



Made

Stephan Morse

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ASIN moved from this edition

No longer playing as a Local from the world of Continue Online, Grant Legate's adventure can begin. The Voices offer him a unique title along with a test and reward. To start—he'll have to survive underground horrors, old girlfriends, become a warrior. To win—he must become an imp familiar and kill another player, one with a dozen tricks up his sleeve.

Made Details

Date : Published August 2018

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Author : Stephan Morse

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From Reader Review Made for online ebook

Lazybee says

Better than previous one.

Daniel Lawson says

This book almost crashed and burned

Thankfully the author pulled out from the brink and turned what could have been a disastrous ending into something with hope.

Ryan Peters says

2nd series I've read in the LitRPG category, and this one handles character progression so much better. It's not just "here's some stats".

I'm pretty hooked on this one, I feel like I'm getting to know a world as the character gets to know it. We're not being dropped into a fantasy setting where all of the characters already know the world around us. There is something comforting about how LitRPG allows the character to be just as confused by some new place or concept as the reader who is discovering it for the first time.

Niels Baumgartner says

Amazing

If you can handle an epic story and you want it to continue. Keep reading...

Totally worth it.

Don't miss this.

John #Audible says

I tried, jebus I tried to listen to this one again to see if it was going to be better. But no the MC is some candy ass that has been living in a safety bubble and he seems to not want to grow up after 30 years. That is fine to drone on about this stuff the first book, but move the hell on dude!! it makes for a book that is not entertaining and boring as hell. It seems that every character in this book is a emotional train wreck and has been carrying baggage around for years.

Milan says

Interesting sequel. I was glad to see Awesome Jr. SweetPea and others again and it was interesting to see they know Grants niece Beth in real life. Ending was a bit confusing but it was still a decent read. There were several interesting revelations in the end though I'll just have to wait and see what happens next.

Ronnie Borgquist says

The road down memory lane.

like the first one I really like this one but dam it hard not to want to punch a wall at time I have myself a hard time to keep my deep feelings at bay and know full well what he goes thought and that just make this book so much better for me I think.

Dániel Farkas says

I am really glad that i have made up my mind to read it through to the last page, because sometimes i felt rather disappointed. Clearly with a lot of potential, and have space to evolve to anything and i am truly happy that Grant made up his mind the way he did. Recommended

Jonathan McDaniel says

Fantastic

The book builds upon the characters and setting of the first one, and delivers more insights into the drives and personalities of its characters. I can't wait for the third one to release.

M.L. says

This is a sad story that continues with the feels. I find myself impressed at the amount of empathy and emotion this work of fiction arouses within me. Yet focusing too much on the feelings of the protagonist and how he deals with them doesn't leave a lot for action and other stuff that make LitRPGs entertaining.

Sinisa Mikasinovic says

After reading the first part, Memories, I wasn't sure if that was the beginning of the best series ever or it will come horribly crashing down in pieces.

Apparently, Morse and Proczko are hell-bent on the former. The series so far is simply brilliant!

The history is full of various authors and their pale attempts of making their one-hit wonder novels into worthy series and then failing miserably. With so many people writing stuff today and doing nothing noteworthy, I'd say odds are pretty much stacked against anyone who tries.

Still, Morse is making it happen. I can *feel* his characters, no matter if good or bad. They are real and three-dimensional, whether AI or human. Makes you imagine scenarios that may happen in the future and then pleasantly surprised how close you got without actually getting it right :-)

Personally, I feel the main appeal of the story is it's open-endedness. If that wasn't a word before, it is now :D There's no need to rush through the story to that final objective and "save the princess from the bad guy". It's all happening in the real time - right here, right now. Yes, sometimes the world is on fire and there's a general need to hurry things up but the pacing is surprisingly slow. Allows for everything to be properly absorbed and inspected.

Morse also doesn't give out too much information about *anything*! "Here's just enough to get you interested and let's move on." Oh, how I hate you, Stefan Morse! I'll be forever hooked!

But how does he do it? It's simple, once you stop for long enough to focus on it - he cheats! Speaking of characters, by providing you with a bit of information here and there, you are forced to complete the character model in your mind. Information provided is crucial, that's true, and acts as a good base for your own interpretations of characters to be placed over. That makes *everyone* feel so much closer and allows you to love or hate different characters with a true sense of righteousness :-)

And then you get to the point when you discover you've "built" a character incorrectly. Something new happens and more information is revealed. "Oops, I guess I was wrong to assume that!" :-)

And it's a great feeling! I can feel involved with the world while fully enjoying the story.

New people, stories, plans... all are constantly being added. Just as we establish a firm grasp of the situation and are certain we've built our characters properly, new ones are introduced. At the current pace, it can continue pretty much forever. And it will be forever interesting and fun :-)

Using my revised "not everything can possibly be awesome, please tone it down" rating system - this falls squarely under "It was amazing and I loved it", 5* stars category. I really need more of these books in my life.

As long as Morse keeps writing magic and Proczko keeps reading it in such a way, I'll keep listening!

Made (Continue Online #2)

by Stephan Morse (Goodreads Author), Pavi Proczko (Narrator)

Verdict *Just as the doctor prescribed!*

Runtime *16:19*

Overall

Performance

Story

Shaft says

More of the same, there is an interesting story here but there is a lot that you have to wade through before you get there. I will probably continue reading this while I wait for the big series I follow to drop new instalments. I guess your enjoyment of this will come down to your feelings about mental health and how it is written about.

Rebecka says

I like when a litrpg has some sort of advanced AI instead of a group of human programmers controlling everything within the game. In this series you have several AIs and the accompanying questions of what makes something a living being and what it is to be human. I wish the story had a little more structure because it felt all over the place. Those places were nice and all, but I have no clue why we went there. I also miss a focus on stats and max/min, but that's just my personal preference and I don't hold it against the series.

Chris Evans says

I was interested to see what Morse would do with the story after he thoroughly wrapped up the main plot of the previous story. If he just had the main character jump into a new character not his own to learn about it would come seem forced and repetitive, but playing the game normally is also a divergence from the style of this book. So what does he do? Kind of both. He does get to make his standard character and play as him, but also, about half way through, he's drawn in to playing an NPC Demon a player summoned. This works pretty well at transitioning from the previous books style into a more sustainable story format.

Of course, like the last book, the actual game aspects of this book are mostly scenery to the character drama. Morse does a great job of showing how everything going on is re-breaking and mending the main character

There are a lot of questions about the world and AI in general presented here as well. And that ending...

Lucas Ellison says

Wow!

This series continues, heh, to keep me guessing. I have no idea where it's going. This novel didn't feel as dark as the previous but poor Grant Legate faces some real ethical dilemmas. The tone of the series still remains less light hearted than others of it genre making it far more to my liking. I worry however that the voice of balance has been completely drowned out. Hermes seems a little O.P. and in my opinion this often hurts a

LitRPG story. When the lead character becomes godlike or the game starts to aid them in a deus ex machina fashion it loses something. Personally I like it more when the characters face difficulties any player would or at least have to deal with other players who found ways to become just as O.P. Feels kinda empty when I know the player will just pull a Neo a la the end of the Matrix and just win the day by stopping Agent Smith's bullets.
