



Initializing

K.T. Hanna

Download now

Read Online ➔

Initializing

K.T. Hanna

Initializing K.T. Hanna

Discover the class you were born to play.

Wren, a seasoned healer, is dismayed when Somnia Online automatically assigns her character, Murmur, to the Enchanter class. Determined to overcome the unexpected setback, she assembles her guild, intent on the coveted #1 spot. Twelve keys stand between her and victory, but finding them is only part of the puzzle.

Armed with telepathic abilities, Murmur rises to the challenge. However, old rivals have followed her to Somnia Online desperate for revenge. Intricate quest lines become more dangerous as NPCs absorb powerful artifacts, and Murmur begins to wonder just what sort of AI controls the world.

Murmur questions her sanity as the real and virtual worlds mesh together. Everyone is keeping secrets from her, even the AI, and Murmur's determined to uncover them.

Initializing Details

Date : Published May 15th 2018 by Amaranthine Press

ISBN :

Author : K.T. Hanna

Format : Kindle Edition 562 pages

Genre : Fantasy, Science Fiction, Magic

 [Download Initializing ...pdf](#)

 [Read Online Initializing ...pdf](#)

Download and Read Free Online Initializing K.T. Hanna

From Reader Review Initializing for online ebook

Robert says

Too much vague overly emotional drama

This book was trying to be mysterious and all it ended up being was irritating. I didn't care if the MC survived or not. In fact by the end I was rooting for the mindless 'bad guy' who irrationally hated her.

Suspension of belief should not require suspension of thought, but that is what is required to get through this book.

Add in the stupid flashbacks at the beginning of each chapter, missing words in sentences and unrealistic reactions of every single character in this book makes for a long unenjoyable read.

Liam J says

Decent litrpg. Isn't friendly to people new to the genre, as it doesn't explain terms like kiting, line of sight, pulling, but uses them frequently. It was fairly entertaining but I did not find it as engaging as I would have liked.

M. Andrew Patterson says

If I had to compare this book, I would say the closest would be Tad Williams' Otherland series or Clines' Ready Player One. Both have fantastical worlds that are more than they seem. What separates this from Williams is that KT adds the depth of making it feel like a true MMO instead of focusing only on the world. With beautiful and deadly landscapes, intrigue, and NPCs that are a little too real, Hanna brings to life a truly wondrous, and digital world that will truly blow your mind. I've read it. You should read it.

Richin109 says

Great book

Really enjoyed reading this book. Cannot wait for the next book. Going to read it after I finish this review. Well written and does not lose the story when explaining the game mechanics.

Jami Leigh says

I will admit, I'm a bit biased on this one, and it has nothing to do with reading an ARC. I've been on a bit of a gamelit binge, since KT discovered it and told me about it. When she decided to write one, I was like... Oooh, yes please! And she didn't disappoint. Great action, relatable characters, and an underlying mystery that isn't solved in this one, but can grow throughout the series. I really like Mummur/Wren. She's the kind of

person I'd love to hang out with-Smart, loyal, but taking no one's shit.

<3 Now she just needs to whip the rest of the series out for me to devour faster. Luckily, she writes fast. Damn good thing, if she wrote at my speed, I'd go nuts waiting!

J.C. says

Great story wrapped around the gameplay here. It would help if I had played an MMO in the last few years, but the last MMO addiction I had was the amazing City of Heroes, may it lag in peace, and stats management was never a big deal for that game. That said, while I found some of that boring, the core story is one that I enjoyed, with layer after layer of mystery unraveling. And while the twists were ones I thought I saw coming, not everything was as expected--in fact, the reveal I thought we were building to was not it.

To be honest, I enjoyed the interaction with the NPC character way more than the interaction with her in-game guild, most of whom I would trade for three coppers and a broken wand of coffee summoning. The NPCs, however, were fascinating, as the conversations went off the rails. I would have preferred to see more conflict and development between them to see opposing goals, but there's always book two...

