



The Station Core (Station Cores #1)

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Milton Frederick was arguably the best player of Crowned Lieges of Destiny in the entire world. As the strategy coordinator for one of the top guilds, he was beginning to actually make a living from it. That was, until he was abducted by aliens.

Instead of your stereotypical grey aliens with big black eyes who like to perform anal probes upon unsuspecting victims for unknown reasons, The Collective had a more altruistic purpose. Sure, kidnapping 100 humans from Earth, ripping them away from their lives and families, and erasing their memories doesn't sound great – but the way they saw it, the benefits would far outweigh these side-effects. Seriously, who wouldn't want their consciousness trapped in a Station Core, subjected to the whims of a collection of alien races, and then ordered to defend against other hostile aliens for all eternity? They'd be immortal – so...bonus!

Fortunately (or unfortunately, depending on how you look at it), the Station Core now known as Milton never arrived at his destination. Severely damaged and confused about what happened to him, he woke up to find himself trapped inside a massive chicken egg on a strange, primitive world filled with curious – and deadly – creatures.

Now, in order to survive the harsh environment, Milton has to rely on a snarky, foul-mouthed AI guide to show him what it means to be a Station Core. With her help, he might just live long enough to figure out a way to get off the planet – if only he wasn't so afraid of squirrels...

The Station Core contains elements of LitRPG including level progression and experience, optional tables, and a heavy Dungeon Core emphasis.

Contains foul language that might not be suitable for young readers.

The Station Core (Station Cores #1) Details

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From Reader Review The Station Core (Station Cores #1) for online ebook

Angel Ludwig says

Interesting premise, fun characters

A bit rough, and could use some more editing (missing, wrong, & occasionally misspelled words) as well as being a bit wordy and slow for the first third or so of the book. Still, not Pollyanna. The guy/core worked for his gains. I liked his use of foot-/endnotes for most of the stats and screens. I didn't use them much, but they were great when I wanted them. So, SO much better than a 2-3 page block every chapter (or more) of repeated stats with only minor changes. Got much more fun when he added more people than his core and his 'game guide'.

Travis says

Besides the need for another round of proofreading, I liked this story.

I agree with other reviews in that there were a lot of things that don't make sense if you try to put this story into the framework that it was supposedly based on, but if you ignore all of that, then it's a very nice story, and it's well worth reading. I'm not sure why the author chose the setting he did, then promptly threw it all out the window to make the rest of the story, perhaps some reworking of the backstory before laying out the whole thing might be in order, but otherwise, I liked the story, and although I can't say I agreed with everything in the book, and there were some errors, (like when the core dropped to 1%, then later it was forgotten, and the core was listed as 2%), I can't say there's really anything there that would absolutely break the story either, so if you like a good LitRPG story, feel free to give this one a try, you might enjoy it.

Maraud3r says

It was, okay. The writing itself isn't bad and the story is a bit childish but entertaining enough. However there were a couple of issues that kept throwing me out of the story and breaking my immersion.

1.) Milton is said to be a good tactician, to be "smart" about things. Yet that is at best an informed quality. He makes absolutely stupid decisions quite regularly. His tactics are fairly bad. His foresight is lacking. His defenses inadequate etc.

During one fight he "seperates" the enemies. Then sends units to finish off the two weaker ones. Now one would expect him to send a force adequate to kill these two. He doesn't. Even though he has access to vastly improved units he sends his trash and rejects. They all die, they fail to kill their targets. He then brings in new units, who apparently stood by the entire time and for absolutely no good reason. By then the third enemy has returned and easily dispatches these.

This is frankly speaking. As stupid as one can be. It squanders the "surprise" attack. It squanders the opportunity to take out the back up. It's stupid to such an extreme degree and wasteful atop of that. He could've send a handful of his "elite" and kill the enemy before they knew what hit them, then draw these

units back before the actual threat could respond. Which he would've done if he was actually smart.

This is explained with him "wanting to get his PvP back on" and "seeing how rusty he got". The problem? He still has to death with these guys and he just sacrificed all hit stuff for a simple test drive. Apparently the whole "no second chances" lesson he learned early on he had forgotten by then. All of this results in a situation where effectively he should've died. Because while he cackles and laughs like a "Smug Snake" he fails over and over again to actually stop these guys. He seemed more like some minor villain with overblown sense of self worth than the hero at this point and not the sympathetic kind. The only reason he survives at the end, is because the plot demands it.

