

The book was found

Viridian Gate Online: Cataclysm: A LitRPG Adventure (The Viridian Gate Archives Book 1)



Synopsis

October, 2042An extinction-level asteroid, 213 Astraea, is cannonballing toward Earth. Collision, imminent. An international team of scientists is working around the clock to avert the cataclysm. A few are optimistic. World governments are preparing for impact with deep earth bio-dome bunkers, but only a select few lottery winners will be saved. Jack Mitchel, a thirty-two-year-old EMT living in a tiny studio apartment on the West Coast, isn't one of those winners. Still, there might be a way for him to survive Astraea: a slim chance, requiring a radical leap of faith. Through a connection at Osmark Technologies, Jack has acquired a NexGenVR capsule and with it, a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Taking that leap of faith, though, means permanently trapping his mind in the game, killing his body in the process. Worse, one in six die during the transition, and even if Jack beats the odds, he'll have to navigate a fantastical world filled with vicious monsters, domineering AIs, and cutthroat players. And when Jack stumbles upon a secret conspiracy to sell off virtual real estate to the ultrawealthy, transforming V.G.O. into a new feudal dark age, the deadly creatures inhabiting Viridian Gate's expansive dungeons will be the least of his concerns. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one. *AE'*

Book Information

File Size: 4032 KB

Print Length: 306 pages

Page Numbers Source ISBN: 1541073878

Simultaneous Device Usage: Unlimited

Publisher: Shadow Alley Press, Inc.; 1 edition (December 23, 2016)

Publication Date: December 23, 2016

Sold by: Amazon Digital Services LLC

Language: English

ASIN: B01MU0DYXW

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #5,001 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #24

in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Fantasy > TV, Movie, Video Game Adaptations #32 in Kindle Books > Mystery, Thriller & Suspense > Thrillers & Suspense > Crime > Heist #34 in Kindle Books > Mystery, Thriller & Suspense > Thrillers & Suspense > Supernatural > Werewolves & Shifters

Customer Reviews

I've read all three in this series. (I do not have a heavy background in gaming, but I did play some D&D when it first came out (dated myself) and enjoyed it.) For someone with a very small gaming background, it was easy to read and follow, not overloaded with 'buzzwords' that I would have to go look up like some books in this genre. The gaming-specific words and information present is explained well enough to where I could figure out the meaning. The characters were interesting and the plot flowed. Very readable. If you like books of this type, you should enjoy this series. You should also check out the author's Yancy Lazarus series - you won't be disappointed.

This book was lots of fun!! I am just getting into the LitRPG genre and this is another in a growing list of excellent adventures. Escaping a doomed Earth is an interesting twist to the genre. It was fun to follow Grim Jack as he navigates his new world and the internal struggles of him having to take lives to survive as opposed to his IRL job as an EMT where he regularly does the opposite. When I finish a book in an ongoing series, I like to move on to something else so I won't get burnt out. Not this time, here I eagerly bought and downloaded the next book and stayed up a little too late diving back in to the world of VGO. Do yourself a favor and pick this up.

A very promising start for a litrpg series. The main character is likeable, his npc friend is pretty decent too. The book is pretty much a set up for the next book but it wasn't bad. there was a decent amount of game mechanics and world building in this one. I am hoping the next book gets a further along time wise as just three days go by in this first installment. There was a little grinding and dungeon crawl here and the MC defeats a couple bosses which was nice but I wanted some more.

Ok Ive been reading fantasy since the original iteration of bell bottoms. Not since " The Rift War Saga" have I enjoyed a genre so much. That being said "The Viridian Gate Online: Cataclysm" is a Litrpg gem. The storytelling is way above the other series in this genre. J.A. Hunter has created a

rich, deep fantasy world with visceral disgusting detail that really draws you in. The real world even has a fantastical conflict in the form of the days away asteroid Astrea about to collide with earth, forcing our hero Jack to decide to join a VR online game permanently in order to have a form of a future. Grim Jack as he calls himself finds himself starting in a cell which is a small part of a torture chamber. As he continues through his story we meet up with several standard mmporpg monsters each slightly different than we're used to. We are introduced to a demon intent on taking over Eldgard, The Osmark Technologies execs using real world influence to take over Eldgard also. There is so much packed into this first installment, I already bought the next 2 books. I only have one minor criticism. The accounting of in game items needs more attention. Jack shows up with extra potions in his pack with no explanation. Portal travel could use some better description. Minor details yes but with Hunters incredible attention to storytelling details are important. Don't miss this series!