Alastar says

Loved it

I really enjoyed this story, I can totally relate to the main character of Wren \ murmur. I even share some of her outlooks. I would do totally role a Locus but would also be torn between the Feles. I will so totally be reading the next one.

Dianna says

Initializing (Somnia Online # 1) by K. T. Hanna is about a video game involving full immersion using a headset, virtual reality to the next level. You create your character, enter the game world, and feel like you are actually living there. Wren or Murmur while online is a high achiever, and with her group of friends plans to master the game, and try to be the first winners. They are excited for the challenge, and capable from the many years of playing other games together.

The book takes place in two parts, one side being before the game was created, and all of the development that went into the creation of the headsets, and the other being the game itself, and Wren's home life when she is offline temporarily.

Murmur discovers secrets within the game, and uses her prowess and any skills she unlocks to help her progress quickly through the world. Her group reaches several achievements before anyone else, but there is a concerning darkness dwelling below the surface. The npcs seem too real to be simple npcs, and Murmur has some trouble deciding who she can trust.

The real world has had some issues, and the longer Murmur spends in the game, the harder it is to return to the real world. It becomes harder to see the real world as real.

The ending leaves you wanting more, and wishing you could be part of this world and try out the game for yourself. I am definitely left with questions, and wanting to learn more about this world, and the secrets it is keeping from the reader.

If you play video games or enjoy fantasy worlds you will enjoy this book. The world is described vividly

using all of your senses to imagine yourself there. I can't wait to read more.

Brat says

Initializing is the first in a series (according to the author) of a book based in the gameworld Somnia Online. Somnia is an MMORPG where the gameworld is controlled by 3 main AI personas. The characters are portrayed in such a manner that anyone can find a player to relate to. The fights are detailed, but not so detailed as to get bogged down in minutiae.

Somnia is almost a character in its own right. Descriptions of the gameworld are vivid and make the reader feel like they would like to play in the world themselves. With varied terrains, many of which feel familiar to long term MMORPG players, the journey of the characters pulls the reader along in a way that simply playing a game does not. (The closest I have come is SWTOR.)

Lunan says

It's good, and worth a read if you like the genre. It avoids a lot of the needless explaining of game terms that other books have, and just dives into it. Good characters, good-ish plot, and relatively good combat scenes.

I have a small problem with how some of the game elements are, but all in all they are minor things. More interesting to me is how the author seems to have a cleanliness issue... They bathe twice a day even though all they do is lie on a bed, and they still feel like they really need it. They also talk a lot ingame about bathing, so I have to conclude that the author has some sort of peeve about it.

Significant spoiler (that is just me whining): (view spoiler)

Craig Willis says

Enjoyable start of a new litrpg series.

Certainly worth a read if you are a fan of litrpgs. There is a lot going on in the world, and some interesting characters. A good way of dropping hints to the reader without them being obvious, allows you to guess at what is really happening throughout the book.

Matthew says

Very fun read

This was just a fun read. It had mystery, great game interaction and very good character development. The back and forth of the years before launch and the mc's story was interesting and added a depth and

complexity that I really enjoyed. I will be getting the next books in the series. I also listen to the audiobook and the narrator Andrea Parsneau did a great job of bringing the characters to life. The different voices were great and I thought she did a very good male voice which can be my biggest complaint. K.T. Hanna thank you for a wonderful story that kept me intrigued and wanting more. Take the time to read this! The McC's story and the real world story were both integral to each other.

Sinisa Mikasinovic says

I'm not sure how to start. Probably by defending yet another 5-star rating, after I said I won't do it again lightly ?

Essentially, I stopped giving 5* ratings to just about everything that amused me. It beats the entire point of the rating system. And, also, not everything deserves five stars. You can like a book very much and still rate it 4. True story ?

Remember Solo? I was really biased there. But for the other people who were, too, it turned out to be the same. Wow, such a shocker, right? ? So it's probably alright to five-star a work in a niche category, as long as the audience for it is clearly defined.

And there you go. Like GameLit/LitRPG? Like World of Warcraft? This book is definitely for you. Go grab it!

