



Jacinto's Remnant

Karen Traviss

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Based on the blockbuster Xbox game, this is the stunning story of the men and women who stood between a planet and total destruction—and now have to face the consequences of their actions.

After a brutal fifteen-year war for survival, the Coalition of Ordered Governments is forced to destroy mankind's last city in a final bid to stop the Locust Horde. As the survivors flee Jacinto, they must contend with the last of the Locust, bent on vengeance, as they struggle to stay alive in an icy wilderness. Marcus Fenix, Dom Santiago, and their fellow Gears fight to get Jacinto's refugees to a safe haven, but find themselves in a lawless new world where the enemy is human—and as desperate and dangerous as any grub.

From the Trade Paperback edition.

Jacinto's Remnant Details

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From Reader Review Jacinto's Remnant for online ebook

Jacey says

Though I still love Karen Traviss' Star Wars Republic Commando books I'm not so sure about Gears of War. On the pro side Traviss has a very sure voice and gets under the skin of ordinary soldiers better than anyone else I've ever read. Her characters are three dimensional and very human - intense and conflicted. I love that.

What I can't quite wrap my head around is the world. Obviously it's from an X-Box game so it's not Karen's world (I think I might have liked it better if it had been) and some of the parameters seem a little strange. The last one (Aspho Fields) was supposedly a prequel to the state the gamer finds himself/herself in. I know nothing about the world so I bring no preconceived ideas to the books. I don't know where the scenario is supposed to lead us for the start of the vid game. Maybe that's a disadvantage, maybe not. It's a world that has been torn by war for more years than our main characters have lived. Firstly it was a territorial battle, then a battle with the 'Locusts', murderous alien creatures that erupted suddenly from underground tunnels. There seems to be little rationale for the Locusts' sudden appearance. How come no one even had an inkling that they were there? Aspho Fields opens in the latter days of the battle with the grubs and explores both past and present for a small band of 'gears' (their name for infantry soldiers).

Jacinto's Remnant follows the same soldiers, mainly Marcus and Dom, but also Bernie (female), Baird and Cole as the leftover human government decides to turn its own destructive weapon against Jacinto, the last surviving human city. It's about asset denial and killing the grubs by drowning them as Jacinto collapses into the sea. Subsequently the remnant of Jacinto's population (much reduced) must be protected and led to safety. In the backstory we learn that most of the human population was actually destroyed by the deployment of the Hammer of Dawn - a super-weapon invented by Marcus' late father - in an attempt to deny the grubs assets worldwide. The logic of it is inhuman and I don't quite grok it. It seems to go: 'In order to prevent the grubs from grabbing our resources and killing our people we will destroy our resources and kill our people ourselves.' Nope, that wouldn't have been my first or even last choice. Here's where - because I'm not familiar with the game - I'm unsure as to whether that idea comes from the author or the game developers. I suspect the latter.

Note: OK, I just checked a gaming website and if their description was accurate Aspho Fields was pretty close to the game in terms of walking the gears through various firefights with Locusts, but this book seems to take them beyond the scenarios in the game into new territory.

Basically I love Karen's writing and will read the next Gears book because she writes brilliant characters, but I'd rather be reading her Wes Har books or her Republic Commando ones. Maybe if she's stepping slightly outside of game territory the next book will have fewer constrictions. I will read it, of course.

Adil says

Jacinto's Remnant (Gears of War)
by Karen Traviss
Del Rey
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Jacinto's Remnant was a great idea for a book because it was based on the best-selling xbox games, Gears of War 1 and 2. If you've played the video game, then you have a good idea about what the book is about and understand it better than others who have not. The video game had a great storyline and the character developement was great, but this book highlights all the little things and specifically focuses on the lives of Delta Squad.

In this book, Earth has been attcked by an alien race called the locust. The locust did not come from a different planet, they came from the center of earth. For obvious reasons, the Locusts' brutality and savageness nearly wiped out the whole human race from the face of the earth. The human race literally had its back against the wall until a new dicovey and a bold move to once and for all finish off the Locust. This book was great! Even though I wasn't killing locust, I really enjoyed reading about all the close fire-fights and tough situations Delta Squad got in to. If you played the game, then read the book because it gives you great insight on why certain things happened. If you didn't read the book, you should play the game first. This book is a great fit for a blockbuster video game and uses great dialouge to get the reader hooked in. Just when you think delta squad is out of the dark, another big thing happens and its back to mayham all over again. Read this book! It's great!

