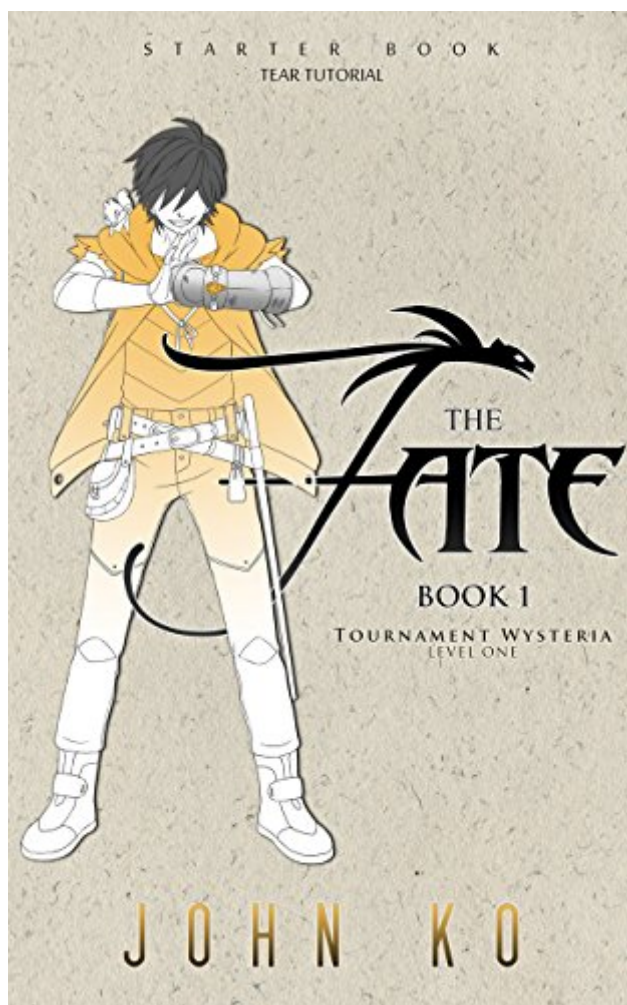


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# The Fate: Book 1: Tournament Wysteria (Fates Of The New School)



## Synopsis

Countless times has a young hero dreamed of conquering the Tournament of Tears--dreamed of sitting upon the throne that all kingdoms bend knee to--dreamed of being the best in all the land.Ã   Â Many times has the Tournament been won for duty and honor&apos;s sake.Ã   Â A few times it&apos;s been conquered to prove one&apos;s love.Ã   Â And a handful of times it&apos;s even been won out of hate.Ã   Â Each of those times, however, started with the same dream in mind. And involved a dreamer too foolish to care that the whole world was against them.Ã   Â But only ...Ã   Â Once upon a time was there a boy who took on the Tournament with dreams far greater and more foolish than them all. This is his story and the story of his friends.Ã   Â This is the tale of a Fate undeniable.

## Book Information

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## Customer Reviews

So this was a total impulse buy. There wasn't a lot of description in the synopsis and I had no idea

what to expect. I'm not going to write about the book as you can read other reviews for that. I'm going to just say that I started the book at 630pm after work, went to bed around 10 because my wife told me to. I told her I'd use the bathroom real quick and then hop in bed...I finally crawled into bed around 130am the next day because I had to finish the book. Fantastic read. Don't sit for hours on the toilet when you read it.