2.) The Poop jokes. They're not funny. They're not endearing. Hearing about how he "poops out" units and resources is not just disgusting as a mental image it threw me out of the story as it caused me to groan and stop reading for a time. It seems to be the go to of horrid comedy.

3.) The comedy in general fell flat. Which made it annoying rather than funny and caused it to be more of a hindrance to a semi serious plot. From the naming conventions "hurr hurr BBQ and lolli pop snake" to some other stuff. It's, really not funny. It's as infantile as the poop jokes.

Eric Currin says

Good book.

Good plot and solid grammar. Interesting mix of science and fantasy. Strong world building and likable characters. I would recommend it to anyone who likes a sci-fi twist on dungeon core designs.

Gary Peluso says

Good concept

Interesting premise- using earthlings for what we are best at, violence, but also taking in our ability to love, care about one another and helping the under dogs. Nice touch having the core have to earn his powers through hardship a cunning. Interesting use of a foul mouthed contentious mentor.

Zachary H. says

Thoroughly Unique and Enjoyable

A great start to a new series and I'm very much looking forward to the next book. The writing was well done minus a few easily ignored grammatical errors, and the characters were likable and well thought out coupled with a very interesting plot line that had me largely unable to put the book down. Highly recommend for any dungeon core fans.

Stephen Nesbit says

Fresh take on litrpg/dungeon core concept

This was fun to read, but I personally felt the swearing could be toned down a bit.

The main characters fear of squirrels was pretty hilarious. I dug that the 'core' is now a factory .. hope book 2 follows soon.

Johnny says

Book one

I enjoyed reading this book. It is an interesting take on the dungeon style litrpg. The one thing I disliked was the repeat of information when the perspective changed between characters. I did however really like that the star tables are all places at the back of the book with links leading to them instead of being spread throughout the book. I will look forward to book two.

Isaios says

"Milton has to rely on a snarky, foul-mouthed AI guide"

There is a possible bright, wonderful future, where all authors who write snarky sidekicks and sarcastic AIs will be locked in the reeducation camps with the crocodiles. I long for that day.

KEVIN says

Just not for me

The books premise of an human turned into a machine to control an passive aliens defenses. Ok I can buy that. But as you read further instead of letting him have the rudimentary defenses and attack knowledge/abilities , he is made to level up to get that, really? Especially as your civilization is being annihilated, makes no sense at all. Then when you have the nanites to be able to fix his core or repair his equipment and you take that away too..it's like sending a soldier to fight, then just before he leaves take his gun away, remove his med kit, and turn tie his hands behind his back.

David says

I really loved this book it doesn't really have a typical dungeon core story line but it does develop well and provides a fresh take on this type of story and is very enjoyable read. I can't wait for the next one.

Jared Bowers says

Footnotes for the win.

Overall the story was slow at the start but did a good job building the world. The end really picks up and moves me I look forward to the next book. Now with that said thank you Mr. Brooks your understanding and use of footnotes. I wish all literary RPG writers would learn to use footnotes like this.

Amanda Morton says

Great book

This is a great start to an interesting new series. I really hope that book 2 comes out soon!
Gamer gets kidnapped, turned into a dungeon core, and crash lands onto an unknown planet. Time to get to work!

shelly north says

Boring

I like lirpg but this was like reading an instruction manual for D&D. There was no moving the plot along. We were stuck with every dice throw and minute increment stat change. It makes gamers look like the dweebs and geeks(not in a good way) That they can be at times. No more information isn't always better and the majority of us would prefer that the plot move not inch along.

Kris says

It gets better

I have to say, the first half of this book is a slog. I understand the need for a back story, but man is it long. If you want to hear all about the exploits of animals and the almost entirely useless, and pointlessly foul mouthed sidekick, the first half of this is for you.

In essence, the first 50% is 100 years of meh, and the next 40% is 3-4 weeks of things going on. The last 10% is charts.

That 40% is well written, has an interesting storyline and characters, as well as a cliffhanger. I would recommend reading the reason the core is there, then assuming things happen and jumping to part 2. Even the sidekick sleeps through most of part one.

All in all, it does get good. It is well written and 2 of the characters (of which there are basically 3) are

relatable. The odd one out being the sidekick. She sounds like someone who needs to learn how to swear and not act like a 10 yr old who knows 1 swear word.
