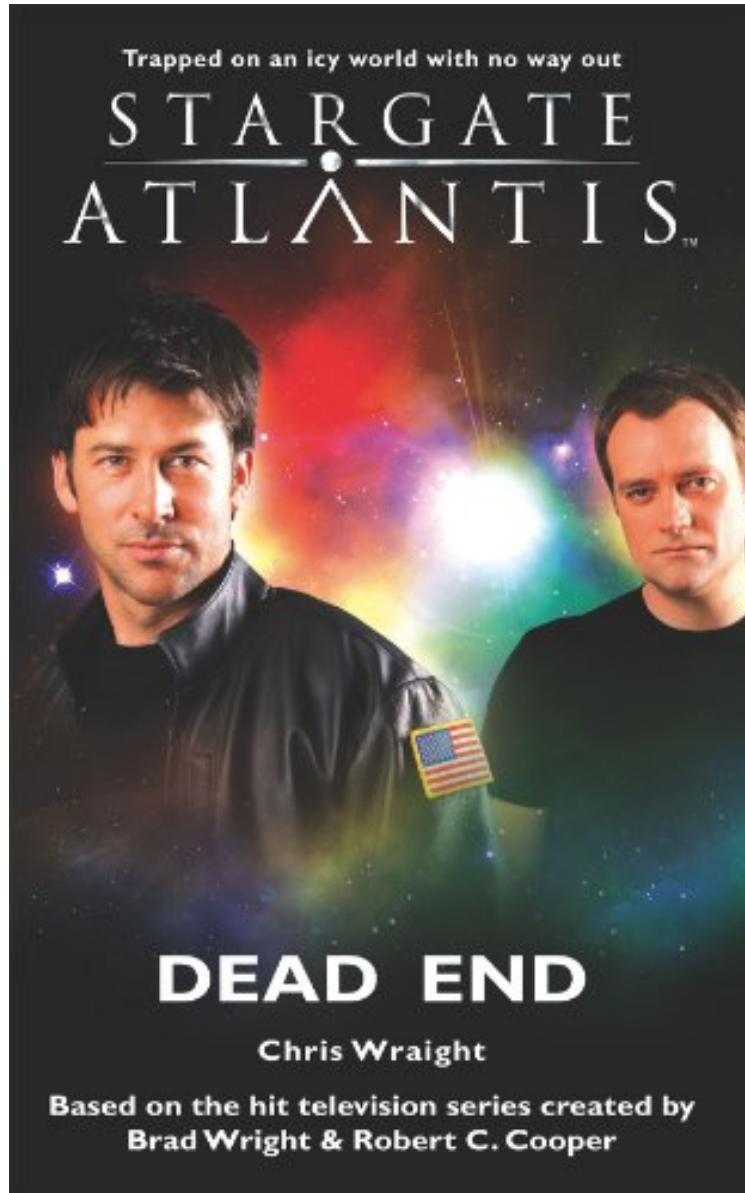


(Read free ebook) STARGATE ATLANTIS: Dead End (English Edition)

STARGATE ATLANTIS: Dead End (English Edition)

Von Chris Wraight

audiobook / *ebooks / Download PDF / ePub / DOC



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrank: #278138 in eBooksVerffentlicht am: 2011-11-23Erscheinungsdatum: 2011-11-23File Name: B006DMCBDS | File size: 42.Mb

