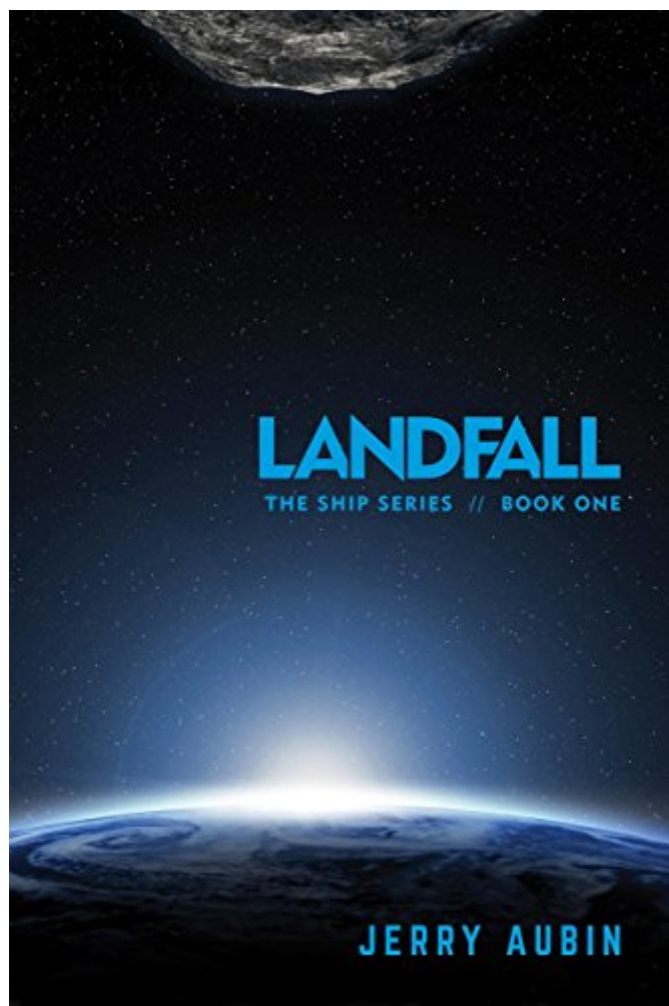


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Landfall: The Ship Series // Book One



Synopsis

The Ship fled a dying Earth to save the human race. Launched as the last gasp of humanity, the Ship set out to preserve the species by seeding the universe with one billion colonists. Generations of Crew, trained to be either Flight or Marines, have spent 5,000 years protecting the Ship and its civilian cargo from the constant threat of alien violence. Fifteen-year-old Zax has always had trouble fitting in with the other cadets, but he's finally on the cusp of attaining his dream and gaining entrance to the Pilot Academy. Catching the eye of the Flight Boss and winning him as a mentor should guarantee Zax a top spot, unless the shocking discovery he makes along the way destroys not only his career, but also the Ship itself.

PRAISE FOR LANDFALL: "The author immediately grabs hold of the delicate, magical balance essential to great YA fiction that will appeal to all ages" - Tinfoot, TOP 50 Reviewer "This guy knows how to tell a story!" - Reviewer "An engaging and completely believable world and story that sucks you in and doesn't let go!" - Reviewer "Loved it! Nerdy sci-fi that's like a cross between Battlestar Galactica and Ender's Game" - Goodreads Reviewer "Engaging story and characters, hard to put down!" - Reviewer "This book was so much fun! The world is cool and engaging." - Reviewer "My fifth grader read this book in almost one sitting. She loved it so much, I read it myself. This book rocks." - Reviewer "Compelling sci-fi--even for those who aren't always fans of the genre" - Reviewer

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Customer Reviews

Look, I think I need to speak up here. I'm sick of all the reviews that say its "good for YA"; which is a silly phrase. I'll get to that. I'm going to start with the good: + It's fun. + It's quick-ish. It's got good pacing. + It's a cool premise. + It is self-consistent. + There need to be more Sci-Fi books for YA that aren't strict dystopias. Now the bad: - The protagonist could be said to be barely two dimensional. - Almost all the other characters are strictly one-dimensional/caricatures. - The writing is choppy. - The writing, when not in the character's own thoughts, uses mental shorthands and goofy abbreviations ("secs", "mins"). A character might *think* or *say* these sorts of things, but the narrator? C'mon. Which editor failed at her job of helping the author with this? These things are jarring and dropped me right out of the story every time. I didn't expect this to be the zenith in science fiction. But I did expect a more smoothly written novel, especially when some "Top50*" reviewer compared it to Card. And don't excuse the writing as "well, it's good enough for a YA book." That sort of line does a disservice to younger readers and the author. First, it assumes young readers have a necessarily limited comprehension or reading skills. That's a crock if there ever was one. The book as it stands would be well suited to a fourth or fifth grader (pre-teens); it would be below the skill-level of a teen. And you know what, if writing is well done, it gets out of the way and either a child, or a pre-teen, or a teen, or an adult will equally get through the book, even if the subject matter is geared towards teens. I will give two counter examples: The Giver and Ender's Game (which another reviewer compared this to). The Giver is well written, the primary characters are multi-dimensional, the plot is coherent, the pacing good. it was marketed to fourth and fifth graders (I recall reading it as part of class the year after it came out). The themes are important and well conveyed. I enjoyed it recently as an adult as much as I did when I was 10. The Giver works for all ranges and has an accessible writing style. Now, Ender's Game. I first read the novel when I was 13; I read it again at 22 and 31. Each time it stood up. I was not overly challenged for my age at 13, nor was I underwhelmed when I was 22 and 31. Card conveyed all of his ideas clearly with writing that effectively got out of the way. The themes and some of the action is questionably appropriate for a 13 year old; but really, that's a case-by-case basis, and they don't assume anything about the reader's skills. Now, some of Card's characters are two-dimensional. The difference here is that they are that way *on purpose*. Even though the narrator is semi-omniscient, we still see much of the world via Ender's eyes, which necessitates a view of the other characters as cut-outs; it's how humans view the majority of other

