues to go on as before, a global catastrophe is imminent. Ivan wants to build a new civilization on Mars in time. But suddenly Ivan starts to hear voices, then one voice, the voice of the author Max. But this author, who created Ivan, himself repeatedly has the reins taken out of his own hands. He needs Ivan's help to find out which evil force is playing its cruel game with both of them. In return, Ivan wants Max to help him carry out his idea of flying to Mars by having Max continue writing the book in that direction. Ivan sides with Max, even though the evil force has threatened to destroy all text files if Max with his writing tries to undo the consequences of the cruel parallel plot line. Also, in the life of author Max, places and periods of time suddenly shift. While Ivan, now a wealthy investor, is preparing with a team of scientists to launch the rocket to Mars, gravity suddenly disappears in the parallel world, the atmosphere is atomized, the sun is melting. Then years of normality return to Ivan's life. It's only when he goes to the opening of his spaceport that he is suddenly taken back to a parallel world and an endless forest populated by monsters. While Max suddenly disappears completely, the evil force finally reveals itself: Andrei, who had been separated from his parents and taken to an orphanage, while Max took his place living with his parents. And Ivan suddenly finds himself in a psychiatric hospital, his mother claiming during a visit that she had spent his entire childhood with him in clinics. His current cellmate, a „crazy“ lecturer, tells him about the simulacrum theory. This is Ivan's chance to prove that he is not crazy: if he can prove credibly that he is just a character from a book. He is released home for good behavior, but he finds nothing on the Internet about his Mars company. So, in the end he calls the reader for help as a final instance, who can and must decide who is who in this mirror cabinet of reality and delusion.

A psychologically and logically intricate plot, exciting like Borges or Kafka, but up to date with simulacra and cosmic dimensions, including theories about space and time.

In the spirit of: Atlas Shrugged by Ayn Rand

Max Maximov

science fiction

The Good Man

Scifi/ Horror. Eksmo. Moscow 2020. 200 pages

available in full English

A weed of obviously extraterrestrial origin covers the Earth with tentacles. People near the plants are going crazy. But the plant doesn't only penetrate the brains via messenger substances, it creates terrible monsters from the living organisms it has swallowed. Unexpectedly, it turns out that only people with Down syndrome (DS) are immune to the destructive nature of the weeds. The Space Infection Institute has launched a new call to recruit volunteers to spray a weed killer into the root. Several groups have already moved towards the center of the parasite and have been able to establish a path through it with supply points in abandoned villages. None of these DS groups have been able to reach the source. Because the weeds are constantly spreading, the path to the source takes longer every day. No one has yet returned alive, because the DS people are also exposed to the no less dangerous mutants and monsters without protection.

After the death of their parents, a boy with DS, Kostya, and his sister live with a guardian who exploits and abuses them. The good-natured Kostya has always wanted to save the world and also wants to make himself and his sister independent with a lavish salary. Kostya lets himself be persuaded by the guardian to take on this life-threatening job. The guardian prevents the sister from finding out about it in time and collects the payment himself. Kostya and two companions receive a crash course on how to transport the chemical to the root of the plant to destroy the weeds. They are remote controlled via camera and headset. Kostya's controller is Alex.

Parallel to this, investigations (as flash-forwards) are underway into strange serial murders. Beside the corpses lie their internal organs without any visible external injuries. The victims are bandits, murderers, drug dealers and others who bring suffering into the world.

When Kostya is the only survivor of his group to make it to the root after being attacked by the monsters, it becomes clear that the weed is not an alien parasite. It is a plant that grows from the fifth dimension into the fourth dimension and from there into our three-dimensional world and further into two-dimensionality. Through a portal at the root Kostya falls into the fourth dimension, which from now on enables him not only to see into the past of the third dimension, but also to appear there himself in different places at completely different times. When he sees how the drunken guardian is about to rape his underage sister, he appears in the apartment and kills him. And then he continues his own mission to eradicate evil. And everyone suddenly becomes afraid to commit evil at all, because a person with Down's syndrome has voluntarily stayed in the fourth dimension to keep order in the world.

