



Shadowrun 22: Dead Air

Jak Koke

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The Los Angeles Sabers combat bike team plays hard, and plays to win, like every team on the circuit. But when Jonathan Winger's teammate dies in a crash with an opposing player, he wants revenge. That is, until he discovers that the killing was no accident. Now he's the target, riding full-throttle on a trail leading to secrets that people will kill again to keep! Original.

Shadowrun 22: Dead Air Details

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Author : Jak Koke

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From Reader Review Shadowrun 22: Dead Air for online ebook

Lee Gunter says

I like to evaluate a book based on three criteria: plot, characters and writing style. This book scores highly in all three. The plot/story was good. up til the last few pages there were things I had not figured out yet. This is no small challenge as I am a pretty good figurer-outer kind of guy. We have revenge. We have untidy alliances and betrayal. The sort of stuff that makes life horrible and fiction wonderful. Of the three, I rate the character development the least. It was good, very solid, but just a hair below the other two. When a major protagonistic character dies, you're gonna' lose points here (which you gain back elsewhere if you do it well). There were a lot of bodies to keep your eye on... thus a list at the start of the book. Some were developed better than others. A few of the seemingly major players didn't quite get the pages I'd have liked to see. A couple others a bit more than I needed. I imagine this is a "your mileage may vary" sort of thing. The writing style was very polished. Which honestly surprised me. I don't read a lot of "based on a game world" type literature. Or expect what I do read to be great. Also, when I wind up reading a book because I know the author, I set a pretty low bar. I didn't need to bother for Jak. This book is well written. It reads well. the exception tot hat is something inherent to the genre. I was overwhelmed with countless gadgets, gizmos, technologies and magics that left me feeling like I was trying to play checkers with an opponent who was playing chess. This caused me to get a slow start on the book, but once I got a hundred or so pages in, I got a little more comfortable with the world I was reading in and the writing style overcame the challenge.

Lastly, the only other thing that took away from the book for me was the "prevalence of easy". No matter what was needed done, there seemed to be an easy way to do it. This happens a lot in the more imaginative genres. I like to refer to the police radar/radar detector race in way of explanation. Better radars beget better detectors beget better radars, etc, etc, etc. In this story the ability to bypass rules seems overwhelmingly beyond the ability to enforce. I suspect this is true of the whole Shadowrun world and books, but only know for sure about what I've read. On the other hand, over explaining or developing too many constraints to overcome can bog down a story and kill pacing. I think Tom Clancy is a brilliant writer, but he does this too much for my liking. So where is the balance? To each one his own I guess. It's just one more piece of the pie that is a totally personal thing.

I would not recommend this book to realists. It's way too out there, full of magic, elves, trolls, and diverse interesting technologies. Probably not to the impatient who don't already know the Shadowrun world. You'll give up trying to keep up with all the jacking in, flying motor bike and astral projection kind of stuff going on.

I do recommend to someone who plays or reads Shadowrun. Fans of science fiction would like this, and fans of speculative fiction should love it. Fantasy fans will be right at home with all the dwarfs, trolls, elves, elementals and whatnot wandering about. Not to call names, but if you are already called a geek or a nerd by others, this could fit well on your bookshelf.

Puuush says

Ich habe es nach der Hälfte weggelegt. Die Story war okay, aber nicht sonderlich fesselnd. Der Stil hat mich verjagt. Wiederholungen, plumpe Satzführung und langatmige Erklärungen von überflüssigen Details. Schade, ich hatte Lust auf Oldschool-Shadowrun.

Hyann says

Maybe because it was a long since my last Shadowrun novel, but I really like Koke style and enjoy most of the book.

He didn't waste time to explain the world of Shadowrun and goes directly in the action with a ton of characters that make you feel it. By the cover, I was thinking most of the book would be very technical combat bike arena story where the good guy win in the end with a impossible move. I was completely wrong!

Sure, combat bike is there, but you have a lot more. Mega-corp treachery, shadowruning with the past mixing with the present. You mage, troll, shaman, elf, drone, rigger, decker... a good range of Shadowrun gritty world. Not only bad guys vs good guys, many factions in play!

The end suffered a little. Less credible to have two of the biggest star players a few days before the championship match doing shadowruning (fighting and gunning all around the city) without interference and always incognito. Or the hero tapping in the combat bike communication system to easily.

Ending is surprising but not sure it a good one. I wouldn't be interested to read a sequel.

I still really enjoy it and I will look for other Jak Koke work.

Not really recommended for people not familiar with Shadowrun.

Andrea says

Why didn't he die!!! He needed to die!!
