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Librarian's Note: An alternate cover for this ASIN can be found here

Even after pre-ordering the pod that would allow them to play "Glendaria Awakens", Krista and Devin still had to wait months before they were able to experience the newest in VRMMORPG (Virtual Reality Massively Multiplayer Online Role-Playing Game) technology. The wait was definitely worth it as they entered into a game world that was virtually indistinguishable from real life -- apart from the obvious game elements of course.

After starting in a typical starting town, they learned everything they needed to survive in this new world. Journeying through the wilderness outside of town, the duo progressed at a good pace until they arrived at the starting dungeon. Their lives were drastically changed by this place with the unassuming name of, "Goblin Cave".

Dungeon Player Details

Date   : Published November 19th 2017
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Author : Jonathan Brooks
Format : Kindle Edition 141 pages
Genre   :

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Jonathan says

Fun

It's a good fun read. I think you would enjoy it. Go on give it a try. Dive on in.

Heath says

Good Read.

A LitRPG story. I liked the story and the details that were shown, but the charts were too detailed and a lot of the info was not needed (for the reader). The info could have been summarized (shorter format) or discussed out loud.

Chuck McIntyre says

I like the core concept behind this book, and it certainly seems original. Without giving too much away instead of being immersed in a game world as a player, our protagonist is immersed as a dungeon (hence the title). The dungeon can level, expand and even capture territory.

This is the first time I've seen the concept and is was original enough that I finished the book.

Unfortunately this book has a lot of minor annoyances that stack together to make it unpalatable.

First, none of the tables for stats are legible on a smaller Kindle, which means I can't get into the gamification. The tables don't shrink enough to fit the screen, even at smallest text size.

Second there are a considerable number of grammatical mistakes, and the book would benefit greatly from an editor.

Third, the pacing seemed off to me. For example, on page 1, we introduce some tech, then basically never hear about him again. I'd rather get more personality from our main with an abbreviated backstory instead. As another example, when our mains enter the game we spend a bunch of time/pages on boring newbie tropes before we get to the dungeon player bit. Why bother if you're not even really introducing us to an original world?

Finally, I just didn't buy how fast the characters adjusted to their new circumstances. This could easily have been explained by the fact that they were living in a computer or something, but as it was, the characters just felt like cardboard.

Ben Barlow says

Good but short

The book has a great premise, good characters and is well written. My only issue arises with the length. It ends just as I was getting seriously invested into the story. Another couple hundred pages would have been preferable.

james j cooney says

Great read

Love the dungeon and the DUMN is interesting and fun. There was no grammatical errors that distracted me. So good I loved it.

Johnny says

Novella

141 pages, not worth 2.99$.
Read this on kindle unlimited only.
I can't recommend this not will l get book two.

David Durkin says

Glendara Awakens contains little character and plot development per chapter, the problem exasperated by its being such a short story.
Similarly, Its central theme as a dungeon core story is hardly represented, and world building has not progressed past the studs.

The characters are disturbingly detatched to their predicaments, showing little emotion and blowing off life changing events. I would have loved to see this adressed, whether through reference to the limitations of the host, perhaps supressed by the ai, or even some vague mentions of shock at the minimum. Unfortunently, no effort for explaination was undertaken and the characters simply become strange and unrealistic from the start.

Despite all of this, the book is still readable, and though i could not recomend, its not totally off the table for an unpicky reader.

Davidl Campbell'Sr says

Okay

This story is okay but short the main characters are entertaining and a good fighting team it'll be interesting to read how they solve their dead problem...

G L says

Good start, more of a short story than a novel

I am going to be brutally honest. I was disapointed. I really like the genre and I have a soft spot for dungeon builders but this story was lacking some important story elements. Like a climax. The conflict is practically nonexistant and there is no resolution by the end of it. The main characters are lackadaisical, unfazed by dying and essentially having their consciousness installed on a game server. They seem to have no interest in the game company's cover up of their deaths or improving their situation beyond leveling up. There is so much untouched potential here between the ghost-in-the-shell soul mind vs soul setting, the startlingly self-aware AI, the possible metamorphosis of the MCs...but its wasted. The MC dont care that they died, don't question, develop or grow. As a result of the cookie cutter MCs the story doesnt really progress or have any sense of tension/urgency. The story feels too short, unfinished like an overly long prologue. Of all the dungeon builders on Amazon, this one is the least interesting. Read dungeon born or slime dungeon first.

Brad T. says

I don't usually like dungeon core books but I really liked this one.

GaiusPrimus says

It was an interesting read and the 2 stars shouldn't be a reflection of me wanting to continue or not with the story (I would read the next one).

There were 3 large issues with this story for me.

1. Everything is being spelled out, sometimes multiple times. Being available on KU, I can see that this is padding for padding's sake.
2. The story is really just the first third of a book. Once you strip everything that was done because of #1, you are left with not a lot of meat on the bones.
3. Because of #2, there's very little character development. Things happen just because and the two characters just accept it. If there was less of #1 and more of #2 then #3 would just naturally happen more.

To the author, please read this not as a criticism, but more of a encouragement to work on some things. I'll be picking up the next one when I see it.

Xander Boyce says

A quick fun read.

Short and a little unrealistic in that a lot of the plot devices are very dues ex machina that wouldn't actually exist in a game world. Also, the lack of emotional response from the protagonists after the dungeon is wired. But the story was enjoyable, just a little shallow.

Zachary Schillinger says

An interesting sub-sub-genre debut.

This book is a good introduction to dungeon core style novels. It is short and fast paced while still surprising in several areas.

Allan says

Enjoyable story

Steven says

This book was so short. 15% into the book and you only know a name for the two main characters and hair color. I like seeing stats and character building but it seemed like the author was trying to fill pages to make it more than a 30 page book.