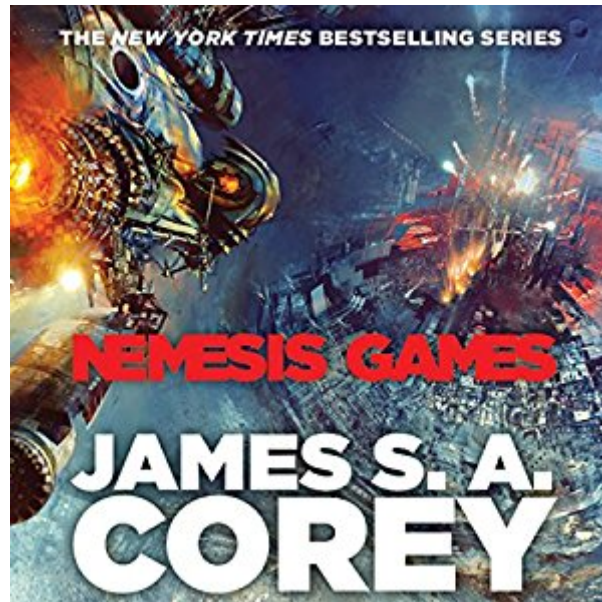




The book was found

Nemesis Games



Synopsis

The fifth novel in James S. A. Corey's New York Times best-selling Expanse series - now being produced for television by the SyFy Channel! A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire, James Holden and the crew of the Rocinante must struggle to survive and get back to the only home they have left. The Expanse (soon to be a major SyFy Channel television series) Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn

Book Information

Audible Audio Edition

Listening Length: 16 hours 44 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Hachette Audio

Audible.com Release Date: June 2, 2015

Language: English

ASIN: B00YDYQK26

Best Sellers Rank: #17 in Books > Audible Audiobooks > Science Fiction > High Tech #51 in Books > Audible Audiobooks > Science Fiction > Adventure #69 in Books > Science Fiction & Fantasy > Science Fiction > Hard Science Fiction

Customer Reviews

Nemesis Games, more than the other books of The Expanse series, is a novel about isolation. Each of our protagonists from the crew of the Rocinante are separated from one another throughout the bulk of the story, all of them longing to return to the family they realize themselves to be for each other. In the midst of an insurgency from a radical wing within the OPA (supplied by a treasonous, escapist faction of the Mars Navy), we witness periods of combat and senseless devastation from multiple angles that weren't present in the previous novels with nearly this sort of depth and insight. As an added bonus the reader even gets to witness the grand acts of terrorism from within and

without, while not providing anything particularly sympathetic where the terrorists are concerned. It was a bold, and well-executed move by the authors...to humanize the perpetrators of unparalleled acts of aggression without making the reader feel like they might have a valid reason to do the horrible things they are doing. This was a smaller scale piece of storytelling than the galaxy-spanning, alien technology oriented action of the previous novels, but it was a very satisfying exploration of the inner worlds of the characters we've become so close to over the course of the previous four books. The end does set the stage for something potentially horrifying coming up though, and it certainly kept me invested enough that I want to read the sixth installment.

Now I'm caught up and have to wait until November for the sixth book "Babylon's Ashes". This book, "Nemesis Games" is a like a detour from the other fast-paced adventures the crew of the Rocinante find themselves. This time you get to learn more of about each character, their troubled background histories that make them the person they are as they go their separate ways on forced holiday. I'm a great fan of each character. and I don't know which one I like best. I really like Amos...his no nonsense, ready to kill or die bravado. Naomi's strong female self assured persona. Alex's vulnerability, but the best pilot in the galaxy. Holden, the "cap" who holds it all together and makes sense of it all. I liked watching him grow as the leader of the group and forging a loyal family out of a bunch of misfit strangers. Now that I have gotten to know them even better from this book, I ready for the next adventure.

This is #5 out of 6, and I really do not see how the various stories can all be wrapped up in 1 more novel... but I am eager to read it! This volume was mostly about the backstories for the Roci's crew. We've had hints, but here, in one way or another, the crew members revisit their pasts and generally achieve some sort of resolution. There are still wheels within wheels, of course. That's one of the things I really love about this series; the politics are complex and intricate. Add in some interesting perspectives on terrorism, and 2 psycho/sociopaths- both well-drawn- on conflicting sides, and with very different behaviors. The take-away: if being a decent person does not necessarily come naturally to one, one can still manage it via discipline... if one cares to bother. This is an excellent SF series, incorporating many of the classic tropes to excellent effect. But- start with #1!

I love this writing team. I wish I had found them before the series on SciFi channel....and I pre-order their books whenever I can now. I am more shocked that as someone who was the Science

fiction/Fantasy Specialist salesperson in a bookstore that I had never hear of them before that...or was never recommended by to me with teh hundreds of books I have rated. These seem like they will be a classic, up there with dune/Herbert, Norton/Witchworld, anything by Niven, Aldiss, Litchtemburg, etc... Poor marketing but I am glad I have found them now.

I hated to read the first four books because you can only read them first time once. I really enjoyed them. This book, which I preordered and eagerly awaited, not so much. Weird, disjointed story line and an unresolved ended, like there was a sequel coming. Which there is, I discovered. Hope the next book can bail the series out.

I like that the two authors known as James S.A. Corey spent 4 books building up the crew/family of the Rocinante and then, in book 5, scatters them in all directions, spending the story to bring them back together. The novel fills in some of the back story of Naomi, Alex, and Amos; we meet Naomi's husband and son, Alex's ex-wife, and some of Amos' companions growing up in Baltimore. We don't learn much about James Holden's past. "There was a button," Holden said. "I pushed it." "Jesus Christ. That really is how you go through life, isn't it?" (Fred Johnson) We see a new professional crew flying the Rocinante (for a short period of time). Bobbie Draper is back aboard the Roci. The three "big" tribes are Earther, Martian, or Belter, yet on the Rocinante, all 3 live and work together as family. If only this model could be extended to the rest of the solar system (and out through the Rings). A new political force has awakened (or at least become visible) and it has attacked Earth; Mars didn't need to be attacked since people are leaving it to go through the Rings. The OPA, like the Tea Party, has no solid identity; parts are civilized and parts are unrestrained (they would claim from a life of deprivation in the Belt). As Cyn said, "There's OPA, and there's OPA". "Doors and corners." This was the first book (Kindle edition) in the Expanse series that I found a typo in. I reported it to .

Maybe the author should have considered combining this with the next book in the series, because this one clearly does not stand on its own. It just ends abruptly midstream.

[Download to continue reading...](#)

Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults:

Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Nemesis Games Nemesis Games (The Expanse) Family Games: Fun Games To Play With Family and Friends (Games and Fun Activities For Family Children Friends Adults and Kids To Play Indoors or Outdoors) Prehistoric Games Pop-Up Board Game: 4 Games, Attached Reading Book (Pop-Up Board Games) Wee Sing Games, Games, Games The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Hitler: 1936-1945 Nemesis Nemesis Monster Hunter Nemesis Nemesis: One Man and the Battle for Rio Nemesis: A Miss Marple Mystery Operation Nemesis: The Assassination Plot that Avenged the Armenian Genocide My Acoustic Nemesis: Life Before, During, and After an Acoustic Neuroma The Nemesis Affair: A Story of the Death of Dinosaurs and the Ways of Science Nemesis: Book Ten in the Enhanced Series Dreadnought: Nemesis - Book One Sovereign: Nemesis - Book Two

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)