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Ascend Online: Ascend Online, Book 1



Synopsis

Diving into a revolutionary new video game, Marcus and his friends escape a stagnant society, entering into a world that defies their wildest imaginations. But from the moment that he logs in, Marcus finds himself separated from his friends and thrown into a remote village under attack by a horde of goblins. Forced into battle, Marcus rallies the beleaguered villagers and, with their help, manages to drive off the invading creatures. With the village in ruins and their supplies spoiled, the survivors desperately turn to Marcus for help in rebuilding the village. Realizing that this game is nothing like he's ever played before, Marcus is swept up into a whirlwind of adventure as he struggles to defend his new home, quickly finding that marauding goblins are the least of his problems.

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Customer Reviews

So, more LitRPG, well written. Did not take long at all to get things running. I'm interested to see how the dungeon master's fiat (in this case... no that would be a spoiler... hmm) will continue to propel the story. The bad guys have MMO style motivations, and the good guys remind you of a guild or two you may have been in. Good Read. On the flip side, a couple times words being misused threw me a bit, but it was not enough to detract from the story.

Let me start off by saying I went cover to cover in practically one sitting, so I did enjoy it quite a bit. Like another review stated, good for a first book. Aside from benefiting from some cleanup on the

grammar, which was occasional and nothing that broke the flow of reading... Where I get hung up on it is with the core group. The character development with this group is meh... and for a group of people that have known each other most of their lives and used gaming as a means to keep in touch etc as stated; I found the interactions, dialogue, and development between them to run counter to that premise. To me, developed characters can still make a bad story readable if not somewhat enjoyable. So when it is missing from a good story...The hush hush on the development of the game and details etc, I found to be a fresh take, and I enjoyed how the lore was presented in game rather than the typical 'look it up on the internet' that a lot of other LitRPGs do. Closing it is something I recommend to people who enjoy LitRPG and hoping I have book 2 to look forward to.

First off, I want to make a rather bold statement. I think that Ascend Online currently stands at the forefront of the LitRPG genre. It strikes me as a compelling example of what is possible in this genre, and will serve as a guide for many other books to come ...I did say BOLD didn't I? NOW, what did I like about this book? It's unique, well thought out, and well executed, but what I think separates this book from others in its genre is the overall "feel" of the book. It really conveys the feeling of a Video Game! The character was likeable, relatable, and NOT OVERPOWERED!! The author did a very good job of making me want to be in the game, as well as making me feel like I was a part of the action. But my favorite part of this book was definitely the community aspect. Some of my favorite memories playing games are just "goofing-off" with friends, or making a sick play and having somebody there to share it with. I really felt like the characters in this book were having a good time, and so did I. All in all, I was definitely surprised by this one. I didn't realise what a gem I had until a few chapters in and couldn't put it down! Happy Reading and ggwp

Cue the genesis of a brand new world, with a lucky party that dives into the max immersion possible, taking their chance right when VR seems its weakest. The beginning will make any SAO fan nostalgic, but only for a moment, as the group spins into their adventure. But wait! We all have that friend that has to check EVERY possibility, even in his character creation...and he touches off a wealth of crazy for them all. Building up a settlement is something many of us have done, in many games. Not nearly as many have done it while it seems everything from monsters, to other players, to time itself, is against you at the same time...This is one of the most well-built worlds in LitRPG.

Ascend Online now stands among my favorite works in the fledgling LitRPG genre. While a cursory glance at the first few chapters might leave readers with the impression of a self-insert power

fantasy (which can, admittedly, be amusing in its own right), the importance of teamwork and the limits of an individual--even the protagonist!--are quickly emphasized. My only real complaint is the poor editing. While malapropisms and missing punctuation are perfectly understandable in a web novel, a published work should be held to a higher standard. All in all, however, a story of this quality is well worth the price of re-reading an unclear sentence once or twice.

I really enjoyed this book (that I hope becomes a series). The story builds well for our protagonist and I liked it much better than many books in this genre that 'level' the main character to god-like proportions way too fast. Instead the growth is constant and realistic. The pace also gives us a chance to see the building of the character of the hero instead of only seeing the growth in stats. In a nutshell, great story, well written, well edited and well worth the price of admission.

This book popped up in my list of books I'd like several times but I put off for a while. After catching up on my other books I had free time and I do not regret giving this book a try. Very enjoyable book.

Are you familiar with LitRPG? This book is an excellent example as the characters are in an incredibly realistic virtual reality fantasy game and have to choose how they will live their VR lives. Do you play as if it were real and follow a moral compass or do you treat everything as a game and do things completely from your own self interest. I greatly enjoyed this book and the author's way of looking at things. If you like fantasy, you cannot go wrong with this book.

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