You can tell pretty early in the book that K.T. Hanna was influenced by World of Warcraft. Another big surprise, I know. There are people influenced by WoW who have never even played the game. Still, it's both obvious here and welcome.

Who doesn't like mages? (view spoiler)

Welcome as in "I've been playing WoW a long time ago and had tons of fun. Realized it's a drug that will ruin my life in the long term and have quit it. Reading books about it helped me from ever returning back to it but still enjoying the huge universe Blizzard built for us." That's a short version.

The book even starts like the game. There's an "intro video" for it. It's actually an ad for the upcoming game in the in-book universe which neatly summarized what you're getting yourself into even though I didn't realize that at the time.

"Find the 12 keys... choices you make, shape the world... discover the class you were born to play..." The camera pans on to the snow-covered mountains, shows the mist swirling around dark dungeons, *rare spawns beating the living shit out of poor newbies*. Yes, I giggled like a girl ?

Our main character, Wren, is a gamer. Her mother is a lead game developer and the launch date for her new project, Somnia Online, is set for the beginning of a summer break. What more could a gamer want?

Somnia Online is run by the three AIs. (view spoiler) They create and control all the NPCs (view spoiler) in the world. Characters have history, family trees, they learn, live and die. Oh, and they are very life-like.

Did I mention that they learn? Treat one NPC like an asshole once and by the next time you return to town to sell your loot you'll notice prices going up. That 2-handed axe you've been saving up for? It's unavailable

now. *"Someone must have bought it."* They also talk to one another ?

What the three AIs do impressively well is figuring out the class you'll excel at playing. It shouldn't come as a surprise, considering we learn that's exactly the reason both them and the game were created for. Military application, of course. But let's run tests on the unsuspecting human population first and fine-tune our system. Oops! Have I said too much?

Seriously? This is associated with military application? Kids these days...

OK, a step back. Our heroine Wren, known as Murmur in-game, used to play healer-type classes. Now, the Somnia Online recommends her to play a Mesmer (Mesmerizer?). And by "recommends" I mean states there's no other way. *"This is your class, go play it."* Naturally, she's pissed. But so is everyone else ?

But isn't Mesmer a badass class? Of course it is.

And while players try to make themselves comfortable in their new avatars using unexpected skills and abilities in an unknown game, we learn a bit more about what happens behind the scenes of Somnia.

The helmet for the game is designed to read the players' thoughts and allow AIs to get to know them better than players know themselves. Helmet comes with a suit (if you're rich, or your mom is a lead dev) which allows for a full immersion experience. Better than just a helmet, suit stimulates nerves receptors all over the body to accurately simulate the in-game pain experience.

Looking back, the story really starts all nice and happy - think "Yay! We'll play a new game!" rainbows and unicorns kind of a feeling. It doesn't last long, though. Confusion among players is clear as the game obviously doesn't function in the same way everyone is used to, even though there's plenty of known and familiar elements. Determined to beat the content, players start encountering unexpected and weird enemies and events with increased frequency.

Even NPCs which should be friendly by default behave strangely, like they are hiding something. *NPCs are hiding something!* When even the class trainers are not telling the whole story, it's not a wonder that even the trash mobs (view spoiler) glare hatred towards players. The unsettling, creepy feeling crawled up my spine more than a few times.

Knowing what we know from a parallel story about the three AIs and the real research done by the game development company we quickly build up a sense of impending doom. All is good, people are happy, raids are going on nicely, loot is plentiful, but there's this unsettling feeling that shit is just about to hit the fan. Nobody knowing, or willing to say, what is kind of a problem ?

In addition, there's this thing with Wren/Murmur. Something's... off. But it's barely noticeable. Hanna did a great job introducing events gradually. As usual, I'm afraid the sequel will screw it all up to the point where I want to stop after book #1 and call it a day. Nobody needs another Matrix ?

Last chapter, aptly named Epiphany, starts with only 10 minutes left on the clock. That's a bit of a shame as veil gets lifted and we see *everything* with new eyes. Delivered thusly, it serves as no more than a cliffhanger. 8 million Gods damn it! I need part 2 now. I'm hooked! (view spoiler)

And I really cannot tell you anything more. I suck at building suspension and non-revealing spoilers. If you read literally any review of mine you know that by now. Reading this one, too, means you also usually forgive me ? And I love you for that ♥?

