



Io Online

Dave Willmarth

Download now

Read Online →

Io Online

Dave Willmarth

Io Online Dave Willmarth

In the latter half of the 21st century, Alexander and his guild mates play Io Online for fun and to earn a living. It's the largest VRMMORPG on the planet, and the source of income that supports families around the globe. While completing a rare "First Kill" dungeon in hopes of epic loot, they discover that demons, who have not been seen in the realm for ages, have once again invaded Io.

Given the chance to test a new experimental immersion system, the friends must give up their high level characters and begin again at level one. As they work through the noob zone quests, they discover that the new immersion system allows them to play in ways that hadn't been possible before. Casting is faster. Movement more fluid. Even magic itself behaves differently.

They quickly run afoul of a party of player killers, and become the targets of an entire PK guild bent on spawn camping them until they leave the game. War has been declared.

The fight expands into populated areas, where innocent citizens are murdered, and player accounts are terminated. The guild works to help citizens rebuild what has been destroyed, but are repeatedly forced to stop and defend against enemy attacks.

After the gods of Io and a powerful being of darkness get involved, Alexander and his friends learn the hard way that their in-game actions have consequences, both in the game, and in the real world.

**This is a LITRPG novel. Which means that in addition to monster fights, dungeon runs, crafting adventures, and battles of swords and magic, there are game elements involved. If you've not played MMORPG's or even tabletop RPG's, or you don't know what those terms mean, this book may not be for you. For the uninitiated, there is a sort of cheat-sheet narrative in the back of the book.

Warning: This book contains adult language.

Io Online Details

Date : Published October 19th 2017 by Dave Willmarth

ISBN : 9780692969502

Author : Dave Willmarth

Format : Paperback 441 pages

Genre : Fantasy, Science Fiction

 [Download Io Online ...pdf](#)

 [Read Online Io Online ...pdf](#)

Download and Read Free Online Io Online Dave Willmarth

From Reader Review Io Online for online ebook

Lara says

Awesome

A great read. A few typos, but not enough to distract. Good storyline. I had a lot of fun reading this, and lemme tell ya, the bunnies were hysterical. I laughed so much it hurt. I highly recommend this book.

Steven Wine says

Great read.

Fast paced,. Good read interesting characters . IRL story also enjoyable and worth following. Village building component as is crafting. MC's overpowered. Can't wait for book 2

James Reid says

I don't normally write reviews, mostly because I feel everyone has such personal tastes that it's hard to write something useful, but also I'm lazy.

That disclaimer aside I'm chosing to write one for this novel because it's a new author and I'm trying to add some constructive criticism. So in a certain sense this is more directed towards the author than potential readers.

So here we go pro/cons:

Pros - characters

That's it, but it's a true strength for me. The author writes with a glowingly hopefully optimism that I genuinely enjoyed. He has a balanced cast that interacts well together, but tends to fall back on tropes and reuse jokes which can counter act this strength.

Cons - I'm just going to focus what I felt were the most salient mistakes. Which to me are twofold:

1 - The lack of true struggle/conflict for the heroes. They never face a real challenge, thus there is absolutely no plot. They have nothing but cardboard cutouts as antagonists.

2 - Litrpg as a genre even more than traditional fantasy tries to clearly define character growth through defined metrics, whether it be levels, character stats, magic schools or whatever. If you choose to use that model you need to make the characters operate under the same conditions as everyone in the same reality. So consistent growth curves, clearly delineated

boundaries, and relative values need to matter, otherwise what is the point of creating such a distinctive ranking system within the narrative?

Just a few thoughts that might prevent your future endeavors from projecting to much wish fulfillment. I really did enjoy your characters empathy, but I just couldn't stay immersed in the book's reality.

laeaurra flamehawk-mitchell says

Gamer world: easy mode

I liked the world and the characters. I had a slow time reading this book. I thought that the characters weren't challenged. Real conflict with consequences did show up by the end. I think I'll enjoy the next one better. I thought the descriptions of gaming terms after the story was a nice touch. I read it after hearing Jeff Hays read a section where the party interacts with a goblin, my favorite part of the book.

Sinisa Mikasinovic says

This was a LitRPG done well. It didn't have many specifics in line with *Ready Player One* yet I kept having flashbacks of it. It felt good :-)

Io Online is set some 50+ years in the future. Time of a complicated political situation and generally bad state of humanity. People became immersed in the VR MMO RPG, playing a game and selling loot on the in-game Auction House for real cash. Many people actually depended on *Io Online* to provide for their families. RP1, right?

Being fully immersed in the gaming world using Virtual Reality technology is awesome. And they made it awesome-r!

However, the story is very different and has no ties to RP1 but the vague setting of the real world and Oasis. I liked it. It was truly interesting and I cared about what was going on, inside the VR and in the real world.

I particularly liked the world building. You can tell it was heavily influenced by the World of Warcraft, but I didn't mind. Sometimes it's better not to reinvent the wheel and instead write inside already known, and widely accepted and used, framework.

That let the writer go nuts on the in-game magic rules. Which led to one the issues I had with the book. It looks like if you are smart enough you can always come up with a creative resolution to the problem and beat everyone. But why aren't your opponents a bit smarter? The main character had it too easy for my liking.

