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# Making The Grade (Omnia Online Series Book 2)



## Synopsis

It's started | It's been only one week since the alpha test of Omnia Online began, and while Kevin doesn't know it yet, significant events are going to change his life forever, in ways he could never imagine. For hundreds of years, Sol has been under careful observation and protection as required by the rules of the Imperial Cultural Protection Act. But now the Department of Cultural Development has started a plan to bring the people of Earth into the Imperium... "Let's ask them to play a game" • I would like to invite you on an adventure with me, as we explore the potential of a Fully Immersive Virtual Reality Massive Multi-Player Online Roleplaying Game (FIVR-MMORPG) to change lives. Not just as a game, but also as a tool for physical and mental development. Omnia Online is soon to be released, the first ever of its kind in Kevin's world. Join him, as he experiences the universe as it really is. It's going to change our world view forever. Warning: This book contains adult content and language |

## Book Information

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## Customer Reviews

I really like this series, but this book was a little different than number 1. Too much effort in a rehash for a story that isn't all that long. The book is far too short to be a standalone, so a rehash is more

tedious than anything, and that seemed to cover too much of the story. I did like the newer more original bits a lot and hope to find book 3 focuses more on current and future rather than reminding us of the past. If you are going to start reading a series at book 2 then you deserve to be lost and confused.

Not a bad book, but a bit short, and not as good as the first book in my opinion. The ending, whilst not abrupt, is lacking in oomph. There are several questions, which could have easily been answered with an extra chapter, possibly two, or changing the epilogue slightly. Apart from that, a few spelling & grammar (tense) errors, which took rereading the sentence again to get the understanding. The good thing about this book was the action against the Rogue, and it read true for a mercenary. A bit hesitant at times, but some good out of the box thinking. The bad - for such a scary big bad Rogue, it went down rather easily, perhaps some more thoughts needed there, or perhaps a second opinion on how it would act/react.

Okay to good sequel, somewhat hurt by poor editing. Excuse me, REALLY poor editing with computer spellcheck that a human would spot: "through / threw" (1772). My favorite was at (1256): "Our town is really on the edge of know where." The book is still in the type of "beginning character arc" where the MC is building strength and preparing to set out in the cold, cruel world. Nothing unexpected happens, but the foundation for the rest of the series is being constructed by the author methodically. The AI assigned to him is programmed to "love" him and, thankfully offscreen and only mentioned as an afterword, offers \*cough\* physical relief. Where the author is going to take their relationship could kill any interest I have in reading further.

Unfortunately I am not a gamer so some of the game references were confusing for me. Which means some of the problems I had with the story lie with me not the book. If not for this I probably would have given more stars. I have been reading sf for over 45 years so I have learned to gloss over some insider references, in this case gaming references, as long as I understand the plot of the story and like the characters both of which I do in this series. Overall I enjoyed the story and will continue to read the series. I may even start to understand the game stats the author gives our hero ... maybe

I enjoyed the first book, and find the story engaging, but could only get through a quarter of this book before calling it quits due to the jarring typos on every other page. Mixing up when to use

plural vs possessive was a common problem, but so were extra words, missing words, and the usual wrong words (your/you're, were/where, etc). If others weren't so forgiving with their ratings despite these types of errors, maybe we'd see better attempts at editing before books were released to the public.

The story telling is very enjoyable. As others have pointed out, the poor grammatical editing detracts from the story. The author is advancing the character very quickly up to the upper levels available, a frequent flaw of writers that misses out on lots of opportunity for good plots and character growth. I am looking forward to purchasing the next few books when they become available.

A great addition to the first book. It leave the reader wanting more, but not in a cliff hanger way. The best way I would describe it is that each book is an Arc, and while each Arc has an ending, it hints at there being more excitement to come. If I were to have any complaint at all it is that the last fight felt a bit anti-climatic, or maybe just a bit too quick to end? However it would make sense in the context of the story, so maybe I just wanted to see more action. As a new author, I think that Christopher Booth is quite talented, or hard working, hopefully both, and will continue to put out good quality novels. What I am more astounded by is the pace at which he has turned out novels. It has been a little under 2 months since he started writing the first novel, or at the very least posted the first chapter on RoyalRoadL.com. At this rate, by December we will have 3 more novels! However please don't take that number as fact, I don't want to pressure the author =) Quality before Quantity please.

This book was ok. Felt kind of rushed and that was really disappointing as I enjoyed the first one. Not that much development of the character and his interactions with others in the game are superficial in this book at best. Hope author turns it around for the third.

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