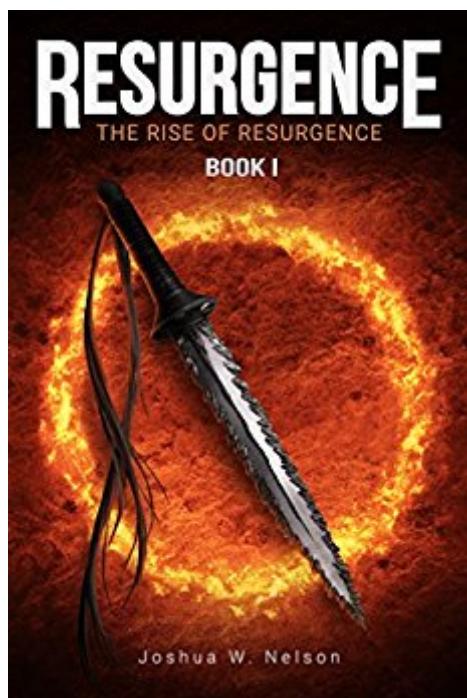


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Resurgence: The Rise Of Resurgence Book I



Synopsis

Pay to play. Since the beginning of online gaming this has always been the norm; you paid the company and they let you play their game. So it's no surprise that Alex Stanton was living every gamer's dream. It was the opposite for him. He was getting payed to play. The latest generation of virtual reality gaming, in both appearance and hardware, was being beta tested by the largest retailer of online gaming, AltCon. Never before seen graphical detail, joined with a first-time, fully functional, whole body immersion system was likely to put AltCon entirely out of reach of their competitors. But before they could go live, they wanted Beta testers. Serious Beta testers. So serious, AltCon was willing to pay a salary to each tester, ensuring their lives revolved around the Beta, and the Beta only. Beta testers join for one reason, to experience new content never seen by another player. Alex, along with his group mates Dan, Jason, and Wayne will experience every nuance the game has to offer, and all before the rest of the world. The entire scenario is unreal; from the tests to be selected as a Beta candidate, to the six month wait to qualify, to the almost life-like quality of the game itself. The company pulled out all the stops. If there was a heaven for gamers, it would look exactly like this game: Resurgence. But odd things start happening from the outset. Things Alex can't explain. But like every hard-core gamer, Alex has no problem ignoring the little things to focus on the grander design; winning the game. Whether that be discovering new content, finishing epic quests, or finding the rarest of items. In time, even the littlest of things can pile up, and Alex is forced to ask himself, "What's really going on in Resurgence?" •

Book Information

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Customer Reviews

Fun and engaging entry into the Litrpg genre. I literally read it in two sittings. The novel seems to start off as a straight forward online adventure, but something is clearly off as the main character, Alex, progresses through the game. Just below the surface of Resurgence lies something much more sinister than pre-programmed quest MOBS. If you've ever been drawn into an MMORPG, stayed up late nights questing, raiding and developing relationships with other online insomniacs, you'll feel right at home following Alex, Jason, Wayne and TheClaw through their adventure while being treated to a more insidious enemy looming in the background. Looking forward to the next installment.

Enjoyed this page turning gamer's tale and am eager to see where this well crafted story line takes us in the next book. In Resurgence, D&D meets a gaming experience with superb character development, narration and humor that would be appealing to any reader. The quests are well described and the author masterly balances gaming and fantasy, all the while digging into the story's entertaining personalities. I read Resurgence in two sittings and expect I'll be doing the same with the next chapter of this Beta

Joshua Nelson has written a well-plotted game-world story that, unlike every other novel of the genre, explains to those readers who are not themselves computer game addicts what the jargon means, and for that alone this old geezer reckons he deserves free beer for the rest of the year. Especially if it will bring on the second volume in the series more swiftly. A group of acquaintances become friends while participating in a highly realistic game. The characters are distinct, speaking in their own rhythms and registers, and while there is a main character, Alex, his companions are interesting in their own right, not to mention amusing as hell in the case of Dan. The story at one level is about the characters improving their abilities in the usual way that players do in a game, but there is another level at which the story is about a corporation driven to accumulate wealth and power by exploiting the vulnerability of players under the full immersion of the game's virtual reality. Two of the companions, unbeknownst to each other, independently attempt to thwart the

corporation --- one of them with the help of a force outside the game and the other with the very circumscribed but ingenious help of an AI that is part of the game system. While the editing was not perfect, it was much better than is usual for this genre and I was able to race through the story with minimal distraction from my inner grammar Nazi. As far as one can see on the author's page, this is his first book, which makes its quality and coherence nothing less than astonishing. I've read every LitRPG book I can lay my hands on, starting with *Rus*, and while there are a dozen or so that I would rank as being just as enjoyable as *Resurgence*, there is none that I would consider to be better.

I'll start off saying this book starts slow. Took me about 40 percent into it before it snagged me. After that it was great and I loved finishing it up. So first 30 or 40 percent be ready to slow go it then boom the ride gets good.

A group of VRMMORPG beta testers become involved in a subtle mind control campaign by the owners of the Game. Good book and the characters seem to fit the genre quite well. Looking forward to book 2

I don't play video games, and was recommended this book by friend. After reading the description I almost didn't start it. I'm so happy I gave it a shot. My boyfriend is reading it and loving it.

Great story! I really enjoyed the build up of the characters, their skill progressions and the main storyline. It took me back to the days of playing Ultima Online and Everquest. Strangely I found myself wanting to purchase many of the old games I played when I was young even though I know I won't play any of them. Can't wait to read book 2.

A well written book with a fun and intriguing story line that keeps you engaged. Even for folks such as myself who have limited experience with online RPG's it was easy to understand what the author was talking about. I definitely look forward to the second book in this series.

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