I needed more dark, more gloom and despair. Here we had difficulties and everyone pitched in to help resolve them. Like a day at work, rather than fighting a full out war.

Yes, let's declare war to the only Player vs Player guild on the server while we are lowbies! What's the worse that can happen?

Yet, this isn't the thing that bothered me the most. It was fun, had a few really awesome jokes, and writing style allowed Jeff Hays to turn his star power to 11. I've seen many videos on his YouTube page and, although he has a lot of fun when working, I know it requires a lot of time and effort. He and Laurie nailed this book.

So, why 4* if this was a great book?

God damn building. Dave went so far above the scope of "helping villagers rebuild their razed town". He came up with some pretty interesting concepts about material shaping and molding and got seriously carried away. I mean - he went full nuts with it.

The book is 15-ish minutes shy of 15 hours. 2 of those hours were spent almost exclusively learning about different building blueprints and ways that stone can be shaped to build 20x40 room, 30x30, 10x40... you get the point.

Jeff's narrations always have consistent speed so it was a breeze to listen to the book on 1.30x speed. Still, I had the hardest of times forcing myself not to skip ahead. It was a completely new feeling - I want to listen to the book and I want to skip parts of it at the same time. Did not like.

I see Dave wrote two more books in the series and I'm really looking forward to reading them. But if this becomes a trend I'll be very disappointed. Hopefully, people pointed this out before book 2 went live :-)

Aside from that annoying episode, I really did enjoy the book. And I really like Norse mythology ;-)

I'm sure you'll like it to.

Io Online (The Greystone Chronicles #1)

by Dave Willmarth (Goodreads Author), Jeff Hays (Narrator)

Verdict: Very good! If you can, pick audiobook over the regular one.

Overall
Performance
Story

Travis says

Pretty good book. It had a lower than average number of typos and grammar errors when compared with most other litrpg books I've read. It could use more proofreading, but otherwise it's a good book, and I can actually recommend it without reservations. It's too bad more pk guilds don't suffer similar fates, it would make a lot more games much more enjoyable by a lot more players. So yeah I am all over this one. I always enjoy seeing pk players and especially whole pk guilds getting what they deserve. That isn't the only reason this was a good book though. I've always enjoyed books and games where players build to improve things, or just because it is worthwhile to do so, and this book has that in droves. How can you not love that?

Allan says

Good story. The character's are interesting and the story length is good.

Johnny says

I find the blurb misleading

Simply put, the war against the PK guild doesn't really fill many pages. Changes in the real world aren't even really hinted at till the end, except for some of the MC's getting better housing.

Most of the book seems to focus on the group of low PvP players doing the impossible and taking down enemies that are normally thirty levels higher, or more, than our group of heroes.

I don't know about you, but every game I've ever played it I jumped a job thirty levels higher than I was, I died. Same with a group.

This book needs editing badly. To many times to count, the wrong word was used. Crown instead of crowd. Things like that.

Then there are numbers in the book that if you click on will take you to the back of the book were it seems he added the questions and his answers from readers on royal road. This needs to be removed.

If you need to post an explanation to try and clarify something you wrote, well it means you need to go back and do a rewrite to express that section of your story more clearly.

I'm glad I read this on KU, as I can only give it three stars. However, with some polish this book can easily be a 4.5.

Kriegen says

Fun new author

A Fun new series by a new author. It took me a bit to get into it as it was a bit slow to get into the main plot compared to many other litRPG stories but once it got going, I really enjoyed it. It is fairly light on the amount of stats, just enough to keep you in tune with the MC's progression.

Definitely going to read the next in the series when it comes out.

Jodi says

One of the best in litRPG

This is by far one of the best in litRPG genre. A great in game experience, super back end RL supporting story, a great cast of characters (guildies) we have all known in our gaming experience. I am moving right on to book 2!

GaiusPrimus says

This was a great read. Disregard the cover, buy the book.

I love how the flashbacks add to the story, and how the RL stuff connects to the IG parts and vice versa.

The one thing that didn't cause this to be a 5 star LitRPG is that the main character undeniably wins every encounter against the book's antagonist.

I'm writing this after having finished the second in the series as well, so the same problem exists on the second book, but nonetheless, it's a fresh take on the genre and it has tons of guild/village/city building, which is awesome.

John Tregea says

A great LitRPG read

For fans of the LitRPG genre, this series is a cut above many. The premise of how the main character ends up in a VRMMO is well constructed and the characters and story are very smoothly written. Very entertaining!

Michael Cottle says

Well done

I'm not a professional reviewer or anything, but I know what I like. I like good storytelling, and I found plenty of that in The Greystone Chronicles. It was a fun experience that was only marred by the Monte haul loot/rewards that were showered on the protagonists. I'm looking forward to seeing how the plot develops in book two. Great job Dave!

David says

The Greystone Chronicles

Great debut book, starts off slow building the characters and storyline as it goes. I love the sheer fantasy of being able to leave the mundane world and become whatever character you like. But also behave in a way that you would like to be treated in the real world. Looking forward to reading the next in the series. Fab

Douglas Mackay says

A book with real feeling

I enjoyed this book so much I could not put it down. I started late in the day and spent all night reading it. I found myself laughing, tearing up, and smiling a lot. Very good book that I would recommend to everyone. Thank you very much and keep them coming.
