



La Conspiración Umbrella: Resident Evil Vol.1

S.D. Perry , Juan Pascual Martínez (Translator)

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La Unidad de Rescate y Tácticas Especiales (STARS) se ha desplegado en Racoon City para investigar el caos. Se trata de un ecléctico grupo de especialistas: el rebelde Chris Redfield, la antigua ladrona de guante blanco Jill Valentine, el combativo Barry Burton y el enigmático jefe de la unidad, Albert Wesker. Pero lo que los STARS descubren cuando entran en la mansión es un terror que supera sus peores pesadillas: criaturas que desafían las leyes de la vida y de la muerte.

La Conspiración Umbrella: Resident Evil Vol.1 Details

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From Reader Review **La Conspiración Umbrella: Resident Evil Vol.1** for online ebook

Kati says

Book #1 in the "Resident Evil" series. Takes place at the same time as "Zero Hour", book #0. Where "The Umbrella Conspiracy" is told from the POV of the Alpha Team, "Zero Hour" is told from the POV of the Beta Team that crashes its helicopter right at the beginning. I read ZH first - unfortunately. Why? Even though the events should take place simultaneously, there are so many errors, it's not even funny. Rebecca is the main heroine of ZH, the young field medic slash chemist and she kicks major butt, zombies, other monsters, whatever, she survives the self-destruction of the training facility and THEN goes to the Spencer estate - in TUC, she doesn't have a gun, she doesn't recognize the monsters, she ran towards the Spencer estate together with her team right away, so basically, ZH didn't happen. In ZH, Wesker is at the training facility - in TUC, he's the leader of the Alpha Team. And that totally ruined the fun. So, my advice, either read "Zero Hour" or "The Umbrella Conspiracy", NOT both!

Another thing - the beginning was awesome and I was totally hooked, the team was simply great. But soon, it was back to the same old, same old: open a room, find a clue, solve a puzzle, find a key, fight a monster, move on - lather, rinse, repeat ad infinitum. Seriously, dear author, you really do NOT have to copy everything you see happening on your computer screen, scene for scene. It was rather ridiculous after a while. And what's with the "let's split up" routine? What a great idea to split up in a house that's built like a booby-trapped maze.

I think that this will be the last book in the "Resident Evil" series that I'll read. You read one book, you read them all. It's a carbon copy of a rehash of a carbon copy.

Gwen Guerrero Maciel says

Amo la saga de videojuegos de RE y es por eso que hace años leí las novelas, por fin encontré los tomos en físico y me dispuse a releer este libro. Ha sido gratificante, me vuelve a llevar de la mano a la mansión de spencer y ver los comienzos del brote en Raccon city, sin duda es de mi saga favorita de libros...

Los personajes, la ambientación, todo corresponde como es y me es bastante bueno volver a conocer a mis personajes favoritos.

Erik Castillo says

Despise de leer el libro basado en Resident evil zero, este me decepciono un poco. Creo que el Pero tenia mejor narrativa y otros elementos que te hacia adentrarte mas a la historia. Aquí esta mas calcado del juego y el problema es que en el primer titulo había muchas incoherencias que nunca pudieron corregir. Y aquí están en el libro haciendo contradicción con las otras entregas. Estuvo pasable pero esperaba algo mejor.

Xime García says

Lo único mejor a un grandioso final, era un grandioso final con público

Un grupo especial de la policía, llamado S.T.A.R.S. decide acudir de refuerzo a sus compañeros cuando, en un ataque de nervios y adrenalina, su única salida es ocultarse dentro de la Mansión Spencer. Lo que no sabían era que dentro de esa mansión los esperaba la noche más larga de sus vidas... y el traidor que estuvo manipulándolos desde el principio..

Nunca jugué al Resident Evil original, aquel que fue lanzado para PS1 con tremendos gráficos para la época, pero que ahora son un montón de polígonos cruzados y mal texturados. Por eso es que, más allá de lo que yo pude conocer de historias posteriores, este libro, basado en ese juego, fue toda una novedad para mí.

Para empezar, AMO A WESKER. Su mente fría y calculadora lo hacen uno de los mejores villanos que existen. Te banco, Wesker. ~~Sobretudo porque amo a tu futuro hijo, ok no.~~

Segundo, BARRY ROCKS. No hay personaje que merezca más amor que este grandote barbudo.

Tercero, QUIERO A REBECCA DE MEJOR AMIGA ~~pero que no empiece a hablar de esas cosas raras químicas y biológicas de las que ella sabe tanto.~~

Cuarto, NO HUBO BESO ENTRE ESTOS DOS!! Esperaba verlos más juntos, pero la verdad que se pasaron todo el libro separados y perdidos en la maldita mansión. Jill, Chris, quería que se enamoraran en esta historia :(Parece que su amor llega más tarde.

