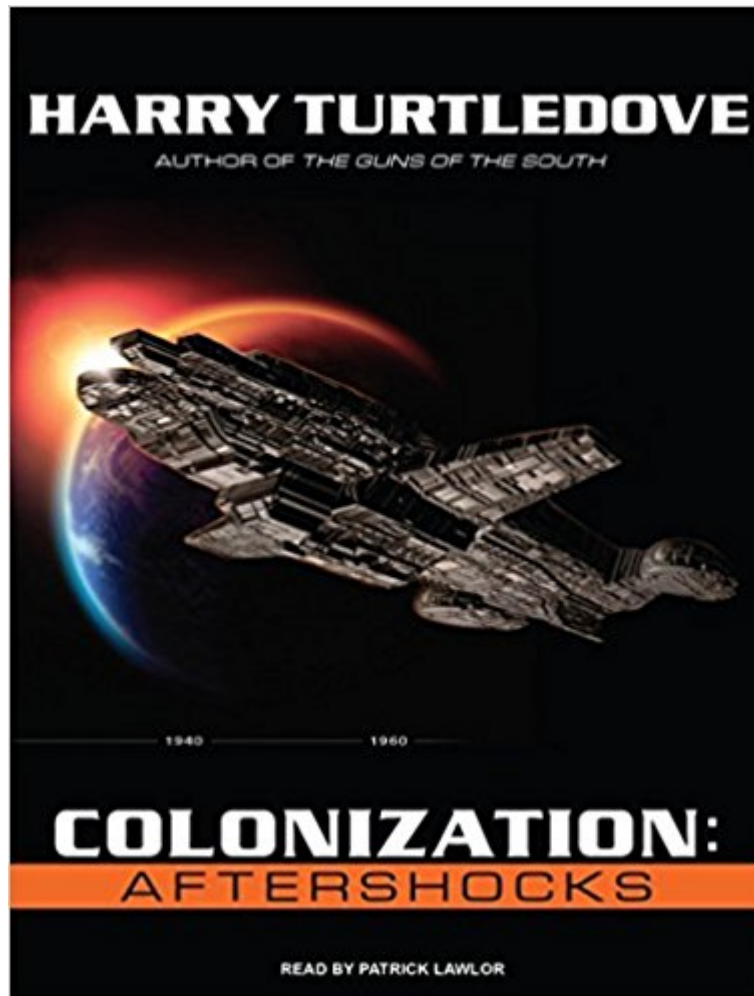




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# Colonization: Aftershocks



## Synopsis

Set in the same universe as the *Worldwar* series, the *Colonization* series brings us to Earth in the 1960s, where four superpowers rule: the United States, Russia, Nazi Germany, and the aliens of the Race. The arrival of the aliens shot Earth technology forward at a dizzying rate-the world of 1960 includes routine space shuttle traffic, computers on every desk, and other high-tech advancements. *Aftershocks* reveals that it was the United States that launched the nuclear offensive against the aliens, and when the aliens learn the truth, Indianapolis disappears in nuclear fire. In alien-held China, a full-fledged rebellion is launched, and in Poland, a nuclear bomb goes missing-held by Jewish forces who seek to use it against the Nazis. The nations of Earth begin to realize that their only hope in holding back the aliens will be to work together. Because separately, they may face extinction.

## Book Information

Series: *Colonization* (Book 3)

Audio CD

Publisher: Tantor Audio; Unabridged CD edition (October 12, 2010)

Language: English

ISBN-10: 1400114004

ISBN-13: 978-1400114009

Product Dimensions: 6.4 x 1.6 x 5.3 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars 88 customer reviews

Best Sellers Rank: #6,487,351 in Books (See Top 100 in Books) #16 in *Books > Books on CD >*

*Authors, A-Z > ( T ) > Turtledove, Harry* #1754 in *Books > Books on CD > History > Military*

#4262 in *Books > Books on CD > Science Fiction & Fantasy > Science Fiction*

## Customer Reviews

In the aftermath of World War II and the invasion by the alien Lizards, decades of struggle have led to an uneasy attempt by the aliens to maintain a colony on Earth. Collaboration, rebellion, and attempts at understanding each other bring humans and Lizards to the brink of new hostilities, threatening the destruction of the world but holding out hope for its renewal. This conclusion to Turtledove's multivolume alternate history features the author's close attention to detail and his ability to paint broad, panoramic pictures without sacrificing the personal stories of his characters. A good addition to most sf collections, particularly in libraries that own previous series titles. Copyright

Colonel Sam Yeager has a terrible secret that he can share with only one person--and no humans. The former shiplord Straha, a lizard now exiled to L.A., is willing to keep the army officer's secret as a protective measure for Yeager and his family. But when Yeager goes missing, and Straha decides to take his secret to the colonization fleetlord, the outcome shocks everyone, from the crew of the American spaceship Lewis and Clark to the ginger dealers in Marseille. Turtledove concludes his highly entertaining Worldwar alternate-history saga with a series of deadly nuclear confrontations and happier, more intimate encounters between lizards and humans. Characters once mired in the struggles between the doomed Reich and the Race are now free to travel, and Cockney Jew David Goldfarb finds himself in Edmonton, inventing a caller ID system, while Rance Auerbach moves from South Africa to the south of France. Mao and Molotov remain in power, but new humans and lizards are climbing the ranks to challenge the old guard. Turtledove explores ethics, vengeance, and the duties of familial love versus those of friendship with his trademark wry humor--for instance, the Warren Commission turns out to be a loose gathering of lizards intent on understanding the death of President Earl Warren. If only there were another five books in the series to look forward to!

