

Sword Art Online Volume 18

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...?

It's been just two months since they were trapped in the game of death that is Sword Art Online, and Kirito and Asuna continue their struggle at the vanguard of progress through the game. The fifth floor of Aincrad is a mazelike ruin, and the two dare to take pleasure in raiding it for the treasure it contains. Upon returning to the fourth floor, it's time to do some questing on behalf of the Elf Lord Yofilis--but here begins Asuna's discontent, for in doing so they will have to face her least favorite monster ever...

Following a mighty clash, Kirito and Eugeo find themselves separated for the last leg of their journey to the top of Central Cathedral. Kirito, forced into an unlikely alliance with Alice the Integrity Knight, continues his climb from the outside, while trying not to fall to his death. At the same time, Eugeo must face off against the Integrity Knight Commander himself, Bercouli Synthesis One! Although the journey is nearing its end, they'll soon learn that the cathedral is still full of surprises...

DO YOU WANT FRIES WITH YOUR HELLFIRE? With a new manager joining the Devil King's MgRonald location, which has been hit by high turnover in the new business year, Chiho decides it's time for her to leave, as well,

so she can focus on upcoming college exams. As if all that wasn't enough, the Devil King's keeping a new pet-the lizardlike demon Kinanna-which is a clear violation of apartment rules. It isn't long before the landlord finds out how badly this unexpected freeloader has trashed the place, and while she opts not to evict them, the repair bills she sends makes Maou's eyes water! Meanwhile, Ashiya and Suzuno are rushing to every corner of Ente Isla, ensuring all five of its continents are on the same page regarding the angels and the threat they pose. The Devil King wants humans and demons to learn how to live together-but can he figure out how to make that happen while simultaneously dealing with a killer staff shortage at McDonald?!

Introduces Captain Jack Aubrey and Stephen Maturin, ship's surgeon and intelligence agent, in the age of the Napoleonic wars.

When his mentor is injured, novice linguist Hakaba is appointed to take over the professor's research in the Netherworld! Though Hakaba has studied the languages of werewolves, lizardpeople, and other Netherworld races from afar, this will be his first field experience coming face-to-face with those so many of his fellow humans have dubbed "monsters." Guided by Susuki, the professor's half-werewolf daughter (?!), Hakaba begins his quest for a greater understanding of the ways people of the Netherworld communicate-even if it does get a bit...hairy at times...!

Prepare for a full dive! The crimes of the Acceleration Research Society are numerous and unforgivable. The White Legion, Oscillatory Universe-suspected to be

connected to the Society-will answer for their atrocities. After intense negotiation, Nega Nebulus and Prominence take the final plunge and become one unified Legion to confront White Cosmos and her enigmatic entourage. But Haruyuki can hardly wrap his mind around the increased might of his Legion that has now tripled in size! He'll need to keep his wits about him, though, because the biggest surprise is yet to come...

Spanning twenty volumes of Sword Art Online, this special boxed set includes exclusive prints and poster featuring gorgeous art by abec! With two beautiful collector's editions volumes, this boxed set is an absolute must-have for fans of the series!

Naofumi obtains the mirror vassal weapon from Kizuna's world, which can enhance abilities through food. Now Naofumi and his allies start stuffing their faces for the sake of getting stronger! But there's a limit to how much volume they can stomach. Seeking food that can better boost their abilities in smaller servings, the party heads to a town inhabited by a famous chef. However, after a trivial comment, Naofumi finds himself facing down the chef in an all-out cooking battle!

"There's nothing fair, and no rules in this place! That means only a master of foul play and cunning will be the victor!" How will Naofumi's cooking skills, so praised by his allies, fare in this culinary challenge amid unknown surroundings? Get ready to feast on the eighteenth volume of this still rising otherworld fantasy!

"This might be a game, but it's not something you play." — Akihiko Kayaba, Sword Art Online programmer After Kirito and Eugeo's brush with death in their fight against the goblins, it's back to the Gigas Cedar, the massive tree that Eugeo's destined to hack away at for the rest of his days. But

Kirito feels a lot stronger now—even the Blue Rose Sword feels lighter in his hands. As he approaches the fearsome Gigas Cedar with a new “ax” in hand, he realizes that felling the giant just might be within the realm of possibility... After reaching the second floor of Aincrad, Asuna decided to have a player controlled blacksmith upgrade her beloved sword, a rare Wind Fleuret--but when the unimaginable happened and the sword was shattered in the attempt, Kirito suspected foul play. Did the blacksmith really just happen to destroy an incredibly valuable item? And if not, is there any way to get it back? And--if there really is a conspiracy of thieves--how can they be stopped before they spread too much mistrust? The game of death is bad enough already! "There's no way to beat this game. The only difference is when and where you die..." One month has passed since Akihiko Kayaba's deadly game began, and the body count continues to rise. Two thousand players are already dead. Kirito and Asuna are two very different people, but they both desire to fight alone. Nonetheless, they find themselves drawn together to face challenges from both within and without. Given that the entire virtual world they now live in has been created as a deathtrap, the surviving players of Sword Art Online are starting to get desperate, and desperation makes them dangerous to loners like Kirito and Asuna. As it becomes clear that solitude equals suicide, will the two be able to overcome their differences to find the strength to believe in each other, and in so doing survive? Sword Art Online: Progressive is a new version of the Sword Art Online tale that starts at the beginning of Kirito and Asuna's epic adventure--on the very first level of the deadly world of Aincrad!

