

Access Free 9 Sword Art Online Reki Kawahara Read Pdf Free

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Karen Kohiruimaki always felt out of place in the real world. Due to her extreme height, she found it hard to make friends with other girls her age. Everything changes when she's introduced to VR and Gun Gale Online. In GGO, Karen is free to play the cute, chibi avatar of her dreams! Can Karen find friendship in this bullet-ridden MMO...? In the year 2022, gamers rejoice as Sword Art Online - a VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game) like no other - debuts, allowing players to take full advantage of the ultimate in gaming technology: NerveGear, a system that allows users to completely immerse themselves in a wholly realistic gaming

experience. But when the game goes live, the elation of the players quickly turns to horror as they discover that, for all its amazing features, SAO is missing one of the most basic functions of any MMORPG - a log-out button. Now trapped in the virtual world of Aincrad, their bodies held captive by NerveGear in the real world, users are issued a chilling ultimatum: conquer all one hundred floors of Aincrad to regain your freedom. But in the warped world of SAO, "Game Over" means certain death - both virtual and real... While Nezha attempts to atone for his misdeeds, the battle against Sword Art Online's second-floor boss begins! Kirito's uneasy alliance with the other front-runners seems to be holding, but what will happen when the floor boss corners them? Can Nezha rise to the occasion and seize a hero's prize? Un «Game Over» entraînera une mort réelle. 10 000 joueurs subissent l'impensable dans le premier VRMMORPG disponible au monde. Connectés via le Nerve Gear, un système révolutionnaire leur permettant d'expérimenter l'immersion complète, ils se retrouvent piégés à l'intérieur de Aincrad, une gigantesque forteresse volante qui sert d'univers au plus incroyable jeu en ligne connu sous le nom de Sword Art Online. Premier volet d'une saga héroïque inoubliable ! Yuuki Asuna was a top student who spent her days studying at cram school and preparing for her high school entrance exams--but that was before she borrowed her brother's virtual reality game system and wound up trapped in Sword Art Online with ten thousand other frightened players. As time passes, Asuna fears what will become of her life outside the fantasy realm--the failure she might be seen as in the eyes of her peers and parents. Unwilling to wait on the sidelines for more experienced gamers to beat the game, Asuna employs her study habits to learn the mechanics of the game--and swordplay. Her swiftness impresses Kirito, a professional gamer who invites Asuna to join the best players on the front line. Is Asuna ready to swap class rankings for player rankings and join Kirito? Two years after waking up in a mysterious fantasy world, Kirito and his oddly human NPC friend, Eugeo, continue their quest to become Integrity Knights--and find Alice, who disappeared so long ago and yet has somehow lingered in the back of Kirito's mind. Their journey takes them to the Imperial Swordcraft Academy, where they must train to become two of the top twelve seats in the class to have even a hope of seeing Alice again. Meanwhile, as Asuna desperately searches for Kazuto Kirigaya, she stumbles

across the deeper secret of his new world... Llenn's stuck between a rock and a hard place! With a pesky marriage proposal on one side and her long-awaited rematch with SHINC on the other, the stakes are higher than ever in this fourth Squad Jam! The battle for firstplace--and Llenn's heart--continues! Kazuto Kirigaya (aka Kirito) has beaten Sword Art Online, a VRMMORPG that transformed into a literal game of death, and returned to the real world. Unfortunately, the same cannot be said for Asuna Yuuki (aka Asuna the Flash), the girl with whom Kirito fell in love in the virtual world of Aincrad but who has yet to awaken from her game-induced slumber. As his sister, Suguha, sadly looks on, Kazuto continues to visit Asuna in the hospital in the hope of finding answers. But when one day he meets a man claiming to be Asuna's fiancé, Kazuto fears that Asuna may be lost to him forever... That is until a fellow survivor of SAO taken from the latest VRMMORPG sensation, ALfheim Online - a screenshot that features someone being held captive who looks entirely too much like Asuna! His hope renewed, Kirito dives headlong into an all-new virtual adventure, but can true love conquer the game?! Kirito awakens in a vast, fantastical forest filled with towering trees. In his search for clues to the truth of his surroundings, he encounters a young boy who seems to know him. He ought to be a simple NPC, but the depth of his emotions seem no different than a human. As they search for the boy's parents, Kirito finds a peculiar memory returning to him. A memory from his own childhood, of this boy and a girl, too, with golden hair, and a name he should have never forgotten--Alice.

