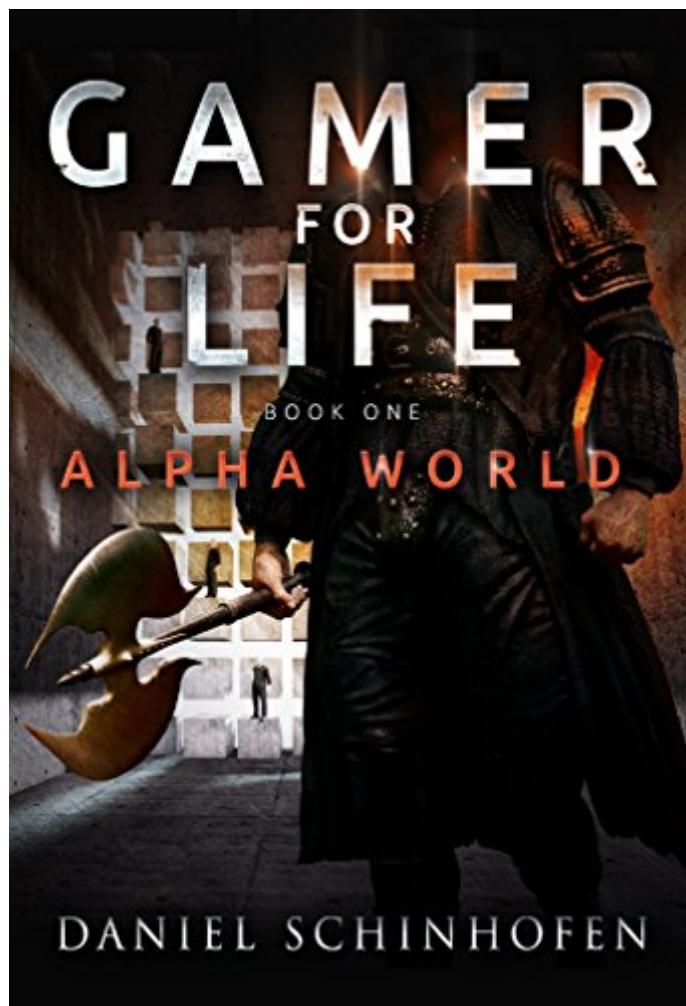


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Gamer For Life (Alpha World Book 1)



Synopsis

Seamus is facing life in prison without parole. While doing his time he's given an option by the Department of Justice and the biggest virtual game maker around, Mindblown Entertainment. If he will help them test long term immersion he will get the chance to play the latest game from Mindblown, Alpha World. All he has to do is sign away his legal rights and sign an NDA. Now exploring Alpha World, Seamus becomes the Summoner Alburet. Follow Alburet on his journey of exploration and questing in the latest game to hit the market. He will summon demons, befriend players and NPCs alike all while trying to find a little happiness in his life. He's the first gamer to be sentenced to life imprisonment in a virtual world. What could go wrong? (This book contains some adult themes, this was suggested by a few readers and I listen to those who have enjoyed my work.)

Book Information

File Size: 1377 KB

Print Length: 397 pages

Simultaneous Device Usage: Unlimited

Publication Date: February 27, 2017

Sold by: Amazon Digital Services LLC

Language: English

ASIN: B06XC6YJSH

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #3,515 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #100 in Kindle Store > Kindle eBooks > Literature & Fiction > Action & Adventure > Fantasy #118 in Books > Literature & Fiction > Action & Adventure > Fantasy #408 in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Fantasy

Customer Reviews

Spoilers included.....Actually had no issues with the reported constant anger issues. His hair trigger is pretty accurate for the background he has had. Additionally, information is supplied about his

background in small bits here and there. I like that. I liked the development. The class is interesting, though the maths on the bonus stats added to base stats I either misunderstood or they don't add up. I like the interaction with the NPCs and the bonuses I see coming his way because of it. His third demon... no surprise, but I liked how it fit. Seriously, the only thing I did not care for was the "oh such a stud, all these girls gotta get in my pants". Nearly put the book down when the playboy article started. Decided to flip pages to pass it (them) instead. Having experience with Ds, I can appreciate how you handled it. Just that I, personally, do not care to read playboy fantasy articles in my LitRPG. That is personal biase, though it did detract for me. Back to the positive. The grammar and punctuation was well done and the story flowed. I loved how you dealt with Fluff and have a feeling I see where you are going there. Had it just not been for the deep, involved sex scenes, I would give it 4.5 out of 5. As it is, I would give it a 3.5. And, no... it is not because I am a prude. Far from it. It just, for me, was too much. Hints of it, flashes of innuendo, leaving more for my mind to develop based on a set of scenes here and there would have been much more enjoyable... for me. Btw, I do not see a full on harem. Lots of lovelies about; but, so far, I see a couple of different relationships forming. You have the Ds which makes sense for a succubus. And, the potential for something growing from that. You have the light, friendly sexual relationship with a friend that may fade and still keep the friendship. And, you have a relationship that could get ... interesting... especially if it is what I think it is. I also see the potential for something with the healer, if Gerv keeps on the way he is. Anyway, just my two cents.

SEX. Lots of explicit sex. And innuendo. And girls acting in-game the way guys act IRL. It's a good thing Tipper Gore does not have a PMRC to address books, because she would put a PARENTAL ADVISORY sticker on it. It's too bad the author decided the RPG would not allow male persons to play female characters in game. The possibilities for deception and mind-games would be an interesting area to explore. The hero is a convict who agrees to test long term immersion. He does not face any real repercussions for the act that brought our hero to Alpha World. Sure, his 'pain sensor' is dialed up to max (just like so many other LitRPG stories), but other than that ... no. There is a great morality play about how treating the 'little people' pays off. The combat scenes are competent, but hardly pulse pounding and a respawn really means nothing. But, this is a great guide for any teenage boy on how to navigate the real world without being a dick. This is the first LitRPG that I do not feel comfortable about my teenaged son reading.

Great book, and I read it for free first, then bought it. The writer caught my interest and made me

care for the characters. This book reminded me of so many gaming experiences that I felt like I had experienced everything he wrote about in a personal way. Good laughs, good mysteries, and good pacing. Thanks Daniel.

Although the introduction and initial setup felt a bit rocky, the actual immersion smoothed the story and the pacing seemed natural. There were no real surprises, with a yet to come unveiling obviously foreshadowed. The first book covers roughly the first week of the MC's immersion, a level up scenario with events taking place in a single region. The game mechanics were, for the most part, well done, though the character stats at the end of most chapters made it seem like a serial publication. Better to include an abbreviated form at level up. A well enough written initial series book with an engaging MC and potentially interesting characters - it sparked enough interest for me to look at the next book. Definitely a bit light in world building - hopefully that will be addressed as the series progresses. Well worth the read...

The book description got me to buy it and I'm glad I did. The story is top notch and the characters are really interesting. I had a hard time putting the book down. I am looking forward to buying the next book.

For now this is one of the best litrpg I have ever read. I like the out-of-the-box thinking and also the funny parts. I looked like an idiot most of the time. What I would add - an at least 16+ for customers, bc of the sexuality. Still recommend.

Mostly flat characters. No story. Just grind. NPCs are ok with MMO terms used by players and understood them. I seriously wanted to return book but it got slightly better towards end. Still, this is worst litrpg book I paid for so far.

I can't wait for the sequel. I love the depth put into the characters and how genuine "even" the NPCs appear. Interested to see how our main man takes that surprise twist and I'm deadly sad I have to wait to find out!! Come on Daniel! Hook me up!

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