Y no desesperen, chicas, que Chris crece y se convierte en esto:

Iban a derrotar ese lugar, y cuando salieran de allí, Umbrella lo iba a pagar caro.

Mi única queja radicaría en que era una novela potencialmente buena para causar miedo... pero no se me movió un pelo. Quizá porque ya conocía la historia.

P.D.: QUÉ onda con el tiburón, explíquenme

P.D.2: QUIÉN CARAJOS ES TRENT

Nicole Sanglay says

It was nice how it was easy to imagine the game while reading this book. It truly was reminiscent of several Resident Evil games even though there were a few elements added to the story to make it more suitable for fiction.

I loved it, but I noticed something that I could still be improved. The suspense scenes where (for me) the characters are supposed to be playing a game of tag with danger did not live up to what I expected. I mean, whenever I expect the scene to be nail-biting because of the suspense, the tension just suddenly evaporates because the writer does not let the reader to be fully ready for what's going to happen. I don't know if I'm making much sense here, but in short, I was hoping that the writer would pull the tension like a rubber band until it cannot be extended anymore, and the rubber band just recoils back to its original shape--that is, the tension just recoils back to the reader. That would definitely be more climactic, especially in the scene where they face the "final boss."

Nevertheless, this book got me obsessed with zombies again. It was entertaining. I loved the pacing and the additional backstory that the writer gave to the characters (because most of the characters were also in the games). The characters were also very likable and kind of easy to relate to. I'm so excited to read the next book!

César Bustíos says

Muy bueno.

"La Conspiración Umbrella" es la novelización del primer juego de Resident Evil lanzado en el año 1996 y que, dicho sea de paso, dio origen a la millonaria franquicia de Capcom. Fue uno de mis juegos favoritos para PlayStation 1.

Sentí mucha nostalgia al leerlo, recordé las muchas horas que pasé muerto de miedo tratando de terminar el juego (con la luces prendidas y el volumen al mínimo, claro). Perry lo narra de una forma bastante fácil de seguir y que, según recuerdo, termina siendo bastante fiel a la historia original del juego. Los personajes son bastante creíbles. Sin duda, una excelente novelización.

Los S.T.A.R.S. de Raccoon City en la Mansión Spencer:

Rosie says

I hate Wesker even more after reading this book. I hate him from head to toe - or shades to boots, in his case - and this is coming from a person who played and complete Resident Evil 5!

Before reading this, I'd looked in every nook and cranny or cyberspace to soak up RE info. On my journey, I've been able to watch the RE 1 live action intro cutscene. With that visual image imprinted in my mind, this book was more than easy to see in my head. Not only thanks to the into movie, but by the author getting the right balance of descriptive terms so the reader can paint their own mental pictures but are directed in the

right direction.

I got this on the 10th May - for my birthday - and I broke my one chapter a day rule very quickly with this book. The fast pace and never ending feel of suspense, adventure and that tingly feel you get while playing the game that feeling where there's always something around that corner, door and so on... Absolutely fantastic from start to end with no lulls, quiet moments or filler of any kind. I literally couldn't put it down. I'm now, sadly done with this book, but I am more ready for the new ones!! But to be honest, I will most certainly reread this in the wait for new material - it's just that good!

The characters are more than spot-on, with their descriptions matching each one. I feel enjoyment with the small backgrounds and inserts of the characters whilst all the action is going on, too! Gory creators, floods of emotions, loveable characters - obviously! This book is an absolute must, must read for RE fans!

This leaves you wanting more, leaves you wanting to meet with your beloved STARS team and leaves you despising the Cheshire Cat Wesker... and this is once again coming from someone who hasn't played the 'classic' RE games!!

DCIPHOENIX

Joss loves Jace says

Very good book and video game I really like.

Annmarie Ager says

I would like to say first of all i'm a massive fan of everything about resident evil. I watched the movies and played the games on the computer but i did not know there was a book (i know i'm shocked to). When i finally found there was a book i got it once in my hands I started to read....

Book one follows the first computer game (not the movie) I was really glad that it follow the game because when you playing it you did feel that lots was left unseen. The story starts just people are turning up dead the STARS members are finally called in to find out what going on...Is it wild animals or a bunch of crazy serial killers when STARS loss contacted with the first team they go into the wood to find out what's going on. From there the book takes on this cool creepy feel the team land in the wood by helicopter only to be attacked by strange dogs that seemed to have been skinned and mad into monsters that are hunger and will hunt anything that moves. It's not long before the team are in a creepy mansion that's owned by umbrella (which was meant to be closed up and unused big fat lie). Now stuck in this house they must find another safe way out but the house is like a massive puzzle someone in the team is a traitor. Zombies walk the halls but trust me when i say there are a lot worse waiting for them.