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?? Sword Art Online, the world's first VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game), may have started out as a game, but it has since become a matter of life and death for the ten thousand players trapped within. Two years after game programmer Akihiko Kayaba's chilling declaration--"This might be a game, but it's not something you play"--the number of players has dwindled to six thousand, and for many, every day is a struggle for survival. Though Kirito has stayed alive by making a name for himself as a solo adventurer in that time, his life undergoes a major change

when he unwittingly joins Asuna's powerful guild, the Knights of the Blood. What does fate have in store for Kirito, Asuna, and the brave young fighters who are risking their lives to return to the real world?! Kirito and Sinon's battle with Death Gun is over, but mere weeks later, something strange is afoot in the next-generation VRMMO Alfheim Online. A new duelist with a custom sword skill is defeating all comers--including Kirito! But when Asuna goes to face this duelist, she receives something she never expected: an invitation to an exclusive guild! But what is their aim? The Mother's Rosario arc begins! From the illustrator of the Sword Art Online light novel series comes a collection of artwork featuring illustrations from the first nine volumes, magazines, posters, character designs for the anime, and more! READ THE NOVEL THAT IGNITED THE PHENOMENON! Kirito has faced innumerable hardships in the two long years since he first awoke in the Underworld, but his greatest battle yet lies ahead. As they near Administrator's chamber at the top of Central Cathedral, Kirito and Alice confront a heartrendingly familiar foe on the ninety-ninth floor. The final obstacle standing before them is none other than Eugeo...wearing the armor of an Integrity Knight! Can Kirito's cries reach Eugeo in the tortured recesses of his mind? Or will Administrator have the last laugh?! The girls of SAO are back! Liz, Silica, and Leafa, with their new friend Lux--having ruined their clothes in their previous adventure--go to see Ashley, a survivor of Sword Art Online and a legendary master tailor. The price for Ashley's skills is a high one, and in order to pay the tailor, the girls end up in a swimsuit contest! But naturally, this isn't just any swimsuit contest. Will Lux, Liz, Silica, and Leafa get away with their wardrobes and dignity intact?!

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Alicization????????? It's been two years since Kirito entered another mysterious fantasy world and met the boy named Eugeo. At the Northern Centoria Master Swordsmanship Academy, the two of them have advanced to become upper rank trainee swordsmen. Now they spend their days training, aiming to one day earn the rank of Integrity Knight, the greatest peacekeepers in the human

world. Soon, appropriate for their new ranks, both Kirito and Eugeo are assigned apprentices and they all deepen their bonds while perfecting their bodies and minds. But suddenly, an evil rears its head and threatens their peaceful lives. Eugeo tries to draw his sword to fight but he finds himself helpless as a message appears in words he can't read. They say--SYSTEM ALERT. Read the novel that ignited the phenomenon! In the year 2022, gamers rejoice as Sword Art Online - a VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game) like no other - debuts, allowing players to take full advantage of the ultimate in gaming technology: NerveGear, a system that allows users to completely immerse themselves in a wholly realistic gaming experience. But when the game goes live, the elation of the players quickly turns to horror as they discover that, for all its amazing features, SAO is missing one of the most basic functions of any MMORPG - a log-out button. Now trapped in the virtual world of Aincrad, their bodies held captive by NerveGear in the real world, users are issued a chilling ultimatum: conquer all one hundred floors of Aincrad to regain your freedom. But in the warped world of SAO, "game over" means certain death - both virtual and real... The Taboo Index and the Law of Power have both been breached by a single murder. The shadowy culprit's intentions are clear as day: the human realm and the dark territory must go to war again. With the help of Iskahn, commander of the Dark Army, Kirito seeks to bring the criminal to justice. But as they conduct an investigation with Asuna's help, disaster strikes again! Ronie and Tiese have been poisoned! The Elf War rages on, with Kirito and Asuna caught in the middle! The forest elves seek the dark elves' Secret Key, but to what end? Though Kirito tries to stay detached, Asuna can't help being swept along for the ride. Kizmel is supposed to be just an NPC, right? But then why does she seem so very human...? Lux has been forced into cooperating with the player-killing guild Laughing Coffin, and she's made a new friend along the way--the orange-named Gwen! But Gwen is the leader of an evil guild causing major problems in ALO, and Lux is on a mission to eliminate her... Kirito and Sinon's battle with Death Gun is over, but mere weeks later, something strange is afoot in the next-generation VRMMO ALfheim Online. A new duelist with a custom sword skill is defeating all comers--including Kirito! But when Asuna goes to face this duelist, she receives something she never expected: an invitation to an exclusive guild! But