Sword Art Online 18 (light novel) Alicization LastingYen On
The party is shaken when their leader, Diavel, is struck down by the boss of the very first floor. Asuna and her teammates

are confronted for the first time with the cruel reality of their situation: Sword Art Online is no mere game--death here is final. Their commander lost, the remaining fighters begin to lose heart and plan their retreat. But the fight must go on if they are to escape this game world, and in his dying moments, Diavel managed to convey his appointment for the next commander--Kirito!

" Just when an unemployed thirty-four-year-old otaku reaches a dead end in life and decides that it's time to turn over a new leaf—he gets run over by a truck and dies! Shockingly, he finds himself reborn into an infant's body in a strange, new world of swords and magic. His new identity is Rudeus Grayrat, but he still retains the memories of his previous life. Follow Rudeus from infancy to adulthood, as he struggles to redeem himself in a wondrous yet dangerous world. "

Fifty-thousand troops led by Gabriel Miller, aka Emperor Vecta, the God of Darkness prepare to invade the human lands defended by Bercouli and his army of five thousand. Kirito, still out of commission, is left in the care of Ronie and Tiese. Chancellor of the dark mages guild Dee Eye Ell also threatens to vanquish the army by launching a large-scale magical attack of her own. And in the midst of chaos, the one who appears to turn the tide of battle is none other than... Asuna?!

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...

There's a celebration to be had in the Kingdom of Aldegia, and Princess La Folia invites Kojou to join in the festivities. Reluctantly accompanied by Kanon, he travels to the palace for the signing of a peace treaty between Aldegia and the Warlord's Empire. But suddenly, the palace is attacked by a mysterious monster, and a large-scale terrorist plot is unveiled! And as luck would have it, Kojou's caught right in the middle!

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.

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?

The seventh layer of Aincrad--a massive casino where over half of the game's beta testers dropped out before launch. Kirito, too, lost everything in its Monster Arena back then. When an informant named Argo seduces Kirito and Asuna with knowledge that could aid in their investigation, the pair soon plunge into the casino's dark underbelly once more. Meanwhile, the Elf War Quest also reaches a sudden turning point when a flurry of crises rock the Dark Elves' home! Read the novel that ignited the phenomenon! The second day of the final stress test rages on. Lisbeth, Silica, and Asuna

push through the pain as they hold out against the Dark Army. But their efforts fall short as Kirito is captured by PoH, the former leader of Laughing Coffin! With PoH's twisted heart set on subjecting Kirito to the culmination of several years' vengeance, he prepares to end him once and for all. But when hope seems lost, a voice cries out in Kirito's heart. The voice of the person he lived with, laughed with, and fought with for years. The voice of his best friend...Grabbing hold of that light in the darkness, the Black Swordsman awakens...

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...?

Read the novel that ignited the phenomenon! The final stress test bleeds into its second day. Driven to desperation by the Integrity Knights' coordinated assault, the Dark Army reveals the ace up their sleeve! Critter, who has been observing the battle from the Ocean Turtle, has successfully created a gateway into the Underworld and masked it as an invitation to "an open beta test for a new, unannounced VRMMO." This digital invite bolsters the ranks of the Dark Army by the tens of thousands! Having already been pushed to her limits, the thought of taking on a fresh wave of bloodthirsty enemies fills Asuna with dread. But just when it seems like all is lost, two new deities of the Underworld appear to take up the fight: the Sun Goddess, Solus, and Terraria, the Earth Goddess. And the ones in possession of these super-accounts are none other than Sinon and Leafa!

Linked up and logged into the deadly VMMORPG "Sword Art Online" in both the real and virtual

worlds, Kirito is stuck in a hell of one man's making, and like everyone else, unable to escape until the game is beaten. But while some players are crippled by fear and others throw themselves into completing the game, still others relax into everyday life in the face of their cruel predicament and live to the best of their ability...laughing, crying, but always enjoying the game. Among them are four women who make a mark upon the solo adventurer that Kirito has become: Silica, the beast-tamer; Lisbeth, the blacksmith; Yui, the mysterious orphan; and the tragic Sachi, never to be forgotten by the black swordsman...

Everyone knows that any good MMO has an abundance of side quests to complement the main storyline. With that in mind, join Kirito and friends for a peek behind the scenes across four all-new side stories! **The Day Before:** Kirito proposes to Asuna in-game and they begin their life as newlyweds. **The Day After:** Ever since arriving in ALO with a new avatar, Asuna's been suffering from a form of withdrawal... **Rainbow Bridge:** After conquering the undersea temple, a mysterious conversation between Kraken and Leviathan sparks yet another adventure for Kirito's party. **Sister's Prayer:** A heartwarming tale of two siblings and their involvement with the Death Game.