A parable about the two faces of good and evil and the one-dimensionality of our world-view

Max Maximov

young adult 13+ fantasy

The Powerful Ones

young adult 13+ fantasy. Eksmo. Moscow 2016.
2 volumes

Publishers: Dobrovsky - Czech Republic, Ukraine

Vol. 1 A Prisoner of the Iron Mountain - 416 pages
Your name is Yuryun Yolán, The White Youth. You were born as a hero. Normal thing, you are not the first and not the last. You are ten years old and you hit the raven in the eye, the bear in the ear. You just need to go to Forge to get a knight's armor. Life is wonderful, ahead are fights and victories. But a young athlete Omogoi who envies you, told you about your enigmatic brother. Your family does not want to speak about your brother, but you want to know a truth. In this moment your life is breaking into pieces, and those pieces fall into the Abyss of Death towards the Iron Cradles...

Vol. 2 The Black Heart - 416 pages
Your bride is being kidnapped by a giant from the Underworld, your sister kidnapped by the younger brother of the giant. In exchange you are offered the kidnappers' sister as new bride – she being more a monster than a woman. A family saga, says the seeing blind Saryn-Toyon, is more dangerous and mean than any heroic legends. You will have to experience it on your own skin.



THE AUTHORS

translations
2 languages

samples available
english

other series
Cyclops
Oikoumene
Magiosi

H.L. Oldie is the joint pen-name of Oleg Ladyzhensky and Dmitry Gromov.

Oleg Ladyzhensky was born 1963 in Kharkov, Ukraine. In 1980 he enrolled in the Kharkov Institute of Culture as a student of the Theatre Production Department and was graduated from there in 1984. From 1984 to 1999 Ladyzhensky worked as a stage director. He has a Black Belt of the 2nd Dan in Goju Ryu Karate-do and is the Chief Instructor of Goju Ryu Karate school in Kharkov and a full-contact Karate referee, Ukraine.

Dmitry Gromov was born 1963 in Simferopol, Ukraine. In 1969 his family moved to Sevastopol and in 1974 to Kharkov, Ukraine, where Dmitry lives now. In 1980 Dmitry enrolled the Kharkov Polytechnic Institute as a student of the Inorganic Chemistry Department and graduated from there in 1986. Dmitry worked as a chemist at the Scientific-Research Institute of Main Chemistry in Kharkov. 1991 Dmitry obtained his MS in Sciences. Dmitry has a Black Belt of the 1st Dan in Goju Ryu Karate-do.

H. L. Oldie

space opera

Oikoumene

space opera. Eksmo. Moscow 2006-2009
4 trilogies

Publishers: Ukraine, US

Vol. 1 Puppeteer - 384 pages

The main character of the novel is Luchano Borgotta. He was born on Borgo, a planet that belongs to Technologists. Luchano is the director of "The Den," a traveling theatre troupe specializing in contact impersonation. He and his artists are neurodrivers – people who can mentally influence and completely take over the vocal and motor functions of others. As a result of a mistake Luchano makes while controlling a powerful client, he is arrested, tried, and convicted of a crime. His punishment is exile on a Pompilian spaceship – the galley of Guy Octavian Tumidus – as a slave. Tumidus controls many slaves who are all „living batteries“ and whose energy drives the galley services. Tumidus's ship raids barbarian planets in order to abduct their inhabitants as slaves. On that planet, Luchano saves Tumidus's life and helps him return to the galley. On their way back to the civilized part of the Galaxy, a group of hydras (continuum fluctuations) attacks the spaceship. During the battle with hydras, a fragment of a continuum fluctuation penetrates Luchano's body and mind. As a result, Luchano is endowed with some unusual gifts. He starts receiving visual and auditory information about past and future events. Because Luchano saved his life, Tumidus changes Luchano's slave status to „semilibertus“ – a half slave and half free-man...