what is their aim? The Mother's Rosario arc begins! Sword Art Online Coloring Book contains 65 detailed coloring pages from popular anime Sword Art Online. Each image is printed on a separate page to prevent bleed-through. "There's no way to beat this game. The only difference is when and where you die..." Having cleared the first and second floors of Aincrad at great cost, Kirito, Asuna, and the rest of the players ascend to the third floor. Tenuous new allies await them--most crucially, Kizmel, the elven knight. Kizmel is supposed to be a minor NPC with low-level AI, but she soon reveals herself to be much more. With new allies come new complications, though, and the elves of the vast third-floor forest are no more united than the players who have just arrived there. The intrigue deepens when a mysterious figure challenges Kirito, and what begins as a simple contest of skill may actually be something far deadlier! Sword Art Online: Progressive is a new version of the Sword Art Online tale that chronicles the entirety of Kirito and Asuna's epic adventure through Aincrad--from the first level all the way up! Un an après son retour dans le monde réel, Kirito se voit confier une mission dans le nouveau VRMMO à la mode, Gun Gale Online, pour enquêter sur la mort mystérieuse de joueurs décédés après avoir été tués à l'intérieur du jeu... Pendant ce temps, une mystérieuse joueuse du nom de Sinon semble à la recherche permanente d'un adversaire capable de lui procurer des sensations de jeu intenses... sans que personne ne sache rien de son véritable objectif... Adaptation manga de l'arc " Phantom Bullet " de la saga Sword Art Online !! During any difficult encounter, whether in game or in real life, it's always good to have an exit strategy. So when Karen Kohiruimaki gets completely blindsided by a rogue marriage proposal, she's able to respond with a smooth "P-Chan is more my type..." But when a handsome man appears before Llen during her strategy meeting for the 4th Squad Jam, she gets a sinking feeling that this is one battle she'll have to face head on! En 2022, Kirito, un adolescent sans histoire, se retrouve piégé avec 10 000 autres joueurs dans un jeu en réalité augmentée massivement multi-joueur : Sword Art Online. Pour regagner leur liberté, les joueurs devront compléter les 100 étages qui composent l'Aincrad, leur prison virtuelle. Mais le moindre faux-pas pourrait être fatal, puisque qu'un Game Over dans le jeu entraînera une mort réelle. Kirito, le joueur solo, se lance dans une course effrénée pour sa survie, dans un monde où l'art de l'épée dicte la loi des plus

forts. "Vous êtes bien dans un jeu vidéo, mais vous n'êtes plus là pour jouer". Après l'affaire Death Gun et la mission de fin d'année d'Excalibur, l'année 2026 est sur le point de débiter pour Kirito et ses compagnons. C'est à ce moment qu'Asuna entend pour la première fois parler de Zekken, ou l'Epée absolue, un mystérieux personnage possédant une Original Sword Skill phénoménale de onze coups d'affilée. Asuna décide alors de se rendre sur l'île de l'étage 24 du nouvel Aincrad afin de l'affronter... Nouvel arc de la saga de Reki Kawahara !

Rencontre entre l'Epéiste noir et l'Epée absolue ! Adaptation en manga de l'arc Mother's Rosario, à ne pas manquer !

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?? Un "game over" entraînera une mort réelle Gros succès en France de la série manga : 15 000 ex vendus tome 1, 12 000 ex vendus tome 2 Un "game over" entraînera une mort réelle. Kirito a accepté cette certitude depuis qu'il a décidé de combattre en "solo" à l'intérieur de l'Aincrad, cette gigantesque forteresse volante qui sert d'univers au plus redoutable jeu en ligne connu sous le nom de Sword Art Online. Comme lui, des milliers de joueurs connectés, pris au piège dans ce monde virtuel où le moindre faux pas peut être fatal, luttent pour regagner leur liberté. Kirito veut conquérir seul les cent étages qui le mèneront au combat final, mais c'est sans compter sur l'obstination d'Asuna une habile épéiste avec qui il va devoir s'allier. Démarre alors une course effrénée pour survivre dans un monde où l'art de l'épée fait loi. A Brand-New Battlefield Awaits! Karen Kohiruimaki is a college student who stands at an imposing six feet. While her complex about her height makes it hard for her to make friends in the real world, the VRMMO Gun Gale Online changes everything. Now equipped with her ideal "mini" avatar and clad in a pink battle suit, Karen is ready to shoot up the world of GGO as Llenn! Before long, she meets the beautiful Pitohui, and the two rare female players become fast friends. Little does Llenn know that this friendship is the key to her entry in the first-ever Squad Jam, a team-based battle royale that echoes the famous

Bullet of Bullets tournament... A few months after escaping from Sword Art Online, Kirito is ready to dive into a brand-new VRMMO--Sword Art: Origin. This game promises to have all of the base features from Aincrad without any of the bad. When Kirito meets a mysterious girl in need of his help, that theory will be put to the test...

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