Not to waste any more of your time, because I have no idea how coherent this text has been by now. I'm trying that thing where you just write-write and don't look back, aside from a spellcheck... well, check ? Not sure it's working out.

Adding more to things that may not work, I decided to try something new again. I'll just make a list of some of the goods and some of the bads I noticed. Never done this, so it's possible this will be a giant failure, but you know... reading any review of mine? I'm not really worried ?

Here we go. Liked things:

- Quest descriptions are awesome. And by awesome I mean awesomely sarcastic. Go, AI(s) and randomly added weird motivational messages ?
- Proper cursing! No "Oh, happy Buddha!" here, nor "Gosh darn it!". No sailor-level curses though, although some pretty specifically describe the state of the given situation. We have a healthy amount of shits and fucks here, depending on the context, without going overboard. Get it? Overboard? Because of a sailo-- Moving on!
- Once your avatar dodges an attack, your body becomes heavy and unwilling to move if your agility is too low. No high dodge chances for non-agility based classes. Hey, look! A game where stats actually matter!
- Memorable skill descriptions. *"Root. Cast - Others, or self if you really want to. Type, immobilization..."* It's everywhere. Impossible not to grin every time Murmur learns a new spell.
- Super-specific fights. Details about damage and aggro. Yeah, you can tell Hanna is a WoW player ? And you can tell some people may be bothered by it ?
- Kawaii voice on level-up or on status message popup. Very fitting to the overall atmosphere. Harlow has a similar voice.
- Male voices are done extremely well. It's usually easier for male narrators to get female voices better than the other way around so I'm super-impressed by Andrea!
- The real mind blowing starts when two parties meet for the first time. So many different voices and accents! And you can tell who is who fairly quickly. No need for *"Go!" Person A said. "OK," Person B replied.* If I didn't know any better, I'd say there were at least three different narrators.
- Sheila, the British scientist, has the bestest voice ever. I'd listen to Andrea read a phone book using that voice. She's not British, right? Hold on. *Googles.* Nope. California, USA. Even more impressive.

This list should be very, very long and very, very detailed but I just cannot do it. You already got a general idea anyway. This is a great book.

That said, let's move on to not-liked things:

- How do players know that dying levels you down / you lose experience? It's not that common in MMOs. Well, it is present but surely not as common that our protagonists would just assume that's the case. I never liked the idea of losing XP. A point which could have been used a bit more.
- After the Epiphany, we should have had a bit more content in the new light. We kinda did have some but needed more. Cliffhangers - the evil of the world.
- Not enough (any?) information about other classes and their skills. Seems like Murmur's Enchanter is the central piece of every fight.
- Continuing, it seems she's the only one who can crowd-control mobs. Mesmerizer, duh! The class which basically is a crowd control, but it's just casting "MEZ! MEZ! MEZ!" If a mez fails, she takes a hit. If it breaks, she's pretty much dead. Did not like it. Many of the battles depended on her stunning or incapacitating multiple mobs. In the world where everyone discovers a lot of hidden skills, she cannot possibly be the only one with any CC utility ?
- I'm going to reinforce this in yet another bullet-point as I really had a problem with this. The book was obviously written in gamer-for-gamers fashion, so this shouldn't have happened. We had a raid of 12 people and Murmur still had to control everything or the raid wipes ?

- Not enough time passed between skill descriptions and item descriptions when players bought new items. This is, naturally, only an issue with the audio version. If I couldn't tell if a description was about an item or a skill, it was hard to figure out what the thing being described is. At least until the end of description when I'd manage to pick it up from a context. Needed some mental rewinding, on-the-fly, which isn't easy on 1.3x speed.

