



Mass Effect. Andromeda

Jason M. Hough , K.C. Alexander

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La nueva serie de novelas basada en el universo Mass Effect.

El nuevo juego de la saga llevará la historia de Mass Effect en una dirección totalmente nueva: una zona del espacio inexplorada en la que los protagonistas se enfrentarán a un nuevo enemigo mortal.

La nueva saga de novelas formará parte del arco argumental canónico del mundo de Mass Effect e incluirá una precuela y varias secuelas del nuevo juego. Todas las historias, desarrolladas en estrecha colaboración con el equipo del juego en Bioware, estarán ambientadas en la acción del nuevo juego y revelarán acontecimientos que se mantienen en secreto durante el mismo.

Tras un sueño de cientos de años, los colonos de la galaxia Andrómeda descubrirán que todas sus esperanzas de encontrar un nuevo hogar han desaparecido. La misión está en peligro antes incluso de llegar a la Nexus, la enorme estación espacial desde la que los colonos explorarán su nuevo hogar. La jefe de seguridad Sloane Kelly deberá enfrentarse a una galaxia inexplorada y a amenazas que escapan a su comprensión para salvarla. Si falla, toda la Iniciativa Andrómeda podría desaparecer.

Mass Effect. Andromeda Details

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From Reader Review Mass Effect. Andromeda for online ebook

Alexandra Calaway says

Look, we all know Bioware had more than a few hiccups with Andromeda. In my opinion, it's not a bad game, but there's a lack of smoothness to their storytelling that we got accustomed to in the original Mass Effect trilogy. This book is incredible and ought to be required reading pre-game. It fills in a lot of the sloppy gaps and I thoroughly enjoyed reading it. I couldn't put it down, even though there were certain things I knew were inevitable. Getting in the brains of Director Tann, Foster Addison, and Sloane Kelly was enthralling. (Extra heart-eyes for Nakmor Kesh too!)

I'll enjoy my second play-through of Andromeda a hell of a lot more thanks to this book, which is what I hoped!

Searska GreyRaven says

This one was...meh. Not bad, not good, the middle seemed to drag. Still, it satisfied my ME fix and I'm looking forward to the game. ^_^

Hackmops says

Mass Effect - Andromeda: Nexus Uprising had quite a bit riding on it for me and to my relief, it pretty much delivered. To say I was hyped for anything *Mass Effect - Andromeda* is an understatement. Mass Effect is one of my favourite video game series of all time and I am SO PUMPED for the new game (which I cannot play yet for various reasons, arghhhhh) so this book had to fulfil my high expectations of giving me the *Mass Effect* fix I so desperately craved ever since the new series was announced AND oh yeah, I actually really liked Jason Hough's Zero World, so NO PRESSURE.

That being said, *Nexus Uprising* is not a probably not the best place to start for anybody who has not placed the original trilogy of ME games - and you should have probably watched some of the Andromeda Initiative recruitment videos as well before delving into this. To recap, this story takes place a year before the plot in the ME:A game. The Andromeda Initiative is launched in 2185, before the events of Mass Effect 2 and continues 600 years later, one the Nexus space station/ship arrives at the Helios Cluster on the outskirts of the Andromeda galaxy. This actually has many implications for the plot - relations between salarians and krogans are pretty tense because the genophage is still in full effect when everybody set out for this voyage. But hey, there is a shiny new galaxy waiting where everybody can have a fresh start after 600 years of cyro-sleep, all fresh-faced and full of idealism, right? Right?

WRONG. Just after arriving in the Andromeda system and with all of the passengers still asleep, the Nexus is hit by an nebula later called the Scourge. Everything goes downhill from there, namely technology

malfunctioning, a whole bunch of people dying in their pods, the entire Nexus being messed up, and oh yeah, the mission founder and entire leadership team being dead. The story is told by a variety of POV characters but probably the most important one is Sloane Kelly, a human Alliance-trained soldier and the Director of Security aboard the Nexus. Sloane awakes to fire and mayhem and things to not greatly improve from there..

Here is where the reason I did not give this five stars come in - one of the main reasons I adore the Mass Effect series is because of the exploration, elaborate lore of cultures and the many changes of scenery. Nexus Uprising was pretty bleak BUT I totally dig elaborate "we are supposed to travel to another galaxy but shit goes wrong" settings (I loved the first half of The Last Hour of Gann for this and if you have any similar recs, let me know) so this totally worked for me. However, having the entire story take place in a ruin of a spaceship without any change of scenery was a bit tedious at times. The dialogue was snappy, the characters were well-written and it was clear that the author duo of Hough and K C Alexander had definitely done their research/are fans of the series. There were so many references to the games, and as a die-hard fem!Shep player I especially loved the hints about turians and human women, hahahaha. Calix was a delight and totally filled the Garrus-shaped hole in my heart.. at least for a while *sob*.

