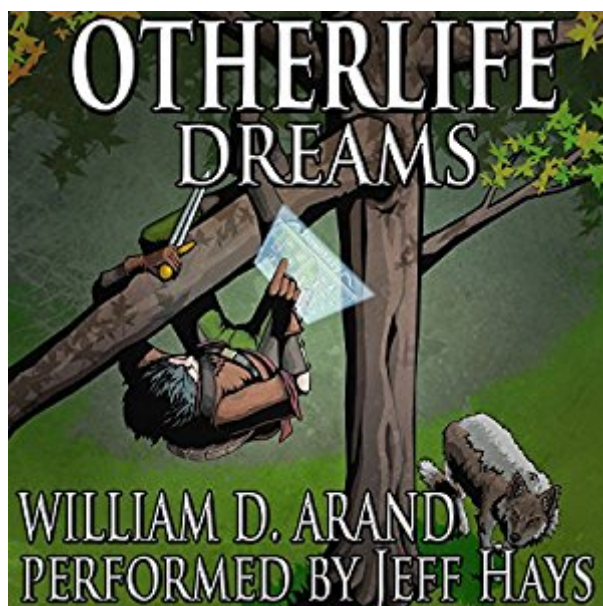


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# Otherlife Dreams: The Selfless Hero Trilogy



## Synopsis

Runner has a problem. He and 499,000 men and women are trapped in a game. He also just happens to be the only person from IT who could log everyone out safely. And he doesn't remember his password. He, like everyone else in this nightmare, had his memory scrambled or lost in the process of being loaded into the game. A single garbled message is his only clue to how to save everyone. The problem is that whoever loaded them into the game loaded their minds completely. If they die, their brains get wiped. Now it's time for Runner to flex his skills as a power gaming min maxer and see what he can do. Because every time he levels, he might gain the memory of the password. Time to go hardcore.

## Book Information

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## Customer Reviews

a pretty good entry into the LITRPG genre. First the good, Overall I enjoyed the story and the characters. while the main character is flawed and makes some really oddball comments thru-out the book I have come to accept that some or perhaps many of his excentric actions/dialog may be due to his mind being scrambled/missing large chunks of memories in this first book. I like all of his traveling companions and his primary actions/decisions when it comes to his companions. The story/adventure was pretty good and the fantasy setting was decent although not too thoroughly fleshed out in this first book. there had better be more to coming soon to explain some many of the questions still left at the end of the book. a few spoilers ahead Now the bad things in my opinion. there seem to be several flaws in the general mechanics of the virtual reality/game mechanics and I am not talking about the glitches in the system in the story but the actual premise behind the mechanics. For one thing just like most games there are basic attributes = Strength, dexterity,

agility, constitution, intelligence, wisdom, and finally charisma. now for example one would think constitution would be tied to health, hit point or stamina but instead apparently each and every character starts with 100 hit points and 100 stamina regardless of any stat. Also Mana to power magic apparently also starts at 100 regardless of any of the primary stats. so right there you have two or three of your most important details not tied to any of your core attributes. the story assures us the Main characters glitched character is screwed due to all but one of his main attributes being set at 1 while all his 64 points were dumped into charisma during character creation but, again the attributes don't actually seem to be tied to anything. immediately our MC is attacked at the beginning of the story and runs over and climbs up a tree to escape a wolf. Here again there seem to be several flaws here as we know he has a strength of 1, if he had been able to distribute his points normally he would have averaged a strength of 9 btw, but here he climbs up faster than a wolf can get him, now some of you may be thinking maybe climbing is based of agility or dexterity but again both of these are at 1 as well so my point stands. then when he gets up in the tree he looks in his inventory and finds he literally is overloaded/has all sorts of food/tools/equipment so much so that his pack cant really hold anymore. In other words he probably shouldn't even be able to lift/carry or climb with it. There are several other times when the books explanation of the character creation system or game mechanics seem to have errors or oddities like this which make me question the extent of the authors knowledge of roleplaying games. I have similar questions about the authors knowledge of military operations or structure in general as he throws out some really strange numbers when he pegs the military personel that have been downloaded into the game are 500,000 70 of which are or were officers but are missing. That seems incredibly low to me, that means there would be more than 7,000 enlisted for each officer. Anyway despite a few rough patches I really enjoyed the book and am looking forward to the next one. Arand, William D. (2016-01-21). *Otherlife Dreams: The Selfless Hero Trilogy* (Kindle Locations 136-137). William D. Arand. Kindle Edition.

*Otherlife Dreams* is a good read, with some twists from the ordinary LitRPG tropes and clichés (soldiers in space trapped in the game), but does have some issues. One such issue is using Laser-guided Amnesia for all player characters (would be nice to have at least an inkling as to there being a reason why) which is (for some reason) gradually remedied as they level up, perma-death if you die in the game. Another is having our main character be special (in this case, being a Jack-of-all-Trades), as well as experiencing high levels of stress. I had some minor quibbles with the character actions, especially since some of them seem to be more due to the main character getting

temporary hold of the Idiot Ball (yes, let's do a parody of a prayer and then jump off a cliff - what could possibly go wrong?), but on the other side, it is a nice touch of not having the main character be the Åber-logical Spock-type gamer. While there is skill grinding, the book avoids dumping loads of character data tables all over the place and endless skill lists - repeated over and over - are happily also absent. There is a major disconnect between the character and the player, most exemplified in the character having gone all in on Charisma (unintentionally) but still managing to be less than charming to his closest allies, using the in-book "N-word" more than once after they have indicated being less than pleased by such a designation. I do wish to assure you that there are, as far as I can tell, no racism in this book, but there is realistic prejudice from players. The book does deal with the difference of the game versus the real world, and it does contain the death of people (which should be obvious from the perma-death I mentioned before), as well as situations of a mature nature, though it does not descend into visceral descriptions of gore or sex. All in all, it is a good read, and I just bought the second in the series. Here's to hoping that Runner keeps from squeezing the Idiot Ball any more than

At first I figured this book would be alright at best. Glad I was wrong. While it does start out pretty mediocre, it grows from there into a more fully realized, fun book. Characters are added, but they exist mostly as fodder for the snark of the protagonist. Now worry not, those characters snark right back, leading to some good laugh out loud moments. It's litRPG, it's not the best the genre has to offer, but I will definitely pick up the sequel. I recommend it to anyone who knows what the litRPG genre is.

It's not a new idea, being immersed in a virtual game that's gone wrong--where death in game means real death. But this book added some wonderful surprises onto that now classic theme. Memory loss, NPCs coming to life, and other surprises I'll not spoil for you. In the end, the character depth was the strongest part of this story. The plot mainly was small side quests, not a lot of macro story elements (though they were meaningful). It was a little harsh (one character cussed almost every sentence and violence was frequent). But the language and fights didn't stray into graphic territory, for which I was grateful. I'll read the second.

I had never read a book about a character being in a game before. I'd seen movies and watched anime but, never a book. I liked this one a lot. I hope he comes out with more of these books.

This book is rather complex with some of its points and idealisms. It starts with a mystery, and while giving the impression at first of a truly OP main character, fleshes out to a very unique and enjoyable story. I love that as you get to know the MC, he too is slowly getting to know, or at least remembering, himself as well. I love that the characters all seem more... realistic. They all have their genuine flaws, be they on the surface or only hinted at. No one is 'perfect' or 'flawless,' especially not the MC. An all around great read, and \$ well spent. I simply cannot wait until the next book in this series. Great job William!

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