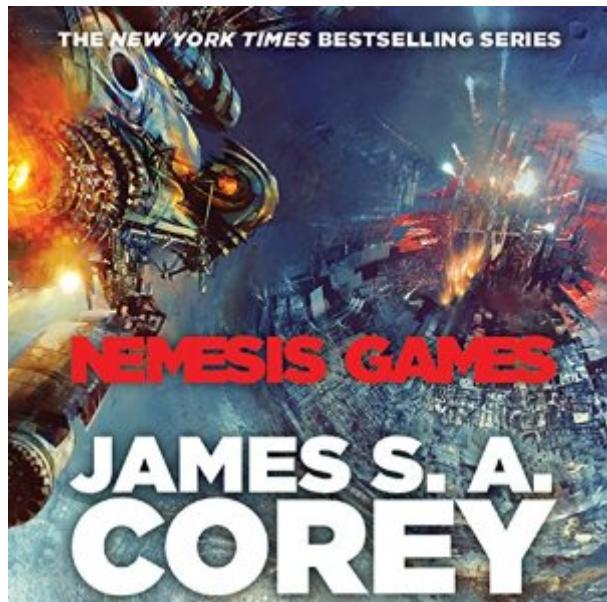


The book was found

# 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 and 44 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Hachette Audio

Audible.com Release Date: June 2, 2015

Language: English

ASIN: B00YDYQK26

Best Sellers Rank: #20 in Books > Audible Audiobooks > Science Fiction > High Tech #48 in Books > Audible Audiobooks > Science Fiction > Adventure #88 in Books > Science Fiction & Fantasy > Science Fiction > Hard Science Fiction

## Customer Reviews

The expanse series is one of my favorite series of all time. Up until this novel, I found the writing fresh, the characters engaging, and the plots involving and thrilling. Unfortunately, I found a lot of those things to be missing in this latest chapter. I don't begrudge anyone rating this novel highly. A lot happens - including probably one of the most momentous stories in the series. So why didn't I love this novel? For me, the top shelf ingredients never coalesced into a finished whole. The novel starts with most of the main characters going off on personal quests and spending significant portions of the novel apart. The novel spends a lot of the book revealing the past lives of

various characters. While some of this is interesting - I think too much of the novel is spent on this inward journey. And part of what made the previous novels great - for me - was the interaction of the main characters with each other. The smaller interactions throughout this novel were much less satisfying. To me - most of the characters felt like they were adrift in this episode. Waiting for the big reveal and for point in the story where it was time for them to grab onto something and to start changing the course of things. But this didn't happen until the end of the novel. Ultimately, while a lot happens in this book - the entire thing came across as a placeholder for what will happen in subsequent books. This is still a great series. I just didn't feel emotionally involved in this story - and found myself wishing for the next book instead of this one. The book ends on cliffhanger, and I believe a lot of great things are to come. But I'm far more interested in what the next book will reveal - than in what happened on this one.

The Expanse series has been going on for a while, and with a new frontier open for exploration, readers may be wondering where the story will head next. The answer is home. In the fifth book of the series, Nemesis Games splits up the crew of the Rocinante as they all head to their respective homes. Oddly enough, the separation is the driving force of the novel. The authors push readers to the edge of their seat as they leave you wondering if the crew will ever see each other again. Of course that's not the only thing going on in the galaxy. Beyond the crew's separation anxiety, the powers of Earth, Mars and the Outer Planetary Alliance (OPA) once again find themselves in a make or break situation. This time it's not an alien weapon threatening destruction. Instead, it's a radical terrorist group bent on causing so much devastation that everyone will have to stop and take notice of them. While that might sound ordinary or boring, this is a setting where people can travel to other planets. There are entire societies of people who have never set foot on an actual world. Furthermore, it's a time of colonization and shifting balances of power. The story of humanity is at a crux, a delicate point of transition that could lead to untold evolution or massive self-destruction. In a setting like that, terrorists become something quite different than what we usually think of. Yet as interesting as that angle of the story is, it's really only the backdrop for what actually happens. Alex goes to Mars to see his ex-wife. Amos goes to Earth to pay his respects to the only family he's had. Naomi goes to the Belt to help old friends. Holden is the only one that doesn't go home.

I love the way these guys write. I know that they are stringing readers along and are milking this series for all it's worth, but I don't care. They create a realistic world with true character

development--in Nemesis Games, we finally get to know the back stories of Alex, Amos, and Naomi, and Corey makes a villain from a previous volume somewhat sympathetic. The future world is simultaneously optimistic and dystopic. After discovery of the true nature of the Ring and what it has to offer in previous entries, it was hard to imagine anyone being harmed by the endless opportunities created by the Ring. Yet, Corey not only fabricates a plausible reason for opposition, but also a truly villainous plot. Although the story arc is rather unbelievable at times, it does set up well for future entries in this space soap opera. Specifics about the book (I will avoid spoilers as much as possible): the first half of the book is rather boring and action free. Alex has a few squirmishes that reinforces his bona fides as a bad--ss and the book starts with a mysterious strike on a shipyard that doesn't get explain until 200+ pages later. But the rest of the first half is really all setup and explanation of who the characters are. I have to admit that I put the book down and started reading the Divergent Series, which is an interesting story, but the narrative writing style struck me as freshman HS creative-writing level compared to the crisp narrative of the Expanse series. When I couldn't take anymore of Divergent, I came back to Nemesis Games with a new-found appreciation for the high quality writing of Corey. I really felt like I was on a rapidly depopulating Mars and a decaying overpopulated Earth with many of the same vices and urban problems that hinder us today.

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

Nemesis Games Hitler: 1936-1945 Nemesis Monster Hunter Nemesis Nemesis: One Man and the Battle for Rio Nemesis Nemesis (FBI Thriller) Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games Cool Doughs, Putties, Slimes, & Goops: Crafting Creative Toys & Amazing Games (Cool Toys & Games) Card Games for Kids: 50 Fun Games for Your Children Ultimate Travel Games (Crazy Games) The Usborne Book of Car Travel Games: Puzzles, Games and Things to Do on a Journey-Or at Home (The Usborne Book of Series) The World of the Hunger Games (Hunger Games Trilogy) Motocross in the X Games (Kid's Guide to the X Games) Teach Yourself Card Games, New Edition (Teach Yourself: Games/Hobbies/Sports) The Unofficial Hunger Games Cookbook: From Lamb Stew to "Groosling" - More than 150 Recipes Inspired by The Hunger Games Trilogy (Unofficial Cookbook) Brain Games for Kids #1 (Brain Games Kids) How Do Video Games Affect Society? (Video Games and Society) Video Games and Youth (Video Games and Society) The History of Video Games (Video Games and Society)

[Dmca](#)