Jasmine says

excellent story. immediately draws you in.

Josephine says

The drama continues.....well written

Igor Veloso says

Always felt that video game based books were a "hit-or-miss" that can either add a lot or very little to the narrative. Considering that I don't play this game or any of this kind, it was a double risk. But I heard so much good about the books that I bought Aspho Fields, was very suprised and bought this one for confirmation on wether I should keep going or not.

The answer is: Yes!

Jacinto's Remnant proved me that the story is not only rich but also very well written. The characters are very well done and apparently much more in-depth than the games. Without playing them you still get a great idea of their psychological and behavioural profile.

Something is always happening and Traviss knows how to bring in the suspense before the action with her immersive language and descriptions.

The enemy is no longer (just) the Locust but also humans. Humans in the physical sense but also social and political sense. This book basically tell us how Fenix and the whole COG is dealing with this new enemy that can indeed be as dangerous as any grub.

I'm invested in this and I'll buy the next one: Anvil's Gate

Michael says

I'm currently 3/4 of the way in and let me say it is FANTASTIC for a videogame novel. Both of the Gears books seem to stand above the average novelized form of a videogame. Karen Traviss really knows how to write a damn good sci-fi novel that feels realistic and connects you to the emotions, thoughts, and feelings of the characters. You could honestly read this book with no prior knowledge of the series and feel completely immersed due to Traviss's mastery of character depth.

Charlene says

When I first heard that someone would be writing *Gears of War* books, I was worried. After all, how could someone possibly capture all the things about the game and the characters I loved?

Karen Traviss has done her work beautifully, creating a world so real, you feel like you could walk out your door and meet any of these characters on the street.

If you're any kind of *Gears of War* fan, I highly recommend this book.

Brandon Wall says

The second entry in the Gears series is as solid as the first. It does a good job at keeping the characters from the game true to their personalities and traits while filling in the story gaps between game entries.

The story takes place right after the Gears 2 game; when humanities' last governed city Jacinto is sunk by focused nuclear blasts in an attempt to destroy the underground locust tunnel directly below the city. Occasionally, the story shifts to explore a past timeline of when the Locusts first emerged from underground to destroy humanity and how the decision came where the COG leaders proceeded to nuke their own cities in order to destroy any resources the Locust could attain. In these sections, the themes of mass panic and sacrificial survival are the dominate tones. These sections also cover the aftermath of the blast in terms on loss and trauma for the survivors.

Unlike the first book, the battles that occur in book two are very short lived. This time around, the story focuses more on how the surviving COG society is attempting to set up a new area of residency to rebuild while struggling with the constant opposing forces of human stranded that don't agree with the governments ways. There isn't much seen from the Locust during this period.

In the end, this book was a good read. It does well to inform of events not explored in the game and gives interesting back history to recognizable soldiers from the games.

Stuart says

'Catastrophic moments bringing the best out of humanity – and the worst!'

For a game not known for having much of a story, Karen Traviss sure knows how to pull out the substance of the lore within the *Gears* universe. The jeist of the *Gears* franchise focuses on a genocidal war between humanity and the Locust horde, monsters which erupted from the below the surface of Sera. The war last for some fifteen years. Before that there was over sixty years of war with the Union of Independent States, better known as 'indies'. In terms of fictional lore, before the novels there was just what I've mentioned – Traviss' writing has helped to give more depth and feeling to the characters from Delta Squad and there embattled allies. Which is no bad thing as the video games are devoid of any type of characteristics other than a rooting-tooting-hoo-aah marine-esque experience.

Jacinto's Remnants is Karen Traviss' second novel encapsulating the *Gears* universe. Luckily it's a direct sequel to *Gears of War 2* the video game, if you've not played the games, I'd suggest giving them ago – even just for the action – but if you want to have any idea what is going on in the novels then it's a must I'm afraid.

