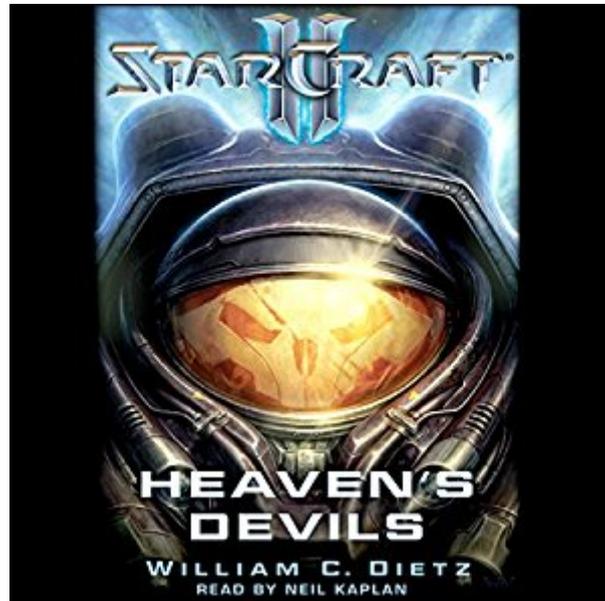


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Starcraft II: Heaven's Devils



Synopsis

For the poor, hardworking citizens of the Confederacy's fringe worlds, the Guild Wars have exacted a huge toll. Swayed by the promise of financial rewards, a new batch of recruits joins the fight alongside a slew of mysteriously docile criminals and a few dubious military leaders.

Eighteen-year-old Jim Raynor, full of testosterone and eager to make things right at home, ships off to boot camp and finds his footing on the battlefield, but he soon discovers that the official mission is not what he's really fighting for. For the first time ever, StarCraft enthusiasts will learn the origins of the enduring friendship between the young upstart Jim Raynor and the streetwise soldier Tychus Findlay. Watch as they battle on the front lines of a fierce interplanetary war and bear witness to the Confederacy's rank corruption—corruption so reprehensible that it rains immeasurable death and destruction upon the government's own people. --This text refers to the Mass Market Paperback edition.

Book Information

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Customer Reviews

Heaven's Devils was given to me as a birthday gift. My sister (who picked out the book) knows that I've been an avid Starcraft fan since the game's original release in 1998, and also knows that I've been anxiously awaiting for Starcraft II to be released. The thought of buying this for myself hadn't crossed my mind, so when the time came to open presents, I was shocked to see this sitting in front of me. To be honest, I was a little apprehensive that I might not enjoy the book, because I hadn't read a Starcraft novel before, nor had I heard of William C. Dietz. However, after reading it from

front to back, I can say that my initial thoughts weren't the correct ones. I enjoyed the book so much, I felt compelled to write a review. This book did not disappoint; infact quite the opposite. Part of me had always wondered who Jim Raynor really was, where he came from, and how he came to be. This book explains it, and also explains a whole lot about who Tychus Findlay is, and the type of character he is. Heaven's Devils was definitely a great read. It's a tad over 300 pages long, and I finished it in about 4 days, on and off, reading a little each day. Which says a lot, if you consider the fact that I'm a slow reader compared to the rest of the population. It was hard to put the book down and I couldn't wait to see how it ended. It had action and adventure, suspense, and some mystery. It was very descriptive. From the feelings and emotions of each individual character, to a great story line where I could imagine the scene unfold in my head as it took place. The book was very thorough, and it explained everything. It's not all combat and it's not all talk. The book had a great vibe, and it works very well.

It was officially announced - the release date for the much anticipated sequel to StarCraft. For years, unofficial release dates on pre-order websites kept getting pushed back. I had learned to stop getting my hopes up as each false date approached; but this time the announcement comes straight from the source. Soon, we will be swept away to the Koprulu sector to not only witness, but experience the events that will decide the fate of mankind and the two races incubated by the Xel'Naga. Now that it is so close, so real, I am watching the pot again, waiting for it to boil. It seems somehow farther off and I need something to satisfy the craving for just a few more weeks. The first single-player storyline, Wings of Liberty, will feature Terran hero Jim Raynor whom we met in the original game. What better way to prepare than to read this book about Jim's early military career and the events that shaped his character? With that said, this book is NOT a biography of Jim Raynor. While his story provides the main plot line, a good bit of this book goes to the exploits of Tychus Findlay and several sections are devoted to character development regarding the other members of the 321st as well as the bigger picture narrative that drives the Devils' chronicle. For the non-StarCraft-fan, William C. Dietz provides a realistic portrayal of military life, war, corruption and politics. For us StarCraft junkies, he fleshes out the Guild Wars and exposes the atrocious state the Confederacy was in even before the Zerg and Protoss showed up. The question is not whether you should buy this book - of course you should - the question is whether Blizzard should have put so many excerpts on the SCII official website. The answer is, no.

Heaven's Devils (2010) is the first SF novel in the StarCraft II series. It takes place during the Guild

Wars after Tarsonis becomes the capital of the Terran Confederacy. In this novel, Jim Raynor is a farmer's son on the planet Shiloh. Times are hard because of the War and his parents are barely making a living. Tom Omer is a friend and classmate of Jim. The two exchange video puzzles. Hank Harnack is another classmate of Jim's, but they don't like each other. Jim won a fight with Harnack just before they enlisted. Tychus Findlay is a Staff Sergeant in the Confederacy's Marine Corps. He is busy selling captured weapons on the blackmarket. Ark Bennet is the scion of an Old Family. He has just graduated from upper school. In this story, Jim and Tom join the Marine Corps for the signing bonus. It should cover the taxes for this year. Besides, now their families will not have to feed them. The new recruits leave Centerville on a bus. Harnack has also joined and is on the same bus. They spend the night in a school gym. When Harnack breaks into line ahead of Jim, Raynor headbutts him and then knees him in the groin. The new recruits are shipped to Turaxis II on the troopship Hydrus. Several violent criminals on the ship break out of confinement. Harnack hits a convict and a dozen or so decide to take him down. Raynor grabs a crutch and hits a con who has Harnack in a headlock. Another con pulls the crutch out of his hands and hits him. Jim and Harnack go back to back and stand against the criminals. Afterwards, they become bosom buddies. Meanwhile, Ark is given a mickey and sold to a Marine Corps recruiter. When he comes to, Ark insists that he was shanghaied.

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