Having defeated General Eugene of the salamanders and aided the alliance between sylphs

and cait siths by protecting their leaders, Kirito and Leafa reach Aine, the town at the foot of the World Tree, at long last. But before they can tackle the tree--and their main objective--server maintenance begins, and they are forced to log out. Back in the real world, Kazuto and Suguha Kirigaya, each unaware of the other's in-game identity, pay a visit to Asuna Yuuki, who still lies asleep in her hospital room. While there, Suguha suffers a terrible shock when she realizes just how strongly her beloved brother cares for Asuna. Meanwhile Asuna, still imprisoned atop the World Tree within the game world of ALfheim Online, sets her escape plan in motion... The adventure in ALO finally reaches its climax! Enjoy the conclusion of the Fairy Dance arc in this massive final volume!

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... Karen is living her best life, getting to play as her cute chibi avatar Llenn in the VR game Gun Gale Online. She becomes fast friends with mysterious woman Pitohui, who invites her to an in-game event called the Squad Jam. But Karen won't be teamed up with her new friend-instead she gets paired with the stern and silent M. Not 10 minutes into the event, they get surrounded by a hail of gunfire! Will they be able to hold their own as a two-man team against squads with actual military training...? Hey, wasn't this supposed to be just a game?!

READ THE NOVEL THAT IGNITED THE PHENOMENON! A year has passed since Kirito and Asuna's return from the Underworld. With them is Alice, who has been given a physical body. But their peace is quickly broken when the three are suddenly thrust into an unfamiliar game, Unital Ring. This new world is a survival MMO that fuses together every VRMMO created with the Seed program. As soon as it starts, Kirito finds himself with nothing but his underwear. Now, he's got to challenge a mysterious VRMMOSVG under desperate circumstances! Sparks fly as the fourth Squad Jam barrels towards its pulse-pounding conclusion. But are they the

sparks of romance or high-grade explosives? With a marriage on the line, Fire is determined to win by any means necessary, and manages to win SHINC's assistance in overthrowing LPFM.

Meanwhile, Llenn's team finally meets up with Boss's crew, but Fire's squad is there and ready to rumble as well! Who will emerge the victor?!

READ THE NOVEL THAT IGNITED THE PHENOMENON! It's back to the drawing board as the kidnapper just barely slips from Kirito's grasp. The new plan calls for a visit to the scene of the crime so that Asuna can use her scrying art to peek into the past, though what she learns is troubling to say the least...But before they can act on the new information, the villain strikes again! This time, Ronie and Tiese have been captured, and their fates rest in the claws of a young yellow dragon...!

"...CAST ASIDE YOUR DISTRACTIONS AND MAINTAIN THE TRANQUILITY OF YOUR HEART." At long last, Kirito and Asuna have reunited with Kizmel the dark elf, and everything is as it should be...Well, almost everything. As the three continue the Elf War campaign and hunt for the remaining sacred keys, they're met with one surprise after another. Between the assassination attempts, off-script scenarios, and AI that seem a little too lifelike, Kirito can't help but wonder if this is the same game he beta tested! And if that wasn't enough, a shocking development allows the Curse of Stachion questline to finally come to an end-but not before the party receives another unwelcome visit from a PK agitator! **Sword Art Online: Progressive**, a new version of the Sword Art Online tale that chronicles the entirety of Kirito and

Asuna's epic adventure through Aincrad, continues!

As Kirito, Asuna, and Alice brave the wilds of the mysterious VRMMO "Unital Ring," Sinon's introduction to the world is no less harrowing. After numerous setbacks, she finds herself without friends, equipment, and only a few Thirst Points left to her name. Backed against a wall, she'll need to defeat a terrifying boss monster to survive. Meanwhile, Kirito's group splits up in order to both search for Sinon and defend their home, unaware that a mysterious assailant lies in wait...

READ THE NOVEL THAT IGNITED THE PHENOMENON!

Kirito reenters the world of VRMMOs, this time logging in to Gun Gale Online in order to investigate the Death Gun, an in-game item rumored to be responsible for real-world deaths. He immediately runs into trouble when, after transferring his old avatar into the new game, he discovers that he looks a bit more feminine than he'd anticipated! With the help of Sinon the sniper, he enters the Bullet of Bullets tournament and tries to adapt his old skills to the new gun-based combat of Gun Gale Online. He'll need every friend he can get and every trick in the book, though, to learn the truth about the Death Gun!

After three-hundred years of turmoil, a new era begins for the Underworld. A lost child of Vecta, who seemed to appear out of nowhere, has defeated the Dark God and cemented peace for all the realm. But at the heart of human lands, atop Central Cathedral, Ronie Arabel, newly promoted to Integrity Knight apprentice, receives foreboding words from Kirito.

"War will come again."

The saga of Sword Art Online continues with three side stories set during the Aincrad and Alfheim eras. The game of death took its toll on every player in a different way--when one turns up dead on the fifty-seventh floor, the game's afoot, and it's up to Asuna and Kirito to crack the case. There's also the story of how Kirito got his Excalibur sword in Alfheim (with

a little help from his friends). And when the game of death first began, Kirito learned a difficult lesson--one he would never forget.

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