

Alterlife III: A Suspenseful VR Thriller

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Synopsis

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In the year 2042, the first fully immersive virtual reality MMORPG goes live, giving players the ability to build another life in a world of limitless possibilities. This is the story of one man's journey.

John Crussel lost. And his family paid the price. He's through with Alterlife.

That is, until Deakins convinces him to meet Giovisi - a strange and meticulous man who operates a cleaning business. It also happens that he's the guildmaster of the Saviors - a mysterious guild in an even more mysterious place.

Giovisi convinces John that the threat still remains; the virus is still in Afterlife. He warns that soon, the Gamemasters will raise Thal, the God of War, and when they do, the virus will be unleashed upon all of Alterlife and the real world, as well, ushering in the demise of the human race.

The countdown to the Blood Moon has begun; the gods' rite will bring mankind's doom. And they've got the aid of the Soldiers of Justice and the King's Blood - the two largest guilds in Alterlife.

With tremendous odds stacked against them, it's up to John Crussel and the Saviors to stop the gods before it's too late.

Game on!

About Alterlife

Alterlife is the first book of the Alterlife series. It was largely influenced by my experience with Ultima Online - one of the earliest MMORPGs. I still remember the anticipation I had at the sound of my dial-up internet connection.

Reader's comments

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