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In order to obtain the crafting recipe for the Fairy Hammer and complete their quest, Silica and company infiltrate a top Blacksmith Fairies' guild! But to do so, they'll have to steal it from Granze, the guild's leader, and that's no easy task... 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 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! 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? READ THE NOVEL THAT IGNITED THE PHENOMENON! After a brief respite, Kirito and Eugeo set off again to climb Central Cathedral--but the powerful Integrity Knights are not about to let them reach the top. Meanwhile, Kirito has learned the dark history of the Underworld and the true stakes of the battle they're fighting, and every step toward Alice brings him closer to an impossible decision... It's been a month since Kirito and Asuna returned from the Underworld. Together again with Alice, who managed to secure a life in the real world, it should've been happily ever after...But, as luck would have it, the three find themselves involved in a VRMMO by the name of Unital Ring, and all their stats have been reset to level one! It's time for Kirito to put his experience to the test in a genuine Survival MMO! "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... "Kirito, having explored the latest beta test, has a pretty good idea of what to expect from the newest SAO launch. With Asuna along, the pair hope to experience the official playthrough together, but there's something about the release that's a little different from before...Certain unexpected tweaks from the previous version have Kirito and Asuna tackling a flood of puzzles anew!"--Back cover of Volume 1. Administrator's defeat has come at a heavy cost: The death of Eugeo as well as the mental decline of Kirito. Six months after the epic battle atop Central Cathedral, Kirito spends his days in the Underworld wheelchair-bound; bereft of emotion or even a will to live. Although Alice and Bercouli do what they can to help him, it isn't long before the armies of the dark territory are start to move in earnest. The "Final Stress Test" has begun. But will Kirito be ready? A year after Kazuto and Asuna escaped from Aincrad, the deadly setting

of Sword Art Online, they're still coping with the aftermath as they try to recover from the harrowing experience. Meanwhile, there's a new VRMMO game sweeping the world's gamers--Gun Gale Online. When a mysterious player who calls himself "Death Gun" claims to be responsible for real-world deaths, Kazuto (aka Kirito) is recruited to enter the game to investigate, bringing an end to his hard-won peace! 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... Kirito jumps into a new VRMMORPG called ALfheim Online (ALO) in search of Asuna, who still hasn't regained consciousness. On his quest to find the World Tree and reach Asuna, he meets a sylph girl named Leafa. A veteran player experienced with the sword, Leafa recognizes that Kirito is motivated by serious circumstances and decides to help him. But...Leafa's identity in the real world is Suguha Kirigaya--Kirito's sister. And it's the glimmer of her beloved brother she sees in Kirito that prompts her to lend him a hand. Now, despite the conflicting interests guiding them on, the pair set off on a journey to the World Tree!! At long last, Kirito and Asuna have reunited with Kizmel the dark elf. But the happy reunion doesn't last for long. With remaining keys to collect, the appearance of AI that seem a little too lifelike, and a "secret quest" to deal with, Kirito and Asuna will have their hands full as they attempt to clear the sixth floor in one piece! 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? 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? 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

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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! 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... 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?! 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 Rosary arc begins! "Here we go, Asuna! Hang on tight! Tinel, launch!"Having said their good-byes to the mysterious elven knight Kizmel, Kirito and Asuna set their sights on the fourth floor of Aincrad. But once they open the door, they find the way forward blocked by a powerfully flowing river. The updated version of the fourth floor has been changed into a water world! When they finally arrive at the floor's town, they're greeted by chalk-white streets and countless gondolas of all sizes. To navigate this place, Kirito and Asuna will need their own gondola--but getting one will involve confronting an eight-meter-tall beast of flame: Magnaterium...And that's only the beginning of the difficulties the fourth floor of Aincrad has in store! Sword Art Online: Progressive, a new version of the Sword Art Online tale chronicling the entirety of Kirito and Asuna's epic adventure through Aincrad, continues! After Ronie and Tiese try to save their friend from the clutches of noble knights Raios and Humbert, they end up getting captured themselves! With the two girls bound and helpless, Kirito's going to need Eugeo's help to save them...but Eugeo finds himself paralyzed by the thought of breaking the Taboo Index! With the fate of his page hanging in the balance, can he violate his world's most sacred code to rescue her? 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

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