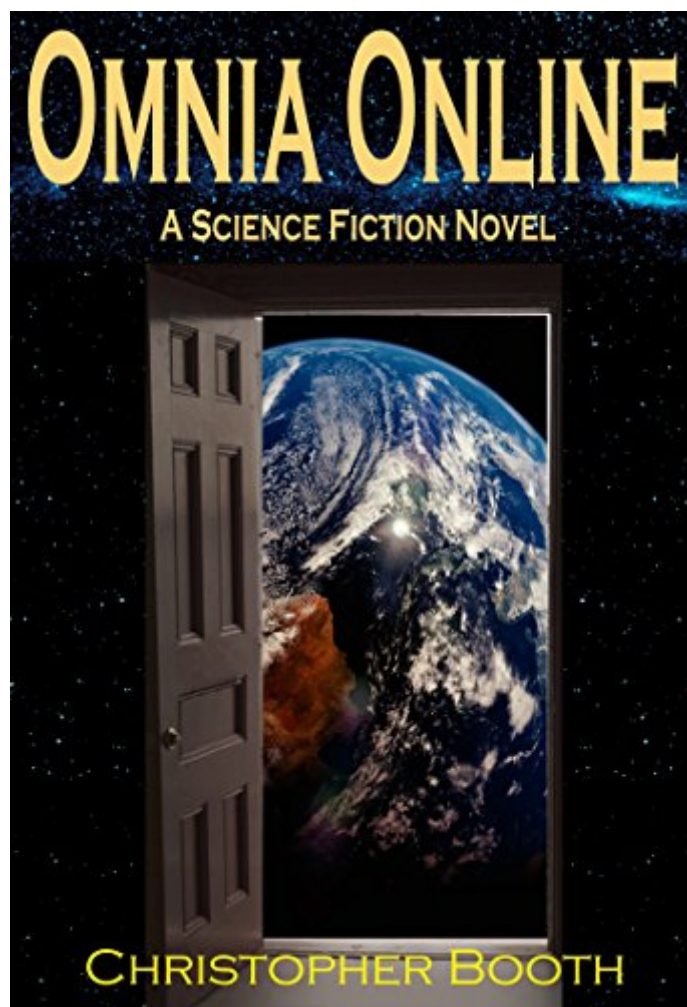


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Omnia Online (Omnia Online Series Book 1)



Synopsis

For hundreds of years Sol has been under careful observation and protection as required by the rules of the Imperial Cultural Protection Act. The people of Earth were considered to be too primitive to be useful members of the Imperium. But, now a new member of the Department of Cultural Development has an idea that could bring the people of Earth into the Imperium... "Let's ask them to play a game • I would like to invite you on an adventure with me, as we explore the potential of a Fully Immersive Virtual Reality Massive Multi-Player Online Roleplaying Game (FIVR-MMORPG) to change lives. Not just a game, but also as a tool for physical and mental development. Omnia Online is soon to be released, the first ever of its kind in Kevin's world. Join him, as he experiences just how big and complex his universe really is. Warning: This book contains adult content and language | Edited and updated on August 15, 2016 and August 30, 2016.

Book Information

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Customer Reviews

I really really wanted to give this book five stars, because I really enjoyed the concept and story. But what brought it down a couple stars was the serious lack of apparent proofreading. The book is FILLED with errors where the wrong words are used, were instead of where, your instead if you're,

their instead of they're. No to mention areas where quoted speech is not quoted and the quotes end up on wrong sentences instead. There are punctuation errors all over. In short, it needs editing. Its still enjoyable but it is hard to stay in the "flow" of the story when you have to stop and translate badly edited lines.

I didn't really have any fun reading it. Yeah, I kept going, and never felt like it was a chore to turn the page, but I didn't have fun either. I agree with the other guy who disputed this one's LITRPG-ness. The main character's real world attributes are quantified by the game, along with all his skills. Okay, fine, but the same thing could be implemented in the real world. There's nothing in his character growth that isn't achievable on any given Tuesday afternoon. The game is literally just a training tool for real world skills. Are all Flight Simulators actually RPGs? No. So what makes Omnia Online an RPG? Okay, he changes his name, so he's technically playing a character, but really? He's just playing an ordinary guy in a game simulating a galactic empire. He's essentially just playing himself if he somehow hopped a ride on a spaceship and wound up stranded on some random world. I think the problem is that the author had two stories to tell, and neither got the love it deserved. The first is the kinda-sorta LITRPG, and the second is a drama about a guy and his AI lover. The romance/drama was just awkward, and the LITRPG was just about as interesting as me raking my yard and getting +1 to my manual labor skill. Each needed to be developed a whole bunch more. In example, what the heck is with Sarah? She's thrown in there for the main character to be a white knight, then ignored for the rest of the book. A scene being in a plot outline isn't enough of a reason to shove it in the book. All that being said, I'll probably buy the next book. I liked this one enough to find out where the whole thing is going, even if I'm not a fan of what's going on so far. It was all around okay, as long as no one gets me started thinking on why a trust system enforced by AIs in a Big Brother state is a terrible idea.

The main plot of the story and technical aspects of the game world were not bad at all. The author put a nice spin on the tech involved. That said, this book is in serious need of editing. Names weren't consistently spelled the same, and I don't think I came across a "there, their, or they're" that was used properly. Same goes for "then and than". About the only thing story-wise that I have a gripe about is the mc. The author seems to be trying to establish a more or less altruistic hero. Any time the author steps into the mc's head to try and explain reasoning or thoughts in relation to interactions with women, though, one gets the impression of a self-centered, lecherous pig. Which is punctuated in a couple instances of the mc flirting with women... In conclusion, it's worth a read, but

there'll be 2 or 3 instances where you'll be thoroughly disgusted by the mc.

An interesting novel by an amateur author. There are some grammar mistakes here and there, but the story and characters are solid with no plot holes that I can see. Some of the less important characters aren't as fleshed out as they could be, and some of the decisions the main character makes feel slightly off, not sure in what way, but otherwise with a bit more work and an editor this could turn into a very interesting series.

First off, before I get into the caveats, I found this a fun read, and not an awful novel. OK, that said...the writing is pretty terrible, the editing is atrocious, etc. Every single page seems to have at least one, often more "wrong word" problems; they're/their, we're/were/where etc. Punctuation and so on...nearly random. The book isn't just juvenile, it's puerile fantasy fulfillment done in a hurry. Imagine a high school student knocking out a novel the day his assignment is due, no editing, no review, no adult supervision..you've got the idea. That said, for me, "quality of writing" and "quality of novel" are two very, very different things. It's actually an interesting read. I will have to read it a second time to figure out why it **doesn't** suck given the objective attributes..but it doesn't. It's very rough, and very immature, and a bit silly, but..there's something not all bad here, too. I went ahead and bought the sequel, so that tells you where I stand, despite the technical shortcomings. So, the writing & editing would rule it out for many readers (like my wife). If you can look past that, and have an interest in how something can be badly written yet not half bad, then this may be for you. Orconomics is another, less extreme, example (much better editing and writing...but still a far better novel than the prose quality would lead one to expect).

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