



?????????? 4 [Utsuro No Hako To Zero No Maria 4]

Eiji Mikage , ?? ?? , ?? (????)

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Ricardo Matos says

I couldn't put this one down. I hated that the author crammed O into the ending... for that it loses a star. I couldn't really take more than one star away, I really liked the way the author picked up what he created in volume 3 and gave it a darker tone for this volume 4.

Brilliant volume with the exception of forcing O to show up! No way was that needed.

And we finally got to know what Zeroth Maria is :D And what a development it is for the overarching story. 3 volumes to go!

Jonathan says

So far, my favorite of the series. Showing a character development so strong for our main character, this novel keeps the reader hooked and grants us the wish of giving our main character an actual personality and motivation. Reading how he would get himself out of this pickle, massive level of strength was shown when it became evident how much the character started thinking on his own.

Definitely, the best one so far.

Sean O'Hara says

This volume continues the Kingdom Royale plotline from Book 3. This time it seems that things are going to be much simpler -- Kazuki has one round to finish things or else he's screwed. But as long as he can keep the NPCs from killing each other he should be golden. The first third of the book is spent with him trying to gain control of the scenario but facing resistance from Iroha. But just when it looks like the story is going to consist entirely of a cold war between Team Iroha and Team Kazuki, Kazuki manages to turn everything in his favor and it looks like everyone will just sit around and sing kumbayah for the rest of the book.

Which is when the first "oh crap" moment occurs, followed by a couple more in quick succession. After three books, you'd think I'd learn that Mikage never gives readers all the necessary information, but no, I was caught off-guard by these revelations, especially Kou's backstory.

The only complaint I have about this book is the ending, which isn't a cliffhanger precisely, but leaves Kazuki and Maria in a very bad place emotionally. Mikage is supposedly working on a fifth volume, but God knows when it'll be published and translated.

Kristalia says

Final rating: 3/5 stars

I honestly don't know where they are going with this series, but they lost me. Not to mention that every single character became annoying and that the fact that this series has such a high score and that it's so popular is lost on me.

This has such potential, so why ruin it with annoying characterisation... I don't understand... sigh.

Sherlock says

A perfect complementation for this wonderful game.

As I expect, Daiya is best suit to be a King, after all. Kamiuchi, though he has a sense of how to enjoy an exciting, thrilling game that one bets his life in it, is no different from [The Double]. In a sense, he lacks of ideals. He lives a meaningless life; he moans its boredom, and yet doesn't pack his ass up and do something exciting. Daiya is right, he is like a pitiful hogs after all. A hogs which is on the brink of collapse should go extinct by all means. In the end, Kamiuchi dies, and well, fair end!

I'm waiting so badly to uncover the next arc.

Petros says

(This review includes book 3)

The third arc begins with, what else, more sex jokes. One of the girls has a magazine which must be made fun of as porn, because light novels.

Turns out the book is actually about fitness, because she wants to lose some weight. And instead of taking things seriously, all the girls compare their boobs and asses to find out who is the sluttiest, because light novels.

Then they go in a shopping mall where they force the bland protagonist to cross dress, before being treated badly by a tsundere. They say they find it cute but we all know in reality it's deviant otaku fetishes that no sane person would ever allow himself to be part of.

Then another box owner appears and traps them in a videogame. And now you know why it's the highest rated light novel of all times. His motivation for doing this, is being bored of his normal life, so he initiates a meaningless death game. That's right, there is no meaning behind it, such great motivation.

The one who explains the rules of the death game is an imitation of the bear from Dangaronpa. They can sue you for this shit, you know.

The participants meet, and what a surprise, they are wearing school uniforms. Even in a videogame where you can look any way you like, you still wear the same fucking clothes as in any other piece of shit light novel.

I love how they know they are supposed to kill each other but still flirt, like nothing serious is going on. And they keep using the word cute out of context. They might as well be saying "I wanna tap that ass" since they only use it to express lust, not fondness.

And then the deaths begin and are of course described as graphic as possible for maximizing the edgelords. And now you know why it's the highest rated.

Anything goes, such as hiding a knife in your panties that gets discovered when a pervert peeks at them. The tactics used are so thought provoking.