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I will echo what a number of the more tepid reviews note about this book. For it being the technical end of a seven book series (Homeward Bound being more of an epilogue), it's a rather disappointing conclusion. If you're looking for nicely tied up storylines, you will be upset with this book. If you're okay with most of the plots being written with a more realistic idea that this is just a small portion of lives that keep going after the end of the book, you might be okay with it. Ultimately, I found a number of critical flaws. For starters, almost everyone speaks in the same tone, with the same phrases. Everyone says "just so", regardless if they're American, Russian, or Lizard. Also, most if not all of the human females stick out their tongues at least a few times to express playful annoyance. Maybe I don't hang out with the same women as Mr. Turtledove, but rarely if ever have I seen an adult woman do that. You also never need to remember any previous character history, as the author gives you the same mini-bio every time you return to them. I started skipping entire paragraphs, as once again, we were reminded that Mordechai Anielewicz suffered nerve damage from the events in the climax of the Worldwar books. In the end, there were just too many insignificant plots. [minor spoilers] The previous series had a global war to keep everything tense. Here, the major conflict already happened in a previous book. The major secret that one character

holds is completely obvious to the reader. We have a Jewish Brit who makes popular gadgets of no real consequence. A French woman, used and abused by everyone getting a job. A couple ginger smugglers who bounce around the world to interact with other characters of little importance. A Jewish family living a somewhat normal life. So many pages dedicated to plots that just... are. International crises aren't diffused because of them. The world isn't saved due to them. They're filler. And when someone is detained, it's always just a matter of time before someone pulls strings to have them released. Doesn't matter if it's high treason, international drug ring, or major revolutionary leader. Someone knows someone else, and person goes free and immediately goes back to whatever got them in trouble to begin with. The most criminal failure of this book, and as a result, the whole Colonization series, is that what passes as the climax is just a pale retread of the climax of the Worldwar series. Literally with the same plot device and one of the same characters. Yet fittingly, rather than a tense action sequence finish, it's again, literally a fizzle. Like Turtledove wanted to give a giant middle finger to the readers who stuck with him through seven books, looking for a huge payoff. In the end, the answer to what happens in a world 20 years after a partially successful alien invasion is, not much.

Excellent series, and excellent book!

The quality of this SEVENTH book of the series is definately below that of the first six books - mainly due to the author apparently running out of believable material and unique situations for his characters, and having to use too many gimmicks in order to fill up the 600+ paperback pages. For example, how do so many of the characters end up at some point in Edmonton, Canada? And how many times can Sam Yeager foil assasination attempts by trained killers? Another problem is the lack of attention "The Race" (and humans for that matter) pay to the radialogical after-effects of the nuclear war that ensued in book six... after all, it was the fear of "nuclear contamination" that had supposedly kept the lizards from using their nuclear advantage in the first place. When so little side-effects of contamination occur, it makes the whole series seem less believable. Yes, this contamination is sometimes mentioned - but it is severly downplayed... I can remember what a stir the Chernobyl disaster caused in real life, and I see probably less attention given to the problem of the exchange of 100's of nukes (fission or fusion - it never is really explained). Furthermore, the book includes even more than the normal amount of "review" material, with character's situations being long-windedly over-explained. At this point, I want to give the author some credit for fixing some mistakes he made in previous books. For example, a number of times in previous books, he

referred to the "sandstone" architecture of Jerusalem; and in this book he correctly refers to the "limestone" architecture. Also, I credit the author with being able to do as well as he did over the course of seven books - it is no wonder he begins to run out of gas here. I give this book 2.5 stars, rounded up to 3. I'd previously obtained a copy of the last book in the series (Homeward Bound); otherwise I'd probably have taken a break from the series at this point (never to return?). However, I'm going to make a mad dash thru that book, in an attempt to cross the finish line in this marathon series. And, I'm hoping that enough time elapses in the storyline, so that there are a lot of new characters and situations in the eighth book.

After following the life & times of a very changed world for seven books, I was hoping for a sense of closure that I didn't get from AFTERSHOCKS. That's the only thing I found wrong with the book, though--Turtledove has done his usual masterful job of extrapolating what could have happened from what did, human nature, and the elements of the world that he changed. Also, Turtledove drops waaaaay too many hints over the first half of the book about which nation attacked the colonization fleet with nuclear weapons in DOWN TO EARTH, and mentions how dangerous the knowledge is each time it's mentioned. I got it. I'm sure the other readers got it too. The rest of the book is typically fine Turtledove alternate history. It's interesting to see things like Caller ID or the decades-premature invention of the Furby in a different world, and the usual care has been lavished on all of the different political factions--the USA, the Greater German Reich, the USSR, China, Canada, South Africa and the conflicts between the invasion and colonization fleets. Here's hoping that if there is another sequel series it ends slightly more definitively. Also, it would have been nice to see alien-obsessed British music producer Joe Meek in the series--the Colonization books take place right around the high point of his career and it's not like other real people never appear in the books.

This series is the magnum opus and the flow is precise. The pain of a father and a mother becomes known

I really like turtledove, and I genuinely enjoy the series, but it is not spectacular in and of itself, but it is fun as a continuation of his fascinating world, as book 5 of the 8 book series

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