Vol. 2 Pupa - 416 pages

The galley arrives on a civilized planet. Luchano participates in Pompilian TV shows and shares with the viewers the truth about himself and his life. Luchano, as part of his new status, also has to look after an athletic-looking imbecile who is a prisoner in the basement of the house where Luchano lives. The prisoner turns out to be a mutilated Antis who can transform his material body into wavelike form and travel in space and hyper-space without spaceships or spacesuits. Antises have a very powerful energetic potential. Julia, a Pompilian noble woman, is interested in using Luchano's unusual gifts for some secret psycho-research. She offers Luchano a contract and promises to help him become a free man. But a group of Vekhden's terrorists kidnap Luchano, Julia, and two children, known as the twins-Gematers. After fascinating and dangerous adventures, Luchano learns the secret of the twins-Gematers: they were born as result of a genetic experiment and have specific „energetic“ abilities.

Vol. 3 The Puppet Master - 416 pages

It is discovered that the Antis used to be the Leader of Antises in the Vekhden Empire. The Antis and the twins-Gematers grow close to Luchano due to his extraordinary gifts. Finally, Luchano helps the Antis return to his normal form and regain his abilities; the Gematers-twins find their father, the professor who experimented with interracial sexual liaisons. Then Luchano, Julia, and several of their new friends find a method to create collective Antises from ordinary people of different races. At the end, their discoveries make all of the people in the Galaxy potential Antises with the ability to live and travel as wavelike forms throughout the Universe.

3. Trilogy The Savages of Oikoumene

4. Trilogy Spurt Flight

translations

2 languages

samples available

english

awards

1. Trilogy Space Symphony
2008 "Great Portal" Award
2007 „The Best Russian Science Fiction Novel“ as reported by „Fantastic World“ magazine
2007 „The Best Fantastic Hero of the Year“

2. Trilogy Urbi et Orbi
2013 „Great Zilant“ award
2012 „Gold RosCon“ award
2011 „Ursa Major“ Great Prize
2011 „Best Fantastic Hero of the Year“ at the „Silver Arrow Convention“, Moscow, Russia

4. Trilogy Spurt Flight
2016 „Best Russian SF Book of 2015“ by the „Fantastic World“ magazine
2016 „The Best Russian SF & Fantasy Book of the Year (2015)“ by readers' voting on „FantLab“ – the biggest and most influential Russian SF & Fantasy website
2016 „Gold RosCon“ award
2016 „Interpresscon“ award

H. L. Oldie

young adult 13+ fantasy

Adventures of Molly Blackwater

young adult 13+ fantasy. Eksmo. Moscow 2016.

3 volumes

Publishers: Dobrovsky - Czech Republic, Albatros - Poland

Vol. 1 Beyond the Edge of the World - 448 pages

Coal furnaces are flaming in the Empire, steam is moving pistons and all the mashines, monitors are plowing high seas and huge armored trains are thundering down the tracks. Empire needs a lot a raw materials, and it is pushing away from their lands northern barbarians-Rooskies, whose domain became linked to the Empire by a terrible Cataclysm. Steam is a blessing for the Empire and Magic is a curse. Magic is unpredictable and extremely dangerous, it will burn a human being from inside and the final explosion will kill everyone nearby. This is why a Special Department was created in the Empire, detaining dangerous "malefic" magical people before they can do too much harm. And what can you do, if you are only twelve, and magic is suddenly strong in you and there is no way to escape this malady? Well, there is just one, who knows, but he is only a barbarian boy, taken prisoner by the Empire. So what can do now Miss Mollyner Evergreen Blackwater, young girl from a family of a well-respected medical doctor?

Vol. 2 Steel, Steam and Magic - 480 pages

Molly Blackwater comes home from "beyond the edge of the world", armed with knowledge and spells of magic, which makes her "the enemy of the state". She is arrested and taken to the depths of the Special Department. Will she be able to outsmart the Department and its leader, mysterious Lord Spencer, who also are in possession of some special powers? This is the only way to save her friends, her family and herself. Molly's battlefield now is her hometown of Nord York, with its riches and poverty and secret underground caverns. Not only thugs from the Special Department are against her now, but those who can destroy the magic itself!