Overall, this book was probably a 3.5 to 4 but I will give it four stars simply for the fact that it is one of the better tie-in materials and that it really made me want to play ME:A even more. It just worked for me.

I'll see you on the other side.

Spencer says

This book is interesting and fills in a lot of details prior to the events of the game but it is marred by some pretty average writing and uneven pacing. For long stretches the book felt like it wasn't going anywhere but it still managed to keep me interested as I wanted to see where the characters motivations would get them. The story isn't bad, but then it ain't great, and as the same with the game there is a good story here, it just needed a bit more polish.

Syahira Sharif says

Mass Effect : Nexus Uprising is the first of Mass Effect : Andromeda novel series that span around several of the characters and their stories prior to the events in the game. That said, you are not required to play the game itself to appreciate the story as it is but by itself, the content will reveal more of what will happen after the moment you wake up as one of the Ryder sibling. If you never played Mass Effect trilogy, you might feel a bit underwhelmed and confused if you are unfamiliar with the terms, the alien races, the politics and a lot of issues and sentiments through its conclusion which will be further expanded in the game. So.. accept that you will be spoiled either way and before you read more, I recommend you to go through the video series of Andromeda Initiative to properly get the feel before you read another word from this review.

Andromeda Initiative is a collective multi-species super ambitious collaboration to colonize Andromeda Galaxy. The narrative of Nexus Uprising began with the launch of Andromeda Initiative in in 2185 (after the events of Mass Effect 2) and the story continues 600 years later once the Nexus, a massive flagship and space station that rivaled Citadel station, arrived inside the Helius Cluster at the edge of the galaxy. As the title implies, the novel laid out the story of an uprising that occurred on Nexus station that happened a year

before ME: A.

You are introduced to the story through multiple characters. Notably, Sloan Kelly, a former Alliance soldier and a veteran of Skyllian Blitz, who held the position as a Security Director aboard the Nexus who after 600 years was forced out of cryostasis after the Nexus suffered heavy damage that took the lives of most of senior leaders of the Initiative including Jien Garson, the Director of Andromeda Initiative. To contain the ship, she had to wake up several people including Jarun Tann, a shrewd Salarian and Deputy Assistant for Revenue Management of the Initiative who took up the mantle as the Director of Andromeda Initiative and Calix Corvannis, a life-support technician and a Turian engineer. Sloan also found Nakmor Kesh, a Krogan engineer and the superintendant who oversee the initial construction of Nexus and also a member of Clan Nakmor.

As the Nexus leaders began to coordinate efforts to repair the Nexus and determine the station's viability with the rest of awaken inhabitants, they came to a rude awakening when they realized the attacks were done by a mysterious life-destroying nebula which they named as The Scourge which also ravaged the surrounding initial promised lands in which the Initiative had determined to be livable for their colonizing effort. However, this knowledge was kept a secret by the leaders that discontent began to emerge among the civilians and workers which grew to an uprising. With this in mind, the story is heavy with frustrating drama and politics and multiple people with very poor people skills that grew to an epic clusterfrak proportion that seem to come out of nowhere. Naturally, death and destruction commence. Just like the original trilogy.

Overall, I do think Nexus Uprising is a fresh reintroduction to Mass Effect franchise and written by someone who is thankfully familiar with the franchise and the lore and the politics and prejudices between the species despite their attempts at leaving everything behind. Considering I wanted to learn more about some of the characters particularly Sloan Kelly who became defacto leader of the Exiles and the leadership of Nexus, so the limited character-driven narrative really set the tone for this novel so you won't get terribly underwhelmed when you play the game.

Admittedly, I hated multiple point of views since it was an easy way for writers to use unnecessary narrative characters to pad out the word count so at times I find my attention wander with characters that I couldn't find myself remotely attach to. Fortunately, there were enough Krogan in the story (and less Asari) to make me stay with the story including a small mention of a certain Krogan Battlemaster of Urdrnot Clan. The novel also briefly introduce Nakmor Drack, Kesh's grandfather and the future krogan squadmate for one of Ryder's siblings and the conclusion set the story of the events in ME:A.

To my delight, Nexus Uprising is quite science-y and cerebral (which can be a turn off to those who wanted a lighter reading) and I find myself loving some of minute details about how everyone is subtly reminded that they're living in a glass container and simply waiting for a fuse to lit up and about to explode. Like the original series, the novel does have the spirit of the mutiny arc in Battlestar Galactica but the escalation was done in a progressive tone that felt inevitable. So, by the end of it, I do enjoy the story and characters even if they're not all very likable. I find the relationships and character is what drove the narrative rather than the worldbuilding itself (which is another turn off to those expecting something like half the novel being filled with endless redundant paint-drying descriptions which can be prone to continuity error which thankfully is subverted in this book) which is also very Mass Effect-ey. Naturally, I am looking forward to the next offering of Mass Effect : Andromeda novel series.

