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Shepherd's Crook: Omegaverse 2



Synopsis

Duncan Sheriden and his friends continue their adventures in the Omegaverse. In addition to raids into Arn strongholds and further business dealing with the Canis Arcturus, Duncan finds himself thrust into ever more powerful and influential roles within the larger game universe - thrust by his own actions, as well as entities outside of his ken.

Book Information

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Customer Reviews

The 2nd book in the series, like volume one is a quick and fun read and I am looking forward to volume 3. The book is interesting and I enjoy the flexibility of the story in an online game setting. The characters are starting to take shape but I would like to see a bit more depth and additional focus on who they are. Any gamer can relate to the strong friendships that develop online with folks you may never meet face to face. Another reviewer was not pleased with the treatment of character who is "keen to stop pirates" I don't think it had anything to do with his (the authors) views on pirates. I read it as a reaction to griefers. Griefers are a big part of online gaming world and they tend to be disliked.

I agree with most that this is a good series and book to read, BUT, it's only at novella length. The author needs to make the book itself longer, and not by padding it out. Character development ok, a couple of editing/spelling errors, but nothing too drastic. All in all, a series that is getting better as it goes along

Great Sci-Fi VRMMORPG . This series has great potential. There is a lot more to the story of the main characters than we are allowed to know, but it's mysteriously fun. I don't mind as long as the Main character is benefiting from it. I can't wait for more!! I didn't like the character's enemies, and I wish the whole thing would just disappear. There is more than enough interesting PvE and real life things to make the story excellent. I hate PVP.

Funny read. I laughed a couple of times. The author was trolling one particular character, but he seems to be turning into an interesting antagonist. Still felt a bit short, but remained an entertaining read. There's still a lot of mystery behind the real purpose of the VR, but the story is enjoyable enough, even without that mystery being resolved.

I enjoyed Book 2 a lot more than Book 1, as the story has developed quite a bit - and the characters as well. There are still some rough edges in the "Omegaverse" that need to be explained and ironed out, and I'm really hoping Book 3 covers a bit more of that. This series has made me feel quite nostalgic, as I used to be an avid online gamer. Keep up the great work Mr. Cooper, and I can't wait for Book 3!

This could be a fun read but I keep getting annoyed that we are supposed to dislike a character because he is keen to stop pirates. The author thinks piracy is ok in game because cargo and ships have insurance. That is morally retarded. The MC is handed a bunch of wealth and lucky him he has a brown skinned grinder from India who will do all his scut work and think he is a benefactor. There is no reason to like the MC and he doesn't overcome obstacles through risk or cleverness or hard work. He is handed everything. So won't be keeping on with this.

The first book was too short for any interesting plots to really develop. We finally get to explore the game world, see all characters develop and guess the connection between them. An exciting short read that keeps you hooked.

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