Vol. 3 Blood Island

Molly Blackwater is taken to the Blood Island where she must pass a mysterious 'initiation' into ranks of the Empire's nobility. Yarina the Shapeshifter is accompanying her in secret. On the island Molly discovers that the energy of a dying "malefics" is utilized and absorbed by "anti-magic" Earls, Viscounts, Marquises and Dukes, working as a healing and life-prolonging feature. To be "initiated" Molly has to kill her own friend. She finds out that all the nobles are some sort of vampires, preying on 'magical' people. This gives the nobility huge advantages, they are the mainstay of the Empire's successes. Molly has to fight her way out of that Island and solve the last riddle, the real reason for the bloody war between the barbarians and the Empire. She must found the case and destroy it



THE AUTHOR

translations
8 languages

samples available
full English

other high fantasy series
Ring of Darkness
Hjorward Chronicles
Seven Beasts of Raleigh
Chronicles of the Breaking

Nik Perumov was born 1963 in Leningrad, today St. Petersburg. He began writing short stories when he was a teenager. After studying at the Leningrad Polytechnical Institute, Perumov worked at a research institute. A fantasy fan he translated Tolkien's Lord of the Rings in the early 1980s which was the start to a Tolkien-mania in Russia. In the early 1990ies he published his own first fantasy series Ring of Darkness which provoked a controversy in the Tolkien fandom. But since this successful debut all of Perumov's books together have sold more than 12 Mio copies. During Russian financial crisis in 1998 Perumov emigrated to the United States of America where he works as biophysician at a university medical centre. His job does not keep him from continuously writing new sci-fi and fantasy series.

Nik Perumov

high fantasy

Chronicles of the Breaking

high fantasy. Eksmo. Moscow 1998-2001
8 volumes, over 6.2 Mio copies sold

Publishers: Bulgaria, Czech Republic, Poland, Sweden

Vol. 1 The Swords - 480 pages

It has been several centuries already, since the Empire, built by humans, who conquered gnomes, elves, orcs, and Danus, is held with blood and fear. The support of the Throne comes from seven Magic Orders – they have unlimited authority over souls and fates of the inhabiting the country citizens and the emperor himself. But the day of the vengeance is close at hand, and so is the day of the great battle, because in the depth of Drungs Woods a holy sword Immel'storn has been awoken and his Diamond „brother“ Dragnir, has been shining brightly in the secret caves of Subterranean Tribe.

Vol. 2 Birth of the Mage - 512 pages

Fess, the native of Valley of Mages and advisor to Emperor of Mel'insk Empire, after the fatal battle of Diamond and Wooden Swords is thrown out into Eviall, one of the worlds of Regulated. Fess has to start everything from the beginning: his memory is distorted, and magic abilities weakened by unknown forces. Time does not wait: prophecies promise fast and terrible end to the his new family. But neither Fess, nor anyone else in the Eviall realizes, that, without their own knowledge, those who are supposed to save worlds had a hand in it – battle mage Klara Khummel' and her disciples, lost in the web of paths inside Betweenreality.

Vol. 3 Wanderings of the Mage - part 1/2 each 384 pages

The difficult road, covered in blood of his enemies and friends, by the tears of desperation and grievance, leads the Keeper of Diamond and Wooden Swords, mage and necromancer Fess into Narn, the homeland of Dark elves. But the inhabitants of the magic forest refuse to give him the refuge, seeing future of the black wizard as the apostle of dark, who is likely to bring death to the entire Eviall. There is only one way to check the truthfulness of this terrible prophecy, and Fess accepts it, moving forward, with the pursuers of Holy Inquisition behind, and with the hope for miracle in the soul.

Ring of Darkness

high fantasy. Eksmo. Moscow 1993-1995
3 volumes, over 2 Mio copies sold

Publishers: Bulgaria, Czech, Estonia, Lithuania, Poland, Slovak, Sweden, Turkey

Vol. 1 The Elf Sword

Vol. 2 Black Spear

Vol. 3 Henna's Adamant

Nik Perumov

fantasy, LitRPG / cyberpunk

Play to Live

Fantasy, LitRPG/ Cyberpunk. Eksmo. Moscow 2014.
7 volumes

Publishers: Czech Republic, Germany, Italy, Poland, US

Vol. 1 Alter World - 448 pages

A new pandemic – the perma effect – has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates – the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits – choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs. Once a seasoned gamer and now a terminal cancer patient, Max grasps at this final chance to preserve his life and identity. So he goes for it – goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of AlterWorld and sample its agony and ecstasy born of absolute freedom.

