



World-Tree Online

E.A. Hooper

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When an update traps millions of players in the most advanced VR game ever made, one man discovers an exploit that might just take him to the top of the World-Tree.

In 2056, the world's most powerful AI System, ARKUS, comes online. Created to extend human lifespans, it quickly designs new kinds of nanomachine therapies, in addition to making world-changing discoveries in health science. It also develops an advanced VR headset that uses consumable nanomachines to allow users to experience time faster in virtual worlds.

Two years later, ARKUS releases World-Tree Online. The game's time-dilation makes it so that one hour of playtime feels like one month to those in-game, allowing humans to live extended, virtual lives that feel real.

However, shortly after an old gamer named Vincent joins World-Tree Online, an update begins that stretches the time-dilation to one year for every five seconds. Players are unable to exit the game during the update—with an estimated wait time of three hundred sixty years.

While trapped in the game, Vincent discovers an exploit in the physics that might take him higher up the World-Tree than he ever expected. Unfortunately, he crosses paths with the last moderator in the game, a young man named Lucas that uses his mod abilities to torture and subjugate other players.

Lucas is willing to abuse his power to conquer the World-Tree, but Vincent's exploit might just be the key to stopping him.

World-Tree Online Details

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From Reader Review World-Tree Online for online ebook

Stuart McCunnell says

Wow, a really amazing book

Absolutely loved this book. Well balanced with detailed world building but doesn't go over the top and lose you in to much detail.

The characters are very believable and you really get sucked into the story.

Found it very difficult to stop reading this and go to sleep!

Looking forward to the next book as this is so much better than others in the LitRPG genre (much better than The Land)

Keep climbing the World-Tree!

Elaina Myers says

Wonderful story

I loved this story! Great challenges, determination of the characters to improve themselves (including decades spent improving, without our needing to see each step), and I liked that people forgave each other and yet there are still consequences for negative actions.

A-J says

Please write a world tree series

This novel I read in I e sotto g because it was action packed as well as exploring the characters personalities and motivations. I think a series based on this would be amazing g and could even cover their real world lives away from the game given their real world is full of AI.

carl grace says

Sigh... I really wanted to like this book.

I really wanted to enjoy this book, but gods, the mc is too boring! He's such a a goodie-two-shoe that the story and over all dialogue was predictable! The supporting character, Jim, was far more interesting. Stats and even weapon ratings mean absolutely nothing. The Villain, Lucas the a** that he is, is even more interesting than the main character.

Danny A. says

Incredible story. I recommend it

This was an incredible that I have read. The MC was smart and wise. He actually like an old man, he was focused, determined and kept his priorities straight. The villain was also good and put up a good fight against the Protagonists.

The game system was quite imaginative and I liked it.

Only found small issues with grammar

Russell Gray says

I was pleasantly surprised by this book. For whatever reason, the brief description didn't really make me want to read it. Maybe because the whole trope of a character having an OP ability early on and then they end up god-modding through the game just irks me. And the description even says right off the bat that the MC develops an exploit that lets him have an advantage. Despite that hesitancy, I went for it since it has so many reviews and over a 4 star rating and I'm glad I did.

The characters are fairly generic, but the overall world was very fleshed out and you could tell that the author had a very specific setting in mind. There are a lot of mechanics at play in this book that make it stand out from the average litrpg/gamelit offerings.

On the flip side, I also really disliked some of the unique things. It was a huge turnoff for me how everyone just wanted to suicide at the first hint of incoming pain. Honestly, it was too melodramatic and it made it really hard to root for the characters when it seemed they were just being a bunch of babies and were unwilling to struggle. If you know that you won't actually die, then pain doesn't really matter that much outside of an ongoing torture scenario...and honestly that's more about the psychological aspect more than anything. Luckily, by about 2/3 the way through the book, people were a bit more willing to actually get injured and keep fighting.

The author also seems to have an extreme fetish for drinking mana potions. Seriously, I get it. They run low on mana and they drink a potion. I don't need you to explicitly tell me every time because it ends up with 50% of each fight description just talking about chugging ethers. Just mention it a few times periodically so we know that it happens and let it be. Also how many times can a person smirk or wipe their sweaty brow. Please include a bit more variety in future endeavors.

