



konnte mit der Geschichte absolut nichts anfangen. Das Buch war so langweilig und unrealistisch, dass ich nur mit Schwierigkeiten ca. 25% geschafft habe. Dann habe ich mich gefragt warum ich weiter meine Zeit damit verschwenden sollte und verzichtete darauf das Ende zu erleben. 1 von 2 Kunden fanden die folgende Rezension hilfreich. A Great Adventure Von Meks Librarian The reader meets Marco Loristan when the boy is 12 years old and has just moved to shabby quarters in London with his father, Stefan Loristan, and their faithful soldier-servant Lazarus. Marco is young, but he has seen more of the world than many will ever do in a lifetime; the small family has always been on the move, and Marco is familiar not only with the big cities all across Europe, but speaks their languages like a native, and knows their museums and galleries like their most studied and best educated residents. For the Loristans, only one place is home, and that is a place they can not live at: Samavia (a fictitious country), a monarchy struggling between civil war, general unrest and bloody revolutions, poverty-stricken and politically unstable since that day 500 years ago when the last legitimate heir to the throne mysteriously disappeared. This Lost Prince of Samavia has become a legend over time; a legend many believe to be true, and many a passion-filled Samavian heart longs for the return of the Lost Prince and the restoration of their home country to its former peaceful glory. Marco, his father and Lazarus are very close and usually do not speak of Samavia outside their four walls. But when Marco meets The Rat, a crippled street urchin who is fascinated with all things military and has a brilliant mind in his weak body, the two soon become friends, and together invent The Game. They make up schemes to form a Secret Party all across Europe, a party that works behind the scenes to find the Lost Prince and re-establish peace and prosperity for Samavia. Up until that point, I had found the book a little tedious at times, because the way the Loristans are described is so unreal they are just too good to be true. But once The Rat enters the picture, things become more realistic, and when The Rat's circumstances change and he ends up living with them, the story quickly picks up pace and really found me in its grip. Needless to say, The Game turns into reality, and the two boys embark on an adventurous trip throughout Europe, from big cities like Paris, Munich and Vienna to tiny mountain hamlets. Eventually, they even travel to Samavia, but throughout their adventures, the geographical distances are parallel to personal development. It is a coming of age novel in a way, although only The Rat really develops in character; Marco has been perfect from the start. The descriptions of places and people are good and not too lengthy, and while there aren't many surprises, there is still enough suspense to have kept me going while at the same time I did not want the story to come to its inevitable (and foreseeable) end.

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