Vol. 2 The Clan - 448 pages

Once a seasoned gamer, Max has cheated fate swapping his dying body for an immortal avatar in the world of sword and sorcery MMORPGs. He joins the ranks of a new race of people: perma players, forever stuck in the virtual castles and cities of AlterWorld. Now they have to obey the ever-changing rules of their new home while learning to live together in peace, love and justice. But freedom and immortality are a poisoned chalice. Some of Max's new friends crave power, others become traitors and spies. Soon the first screams of pain fill the virtual world as its freshly-minted slavedrivers and torturers indulge in the absence of law and order. Their crimes provide a constant flow of gold back to their real-world controllers: the power-happy governments plotting to take over AlterWorld's magic technologies and limitless resources. What would you do? Would you step aside and watch the magical world turn into the Earth's dark twin? Or are you strong enough to step in the virtual sharks' way?

Vol. 3 The Duty - 416 pages

The perma players' new reality gains depth and color. The virtual world has seen its first birth — and its first death. The invisible umbilical cord connecting AlterWorld to Earth grows thinner, and even the Fallen One cannot prevent the looming catastrophe. Could Max have ignored the Russian girl who'd just escaped slavery in a virtual China? Could he have turned a deaf ear to her pleas as the desperate fugitive clutched at straws on hearing her native tongue? All this triggers a full-blown confrontation, sending armies of thousands into battle in the heart of the Frontier, burning kilotons of mana, melting desert sands and hacking through impervious mithril armor. The two nations' furious war cries obscure the sky as the Gods shudder at humans' desperate cruelty.



THE AUTHOR

translations
5 languages

samples available
full English

other series
Squadcom-13

D. Rus was born in Kiev. He has been a fanatic reader since childhood. He read all available books in his school and city library. But D. Rus is not a book worm. He served in the army of two different countries and is a good sniper. He also travelled a lot and lived in Asia and the Far East. After studying Mathematics and Computer Sciences he has been working in this field ever since.

Dmitri Rus

young adult 13+ fantasy

Time Wizards

Young adult 13+ fantasy. Rosmen 2010-2014.

OPTION FOR MOVIE SOLD
over 2 Mio book copies sold

Publishers: Czech Republic, Hungary, Slovak Republic, Ukraine

The world of TIME WIZARDS is a new voice in fantasy. Here time is presented as a new magical universe. This multidimensional world with a conflict between its three people – Time Wizards, Time Fairies and Spirits – is full of time magic; there are original artifacts, castles, unique laws, as well as a concept of time as magic, where a new understanding of the nature of time and magic based on clock mechanisms get intertwined.

The other side of TIME WIZARDS is its bright, alive, versatile characters. Friendship, trust, a choice between easy and right, complex life's tasks, training of will, first love – these are burning issues of the characters.

Sherba creates a completely new world, invents its mechanisms and gets away from all the clichés and stereotypes. The world of TIME WIZARDS is full of creatures, magic castles, spells... Apart from a breathtaking plot line, her books bear a very specific moral charge for a younger audience.

Vol. 1 Time Key - 365 pages

Vasilisa is a teenage girl living her everyday life. But a day comes when she discovers a hidden country of Time Wizards, fairies and mythical creatures. She finds herself in the middle of a life and death game and becomes part of a great time mystery. In a chain of dangerous obstacles Vasilisa shall discover her true friends and face the enemies.

Vol. 2 Time Heart - 394 pages

Two worlds – Ostala and Eflara – are inexorably approaching each other. Only with the help of the mystical Scarlet Flower can time gap between the planets be increased again, thus saving Eflara. And this shall be done by time wizards. In the course of this journey Vasilisa will gain and lose her first love.

Vol. 3 Time Tower - 352 pages

All time wizards together must close the time gap and find Split Castle. Vasilisa is ready to do anything to prove her ability to rule time. But there are strong enemies in her way. Vasilisa will also need to find the key to the heart of her beloved one.

