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Ghosts Of Cortanis (Cortanis Trilogy Book 1)

Synopsis

SOMETHING HAS MANIFESTEDTides of Cortanis is the most successful online game of all time, with fifteen million players sharing a vast, fantastic science fiction realm. Naomi RenÃ© hides from her depression and loneliness by playing in Cortanis as her character Vanda, fighting space battles and going on adventures with a close-knit group of online friends. She is stunned to learn that her best friend, Peter, has died while playing.But when Peter mysteriously appears in the virtual game world, not even the game developers can explain where he came from or what he is. Naomi must go deep into the gameâ ™s darkest corners to find out what happened to Peter. What she finds forces her to confront her own demons... demons of her past she canâ ™t hide from anymore. Not if she is to escape Peterâ ™s fate. C.J. Weiland writes thrilling cyberpunk science fiction with a LitRPG twist. You can stay up to date on upcoming releases at www.cortanis.com, and follow him on Facebook at facebook.com/cjweiland.author/.

Book Information

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Customer Reviews

I had never thought that a story about an online computer game would keep me interested. Having

been a gamer, I find most games become somewhat boring after a few hours. I expected the same in this story but I am glad I was pleasantly surprised. I should mention that I know the author from a local writers group and was able to read parts of the story under development. I was surprised with the final book even knowing some of the events.Now back to the story. It was easy to follow along between game play and real life, but at the same time the game play felt like real life and made me want to play the game. But slowly the story blurred between the game and real life and had me wondering, in all kinds of directions, of where the story will lead. C.J kept the story interested and even the twists and turns, which felt predictable, moved into directions I didn't except. I thoroughly enjoyed the story and I look forward to reading the entire trilogy and I am sure I will read it again in the near future.

I truly enjoyed every aspect of this book! I liked the psychological twists and turns the main character, Naomi, went through in the story. I also thought the dichotomy between the real Naomi and her online avatar was striking and interesting. CJ Weiland does a very good job of creating worlds and examining large social issues through the lens of captivating characters. It had me interested from page one until the end. I couldn't wait to get started on the second one in the series, Demons of Cortanis, so I could find out what happened next! Excellent debut from a very talented author.

I read this as a person who has never been into video games. I enjoy Candy Crush and the like, but never tried the type of games mentioned in the book. That being said, the book drew me in and gripped my attention, not letting go until I reached its conclusion. Vanda/Naomi greatly reminded me of myself at times, showing me more about myself. This is a great read, leaves me needing to make time for the sequel.Very well done.

Ghosts of Cortanis follows Naomi/Vanda in and out of the online game Tides of Cortanis. Seeing the character both in the real world and in the online video game made me really enjoy the complexity of Naomi's character. C.J. Weiland did a great job hooking me into the world. The game world is well thought out, but even if you've never played a video game, you will still like intrigue of the book. The twists that the book presented were not ones that I expected! Great book; I've picked up the next and will continue to read!

For those who want an immediate connections to the characters in the first chapter, this doesn't

happen. I tell you this so that you won't put the book down too quickly. The transition between real and game worlds was not easy for me, but again that's just a quirk of mine. With all that said, once I got at ease with the characters, I couldn't put the book down...wanting to know "what's next" is a good read as far as I'm concerned and this is definitely an engrossing story... well written in the context of character development and story line. I'm anxious to read book two!!

A high school friend of mine wrote this series. I was intrigued...... So downloaded the first book. Very well written. Great story line even for a non-gamer.

Great book. Very interesting and a good thriller. I bought both books and am sad to say I have finished them both. Can't wait for the third one to come out.

Originally published in Nov. 2015, the author of the novel sent the LitRPG podcast facebook page a message asking for a review. ItÃ¢Â Â™s the first in a trilogy.At first I was suspicious that this was another attempt at rebranding a VR story as LitRPG, but I was thankfully wrong. While I would have personally have loved to have read about more details about the game mechanics of the world, thereÃ¢Â Â™s enough there to be LitRPG.The game world is first presented as a space mission fighter game and there are details about how the A.I. creates custom challenges for the players, the variety of missions available, establishing player worlds, PVP, upgrading ships, etc. ItÃ¢Â Â™s only after the 30% mark, when the MC goes on a single player mission to find locate the ghost of a deceased friend and takes her personal A.I., that you see more of the advancement of individual power characteristics. Then you get more of a sci-fi mmo feel.ThereÃ¢Â Â™s never a ton of damage notifications or detailed descriptions on powers, abilities, or weapons. It was likely written more as a cyberpunk novel that is also set in a game world. Remember it was published before LitRPG became super popular and it was ok to write about a ton of detailed game stuff. You can sort of tell that since the author added a glossary of terms at the end of the story with definitions for things like PVP, crafting, and FPS.What I really enjoyed about the story is the speculative sci-fi elements early on in the novel and the adult themes, (1-4%). The details about a A.I. system that has the potential to not only read and understand human emotions and reactions but then create content based on that feedback is interesting. ItÃ¢Â Â™s initially described as a system that can be used for therapeutic purposes or to help humanity better understand itself.This system bleeds into the game part of the story as the A.I. system that runs the game and creates custom content for players based on understanding what challenges them and what frustrates them.The story then

gets into the sci-fi thriller cyberpunk realm, when the MCâ€™s in-game friend dies but his digital ghost is still hanging around. There are questions about whether the game is manipulating the MC or if sheâ€™s having a psychotic break or if something even more sinister is going on. Still, with the help of a game administrator she goes on a quest chain to find the ghost character and discover whatâ€™s happening (30% mark).Overall, I had a good time reading this story. It deals not only with speculative technology, but also themes of suicide, death, depression, and the road to dealing with all that. The story made me think and thatâ€™s always good to me.Score: 7 out of 10.

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