humans most of the time. Second, the author never gets the feedback he needs to become an even better author. I know we're in a golden publishing age where, for next to nothing, anyone can get published. But I think this has harmed the industry by causing a dearth of good editing. Most of the writing failings here aren't strictly the author's; they belong to the team that was supposed to help him provide a polished work. Honestly, a good copy-editor would have stripped those awkward abbreviations, when they weren't in a character's head or mouth, and then let the author know he should avoid them in the future. And don't confuse these abbreviations with in-story jargon. Every sci-fi novel has that, and the good ones obliquely explain it without having a narrator side-bar with the reader (exception, Douglas Adam's Hitchhiker's Guide to the Galaxy, but that was intentional and part of what he was going for). A reader can expect a certain level of jargon and phrasing that only makes sense to the characters in the story, that's fine. But abbreviations in the narration? Really? That's poor final copy right there. To sum it up, this book has so much potential. It is a fun story, the themes are good and accessible for young readers, the story moves along well. I might say it is better suited for pre-teens than teens, unless my assessment of young sci-fi readers is way off. But it has some serious writing flaws that have zero to do with the intended audience. Don't excuse that. Never excuse that.* Note: never believe any of that "Top50 Reviewer" mumbo-jumbo. It doesn't seem to hold water. I've searched around and all I can tell is it is assigned to folks who write reviews frequently. It has no metric for quality of the review.

This is an interesting story of life on a space ship with the mission of seeding the universe with remnants of the human species. It has the eternal boy/girl friendship and budding romance that will keep many interested to see if it blossoms. It also has enough intrigue and mystery about the relationships between different factions on board this ship in a kind of caste system. Each vying to usurp the other. There is also a racial undertone that is not really developed in this first installment. The divide between the "crew" and the civilians, who are mentioned repeatedly but not fleshed out. That could easily be another book as told from the 'revolutionary' side of the ship's population. Sadly it's not woven into this story as it could've been. Typical storytelling that is easy to follow and fun to read.

This terrific YA space adventure has it all: A massive starship carrying the last of humanity, AI and technology in a distant future, stratified society, young teen friendship, hints of a budding romance, military intrigue between air flight and Marine security, humans with plugged in head tech, aliens, well developed and likable characters, plot twists to keep you guessing and engaged. All the

ingredients are here in a well structured tale of building events that launch a five book series projected to be completed in 2017. But, the best part is that this makes me imagine it will be a story I will want to return to. I'm hoping it will take me to a fantastically amazing future world that will be make young readers, young and old, dream and believe that all things are possible.

What a great story. I really enjoyed it. While not a trained literary critic, I know what I like and what I don't. I liked this story. I thought it was well told, had a great pace, and definitely laid a foundation for the books to follow. I found myself engaged and eager to see what happened to the characters. I began to like the characters, even those you didn't trust. By the time I finished the book I was eager to continue the story to find out where this was going. I like being led to think along certain lines only to find the story takes a different direction. I look forward to future installments.

This book grabs you by the vitals and drags you into adventure, hope, dreams and ambitions from the first page and is unrelenting in offering new insights, challenges, and outright terror at times. I was not ready for this ride to be over when the last page came up and smacked me in the face. I was breathless, shocked, and begging for more. The characters are real; and motivated; and filled with human longing, dreams and growth. I'm buying the next book in the series as soon as I complete this post!

3 1/2 stars. Bright teen with a commonly found story line of bully problems learning to function as colony ship crew. For a first effort dialog was relatively good and you connected with the characters. Being an older reader, the absolutes in the plotting were hard to buy into. The lack of value of human life on the ship and ease of eradicating alien life just because the ship crew wanted to establish a colony there. And it seemed odd that the civilians became so mistreated and neglected as a class...even after traveling 5000 years. YA readers would probably not mind and accept the story.

It's promising but I think it will take a few more in the series to know for certain. So far, good book, kept me reading, good character development. Not predictable. Also finished book 2 which ends abruptly and requires reading book 3 (which I haven't yet started) in order to find a conclusion. I'm still wondering if some characters are good guys or bad guys. I like that aspect. Unless book 3 disappoints I'd recommend it. I do wish there was an omnibus as I think ultimately one long novel would be cheaper than five novellas.

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