„Natalia managed to go up the winding path to the fairy-tale, leading her young protagonists by hand. I am sure that thousands of boys and girls will follow her, breathless with delight. It is sometime useful for adults as well to look at a real fairy-tale.“

SERGEY LUKYANENKO

Natalia Sherba was born in Belarus. From childhood on she loved drawing and composed short adventure stories for her classmates. She has studied engineering at the Kiev Academy of Light Industry. She has long been engaged in Wushu (martial arts), successfully performed at the competitions on all-round external styles with long fist, pole, short sword and straight sword. According to the author, all her work is based on traditions of martial arts and its rich spiritual culture and philosophy.



THE AUTHOR

translations
4 languages

awards

2010 „NEW CHILDREN BOOK“
2010 EUROCON BEST DEBUT
2011 GOGOL MEDAILLE
2011 2. WINNER BEST SERIES
2012 ALISA AWARD
2012 RUNET BESTSELLER PRIZE
2013 REVIZOR AWARD
2015 OZON.RU ONLINE AWARD
2017 EUROCON (ESFS AWARDS)
FOR BEST YOUNG ADULT BOOK

other series

Charodol
Lunastry

Natalia Sherba

new adult 17+ romantasy

Academy of Malediction

New adult 17+ romantasy. Eksmo 2014-2016.
8 volumes

Publishers: World English

Settle back to enjoy a fast-paced drama, peppered with humor, set in a magical world full of Master Mages, struggling Adepts, rivalries, trolls, dragons, goblins, and other wizardry.

Vol. 1 Never curse your Principal - 260 pages

Laying a curse your own director comes at very high risk, especially using a tenth-level curse without knowing what the consequences might be. If you are a green fresher at the Academy of Malediction like Deja Riatte and he is the most powerful lord in all the Dark Empire laying such curse may be an incredibly foolish thing to do. But this is exactly what Adept Riatte does in a desperate attempt to avoid expulsion, inadvertently placing this curse upon the Lord Director himself, Master Rian T'er, which triggers a whole string of strange events into motion. Such a silly mistake can spark off a sequence of strange events. Why are Master T'er and Lord Sheider Meros making strange advances to her? Is she responsible for lethal curses mysteriously affecting the locals in her town of Ardam? And adding to the chaos, a serial killer has also moved into the Borderlands – stalking only victims that look just like Deja – who is he? If you could, in theory, escape the murderer, there was still no imaginable way to escape Master T'er! The Dark Lords always get what they want, in the end.

Vol. 2 Doubtful Investigations - 280 pages

Never forget: „Do not marry your Principal!“ Especially if you are only one of the run-of-the-mill adepts at the Academy of Malediction. And definitely not if you have dared to carry out investigations off your own bat and he is a nephew of the Ruler of the Realm of Darkness. Deja Riatte does not have to face up to a battle with an ordinary mother-in-law, but instead with a monster. Nevertheless, there must be an explanation for the theft of the Ter family's artefact. Deja must get to the bottom of the obscure connection between the theft and the punishment of the hapless housemaid. What does the plaque have to do with it, that was found next to the dead gnome? And above all: how can she stop the ceremony which she has already agreed to go through with? For the Lords of Darkness do not take kindly to being thwarted.



THE AUTHOR

translations
3 languages

samples available
Vol. 1 full English

other series
Mortal Games

Ellen Stellar (international pen name of Elena Zvezdnaya) was born in 1981 in Moscow. She has a Masters degree in History and PHD in Psychiatry. She is married and has two daughters. Since her debut in 2009 she has published around 30 books, mainly series the most popular of which are Academy of Malediction and Mortal Games. On the International RosCon-Festival 2017 she won the main award – “Fantast of the Year” (among previously winners were Perumov, Oldie, Glukhovskiy, Lukyanenko). She also won the LiveLib Book Award three times in a row (2014, 2015, 2016) which is given according to reader's opinion. Ellen Stellar is the most popular and successful fantasy & new adult author in Russia.

