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Psy-Hunters (LitRPG)



Synopsis

A Cyberpunk Dystopian LitRPG experience. Troy Warwick is looking to lift his spirits after a run of bad luck. He turns to his close-knit family along with a popular VR game called Psy-Hunters which features a game world where the power of the mind grants humanity amazing abilities like flight, telepathy, and pyrokinesis. Little does Troy know that a far reaching mystery awaits him inside the game, a mystery that involves the leader of a popular clan called the Black Heaven Army. That leader is his ex-girlfriend, Sabbatha the Black and Troy must find out what happened to her and her clan.

Psy-Hunters TV Ad Ueden-Ter is a world on the brink of extinction. A powerful race of mechanized behemoths, known only as Overlords, have forever changed the future of the human race. A new race of genetically altered humans have joined together, led by the powerful Psychics. Psychics, Beasts, Cyborgs, Androids, and Humans alike all band together under the banner of the Psychic Hunters' Association or the Military Police Faction to protect Ueden-Ter from the tyranny of the Overlords. Will their combined might be enough to push back the threat of extinction? Join the battle in the virtual role playing game Psy-Hunters. Ages 10 and up. From the author of Hell's Glitch: Into a Dark Adventure and The Glitch Fiends: Hell's Glitch Volume 2.

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Customer Reviews

Nice slow paced development of characters and plot speeds up when needed but feels overall consistent. Also liked that while there is a threat it's not so world ending as some tend to be.

The book has a good and original story line. But it is just missing something. I think it is the main character that sets the tone for this book as wrong. Curiosity as a character trait is good but when coupled with cowards and idiot like traits it is just to wrong.

I really liked this book can't wait to see where the next book takes the story I will definitely read the next book

Very meh is mostly what I felt. The main characters are meh, the story feels blandish and forced in spots. Character motivations are suspect at the best if times especially for the main arc. I wish I could give it 2 and ½ stars but I'll give it 3.

Let me start off by saying, I enjoyed this book. I really did, and I'm developing a greater appreciation for the LitRPG genre as a whole. I've been following Belart since his debut, so I was eager to dive into his next project. I'd be lying if I said the synopsis got me interested. It just didn't pull me in, didn't make me feel like I needed to read this one. Still read it though, because come on, this is Belart Wright we're taking about here. I couldn't help but want to fire up an RPG while reading this, though I guess that comes with the genre. My favorite character was without a doubt, Ashe/Naomi. What can I say? I have a penchant for snarky characters. Belart has a way of making some engaging characters that you just gravitate towards. That said, the reason my rating is so low is because, I just didn't feel that all the characters were developed enough across the board to hook me. Even in Ashe's case, I only liked her so much because of her badassery, and the aforementioned snarky personality. I feel that only Troy got a lot of development, probably because he was the mc, but I need more than that in a book. I don't want side characters that I don't really care about. Still, I did find the plot to be interesting once things got rolling. The game world was awesome, and one I wouldn't mind being real and visiting myself. Psy-Hunters has shades of anime influences (at least

that's what I picked up), and I enjoyed that. I also liked how realistic and believable the familial relationships were. I couldn't help but be reminded of how my cousins and I act with each other after reading this one. so kudos for that. All that said, I do think this was a good read. I just know it could've been better, especially when compared to Mr. Wright's other books. Looking forward to inevitable sequel though. I'm sure that it'll blow me away.

I was impressed by this book. It hit all of the marks I judge a book by. 1. It had characters that were intelligent and made sense, interacting in a mature way instead of a stupid way which is frequently done when the main characters are teenagers. 2. It had emotions, there was a breadth to the emotions and interactions between the characters and the emotions made sense in the way they were written. 3. The plot line was enjoyable and moved at an appropriate pace. 4. The book was an appropriate size for a litrpg/fantasy/sci-fi first of series book. A general rule for book length is basic book ~200 pages, add minimum of 20% for books that need major world building, most good writers with major world building end up with 300 to 370 pages, and this met that without fluff. I could dig up some other metrics, but it just breaks down to a well written book that is enjoyable to read.

I very much enjoyed this new entry into the LitRPG genre. It's one of the few I've come across which focuses on psychic talents within a sci-fi game world and I really enjoyed that aspect of the story. It's a bit light on stats/character sheet kind of stuff but quite enjoyable regardless so check it out!

This book has interesting characters, a good plot, a surprise twist or two and is VERY well written. Seriously, unlike most of the LitRPG out now, there is effectively no grammar and punctuation. It's actually readable!!!! And yet, there is one thing that is missing. For some reason, I just don't care very much if the big bad guy wins. I don't know why it is that makes me not care. I wish I did so I could point it out to be fixed. Other than that one flaw, great book!

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