Keith says

Loved this, Bioware have always done a fantastic job of the Mass Effect expanded universe and here they've put out a prequel novel that fills in a lot of fascinating back story and character and reading it in between sessions on the game really fed into my excitement to play and vice versa. The comics, anime and novels that tie into ME have always been a real thrill for me, long may it continue!

Luke Waldron says

Well first I'd like to say I love the mass effect universe and even though I played all 3 games I feel like I missed out on the extra lore because I never read the accompanying novels that went along with the games but in the background but now it's in a new galaxy and a brand new chance for me to get into this world and read the novels and know all the new lore

so on with the review I really liked the this book after playing the game and with all the story plot holes that the game came with and head scratching moments that we where all left with this novel really answered one question I had, which was what really happened during the rebellion and why Salome Kelly was hated they touch on it in the game but not enough for me. in the game you can read the codex and get a brief understanding of the rebellion but not the specifics of what really took place and this book really answers that question.

and this book really clears it up granted it's longer than it needs to of been but it answered a lot of questions and I felt more connected to salome. so now when I talk to her in game I understand her hate towards the nexus and I honestly think she shouldn't of been exiled and should of been aloud to stay after all when you read the book you will find that she was only really doing her job and working with what she had at the time and situation but that's opinion other people who read this book might think differently and feel that she got what she deserved.

but overall i really liked and enjoyed this book and would highly recommend it to other mass effect fans especially those that lost hope in mass effect after playing the game this book will work as a comfort answer some questions they might have and show that in some way bioware actually cared about the world they built and it gives me small hope for the future.

Sinisa Mikasinovic says

This was perfect!

I haven't yet played the newest Mass Effect game as I learned the book was in the making. And, considering it's a prequel to Andromeda story arc, I thought it would add so much to the already rich universe. It would be a crime not to read it first.

As it turned out, I was right!

I liked the story in the first three games very much, and am really looking forward to seeing what have they come up with now.

General standpoint that story is good was strongly opposed by some entitled 'fans' during the massive public outburst regarding the finale. How dare they tell the story in the way we don't like?!

Drama queens and special snowflakes :/

Didn't care, liked the story. So naturally, I couldn't wait to see what Hough and Alexander had in store for me now.

Both being far from established stars I had some fears, but seeing Fryda Wolff's name under 'narrator' made me grin a bit :)

She's awesome like a Nutella-filled crepe!

And they all worked nicely together.

Story will be very interesting to any Mass Effect fan. On the other hand, it will be a very good introduction to the universe for people who know nothing about it and just like good Sci-Fi.

For the short time, we follow decisions made after the ending of the first trilogy (view spoiler). Brave souls get together and engineer the Nexus, a technological marvel more impressive even than the old Citadel, and decide to make their way to Andromeda galaxy.

All the races are there, ready to make it a fresh start for everyone.

Plan is to spend 600 years in cryostasis, and wake up once they're at the destination. Get all the sections operational - life support, security, botanical, medical and whatnots - and complete the deployment of Nexus.

It will also be ready to receive brave Pathfinders in need of supplies. They will jump among stars and systems in search for food, resources and new planets capable of sustaining life.

But when some of people are suddenly jerked awake, and instead of medical team gently bringing them in they get earful of alarm sirens, things rapidly start looking bleak. Fire and smoke everywhere, life support failing, cryostasis chambers broken or... empty. A sabotage?

Have they even left the Milky Way at all? Have they arrived to Andromeda? How long have they been asleep? And what the hell is going on?!

I cannot really say more without spoiling the fun and enjoyment for you. If liked this description, I'm sure you'll pick it up.

And hurry! It's currently on sale on Audible UK! In US it's at full price of \$25, but it gets almost 50% cheaper if you're a member. And if you are, you'll most likely pay with your credits :)

This was a solid 5* experience for me. I enjoyed both writing style and listening to Fryda's beautiful voice.

It's not a surprise that writers were, just like Mass Effect scriptwriters before, required to fill in the weekly quota of PC stuff, but it can be safely ignored.

I don't know if Electronic Arts forces this cringy political correctness due to their personal beliefs or out of the fear of backlash from social justice warriors, but it's irrelevant. It serves no practical purpose, and the later group will bash them for any random reason anyway, but it's there to stay.

Just ignoring it, like that weird uncle who likes wearing aunt's clothes when he thinks nobody is watching, is for the best.

As for the publishing quality, this is another masterpiece by Blackstone Audio.

My name is Commander Six, and this is my favorite shop on the Citadel!

