

## REVIEW OF *ECHO OF WORLDS*

The problem with any really advanced intelligence, it seemed, was that just by existing it tended to erode the autonomy of all the selves around it.<sup>1</sup>

This sequel was as fun as its predecessor, and it wraps things up nicely. It does require suspending disbelief about a bunch of stuff that doesn't make sense—including the trope of otherwise super-advanced civilizations not knowing how to engage in even basic communication with differing civilizations—but I don't care, I like it.

I was not a fan of the audio narration. The narrator gives the characters a variety of different accents and some of them don't come out very well. Also, for a while one character's main role is to interject loud sneering after any other character says anything; that probably would have been annoying even in text format, and having it piped straight into your ears feels a bit like being followed around by a surly teenager demanding attention.

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<sup>1</sup>M. R. Carey, *Echo of Worlds*, 1st ed., The Pandominion (New York: Orbit, 2024), 60.