Von Chris Wraight : STARGATE ATLANTIS: Dead End (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised STARGATE ATLANTIS: Dead End (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Spannend und unterhaltsamVon SamemaxEine sehr gute Episode! Charaktere super getroffen, Spannung vom Anfang

bis zum Ende, sodass man kaum das Buch aus der Hand legen kann. Es spielt relativ am Anfang der dritten Staffel von Atlantis, doch mit den Wraith hat es nichts zu tun. Das Team landet auf einem Planeten, den sie am liebsten sofort verlassen würden, aber das gestaltet sich uerst schwierig. Darüber hinaus birgt der Planet Geheimnisse, die sowohl faszinierend als auch gefährlich scheinen. Überleben können dort nur die stärksten und kreativsten. Keiner der Team-Mitglieder kommt zu kurz und jeder einzelne muss sich den Kräften der Natur und der Technologie stellen. Spannend, unterhaltsam und durchaus zu empfehlen! 1 von 1 Kunden fanden die folgende Rezension hilfreich. Exciting Story, Characters well done Von Triffelschwein This is one of the better books about the Stargate Atlantis Team. The story is really good, you don't know about the shadows which takes the foreign people almost till the end. The characters are written as they act in the show, you can laugh about the dialogues as you can by watching the show. It is even worth a second (or more) time reading. Only 4 points, because I think the characters could have been written a little better, but it is indeed good enough.

Kurzbeschreibung Deep freeze Trapped on a planet being consumed by a runaway ice age, Colonel Sheppard and his team discover a people and a mystery long disregarded by the Ancients. With the Stargate inoperable and their Puddle Jumper damaged, there is no way for Sheppard's team to escape the killing cold. Death seems inevitable until they are rescued by the Forgotten, a people abandoned by those who once protected them and now condemned to witness the slow death of their world. But something terrifying haunts their tunnel homes. When Teyla disappears and Ronon goes missing on the deadly ice plains, Sheppard and McKay risk losing their only chance of getting home in a desperate bid to find their friends and save the Forgotten from extinction... DEAD END This isn't good, Sheppard growled. Oh, this is really not good... The HUD ran with strange figures. The Jumper lurched sideways, scraping along the edge of the wormhole limits. McKay was thrown roughly against Ronon as the Jumper listed crazily. What is happening? Teyla yelled. Ask McKay! Sheppard snapped, battling for control of the Jumper. What? This isn't my fault! McKay protested, heart thumping with alarm. This didn't happen to the MALP! Unbuckling himself with fumbling fingers, McKay stumbled over to a control panel in the rear of the Jumper and was nearly hurled straight into it by a fresh yaw sideways. Keep this thing on the road, will you? You wanna fly? Sheppard looked like he was struggling to maintain control. We've got massive power loss, shouted McKay, desperately flicking a series of controls. We'll need to use the Jumper's own supply to get us out. Teyla gave him a sharp look. Can you do it? If I can't, we're beyond screwed!

Kurzbeschreibung Deep freeze Trapped on a planet being consumed by a runaway ice age, Colonel Sheppard and his team discover a people and a mystery long disregarded by the Ancients. With the Stargate inoperable and their Puddle Jumper damaged, there is no way for Sheppard's team to escape the killing cold. Death seems inevitable until they are rescued by the Forgotten, a people abandoned by those who once protected them and now condemned to witness the slow death of their world. But something terrifying haunts their tunnel homes. When Teyla disappears and Ronon goes missing on the deadly ice plains, Sheppard and McKay risk losing their only chance of getting home in a desperate bid to find their friends and save the Forgotten from extinction... DEAD END This isn't good, Sheppard growled. Oh, this is really not good... The HUD ran with strange figures. The Jumper lurched sideways, scraping along the edge of the wormhole limits. McKay was thrown roughly against Ronon as the Jumper listed crazily. What is happening? Teyla yelled. Ask McKay! Sheppard snapped, battling for control of the Jumper. What? This isn't my fault! McKay protested, heart thumping with alarm. This didn't happen to the MALP! Unbuckling himself with fumbling fingers, McKay stumbled over to a control panel in the rear of the Jumper and was nearly hurled straight into it by a fresh yaw sideways. Keep this thing on the road, will you? You wanna fly? Sheppard looked like he was struggling to maintain control. We've got massive power loss, shouted McKay, desperately flicking a series of controls. We'll need to use the Jumper's own supply to get us out. Teyla gave him a sharp look. Can you do it? If I can't, we're beyond screwed!