Well. Where to start? Viridian Gate Online is the second book from the LitRPG genre I have read. I started with Ascend Online, kind of an impulse buy, after having read hundreds of fantasy and science fiction books. The premise of Viridian Gate Online is immediately captivating. A lifelong gamer is living in a doomed world; scientists have discovered an asteroid hurling towards the Earth with enough size and velocity to wipe out the vast majority of those living on the planet. As a last-ditch effort, a company creates a game in which you can upload your consciousness, and survive in the game world. How the company's infrastructure which makes this possible will survive the impact is unclear, but hopefully will be explained more in-depth in later books. This makes for a brilliant setting: everything the main character does in the game world is final. He cannot simply log out. He cannot just reroll or go offline. Every decision is something he will be forced to "live" with for the rest of his existence. Every interaction is meaningful. The class design in VGO is well designed, and smartly borrows elements from dozens of games. At times, I wonder if the character progression isn't too rushed, and if the writer is writing himself into a corner with it. If the main character's power scales so rapidly, how far can this plot be pushed? Probably my greatest criticism of the book is its prose. The writing is, as a whole, well-done, but there are many instances where meaningless and unnecessary adjectives are shoved into sentences, which actually makes the descriptions less convincing. On this point, I felt that the book did actually get better as it went on, and I'm excited to see the series progress not only in story, but in its literary quality as well. A solid 4/5 from me. If you're a fan of LitRPG, this is definitely a book to check out.

Why continue to keep it an rpg if the world is dead? I mean sure, keep the programming for the leisure of people, but why make it the main focus when effectively you know the virtual reality is so many people's new lives? Premise didn't really make sense. Ditto for many of setups in stories. Why not simply give the donators millions of exp, dollar is a special item why have a silly quick quest? If you can suspend your disbelief, the combat and this world is a lot of fun. Just remember to think about the virtual world alone and not the outside. Which is unfortunate as the story had potential, it just didnt defend its weakpoints well enough and sometimes at all.

I don't want to talk trash about the other LitRpgs but this book is actually well written. Like... It's not just some fanfiction or casually written story like another series I have in mind. It's meticulous and detailed. Give this a try!

[Download to continue reading...](#)

Viridian Gate Online: Cataclysm: A litRPG Adventure (The Viridian Gate Archives Book 1) Viridian Gate Online: Crimson Alliance: An litRPG Adventure - The Viridian Gate Archives, Book 2 Viridian Gate Online: The Jade Lord: A litRPG Adventure (The Viridian Gate Archives Book 3) Viridian Gate Online: Crimson Alliance: A litRPG Adventure (The Viridian Gate Archives Book 2) Eden's Gate: The Reborn: A LitRPG Adventure, Book 1 Eden's Gate: The Sparrow: A LitRPG Adventure, Book 2 Eden's Gate: The Reborn: A LitRPG Adventure Eden's Gate: The Sparrow: A LitRPG Adventure Adventure Guide Nicaragua (Adventure Guides Series) (Adventure Guides Series) (Adventure Guides Series) (Adventure Guide to Nicaragua) The Vale of Three Wolves: A LitRPG Adventure (Elements of Wrath Online Book 2) The Luckless: A MMORPG and LitRPG Online Adventure (Second Age of Retha Book 1) Voices from the Ming-Qing Cataclysm: China in Tigers` Jaws The Knowledge: How to Rebuild Civilization in the Aftermath of a Cataclysm The Gate at the Grey Wolf Star (Perseus Gate Book 1) Processing the Past: Contesting Authority in History and the Archives (Oxford Series on History and Archives) Ring of Promise: A LitRPG novel (Elements of Wrath Online Book 1) Valhalla Online Book 3 - Vengeance Over Vanaheim: A LitRPG Saga Life Reset: A LitRPG Novel (New Era Online Book 1) Reboot: An Epic LitRPG (Afterlife Online Book 1) Battle for Mesrath: A LitRPG Adventure: Grottos and Vixens, Alpha Elf Book 1

[Contact Us](#)

[DMCA](#)

[Privacy](#)

