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Off To Be The Wizard



Synopsis

It's a simple story. Boy finds proof that reality is a computer program. Boy uses program to manipulate time and space. Boy gets in trouble. Boy flees back in time to Medieval England to live as a wizard while he tries to think of a way to fix things. Boy gets in more trouble. Oh, and boy meets girl at some point. Off to Be the Wizard is a light, comedic novel about computers, time travel, and human stupidity, written by Scott Meyer, the creator of the internationally known comic strip Basic Instructions. Magic will be made! Legends will be created! Stew will be eaten!

Book Information

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Customer Reviews

I love the "computer file controls the world" concept. The humor and dialogue are great throughout, many laugh out loud moments. Other reviews say it matches the author's style from his web site, Basic instructions, but after reading a few comics on there i didn't really feel it. This book is well told, with lots of crafty situations that remind me of Christopher Stasheff's novels like The Warlock in Spite of Himself. This was my first purchase of a Kindle in Motion book. The premise seems neat, and the indexing features would have been neat for searching if I'd forgotten something, except I forgot they even existed. The illustrations and animations are novel and add a lot of character... If they weren't distractingly inconsistent with the story. It would describe a scene one way, and the companion image would show something notably different. It gave me the feeling the illustrator had a general idea of the setting, but hadn't read the scene for specifics. The other KiM issue is that it completely disables font/background palette changes. While the parchment and other styles of background textures were neat, I primarily read in darker conditions and overall always prefer high

contrast (white text on black). That made reading this book quite literally painful at times.

I listened to this book last year. The narrator is excellent. I highly recommend the audio. The story itself is fun and silly. I bought it again a few days ago because I saw the kindle in motion. It looked really cool but I can't seem to figure out how to work it on my kindle fire 7--unless it's not compatible. ??? I have to look into it. I also bought this book again because my son has been watching videos about how we are all a simulation. Those have been freaking him out...so being the loving mother I am I thought I'd freak him out more with this book. Actually, I thought it might give him a fun perspective on what it might mean if we are a simulation. And maybe juice his imagination for other things. He's 10 and this isn't a kids book but he has a high reading level (though this book isn't really high reading level). There might be a few things to worry about in regards to kids reading but mostly I think it's a fun take on the 'we're living in a computer' genre.

I'm not a big fan of exposition. So at first I was super pleased that this book seemed to really just roll through the introductory stuff. We learn that the world is a computer program, and it can be manipulated. We also learn that the main character can get himself in trouble very easily. So he then has to make a quick choice to escape to medieval England. His plan is to be a wizard. He goes and finds that there are other people who have made the discovery. And then the bulk of the book is the main character going through the learning process. It turns out that the exposition is the thing. There's some plot, a bit of conflict, but it seems grafted on. I wrote myself a note at page 270 (of 373) that there was only a hint at the conflict that might be going on. Maybe I missed some sign-posts, but this is much more character driven than the cover would suggest. But the thing is that it is still pretty good. Maybe Meyer isn't one for a lot of plot, it is more like one of those movies put together by the SNL alums in the 90s where the plot is secondary and it's mostly just stitched-together sketches. I wasn't expecting that, so I was a little let down. I'll probably seek out the rest of the series in the future. At least now I know what to expect.

Off to Be the Wizard is a fun story which quickly become one of my go-to books for something silly to read or listen to. This is a book about a young computer nerd who pokes around as a grey hat hacker on his free time and stumbles across a massive secret: a file which contains the data which defines the computer simulation which is the world. He finds that he can manipulate the file to change things, including his height, his bank account balance, his physical location, and much much more. Unsurprisingly, he quickly gets himself into trouble. Without too many spoilers, he meets

others who have discovered the file and the majority of the book is about his interactions with those other "wizards" and the shenanigans they get up to. One of the things I really appreciate about this book is that it's all about aspies. The author clearly understands how people with asperger syndrome interact and he has written all of the major characters this way. It's sometimes played for laughs, but they're self-referential laughs, not attacking ones. It explores the ways that the characters interact with each other and with the world and with women. This book is definitely targeted to males, and especially to male computer nerds and geeks, but most of the women I've recommended it to enjoyed it as well. There is only 1 female character with more than a handful of lines, but she is a strong, intelligent, capable character. This book is an incredibly fun adventure and I think that it has a lot of little things to say about how people should treat each other and where ethical lines should be drawn. These themes continue in the 2nd and 3rd books in the series, which I will be reviewing another time.

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