Those gripes aside, the story was still very good and once it was on the home stretch, I didn't want to put the book down. I don't think I can say I enjoyed the story that much to be honest, but I do think that anyone who reads a lot of gamelit/litrpg should read this just for the unique mechanics and world. This book does a good job of giving the genre a bit of much needed variety, so for that reason alone I would recommend it.

Despite the issues I had with it, it was still a very solid read...and if the things I mentioned don't bother you, then you will probably consider this book a 5 star entry and for good reason.

Heath says

Good Read.

A LitRPG story. I liked the story, but found the time compression that happened with the system update unrealistic (unbelievable). One other thing, with a new chapter the main character or the villain's stats would be give. Mist of the time it would rehash what was given in the previous chapter. It should have been limited to when there was a time jump or other major change. Would be interested in the next book when it comes out.

DJay says

This was a very interesting book. The AI in the game decides that it wants to stretch the time out. It turns 30 minutes into over 300 years, and there's a douche mod (surprise surprise) that lets his power go to his head. In the end that the mod enslaves something like close to 5 million players in various ways. The protagonist is a 70+ year old that is an "old school" gamer and has the motto of harder is better (that's what she said). So when this all kicks off and the 300 jail sentence starts, he becomes dedicated to playing the game in ways that no other player has yet and also because of his old school style of play he's able to think of ways to do things that most people wouldn't have tried thus making him the "man" that's able to possibly beat the mod. Overall, this was an awesome story. The main character is pretty damn good, but I loved Xan the most. She was awesome. Watching her break out of her shell was prob the most fun I had while reading this book. This is a fun read, and should be closer to the top of your TBR pile if you have one.

Drew Ruffa says

WOW, just.... wow!

I rarely leave reviews. This book is worth it though. With so many gimmicks out there in LitRPG/ gamelit books, this book stands out with well written characters and plot. It reads like the author has been writing for decades. Well worth the price. I can't wait for the next book. WOW!

Niels Baumgartner says

Not a sword art clone

Don't know how else to say it, but this was amazing. Originally avoided it because it looked like a SAO clone or knockoff. Then saw a couple recommendations. Turns out this was an epic story of friendship, risk, and hard choices. And it really resonated with me. Was a good book and i highly recommend it.

Eric Cooley says

Surprising good story

I've read a lot of LitRPG and this is one of the first that makes sense and has a good story.

Due to a new patch several people are trapped in a video game where time dilation is increased. Subjectively they will be trapped for hundreds of years while only a half hour passes in real time.

The mmorpg is the first of its kind in realism. Which has a neat setting. It has many worlds and branches.

The bad guy here is a moderator who abuses his power. This dude is a real nut job megalomaniac. It's refreshing to see a villain in this genre that is a human.

That's all in the first few chapters.

The story from there is entertaining. There are some huge jumps in time where all the boarding stuff occurs off screen so to say.

Carlisle says

Fantastic Idea and concept for a book. Was slightly disappointed in the antagonist. I actually felt more interested in the minions and would have loved to see them more involved instead of just fight scenes and good game. Missed a real opportunity to develop nemesis's (?) is that even a word. It would have been so much better if we saw the backstory to them fleshed out. Can't wait for the next 2 books. Good Job kept me reading and procrastinating other things few authors can do that to me

Fadswaffer Mc Truffles says

Really cool concept

Super cool concept, but that magic system... It seems like instead of swords and spell slinging, everyone points their fingers and says bang.

I think this works well as a stand alone novel, where it wraps up the major plot points.

No glaring Grammer issues so that is always a huge plus, and editing seemed to do really well. Warning that there is some time skips but there are only 2 or 3, and you just skip them grinding skills, no real big deal. The skips were easy to look past once i turned a few pages and got caught back up.

Alex George says

One of the best litrpgs I've read

This book does some very interesting things and makes everything feel incredibly interesting. Lots of litrpgs focus on the grind, this focuses on the journey which is so much more enjoyable. A good mix of characters, interesting systems and a villain that is absolutely despicable. A must read for all litrpg fans

The fact its a planned trilogy and not a neverending story like some makes me hopeful too

Sarah McDonald says

Shock and awe

I wasn't sure what to expect from this book when I started it. I soon fell in love with the characters and I completely loved the complexity of Lucas's character. This book leaves me waiting for the next in the series and somewhat exhausted. I feel like I was the one fighting against oppression and against a hostile world. I fully recommend this to even those hesitant about game based novels. It is very light on the game aspects.