The first victim is a cute girl that went to see the protagonist for winning his trust. Exactly like in Dangaronpa, you stinking plagiarist! I can't believe the author openly says how several other stories of his were rejected by the publishers but this obvious rip-off was allowed to be published so close to the videogame!

And then we go back to softporn moments where the bland MC is sexually attacked by another girl who also has the hots for him for no real reason. Why is she even jealous, the competition is dead, this is bullshit.

Eventually they kill each other and a winner is declared. Do you know what effect that had in the plot? Absolutely none, because everything resets. That's right, every time someone wins the game, everybody is alive again, and they repeat the same game with different classes. Death and victory have zero meaning.

They never even kill actual people because the ones in the game are always copies of the originals, so what the hell is the point of all this? The author tries to make it seem like it's equally horrible when you kill a copy, when it's not.

In fact, the way you escape the game is simply by not killing anyone in eight days, something that was revealed by the very game creator. What is the point of making the game when you reveal how you can beat it so easily?

This essentially made the fourth volume a complete waste of time, as it all came down to the creator of the game committing suicide out of boredom, and everybody forgetting everything that happened.

And who could have seen this coming? At the end they are back at making generic softporn jokes. That's light novels for ya!

Michael Mc Donnell says

I wouldn't say this is my favourite volume so far. But I do think it is the most entertaining. The first volume remains my favourite but its structure makes it interesting but not quite as entertaining as this volume here. This volume is the second part of the case that started in volume three and I think they work best read back to back. While in theory a continuation it almost feels like a different book. It takes the rapid pacing we saw towards the end of the previous volume and keeps it up throughout. It's the first book since the first that felt tightly plotted and paced. It certainly isn't without it's flaws. It's perhaps a bit self indulgent at times and I feel that the author still has a problem with tone when it comes to introducing certain subject matter. The emotional equivalent of jump scares grow a bit tedious. But that feels a bit like nit-picking. This was a really fun read. Unfortunately the next officially translated volume won't be out for three months so I'll be moving on from the series for the moment.

Casey says

Volume 4 picks up exactly where Volume 3 ends, and it is now round 4 of Kingdom Royale. I think this volume suffers because its story is told over two volumes and is therefore drawn out. The scenes end up becoming very similar, in which everyone is mistrustful and Hoshino is trying to change their minds.

Hoshino is forced to act on his own, without the support of Maria, and it makes him change some of his standpoints. He still doesn't have much of a backbone, however, and doesn't have much finesse either. The owner of the box is revealed, and as well as the backstory that spurred the character to create the death game.

There is a very unlikely event at the end, and I wonder if it is going to become a reoccurring theme in which a certain character is saved by another character every time.

The novel is quick to read, but I don't think the Kingdom Royale plot should have spawned a second volume. There seemed to be an urge to spend more time on character development of Iroha and Yuuri. I am betting they are never going to show up again in subsequent installments. Maria had a cursory role, which I was disappointed about, since she is the best character.

Overall, it is still entertaining, and still better than Volume 2. I hope Volume 5 creates a more interesting scenario.

Mizuki says

Review for the prequel: <https://www.goodreads.com/review/show...>

This time the MCs continue to be trapped in a box named 'Game of Boredom' in where six students are forced to play a game which is a mixture of chess and Battle Royale, repeatedly. Now the narrator thinks he knows who is the Box's owner and in order to stop people from killing each other during the Game, he tries to stop them from mistrusting each other and try working together but as you can imagine his task is easier said than done.

The narrator thinks he has the Game and the Box's owner figured out, but the truth might be more complicated than what meets the eyes.

I continue to find the characters not very endearing but at least their motives and struggle is understandable enough. I also like how the narrator tries to make this meaningless game meaningful and how this time he cannot count on the heroine to help him out. So, 3.5 stars.

Md. Ismail Hossen says

It was good but not good enough to stand out as a book of its own.

The story felt stretched out for no reason.

Twists were not upto expectations, felt like the whole game was just unnecessary, the hero would have won anyway, even he didn't plan anything at all.

As I suspected in the previous reviews, the writer is trying to establish a characteristic in each of his novel.

Here he made the protagonist self-reliant.

But, now the way it ended, i am thinking should i actually go for the next book or end it here.
