



World of Shawn

By Jordan M Ehrlich

CreateSpace Independent Publishing Platform. Paperback.
Book Condition: New. This item is printed on demand.
Paperback. 132 pages. Dimensions: 9.0in. x 6.0in. x 0.3in. This is the story of a lonely kid who develops a computer game, using what little of quantum physics that he has read, that renders game levels from maps of any format; the result is just a little too realistic. When he tries to combine this World of Shawn with a favorite game of his childhood, World of One, he soon finds Worlds colliding, to the detriment of his friends. Shawn must step up and rectify things, rescue the princess and save the World. The interaction and constant dialogue between the characters in this story, as well as the humor and action intertwined, have drawn comparison to that in such works as The Lord of the Rings, Harry Potter, and Narnia, so if a reader has an interest in any of those, as well as an interest in video games, either in the past or the present, it would be a safe bet that they would enjoy getting to know Shawn and his World! Purchasing the print version of this book from Amazon gives you FREE access to...

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