I simply loved the book and if you are a fan of zombies you will love this book. Its action pack with guns fighting and puzzles you are dying to see what happens next and most of all you get new shocks around every corner. It's brilliant you also start to like some characters more than others and before long you have fallen into this amazing book and you need to get to the end. I loved everything about the book so I give the book 5 stars

Andrew Leavitt says

This is a good book for what it is: an attempt to novelize a video game that, though it has a large amount of action content, is really more of a puzzle game. And Perry does a good job writing around the puzzles. Or as good a job as anyone can do, at least. After all, without leaving at least some of the puzzles in, this book would have been a very short trip through a mansion of zombies and into a science lab. Not much to keep interest without a puzzle aspect. Sure, it works much better in the game, but Perry also comes up with some creative ways around some of the more ridiculous puzzles and simply ignores others.

Perry also does a good job juggling the fact that at any given time there are five people in the mansion, and the mansion isn't that big. Chris and Rebecca teaming up helps, as does her conveniently finding a room for Wesker to huddle down in. She avoided the kidnapping plot that the games have to fix some of that, which is good. Simply kidnapping one of the characters would probably have made this book very tedious, as rescuing the kidnapped character in the games is more of a last minute hassle than something fun.

I also found the back story Perry adds to the beginning interesting. We get characterization, which the games kind of lack, even on the current generation of platforms, and we get more to the story than just the basic less-than-a-minute explanation the game gives when you start. It was refreshing and, although not cannon to the game series, compelling in its own way.

And that is something to keep in mind while reading this book. Perry didn't write these books with the intent of staying solidly within the cannon of the series. In fact, she started writing these books before many of the later games came out. So while this book remains parallel to the game for the most part, it shoots off at sometimes jarring angles.

I picked up this book mostly as a casual read because I'm a huge fan of the game series. And as a fan, understanding the drawbacks of the timing for these books and the problems with translating the game to text, I really enjoyed this book. I would recommend it to any fan of the games, though it might not be nearly as interesting to someone who never played them. And ultimately I think this book was good enough fluff reading that I will probably buy the next one at some point too.

Nek0 Neha (BiblioNyan) says

? Wonderfully written; the prose really captures the eerie and creepy atmosphere of the Spencer Mansion quite well, in addition to the fear and dread that all of the characters feel as they discover the secrets hidden away.

? Splendidly atmospheric with rich, vivid details.

? Violent, bloody, gory, and at times quite disgusting, which I loved.

? There are extra scenes and plot twists in the novel that aren't shared in the video game, which adds more intrigue to an already twisted story.

? 'Tis a tad bit cheesy, particularly where dialogue is concerned, but I honestly feel that it adds to the charm of it all; also, it does take place in very late 1990s.

? My only gripe is that it doesn't include Lisa Trevor from the Nintendo GameCube re-make.

? Overall, it's a fantastic novelisation of the original video game released for the Playstation.

? **PLEASE NOTE: I HIGHLY RECOMMEND THAT YOU READ *THE UMBRELLA CONSPIRACY BEFORE READING ZERO: HOUR*, MORE SO IF YOU'VE NEVER PLAYED ANY OF THE GAMES, AS TO AVOID MAJOR PLOT SPOILERS, AS WELL THE BUILDING OF SUSPENSE!!**
?5 snake bites outta 5!

Redfox5 says

Back in 1996 my dad brought home a game for our playstation called Resident Evil. At the time I thought it was one of the scariest things I'd ever seen and I watched my dad play the whole game. I even had a go myself but quit after that zombie dog jumps through the window, I threw the playstation controller down and hid behind the door, leaving Jill to die a horrible death. I watched my dad play the others in the series and now I watch my boyfriend play the more recent games. I love the movies, I think they are awesome regardless of what anyone says. So was pretty excited when I saw this book on amazon. It was very nostalgic. I have a pretty good memory for the layout of the mansion. I knew that if they went left they would hit the dinning room with the zombie or if they went right, they would hit the zombie dog coming out of the window....ahhh! They made sure to include the puzzles from the game. The only thing that was different was that more of the characters entered together when I'm pretty sure it was just Jill and Chris. I enjoyed this trip down memory lane though I'm not sure of it's appeal to people who arn't already fans of the franchise.

Roxane says

Je n'ai jamais joué au premier Resident Evil, sur lequel le jeu est basé. Cependant, j'ai vu tous les films et je vous assure que cela n'a rien à voir. Mais ce livre m'a vraiment beaucoup plu.

L'histoire se déroule à Raccoon City, où des meurtres sont commis par des "tueurs cannibales", et après deux mois, l'unité d'élite des S.T.A.R.S. est appelée pour se charger de l'enquête. L'équipe Bravo est envoyée survoler la forêt de la ville, mais quelque chose semble s'être produit durant leurs recherches, puisque l'équipe Alpha perd le contact avec les Bravo. L'équipe Alpha va aller les secourir et essayer de trouver ce qui a bien pu se dérouler sur place.