Ellen Stellar

new adult 17+ romantasy

Mortal Games

new adult 17+ romantasy. Eksmo. Moscow 2014-2016
8 volumes

Vol. 1 Vindictive Necromancers and forbidden Artefacts - 260 pages

The Mortal Games are the most exciting event in all seven realms – conceived in the Realm of Necros where the darkest of magicians learn their craft. Magicians so dangerous and vindictive, specializing in black humour and fighting so mercilessly, that the evil fame of their deeds still frightens the populace years later. And it is precisely at these games where it all began. It was not enough that the artefact magician Ria Karo happened to become a student at the Academy of Necromancy and then attract the attention of Nort Dastel, the best of the graduates and one who is endowed with an exceptionally necromantic character. As an encore to her victory in the games someone unknown tries yet again to kill her. And that with the Royal Mortal Games due to commence – a competition where the impure take on the necromancers on equal terms. Ria must also take part. The Warriors of Darkness and her opponent will kill themselves laughing! That is, always assuming she survives to see this day...

Vol. 2 Secret Rituals - 270 pages

The day of the Royal Mortal Games is rapidly approaching. The team training is becoming harder and harder. The attempts to filter out the weakest link are getting more ingenious. What everyone is preparing for is no less than the duel between the nominated prince and the true heir to the throne. The fate of the whole kingdom depends on the outcome of this fight.

Ria Karo is desperately trying to produce an artefact to provide the best possible protection and one that will make the Necros team more resilient and stronger. But suddenly a spark of passion flares up between her and the powerful Lord, which could easily turn in to a raging fire. The powerful necromancer will suffer no refusal and is determined to carry his desires through. Will he act against his own House and against the command of the King?

Ellen Stellar

postapocalyptic

Best Age to Die

Postapocalyptic dystopia. Folio. Kharkov 2017. 504 pages

OPTION FOR MOVIE SOLD

Publishers: Germany - Piper

A virus has escaped from a military laboratory and has quickly swept through the globalized world before the antiviral drug was available. The virus was developed for use in war to incapacitate all enemy soldiers. Within a few weeks everyone over the age of 18 begins to age rapidly and dies. All adults in the world are wiped out. The inexperienced children and adolescents fight a pointless and bloody battle for brief survival. They quickly learn how to kill, but learning how to love does not seem to be worth the effort any more. In the doomed world, every gang tries to organize its own survival in its own zone by using various strategies: shamanism, cannibalism, recruitment of males and females capable of reproduction, selection, strictly controlled programs for breeding, inbreeding and so on.

Tim, a wimpish bookworm, and his female companion Belka, an aggressively merciless lone-warrior, are an unlikely team. But they are driven by a final mutual hope, because Tim, who is very widely-read, has gathered information about the virus, which is viewed by the ignorant as a MERCILESS god. For their seemingly hopeless odyssey to the source of the evil they need not only each other, but it is also necessary to convince the other gangs. However, in spite of this last chance of saving humanity and the planet in a combined effort, the battling groups are more inclined to join forces to oppose Belka and Tim. Finally, however, Belka and Tim find containers with the antiviral drug in bunkers under the military laboratory. For Belka the discovery comes too late, but Tim sets off back with several boxes of the vaccine to rescue those who are destined to die over the winter. Only a bird circling overhead observes that a pursuer is hard on Tim's heels...

The unusually cinematic and graphic descriptions of locations and events, but also of atrocities and violence keep the level of suspense high. The novel has no monsters or other fantasy-elements and, despite the abundance of detail, focusses on human nature in all its facets. None of the protagonists is only good or only bad. They are first and foremost human beings, reduced to living by their instincts and with the personalities and physical capabilities they had at the time of the catastrophe. The character development is concentrated by the magnifying glass of the desperate circumstances, causing the youthful age of the protagonists to be quickly forgotten after only a short time of reading. The place names have been Americanized, the descriptive names of the characters are in Russian, the story line could take place in the conurbation of either a western or an eastern metropolis. The self-contained novel has the potential of a sequel.



THE AUTHOR

translations
3 languages

awards
2009 INTERPRESSKON
2009 BRONZE CADUCEUS

Valetov was born in 1963 in the Ukrainian city of Dnepropetrovsk (now Dnipro). He finished Technical University as a missile construction engineer, but became a private businessman later. He began to write after the turn of the millennium. Since then he has had seven books published, some as multi-volume series, of which several have achieved bestseller status and been awarded prizes. One of his books has been adapted for Russian television. Valetov lives in the Ukrainian city of Dnipro.

Jan Valetov