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Reki Kawahara , HiMA (Illustrator) , ? ? ?

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Author : Reki Kawahara , HiMA (Illustrator) , ?? ?

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Ricardo Matos says

Not much happens on this one, just world building and character development. Sets up events for the next book nicely. End on a cliffhanger, better have book 7 handy :D

Antonio Herrera says

It was great. I want to read the next volume.

Tuna says

Accel World v6 starts immediately after the Rust Jigsaw incident at the Space Elevator that opened the eyes of the greater Brain Burst userbase to the possibilities of the Incarnate System. Immediately we are presented with the fallout surrounding that incident including the beginnings of a mass produced way to induce the development of the Incarnate System in most users using ISS Kit items, the way the Seven Kings of Pure Color decide to handle the game breaking potential of the knowledge of the Incarnate System, and finally the handling of the dreaded and malicious Armor of Catastrophe, Chrome Disaster, that possesses Silver Crow.

In numerous ways, the volume starts with such interesting potential that one would think most of this would be covered in great detail and potentially resolved, however, as is the case with many Accel World volumes, Kawahara ends up introducing new characters and issues that sort of push major plot points to the background. Though, we can never ding him for it, for in all cases the new plot brought up ends up tying into the major plot in potentially unforeseen ways. For example, the new character, the Ardor Maiden Utai, is initially presented as an elementary schooler who reaches out to Umesato Middle School to take care of the her school's pet Horned Owl, but eventually we find out that she is not only a friend of Kuroyukihime, but was one of the elements in old Nega Nebulus, and, not only that, has the ability to destroy the ISS Kit items...so...yeah. I enjoyed the way this happened and the deeper details she provided to not only Kuroyukihime, but to ICMB (Fuuko), and the other slowly being revealed additional elements.

For the major plot, I enjoyed how we were able to meet many of the other kings in the beginning conversation. I like it because we were able to see old faces again (Yellow Radio FTW!!!!) but also new faces who probably have some role to play in future events. I also liked how the plot led us to finally go back to the Unlimited Neural Field and discover new details surrounding how the game works there, need I say unlimited enemy kill?! Exactly, epic. And for a gamer, I loved that there is a location in the game that people need to work together for to access and that this area requires tight cooperation to survive against Legendary Enemy classes. Shame the artwork didn't seem to hold up well to truly show us the might of the enemy this volume.

Overall this volume provided an excellent path forward for the series. I like how the Acceleration Research Society continues to lurk in the background, how we see that people unite to protect Silver Crow post Chrome Disaster, and how we learned more about Nega Nebulus. What stands to be seen is how all of this

will be handled by current Nega Nebulus, and ultimately, what and where are Silver Crow.

Awesome.

Eldon Siemens says

loved it, although hate waiting for the next volume after cliffhanger endings. Was not expecting a new character, but is a good addition, even if a little convenient in the goal of purifying Crow

Rebecca says

I think I may be done with this series. I'm finding it more and more difficult to care about the characters and their obsession/addiction with their game. Maybe I'm just getting to be cranky, but Reki Kawahara just doesn't have the chops to keep me engaged in this world.