The book literally carries on the *Gears 2* we find Bernie struggling to survive amidst the sinking of Jacinto (humanities last bastion of hope). The COG pull out of the city, many lives are lost to bring about the extinction of their monstrous nemeses, the Locust and there queen. Marcus and his friends believe the war is over, but what you believe is rarely the reality.

Karen Traviss really does excel at military sci-fi, if you've got your geek on I'd say she is a closely following Dan Abnett and the up-and-coming Guy Haley in this niche. She manages to inject some of the missing ingredients from the video games, raw human emotion and the will to win despite the odds. The author chops through the crap and gets down to it when it comes to developing each character individually. Baird the banting brainiac, Fenix the deep-thinking meat-head, Dom the lost and Cole for a bit of humorous relief. Throw in some of Karen's creations from the novel, Bernie, Sam Byrne and Anya Stroud, then you've got something that was lacking from the games, females – who tear it up in this story.

Hoffman, Dom and Marcus really are given centre stage in *Jacinto's*, the author takes us back to the Pendulum Wars. The prequel part of the novel helps bring about just how they all came together. Dom has lost his wife and now his grief is set to drag him down into a welter of disappear. At the end of *Gears 2* he has to make a terrible choice which filters through in this novel.

There's no Plan C for the COG, they've already used the Hammer of Dawn to nuke Sera and then sunk Jacinto. They make for the nearest harbour port. They now have another common enemy, the Strandard, who are essentially survivalist humans who resort to the baser human needs. They are far from being bums, they've fought Locust, Gears and Lambant and are still around. It's rather appealing to me to see just how some people have survived this apocalyptic war.

Just like in *Aspho Fields* Traviss uses flashbacks/prequel moments to help contrast past and present events. *Jacinto's Remnant* details the challenges the COG now face by effectively becoming Strandard themselves – they still hope to rebuild civilization, but while doing so the real horror of what they wrought by using the Hammer of Dawn becomes even more startling.

One year after E-Day (Emergency Day), the Horde has been successful at exterminating humanity that entire nations begin to crumble, prepping the way for a last stand against the Grubs (Locusts). The COG itself is fragmented, unity begins to collapses which in turn causes a domino effect – government stops to function, logically supplying Gears and the citizens is nay on impossible.

Chairman Richard Prescott makes the decision to destroy Sera, calling it 'asset denial' – Hoffman calls it genocide, which it really is. Not just the Locust will die but also humanity itself. *Jacinto Remnant* focuses on the decisions leading up to the using of this doomsday weapons platform. Many of the flashbacks narrow down for the reader just why this decision was taken by high command. What we see is a serious of tense

exchanges between, Hoffman, Prescott and Adam Fenix.

Many of the questions posed by the previous games and *Aspho Fields* are answered in this novel. In turn many of the relationships are expanded using some of the excellent novel-only characters who I have mentioned previously. Dizzy is even here – played *Gears 2* find out what happened to him and his daughters!

has a lot going for it. Are there any drawbacks? Well only a few really. If you've not played the games then you're not going to have a clue what's going on. Other than that I'd say this novel shows a lot of depth and soul. The writing is sharp and doesn't deviate from its course. Science fiction grimdark at its best in my opinion.

Matthew says

Not quite as good as *Aspho Fields*, but still pretty good. I love the historical background and filling in the gaps of the video game history. There are some great human elements to this story, but not quite as well done as *Aspho Fields*. Also, the end of the book feels more like the end of a chapter than a conclusion to a story. As a fan of the video games and now that I've completed the second book, I appreciate the characters quite a bit and I feel like I know their stories better than I had when they were introduced in the games.

