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Valhalla Online: A LitRPG Saga



Synopsis

A new LitRPG adventure from the imagination of USA Today bestselling author Kevin O.

McLaughlin! More than just a game, Valhalla Online was designed as a permanent repository for the uploaded minds of mortals afraid of death. An artificial afterlife. Samantha's world is turned upside-down when she arrives in Valhalla - because as far as she knows, she isn't like the other people uploaded there. She isn't dead. At least...she hopes she isn't. Now Sam must solve the mystery of her own abduction - or murder! - while trapped inside a virtual world, cut off from communication with the outside. To do this she must do more than simply survive Valhalla - she needs to win the game!

Excerpt from the book: The battle raged only a dozen feet ahead. Men with green bandanas tied to their arms, or with green paint on their shields, were holding a position on the wall facing off against a squad of blue-bearing troops. The bad news was that the green troops - whom Sam assumed were the enemy - had ladders up against the outside of the wall. More troops were climbing into the fort every moment. The good news was that most of them were facing the blue troops on the other side of the rampart. Their backs were to Harald and Sam. Harald didn't pause for more than a moment to let his eyes adjust before rushing in. He gave a terrific scream, bashing the one green warrior with his shield as he was trying to climb onto the wall. The man lost his balance and fell backwards outside the fort. There was a long cry as he fell, which cut off suddenly. It sounded like the drop on the other side of the wall was at least as far as the one on this side. An arrow flashed upward from somewhere outside the fort. Acting entirely on instinct, Sam raised her shield just in time to ward the shot. It stuck into the wood with a resounding thunk. The impact stung her fingers and left them buzzing. How the hell had she found herself in this crazy situation? Scroll up and grab a copy today.

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Customer Reviews

Waking up in a virtual game not knowing how you got there and not even liking games is not fun. Learning the game is one where the dead upload themselves for a lot of money and there not being an option to log off or contact the outside world makes it worse. This is exactly what happened to the main character Sam. She learns about the world while stumbling around a bit even getting stuck in a bad situation, but by the end of the book she has adapted and a clear goal in mind: make a name and earn the right to speak with the outside world. I like the characters and the story. It is well-written and entertaining. The game mechanics are pretty decent as well, although there is no character generation or much planning ahead and it takes a backseat in regards to the story and character development. No character sheets, few game messages. No cliffhanger ending, but more parts are sure to follow. I am curious how she got into the game. I also like how she questions the whole setup and there even are a few thoughts on what makes somebody human or alive. The biggest downsides are its size, it is rather short (roughly half the size of most books on here). I am also not entirely sure the setup, dying people uploading their mind into a game out of fear of death, works. I am even more surprised by the relatively simplicity of the game, at least at this rank. Would you really want to be stuck for ever in a game where everything is just about fighting one another based purely on the color of your team? Sure, it fits the mythology of the Vikings, but don't humans need more to enjoy life? I mean, rich people who fear death to such an extreme are probably not the physical fighting types. There might be more going on, and I can suspend my disbelief over something like this, but still. All in all, good read and looking forward to the next part. I just hoped it has a higher page count.

LitRPG? I wasn't really sure what to expect when I received an advance review copy of this book,

but I liked it so much I bought a copy as soon as it was officially released. Great characters and character development, plenty of action, suspense and a little bit of anxiety for Sam, wondering how she was going to survive cause she wasn't listening to the suggestions I was trying to send her. I loved the story and did not put this down until I was at the end. And then I said, Aw, I'm at the end, I want more.

My first thoughts upon coming to the end of the book was "wait, here's going to be more, right?" In Valhalla Online, Mr. McLaughlin's nailed it-and in my opinion should be put on a shelf with the likes of Ready Player One. Loved, loved, loved this. Bonus points for a female main character-there are too few these days-and any book that passes the Bechdel test on page 2 is a winner in my mind.

I was surprised by this book. I've read some litRPG books in the past, and I do game causally, but I haven't enjoyed them much. They have been too artificial for me to sink into the world. Many are just too poorly written. Although this book was set as a game it worked better for me. I liked that all the characters seemed to be a bit more balanced/real (no luck based sh*t or dumb walling wheelbarrows). Also people weren't too casual about the death. The book as short but it was a nice story arc and did at least close itself to some extent. I could also see it as part 1 of a 2 or 3 part book rather than a book of it's own. There were some annoying typos but not too many. Maybe a half dozen I noticed. Some of the motivation to make the game/how the game works compared to its stated purpose seems a bit thin but that's not all that important to the story itself so I really didn't mind. There was certainly violence but it was too nasty. There wasn't any sex or sexual tension or romantic elements at all. But there was emotion. I could believe in the characters actions. There seemed to act as they were written. It was believable to me. I'd think most people who like LitRPG or like fantasy and are gamers will like this book. A good addition to the genera.

I read this book after reading one that was a bit of a disappointment and I have to say that it was so good that within the first few pages it had lifted my spirits. A really good venture into LitRPG by a self-confessed sf writer and one that I think will win him readers from other genres. It passes my key test in that I was really pissed off when it ended and now I have to wait for the next in the series, so please Mr Author put out the cat and focus, more writing please. A strong female MC and one who does not let her doubts or occasional moments of weakness throw her off track. All in all a good read and well worth both the time and money.

This is a well written story about a military police officer, Samantha, who has been thrust into a virtual realm normally only used for people who are deceased and who have paid a substantial price to have their consciousness transferred into the realm so they can have an afterlife in a MMORPG environment. Only Sam does not know if she died and never paid for the service. She has to make it to the end of the game to be able to communicate with someone back in the real world. This is the story of the beginning of her time in Valhalla.

Such a cool take on the LitRPG. Nicely written, very few errors, a smooth plot and a fun read.

If you are not familiar with the LitRPG subgenre, this is a good place to start. If you already know and enjoy LitRPG, I am sure you will enjoy this perspective. I will be keeping an eye out for any other books by the author.

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