Chris Stanley says

Let me preface this review by saying that I am a die hard Mass Effect Fan. I have played and completed all three original games, and bought this book to prepare myself for Andromeda (the game). I have read every single book in the Mass Effect (and Dragon Age) series and it pains me to say that this is the worst book out of every single one in the series.

It's a roughly 400 page book and the first 300 are an utter waste of time. The characters are totally unlikeable, the writing is simplistic, and nothing happens. It's astonishing how completely inept the entire crew of the Nexus is... isn't this suppose to be the Milky Way's best and brightest? The decisions they make in reaction to catastrophic events on the Nexus are totally unbelievable and ripped me out of the experience. On top of that, most of the characters are insufferable, in particular, Sloane Kelly. The book can't really decide if she is a protagonist or an antagonist, and depending on the chapter her allegiances and motivations change constantly. Her personality and writing is like sandpaper compounded by the fact that she has no redeemable or likeable qualities. Her behaviours are childish and selfish, and it begs the question of how in gods name she ever managed to become the head security director for the entire Nexus. She's basically an irrational, angry, childish thug that you will learn to loathe whenever she's mentioned in the story... which is a lot.

The last 100 pages there is finally a little bit of action that is quickly glanced over followed by an ok ending.

It does set the stage for the game, but overall I would say this book is a waste of your time. I love the lore and universe that is Mass Effect, which is the only reason this book gets 2 stars instead of 1. My recommendation is to skip this exercise in monotony and play the actual game-- you'll undoubtedly get any backstory covered in this book through the codex.

Keri Honea says

Why wasn't the game written this well?

Jon Jakob says

I must say this was a good read. As a fan of the previous Mass Effect books, I was excited at the prospect of getting to read another one. Andromeda the Game, may have it's issues but if your interested in seeing how an idealistic adventure to colonize a new galaxy got to it's out of hand state at the beginning of the game then this book will be worth your time. The only issue I take with it is that the dialogue feels slightly off sometimes, and people seem to be always drinking in their chapters. It happens like every other chapter. Otherwise, I recommend this book to anyone who wants to get deeper into the Mass Effect universe.

Asya says

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Krista D. says

This was a difficult book to get into, as definitely only for fans of Mass Effect: Andromeda. Or, more specifically, fans of MEA who want to know why it feels like the AI brought 20,000 human sociopaths.

The last 1/4 of the book was where all of the action and development happened. Before then, it was pretty slow. My attention waned a few times, but I'm glad I stuck with the book.

Tiara says

2.5 at best. ????? But I like the narrator very much.

Kristin says

I feel neutral about this one.

(Potential spoilers for both the book and game ahead)

As it says in the synopsis, this is a prequel to the events that took place upon the arrival of the Nexus in Andromeda. If I remember correctly from the game, these events took place around 12-14 months before Ark Hyperion shows up with (your) defrosted and thoroughly culture shocked Ryder.

In the game, the events chronicled through this book are vaguely mentioned by the directors of the Nexus (Kesh, Tann, Kandros, and Addison). All of them mention a rebellion that took place before Ryder's arrival,

purportedly started and lead by former Security Director Sloane, but don't really give much more detail than that.

So for the curious, such as myself, we're stuck reading a 400+ page novel about it. Which was both interesting and about 400+ pages too long.

My problem with this story? It *dragged*.

Before I start with the complaining, I want to make it clear that the story (while filled with filler) was interesting and informative. It gives a player more background on who exactly is in control of the Nexus and a little more information about the Nexus itself and the trip out there. It helped influence certain decisions I've made in the game. The background is clear enough that a non-gamer, someone who just likes sci-fi for example, could easily pick it up and understand it.

BUT! It took almost 300 pages to get to the actual events that sparked the rebellion. The rest of the time the reader was forced to suffer through page after page of day to day life trying to keep the Nexus limping along.

I understand it was necessary, to a degree. The reader, both the gamer and someone who just decided to pick it up because it looked cool, had to understand what the crew was experiencing. A charismatic woman promised these people a new start in a new galaxy filled with "golden worlds", where humanity would get a chance to restart (and miss the oncoming Reaper invasion that everyone was still swearing was just a figment of Shepard's imagination). Only to arrive and have their ship ripped apart by a mysterious Scourge, be at the mercy of bureaucrats, and find out their golden worlds are actually planetary embodiments of Hell.

But did it really need to stretch for over 300 pages?

Did we really need a page by page description of Krogan clearing an area? Of a Turian fixing a system? Description after description of Tann's pacing and blinking? Page after page of Sloane's temper tantrums? Or repeated descriptions of how Krogan's walk, snort, and headbutt?

A lot and I mean **a lot** of bloat and extra fat could have/needed to be trimmed from this story...not unlike this review, actually.
