



Last Horizon: Beta

Daniel Schinhofen

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Advances in technology have led to the creation of ever more realistic virtual reality games but now Full Immersion Virtual Reality is finally coming true. Join David and his oldest friends as they sign up to beta test the first game of it's kind. Last Horizon will give the old gamers the chance to live out one last adventure together.

(This is a light LITRPG: in the fact that there is not the crunchy numbers you find in other books of the genre. This is more driven by character then numbers. The book still revolves around a game world and the characters do level up and gain new abilities.)

Last Horizon: Beta Details

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Author : Daniel Schinhofen

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From Reader Review Last Horizon: Beta for online ebook

cliff Askey says

Pain full

I stuck with this way longer than it deserved, the plot is hollow and the characters shallow.
Don't bother with this one.

Dustin Pruitt says

What a rollercoaster.

From the opening this story will hit you in ways that you could never suspect. It tackles some hard truths in the gaming industry that I hope people can learn from.

Matt says

Good Book

I thoroughly enjoyed this book! Although by the end there were some unanswered questions at least the author didn't end with a cliff hanger. I would love a second book maybe with the focus on another person to help wrap stuff up. But I understand it really wasn't written that way.

To Mr. Schinhofen, Thank you for taking the time and effort to write this story!

Snowbvi says

This is what litrpg should be

A great book. This is what a litrpg should be, and I see this book as the new bar. Rather than some erotic novel, it is a grounded story that gives the balance between the game world and the real world true feeling.

Matt says

Great, but hit me right in the feels

Really enjoyed reading it, but there were a few times i almost cried. Not got say anything else so i dont spoil it.

Pj says

DNF 33%.

If I'd realized that this was the same guy that wrote Alpha World I wouldn't have started. Like the Alpha World series, it starts out okay, but then we start getting bombarded with stupid sex jokes, the couple constantly flirting with each other, and as the story progresses we get hit with more and more of their polyamorous sex life and Dom/Sub bullshit.

I've been down this path with Schinhofen before in his other books, and I'm not going to wait for this thing to turn into a full blown fetish party like in Alpha World.

This guy needs to just devote himself to a few erotica books and spell it out in the blurb. If he could keep his fetishes out of his fantasy/sci-fi stories, he might actually produce some pretty good novels. As it is, if a book annoys me enough that I want to stop listening/reading I can't give it any kind of endorsement.

Devan says

Refreshing

I really enjoyed this book. While the world and its magic system were nothing special the character dynamic was a blast. This book really focuses on gaming families and how these video games can bring people together. It made it a really fun read and I am eagerly awaiting the next installment.

Hamda says

3.5 Stars

This one is odd, although having elder "gamers" opt to live their retirement in VR actually makes sense and has been used in other LitRPG books, this one decided to make them the MCs and follow their adventures as they fly above all the wiper snappers that have joined the beta testing of Last Horizon.

Not only that but the whole dynamic of it reminded me sharply of John Scalzi's series (old man's war)... just minus the serious consequences.

The dialogue and character interactions were fun at first but quickly fell into a rut as the "old friend banter" and in-jokes took over... which is actually surprising as they took in a new member, you'd think it would take longer to infiltrate such a tight group!!!

This was character driven and so a lot of attention was given to them, the world build however was left bare boned. It's not bad just rather generic and lacking in details.

Overall it was an idea that started off interesting enough but suffered stagnation later on as the hookline of

"elders playing video games" never progressed or gained depth.

Douglas Debner says

Note: I listened to the audio book version but since that isn't currently listed on Goodreads.com I am filing my review under the Kindle edition.

For years I have thought that litRPG was generally over dramatized. Access to a VR fantasy world is a story in and of itself and there is no need to add things like people fleeing into VR because a meteor is about to hit the earth or the billionaire who created the VR world decided it was a good idea to murder everyone using his device so they only exist in VR. "Last Horizon: Beta" is essentially just the story of some people's experiences in a VR fantasy. Unfortunately the story is about a very boring use of VR.