Les personnages sont bien entendu les mêmes que dans le jeu. On retrouve donc Chris, Jill, Barry et Wesker. Comme dit plus haut, je n'ai jamais joué au premier jeu, donc je ne connaissais que très peu les différents personnages, à part Chris, que j'ai croisé dans d'autres jeux de la franchise.

Il y a un personnage auquel je me suis attachée, il s'agit de Barry Burton, dont j'ai beaucoup aimé l'humour, même si c'est plus visible au début du livre. Mais aussi un peu à cause de ce qui lui arrive au cours de l'histoire et de voir comment il allait gérer cela. Ensuite, peut-être que j'ai été influencée par le film "Resident Evil Retribution", dans lequel j'ai découvert le personnage de Barry que j'avais adoré, même si on n'apprend rien sur lui dans ce film, son personnage m'avais beaucoup plu et j'avais beaucoup aimé le choix de l'acteur. Puis, au contraire, je n'ai pas aimé le personnage de Wesker, mais j'ai bien aimé le détester. Je n'expliquerais pas en détail pourquoi c'est un personnage que je n'ai pas aimé, pour ne pas dire trop de choses sur le déroulement du livre. Au départ, je l'aimais bien, puis par la suite, j'ai commencé à moins l'apprécier, au fur et à mesure de ce qu'il faisait.

Le rythme du livre est assez rapide, et ne donne pas le temps de s'ennuyer. Cela est dû à la narration à la

troisième personne et au changement régulier de point de vue des personnages, ce qui fait que l'on suit chaque personnage tout au long de l'avancement de l'histoire avec en plus quelques petites incursions dans leurs pensées.

L'écriture (via la traduction), n'est pas exceptionnelle, mais ça se lit très vite. J'avais beaucoup de mal à reposer le livre.

Pour ce qui est de la fidélité avec le jeu et les événements qui s'y déroulent, je laisserais les fans du premier jeu vidéo en parler, puisque je n'y ai pas joué. J'ai préféré lire le livre avant de me lancer dans le remake HD du premier jeu. Donc, lorsque j'aurais terminé d'y jouer, je ferais peut-être un petit article en complément de celui-ci, pour faire une rapide comparaison entre les deux.

Finalement, c'est une bonne surprise, étant donné qu'au départ, je ne m'attendais pas à aimer autant ce livre. Les personnages m'ont plu et j'ai aimé les découvrir un peu plus.

C'est donc sans surprises que je commence de ce pas la lecture du tome 2.

Zack says

This book is the first in the series and is based on the top selling video game. Chris Redfield, Barry Burton, Jill Valentine, and Brad Vickers, members of the Alpha S.T.A.R.S (Special Tactics And Rescue Squad) team in Raccoon City, are dispersed to find the missing Bravo team. On their way out though, Jill is stopped by a man named Trent. He gives her some information and some clues to help her out. Jill doesn't know why he is giving her the information but she takes it just in case. When the team arrives at the Bravo crash site they encounter a horror beyond imagine. They find refuge in the "abonded" Spencer estate. The team splits up to find out what they're up against and to try to find a way out. Will they be able to get out? Or will they die to the horrors that await them in the mansion?

This book would fit under the genre of survival horror. This was a very well written book and had very little errors. One of my favorites part of this book was the fact that it changed from the different view points of the characters. One thing I didn't really like though was that it didn't exactly follow the storyline of the games. The language in the book gets grafic at times, but that is what makes it more interesting to read. Near the beginning of the book, when Trent gives Jill the clues and map, it foreshadows that she will encounter puzzles and she will be in a house of some sort. There are many suspensful moments in the book. One is when the Alpha team has to run away from the horrors in the forest. It is a fast paced chase scene and it makes you want to read so that you know who makes it to the mansion and who is killed. Altogther, this was a very well written and because of it I have gone on to read the rest of the series.

♠ Eze ♠ says

Se sintio mas como una transcripcion del juego que como una novela en si. A cada segundo el punto de vista cambia a otro personaje y con esto nos llena de sus ideas y pensamientos, hasta el punto de ser bastante molesto.

Que me llevo a leer este libro? Sera mi pasado como gamer y/o el que nunca terminara este juego de la saga, aunque si unos cuantos otros.

No me esperaba la gran cosa, y no me sorprendio ni decepciono. Es basicamente todo lo que ocurre si lo

estuvieramos jugando en lugar de leyendo.

Las películas basadas en juegos son malas, los juegos basados en películas son malos. Bueno, las novelas basadas en juegos también, ¿quién lo diría, no?

Todo esto no quiere decir que fuera una mala lectura, para nada. Entretuvo bastante la mayor parte del tiempo. Pero la verdad es que se pueden leer cosas mucho mejores, como también se pueden leer peores.