I am not going to lie. I saw the cover of this book and bought it thinking I was going to be obsessively hate-reading. And the early chapters didn't do much to dissuade me. This is new ground for anyone who didn't grow up binging anime and playing JRPGs, but my geek level for this kind of thing is- to use a meme actually referenced in this novel- "over 9000". So while characters calling their attacks and a setting inspired by both Europe and Asian fantasy elements (or, well, Dn'D and Light Novel might be a better word) and the "magic system" didn't shock me very much, what did was the fact that by about the quarter-way mark I realized I was laughing at all the bits of the story I was supposed to laugh at. I was getting invested in the matches each character had to fight. I was cheering when someone pulled a technique straight out of their rectum. I was excited for all the right reveals. This little gem is kind of like its title character- an apparently goofy, haphazard mess that ends up making your entire life feel just a bit brighter the moment you let him actually start to hang out with you. Older fantasy fans may find everything a bit too cheesy and video-game-y, but you could do worse than buying this for a kid who's really into fantasy martial arts stories. I even recommend buying it for yourself. This book will make you laugh, more so the older you are when you read it and the more accustomed you are to its trappings, but that's a good thing. Once you get past the glorious cheese of characters literally calling their attacks in order to use them and the fact that one of the central characters owns a sword described as a "+6 weapon" at one point, you'll end up enjoying this fun, simple story about misfits trying to beat impossible odds. Yes, the formula's trite. Yes, there are tons of cliches. But I'm not kidding when I say this story's full of surprises. It's full of surprises because it reminded me why I loved all those cliches in the first place. Kudos to you, John Ko. Get that sequel done now so I can read what happens with the rest of this damn tournament and track whether or not my favored ship ends up becoming canon. Get popular too! I want people inventing ship names and OCs for this universe!

For those who love fantasy role-playing games, this book reads like you're actually living one. The characters are incredibly likable, and the contests and challenges that they face will leave you cheering and smiling. Think "Ender's Game" light, without the psychological torture and the need to

save the human race from extinction. I reread it as soon as I was done, because nothing else on my reading list seemed as interesting as traveling through this world again. I hope John Ko can deliver soon on the next installment.

The Fate: Book One: Tournament of Wysteria is a novel by John Ko. The titular character (the Fate, and yes that is his name), enters an international tournament and forms a ragtag team. This book has a pretty cool combat system, that I like to call the Color System. In it, each element is assigned a color range, earth is yellow, water is blue, red is fire, and so on. The characters use these attacks by calling out their names and it's very anime esc. The cool thing is that when the character yells out the name of an attack, you already have a general idea of what the attack is going to do. The characters are all fairly interesting. Just to give you a quick runthrough, the main character is The Fate, strange but powerful, Way, a young boy who wields the power of water, Shine, a blind girl who sense energy via the color system, Monster, an pacifist orc who is the team's healer, Riser, a spunky girl and "first daughter", Sense, the team's strategist who has a heart condition, and a chipmunk who you'll probably forget about halfway through only to be reminded that he does indeed exist by the end of the book. The plot is relatively straightforward, having the characters go through their matches and attempt to win the tournament. Toward the end it does start to get mangled, introducing more elements than I think it could manage in a short period of time. John Ko's writing style is very minimalistic, which both helps and hurts him. It's good that he doesn't dump out exposition, but the world of The Fate is so complex that a little bit of explanation would have been nice. There was one point in the story where a type of beast man was introduced and I was wondering whether what they were being referred to as was their clan name or if they were a different race all together. This could have been very easily remedied with a passing mention, maybe a sentence or two, of who and what they were. This didn't happen, and it wasn't clarified until well after they were introduced that these people were a different species all together, and I thought it would have saved me a lot of speculation had this just been mentioned with their introduction. I did not notice too many spelling issues while reading, but I did notice a lot toward the end that I feel it worth mentioning. All in all, The Fate is a great and fun read, filled with exciting action and an interesting world. The writing can fall flat at times, and there are a bit too many subplots introduced, but I still recommend that you at least check it out. The book has a rather generous sample, so I recommend reading that to see whether or not this book is for you.

I'm not finished yet, but so far it's been a good read! It could've used an editor, however. The

imagery John Ko uses is beautiful, but he uses almost an aggressive amount of it. It really takes me out of the story when every last blessed detail of the scene is being described and given a metaphorical action. Not that there should be no details to the scene, but the continuous explanations stop the potentially easy flow of the book. The characters are interesting, if not a bit ditzzy, and their speech patterns are very formal, which is a cool detail, but personally, it kind of ruined the flow. Overall, I don't regret buying this book! I might even buy more from Ko! But maybe fewer details would look better?

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