Contrarily, one interesting aspect of the story is that the MCs are retirees. They have been friends for years, largely based on shared gaming experiences when younger. Now that they are retired they have the time to get into the newly created VR game Last Horizon as beta testers. Unfortunately the author then spends a lot of time telling readers about the MCs' family relations, who's dating who, doctor appointments, etc., probably because the author has chosen to base the book on the most boring possible VR game imaginable so these tidbits are needed to prop up the story, which they do. This really should be considered a book about friendship that just so happens to qualify as a litRPG book rather than a litRPG book. Had I come to this book with that set of expectations I would have likely enjoyed it quite a bit more.

Last Horizon is set up with "organic quests" meaning that there are no preset dungeons or other quests. Instead the players have to wander around interacting with NPCs until a quest is generated. Additionally the VR creators intentionally limit fast travel so players have to spend days walking from place to place. The stated goal of the VR developers might as well be "to make fantasy boring". Add to this the fact that everything is taking place in a beta version of the game so everything the players accomplish is meaningless. Plus the author saw fit to include the standard scenes of stupid/bad players attempting to abuse NPCs and other players.

In spite of all the wandering around forced on the MCs they do manage to find a major quest chain climaxing in the completion of a grand quest. Unfortunately this is not the focus of the climax, the bad players are. The beta testing ends with a grand tournament of all the players and somehow the bad players have gotten to level 40 while the MCs have only made it to level 25. So the climax is all about why and how the MCs will win the tournament against more powerful but less experienced players.

Bottom line: Oddly enough, even with significant problems (Last Horizon being intentionally boring, lame bad guys and lengthy prose about the characters' relationships) this is still a pretty enjoyable read.

John Walley says

Epic

With a full range of emotional ups and downs, this story carries you on a journey. I strongly suggest this story and hope the author continues writing about the group of friends portrayed here.

lucas says

Great

I loved the story, can't wait for more! Thank you for bringing this world out!

Didn't see much you can improve on, this story was great!

Arrcraft says

DNF 33% or so before I put it down

I read all of Daniel Schinhofen's other books and loved them, so I picked up this one expecting the same. It is definitely not the same quality as the others.

It had a slow start, but I am ok with that if the book pays off. It did not.

The biggest problem with this book is that there is no plot. It is literally just a group of 3 people and a pickup person who play the game. We are to assume that they are way ahead of everyone else in the game due to luck and "skill" although they show zero skill until they fight the goblin chief. Even then, it was only possible because cheat like weapons.

Most LitRPGs have a plot to them:

Make money
Survive
Prove they are the Best
Save Humanity
etc.

This book had none of the above goals. The goal was to log in and complete content. I can get the same reading experience reading video game forums of people talking about their dungeon crawls....

GaiusPrimus says

A really interesting take on LitRPG, probably more akin to what one would view a true game experience. Questing, questing and questing.

The "Beta" tag is a bit of a disappointment as it continues to be brought up throughout the book, and everything they do is basically non-existent in the future. Although there's definite foreshadowing that this is not necessarily the case, and there seems to be a fairly large expectation that the finality of the main "crisis"

will be resolved in a way that is somewhat staple to the genre.

The mechanics of the game are extremely weak, but if this is the case due to the "beta" I think it can be forgiven. If it's ongoing, then I'm sure it will be detrimental to the overall story.

It was still an enjoyable read, with a lot of character driven pieces which does tend to ingratiate you to the main characters. I know book 2 is out already and will be looking to pick it up in the next little bit.

Somebody says

If my english teacher sees this then please scroll by because im bad at reviews.

no seriously.

Anyway...

This book sits between the the 3 stars and the 4 stars.

This book was a little bit different. Casual litrpg, as the description says, and the book doesn't exclusively focus on one character that much. It focuses on the whole group. There sort of was a love triangle but it was not really a part of the plot, and isn't important. I mean its not even a subplot, its sort of a really small subplot. Im happy for that though, I hate romance.

A few things annoyed me but it doesn't really matter.

ex. Healer heals themselves first then heals the tank. (healer isn't in any danger) Always heal the tank.

Chris Evans says

[

Unfortunately the setup doesn't work. While there is some humor to this story,
