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Von Jo Graham

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Von Jo Graham : STARGATE ATLANTIS: Death Game (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised STARGATE ATLANTIS: Death Game (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Radek und Ronon aka das DreamteamVon SamemaxDie Story ist nicht schlecht: das Team ist mehr oder weniger auf einem

Planeten gestrandet, auf dem die Wraith sich ganz gut eingelebt haben und zur Belustigung Menschen durch ein Fallen-Labyrinth schicken. Ich hatte beim Lesen schon Spa obwohl ich paar Mal durch Unstimmigkeiten oder Zwischenstories aus dem Leseflu rausgeworfen worden bin. Eine Top-Story ist es allerdings nicht, es gibt wichtige Punkte, die ungeklrt bleiben (die Wraith), Unstimmigkeiten (mit dem Planetenschild zum Beispiel) und sogar Fehler (beispielsweise wenn Rodney auf einmal ber einen Cruiser redet, von dem er eigentlich noch nichts wei). Das gefrchtete Labyrinth verliert auch seinen ganzen Charm sobald die Lichter angehen. Ein weiterer Nervfaktor waren fr mich die unzhlbaren Kurzgeschichten ber die eigene Vergangenheit, die die Teammitglieder einander erzhlen, obwohl ich zugeben muss, dass die letzten Stories mich dann doch interessierten. Wen das Zusammenspiel des gesamten Teams begeistert, wird womglich nicht so viel Spa an diesem Band haben denn das Team ist in Paare zersplittert und erst am Ende kommen alle zusammen. Rodney und Lorne sind eher langweilig (McKay braucht einfach Sheppard oder zumindest Zelenka um richtig Dampf abzulassen und so den Leser zu unterhalten, mit dem gutmtigen Lorne funktioniert nicht), Teyla und Sheppard sind das verletzte romantische Paar und bieten ebenfalls wenig Unterhaltung. Dafr hat aber die Autorin ein tolles Zusammenspiel zwischen Ronon und Radek kreiert, das war mein neues Dreamteam! Die Abschnitte ber diese zwei haben mich sehr gut unterhalten und auch die Charaktere wurden sehr gut getroffen. Von den beiden hat man nach der Lektre Lust auf mehr. Zusammenfassend: Mit besseren und schlechteren Parts ist das ein nettes Stargate-Abenteuer, aber auch nicht viel mehr. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Klasse Buch Von Jessica Knopp Ich liebe dieses Buch. Es erzht eine Menge ber die Charaktere und ist zu dem sehr spannend. Kann ich jedem SGA-Fan sehr weiter empfehlen. 0 von 1 Kunden fanden die folgende Rezension hilfreich. Interesting Story, Characters not good enough worked out Von Trffelschwein Death Game is a very interesting story about the team, getting stranded on an foreign alien world. Sheppard and Teyla injured by wracking the jumper. Zelenka and Ronon lost while discovering some ancient buildings and Rodney trying to get the Stargate working again all by himsel, alone. It is a good story for everyone who likes Sci-Fi-Stories, but where ever knows a bit about the characters of the team will miss something. There is seldom to find the usual dialogues. Sheppard would never be such heart-opened, even to Teyla; and so on. That's why I gave the story only 3 from 5 points, there are much better stories written about the Atlantis-Team. But it deserves 3 point because the story, standing for itself, is gripping.

Kurzbeschreibung Trouble in paradise Colonel John Sheppard knows its going to be a bad day when he wakes up in a downed Jumper with a head wound and no memory of how he got there. Things dont get any better. Concussed, far from the Stargate, and with his only remaining team mate, Teyla, injured, Sheppard is soon taken prisoner by the local population. As he gradually pieces things together, he realises his team is scattered across a tropical archipelago, unable to communicate with each other or return to the Stargate. And to make matters worse, theres a Wraith cruiser in the skies above. Meanwhile, Ronon and Doctor Zelenka find themselves in an unlikely partnership as they seek a way off their island and back to the Stargate. And Doctor McKay? He just wants to get the Stargate working. DEATHGAMESomethings not right about this. I share your sense of unease, Teyla said. John had spoken the words that were behind the creeping sense of wrongness she felt. I have seen other worlds with as much, but they were in fear of the Wraith. They had precautions, plans. These people do not even seem to know what we mean. Why have the Wraith not come? John shook his head. Teyla picked up a piece of fruit and continued. There are, for better or worse, three responses to the Wraith. To hide, as the Genii do, and hope that the Wraith will not discover the extent of ones civilization. To defy them and fight, as the Satedans did. Or to disperse and give them no targets, as my people did. All of the peoples of this galaxy that I have met do one or another of these. These people Her voice trailed off as the barge came upon another large stone wharf, passing a barge that lay tied up beside it, cattle being loaded aboard. These people are a puzzle. Somethings rotten, John said. I dont like it. He took the radio from his pocket. The light flashed standby. You will try to call them again? He shook his head. The battery is low. And well hear them when they call us in range. Surely by now they are looking Kurzbeschreibung Trouble in paradise Colonel John Sheppard knows its going to be a bad day when he wakes up in a downed Jumper with a head wound and no memory of how he got there. Things dont get any better. Concussed, far from the Stargate, and with his only remaining team mate, Teyla, injured, Sheppard is soon taken prisoner by the local population. As he gradually pieces things together, he realises his team is scattered across a tropical archipelago, unable to communicate with each other or return to the Stargate. And to make matters worse, theres a Wraith cruiser in the skies above. Meanwhile, Ronon and Doctor Zelenka find themselves in an unlikely partnership as they seek a way off their island and back to the Stargate. And Doctor McKay? He just wants to get the Stargate working. DEATHGAMESomethings not right about this. I share your sense of unease, Teyla said. John had spoken the words that were behind the creeping sense of wrongness she felt. I have seen other worlds with as much, but they were in fear of the Wraith. They had precautions, plans. These people do not even seem to know what we mean. Why have the Wraith not come? John shook his head. Teyla picked up a piece of fruit and continued. There are, for better or worse, three responses to the Wraith. To hide, as the Genii do, and hope that the Wraith will not discover the extent of ones civilization. To defy them and fight, as the Satedans did. Or to disperse and

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