Michael says

Review from Badelynge

Jacinto's Remnant is the second book in the Gears of War series following on directly after the events portrayed in Gears of War 2 the popular Xbox 360 game. The humans of Sera have destroyed their last major stronghold Jacinto in a desperate attempt to flood the underground lair of the Locust. The survivors flee in search of a new refuge, hoping that the monsters from below have been all but wiped out. The book documents the Gears and the civilians of Jacinto scouting for a new island home - an old CoG Naval Base at Vectes. Like the first book it periodically looks back at an earlier historic moment in the conflict. This time it shines a light onto the dark days when Prescott authorises Hammer Strikes to obliterate all but one human enclave on the planet of Sera. The CoG government has come to the conclusion that they are doomed - unless they do the unthinkable. It still seems unthinkable to me, even knowing that saving a few is better than saving none, to press a button and wipe out 99% of your own people seems like the sort of scenario that sits more comfortably among the back story of a computer game, but in a book it has to pass closer scrutiny and even though I love Gears I tend to think ordered societies would be much more likely to go down fighting rather than resort, even in desperation, to such tactics. Mores and attitudes are very much to the fore within these books, with many of the characters, particularly Hoffman and Mataka, struggling to shift perspectives when society shifts to and from a war footing and to and from fighting a completely different and unfathomable monstrous species to fighting their own, sometimes hardly less monstrous and unfathomable. I get the feeling Traviss really has a soft spot for Hoffman and that some of the careless characterisation from the game doesn't sit well with her. Hoffman's decision to leave Fenix, a decorated war hero, to die in an abandoned prison, overrun with Locust, being the standout bump in the road. Following on from Gears 2 the book also has to deal with the aftermath of Dom Santiago finding his long lost wife and the terrible choice he had to make. It's perhaps the key note emotional event from the sometimes quite thin plotting that the game achieved and Karen Traviss does well in painting a more detailed account of the consequences to Dom and those around him.

For a book standing squarely in the military sci-fi genre there's a severe shortage of actual action, no large

Aspho Fields style battles, just some fairly routine skirmishes. It wasn't a problem for me, I enjoyed the post apocalyptic scenario focusing on rebooting society from a bare remnant. Despite the lack of action there's still plenty of drama, spot on characterisation, a sort of cosiness that come from spending time with well loved and time worn Gears and mystery lurking in the dark and the deeps.

Harris Tanweer says

Jacinto's Remnant is one of the best books I have read in awhile. The book starts after the events in Aspho Fields and explains in greater detail the events of Gears of War 1 and 2. The book has two different settings, the first is the main story line 14 years after Emergence day. The other is a series of flashbacks to when Chairman Prescott decided to use the Hammer of Dawn to destroy the Locust and destroying most of humanity 14 years prior to the current setting. This time the Coalition of Ordered Governments is faced with a new enemy and this new enemy is human. These humans believe the Coalition of Ordered Governments betrayed them and only thought for their own safety and left them "stranded". This book has amazing character development and if you have played the games and read the previous book you notice how certain events changes characters so much but you still know who is who when they talk. This book focuses a lot on comradeship and love between friends. I recommend this book to anyone who has played the games and has read the first book.

Jbergamini says

Gears of War Jacinto's Remnant is a sci-fi book based on the hit Xbox games. The story happens in the games and books on the planet Sera, the only known Human planet. The remaining Humans are trying to rebuild after the fourteen year war with the sentient, underground-living creatures dubbed the Locust. It was a war of xenocide. That is where the story begins in this book.

Gears of War Jacinto's Remnant is a fantastic book but a lot of people wouldn't get it if they haven't played the games, which are rated "M" for being some of the most gory games out there. The main theme of this book is that unity is the foundation of civilization, and without civilization, Humans become worse than animals. The author writes some chapters in the present and some in the past. I loved this book because not only is it action packed, it also has a deep message. It is a definite must read for fans of gaming.

Vijayan Haridas says

For a GoW fan, let it be war against the grubs or war against a new enemy, it's all going to be the same except that this time round the gears have to adjust themselves to the new threat. A threat which is more dangerous than the grubs. A threat which they never saw coming for a long time or least realized it's presence.

More histories get's unrevealed in this book which gives you a better understanding of the individual characters. A recommended read for a GoW fan. Cheers!

Miles says

As before, Ms. Traviss has shown herself to have a great grasp on the characters of Delta Squad. Unlike Aspho Fields, her previous book in this setting, in Jacinto's Remnant she tackled the implications of peace after ninety years of war. A recommended read for GOW fans and lovers of sci-fi militaria.