Speaking of 1.3x (enough about not likes), Andrea allows for it! Woool! Even more awesome narrator <3 Her default speed is slow enough that even audiobook newbies can follow the book nicely and fully enjoy it. For me, that meant shaving off 30% of the total playtime, which is 12+ hours. Chalk this under "likes" above. A nice and long book, unlike the 3-hour-long ones which I totally don't read anymore. Among other lies, I totally arrived on time to work today. Or, any other day this month ?

My records show I've listened to Andrea narrate three books before. So far, the perfect score. And I recall her doing amazing things before, but this... This was stupefying! (view spoiler) Lending different voices to 10+ characters, *and doing it well*, is a giant feat! ?

Me again with the giants ? Here, have a picture:

Giants are awesome! ?

Andrea kicks ass here. She's a narrating giant. Go and listen, be amazed.

The book has a very nice community call at the end, really liked that. LitRPG Society is a good place to get together with other fans and authors. You can lurk if you want, but if you're into LitRPG, make sure to check it out. In addition to tons of good content, there's a sticky announcement poll for the highest-suggested GameLit stories. (view spoiler) Just in case you're in need of a good recommendation ?

In the end, a huge "Thank You!" to Hanna for providing me a copy of the audiobook for a review! Yes, yes, "voluntary, unbiased, not held at gunpoint," and all that jazz. I'm really happy I got picked as I'd otherwise likely miss this gem.

The saddest thing would be me not even knowing about it, because of too much LitRPG everywhere. Almost as sad as people who never watched Breaking Bad ?

Total review time: 64 minutes. SIXTY FOUR MINUTES! GODS DAMMIT! I need to stop doing this... From tomorrow - 15-minute reviews maximum! But this was totally worth it ?

As always, be good to your neighbors, don't eat too much chocolate, and may the Force be with you.

P.S. I wrote this in one go, not really looking at the big picture as small pieces of the puzzle were put in their place. It's quite possible they haven't actually been put into place as I currently imagine and I might have embarrassed myself (more than usual) ? Be a friend and let me know, 'kay? ♥?

- *I want less vague quest descriptions!*
- *Go now. You must find them, and protect them. Or doom us all!"*
- *Well, shit.*

This may or may not be an actual quote, but that's how I remember it ?

Initializing (Somnia Online #1)

K.T. Hanna, Andrea Parsneau (Narrator)

Verdict Top 5 books I read in 2018.

Runtime 12:14

Overall

Performance

Story

Quinton Roberts says

To start off, I really enjoyed reading this book, and would highly recommend to others looking for something new to read in this genre. This was my first introduction to LitRPG, and it's made me want to continue reading not only this series, but also other LitRPG titles! It took a bit for me to get used to the (genre) writing style, but once I became accustomed to it, I couldn't put it down.

Initializing is the first book in the *Somnia Online* series. It follows its main character Wren as she begins to explore *Somnia Online*, a recently released VRMMO. It follows her adventure, from the time she first logs in, through the first few levels, and through a few group/raid-style dungeons. Many of the encounters will be familiar to those who have played D&D, or some older MMOs (*EverQuest*, *Vanguard*, etc.), though it's easy enough to follow for everyone.

My favourite part of *Somnia Online* is how the world is built up over time. The way players and non-player characters interact, and how each area of the world has its own feeling makes me want to know more about the environment. I really liked the world building, and can't wait to see what happens in future installments (surprising twists aside)!

Cmoore says

I really didn't know anything about this book other, than that I've enjoyed other Lit-RPG books in the past, and that I know Andrea Parsneau is a fantastic narrator!

Currently I am at a point where I start a Lit-RPG with some trepidation. I've enjoyed them, but... well, isn't the trope kinda' played out? The answer, after listening to this book, is a resounding NO! I loved this vrmmorpg book! I just checked, and I see that the sequel has just been released in eBook, so now, at least I can continue reading... I seriously need to know what happens next!

As I suspected would be the case, Andrea Parsneau did a Bang-Up job! I'm gonna be recommending this book to all my friends...

If you like LitRPG's, or you're just trying one for the the first time, grab *Initializing*, sit back and enjoy!

I was given this free review copy audiobook at my request and have voluntarily left this review.
