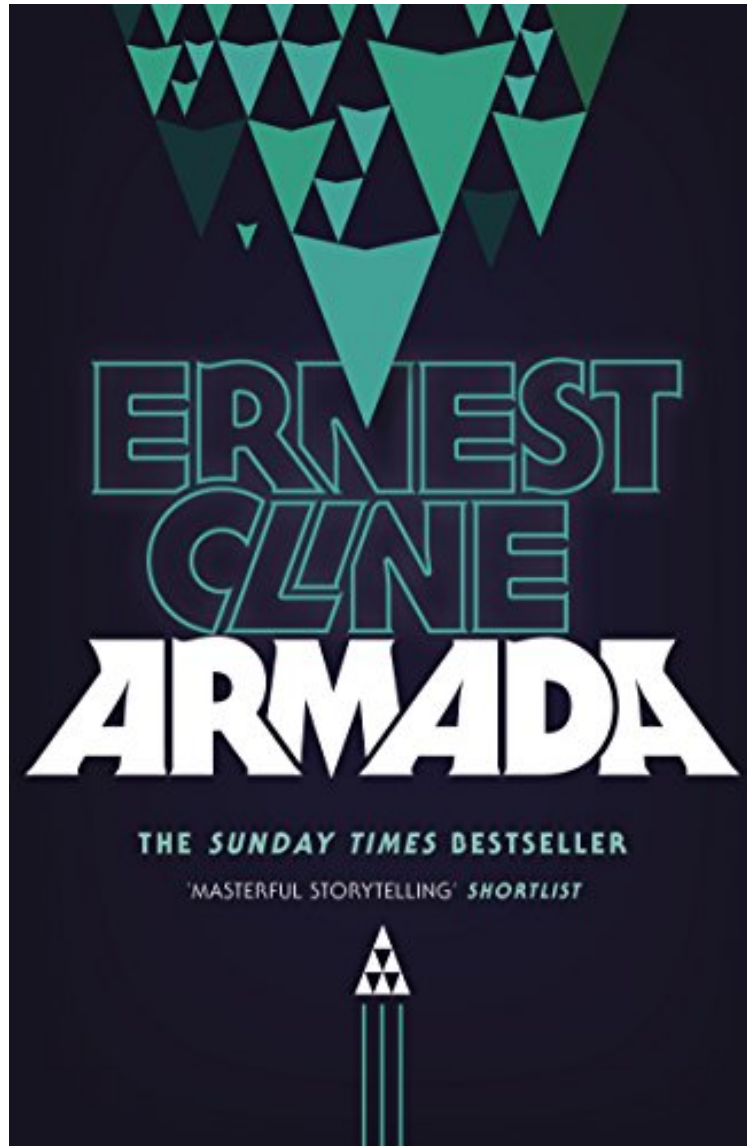


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Armada

Von Ernest Cline

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Von Ernest Cline : Armada before purchasing it in order to gage whether or not it would be worth my time, and all praised Armada:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 3 Kunden fanden die folgende Rezension hilfreich. nett. Von Peter Janickials groer fan seines erstlingswerks dachte ich mir, hej, dass zweite buch kann gar nicht so groartig sein... und - aus meiner sicht - ist es auch so, aber es ist trotzdem ganz nett. es ist soweit spannend, es ist an diversen stellen lustig, es liest sich gut, ... so weit wren das vier sterne. leider hatte ich beim lesen etwas zu oft das gefhl, dass ernest

cline beim schreiben schon an den verkauf der filmrecht dachte. da gabs einige stellen, wo ich dachte, "hej, das ist jetzt aber so, damit das besser/direkt verfilmt werden kann". naja. was soll`s.ich mag's.0 von 1 Kunden fanden die folgende Rezension hilfreich. Fllt nach gutem Anfang schnell abVon Martin S.Ich bin, wie wahrscheinlich viele Leser dieses Buches, ein Fan von "Ready Player One" und habe mir deshalb auch dieses Buch vom selben Autor gekauft. Der Anfang, bzw. die Grundidee sind auch sehr vielversprechend, aber nach sptestens dem ersten Drittel ist die Geschichte eigentlich erzählt. Was dann kommt, sind im Prinzip nichts anderes als endlose Kampferzhlungen die vielleicht fr Hardcore Fans von Military Science Fiction interessant sind, aber fr mich einfach nur d waren.Trotzdem habe ich das Buch fertig gelesen, allerdings ist die "Auflsung" bzw. das Ende fr mich einfach nur richtig unbefriedigend gewesen. Es bleiben so viele Fragen offen, da ich das Gefhl nicht loswerde, da da noch ein zweiter Band kommt (auf den ich gerne verzichten werde).1 von 1 Kunden fanden die folgende Rezension hilfreich. The big Sci-Fi-Pop-Culture-References-FiascoVon Matthew BennellLet me say that I really enjoyed Cline's "Ready Player One". "Armada" seems to use the same premiss: Making the stuff we 80s kids loved growing up with somehow larger-than-life important; saving the world with our nostalgic knowledge of popculture phenomena. It worked in "Ready Player One". Hell it does. It also worked in Netflix's "Stranger Things". But in "Armada" it seems forced and it's just not enough to make up for a mediocre story, rather dull characters you never learn to care about, the lack of creativity and fun "RPO" offered, a way too simplistic and repetitive language and a climax that is as unspectacular as it is predicdible.

KurzbeschreibungFROM THE BESTSELLING AUTHOR OF READY PLAYER ONE, SOON TO BE A MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG'[A] masterful tale of Earth's desperate struggle against a powerful alien foe.' - Andy Weir, bestselling author of The

Martian*****Its just another day of high school for Zack Lightman. He's daydreaming through another boring math class, with just one more month to go until graduation and freedomif he can make it that long without getting suspended again. Then he glances out his classroom window and spots the flying saucer. At first, Zack thinks hes going crazy.A minute later, hes sure of it. Because the UFO hes staring at is straight out of the videogame he plays every night, a hugely popular online flight simulator called Armadain which gamers just happen to be protecting the earth from alien invaders. But what Zacks seeing is all too real. And his skillsas well as those of millions of gamers across the worldare going to be needed to save the earth from whats about to befall it. Yet even as he and his new comrades scramble to prepare for the alien onslaught, Zack cant help thinking of all the science-fiction books, TV shows, and movies he grew up reading and watching, and wonder: Doesnt something about this scenario seem a little too familiar? Armada is at once a rollicking, surprising thriller, a classic coming of age adventure, and an alien-invasion tale like nothing youve ever read beforeone whose every page is infused with author Ernest Clines trademark pop-culture savvy.Pressestimmen"A novel so fun, you'll want to reboot it and read it againthe best novel this gamer geek has read in a long, long time." (Hugh Howey, Sunday Times bestselling author of Wool)"Those conspiracies you imagined when you were fourteen turn out to be true in this masterful tale of Earth's desperate struggle against a powerful alien foe." (Andy Weir, bestselling author of The Martian)"Another geektastic celebration of the nerd and nerd cultureReally clever, really captivating." (Daily Mail)"A thrilling coming-of-age story." (Entertainment Weekly)"Built like a summer blockbusterCline recombines the DNA of Enders Game, Star Wars, The Last Starfighter, and old-school arcade games like Asteroids into something thats both familiar and unpredictable. Its a mutant homage to sci-fi tropes past." (Gawker)WerbetextTHE NEW NOVEL FROM THE BESTSELLING AUTHOR OF READY PLAYER ONE