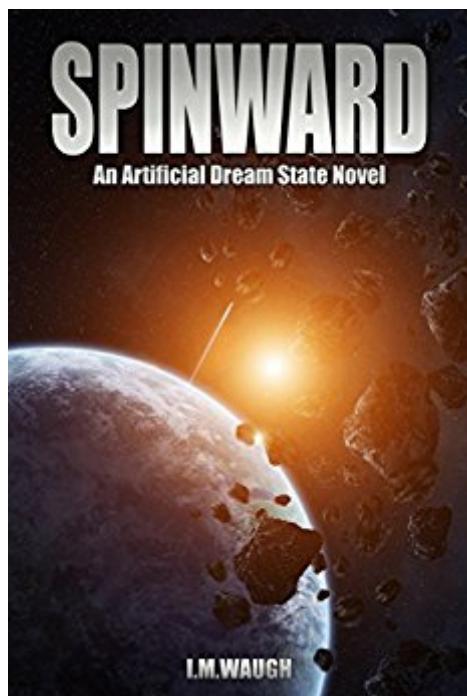


The book was found

Spinward: An Artificial Dream State Novel



Synopsis

Snow Storm Entertainment presents SPINWARDA breakthrough in lucid dream game sensation, immersion and freedom. Fight, build, explore and conquer to make your mark on the galaxy. Launching March 2036 Only available on Dream Box Snow Storm were being uncharacteristically quiet about their new product, only releasing concepts, hints and grandiose claims about it, all that was known is it set in Outer Space, it is skill based and it's the most immersive game ever created. Opinion was divided, is it vapour-ware, is it over-hyped, is it under-hyped, will it fail to deliver, will it be the best game ever created or will it be the worst game in history. Anticipation was at an all-time high, the streams, boards, vlogs and pages where all buzzing with excitement. All Su knew is that she really really wanted to play it.

Book Information

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Customer Reviews

This book needs a good editor. However the storyline makes up for it. This is one of the best plot and story wise. The main character is a tough as nails kinda girl, and while she gets some good items she isn't suddenly OP. She still has to work for everything she gets. I loved this story and will be looking for book two.

A reasonably well thought out first work -- I'm generally a bit less critical of a young author's initial work, and look for improvement in later works. Other reviewers have mentioned a serious need for more than proof reading, with numerous misuses of words, typos, and misspellings. The constant use of "where" rather than "were" (and even "wear" for "where") was more than distracting, just to mention one of many. There isn't an obvious overall "ARC" beyond "continue to grow" -- not necessarily a bad thing, but it doesn't give the reader a "something bigger" reason to read the series. The story was too linear -- the MC comes off as a bad-ass shooter "grinder" going constantly from action to action. That's the way it should be if you're playing a game, but this is a story, and the MC needs more development, thought, foreshadowing, and detailed conversations. The game mechanism was unclear -- no levels, classes, attributes, etc -- skills only, though skills without an obvious skill tree or "reference" (what do the skill percentages actually mean). As an additional example, each different weapon type should not have to "start at the beginning". There are many things in common, such as targeting, reloading, etc. In the MC's "real life", there are many things in her education and experience that allow her to do her job. The game should be similar -- some type of skill tree that makes (her) what she is. Other LitRPG's use a class system to provide substance, and "leveling" to provide the reader with some idea of growth. There should also be occasional updates of the MC's "skill progress", preferably in a table format. This helps the reader's focus and understanding of the MC's capabilities, as long as it isn't overdone. All-in-all, a reasonable start to the series, but much room for improvement.

Really nice first book from a new author. There are some editing problems, mostly the wrong word, but since the author is a native speaker of the King's English I will defer judgement as an American reader. Really like the characters. The MC is a spunky female professional, something of a loner, that enjoys violent first-person shooter of the "They have my gold and must Die!" persuasion. The sidekick is played by a male player who games as a sexy broad ("You put the boob slider to max on your character design?") who roleplays it to the maximum -- and then some. So together they can form a team on the armed smuggler she finds on the starting station and repairs over the course of the book. There is enough plot and action to keep the book moving along -- predictable it may be but entertaining all the same. Will be waiting to buy the sequel.

About halfway through the book I stopped and came to to try to find the sequels. I found myself a bit reluctant to restart because I did not want to come to the end. I want only one thing from the author(ess?). More. LitRPG is emerging as a genre. This novel is without doubt one of, if not the

best so far in my experience. The author captures what I think is the special appeal of MMORPG's, the sense that effort, determination and problem solving skills can enable one to succeed a step at a time. The Spinward game itself has many similarities to the game EVE, skill systems, factions, the central role of orbital stations, normal space flight physics, crafting and hacking, but game play as described is player-centric rather than ship-centric. The author's style is clean, well paced and engaging. The Brit idiom is fun and the characters human and likable. There are some minor homonym and word drop glitches but not enough to be irritating. My only regret is that I finished it and can't dive into the next volume immediately. So, I.M. Waugh, thank you very very much and get to work!

This is a good litrpg sci fi story with characters I liked as well as a good sci-fi setting. I found the main character to be relatable and likable and her side kick to be pretty fun too. I would give it 4 and a half stars if I could. the down side is that it needs a good editor because there are a lot of misspelled words, some missing words and a decent number of mistakes in the book which could have easily been caught and corrected. I am not a grammer Nazi but the number/frequency of them kept me from getting/staying into the story and were annoying. Having said that I am looking forward to the next book continuing the story.

First off I will say that this story can certainly benefit from the attention of a decent editor who know what they're doing and cares about this story. It suffers from constant run on sentences, miss spelled words and missing words all together. It definitely messes with the flow and immersion of the story. All that said, the story is there and the more I read the less these issues seemed to bother me. If you are a fan of the LitRPG genre and are looking for your next fix then I recommend you give this one a shot so long as you can tolerate the grammar issues. I also would like to encourage the author to continue writing this series as well as invest in an editor if possible.

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