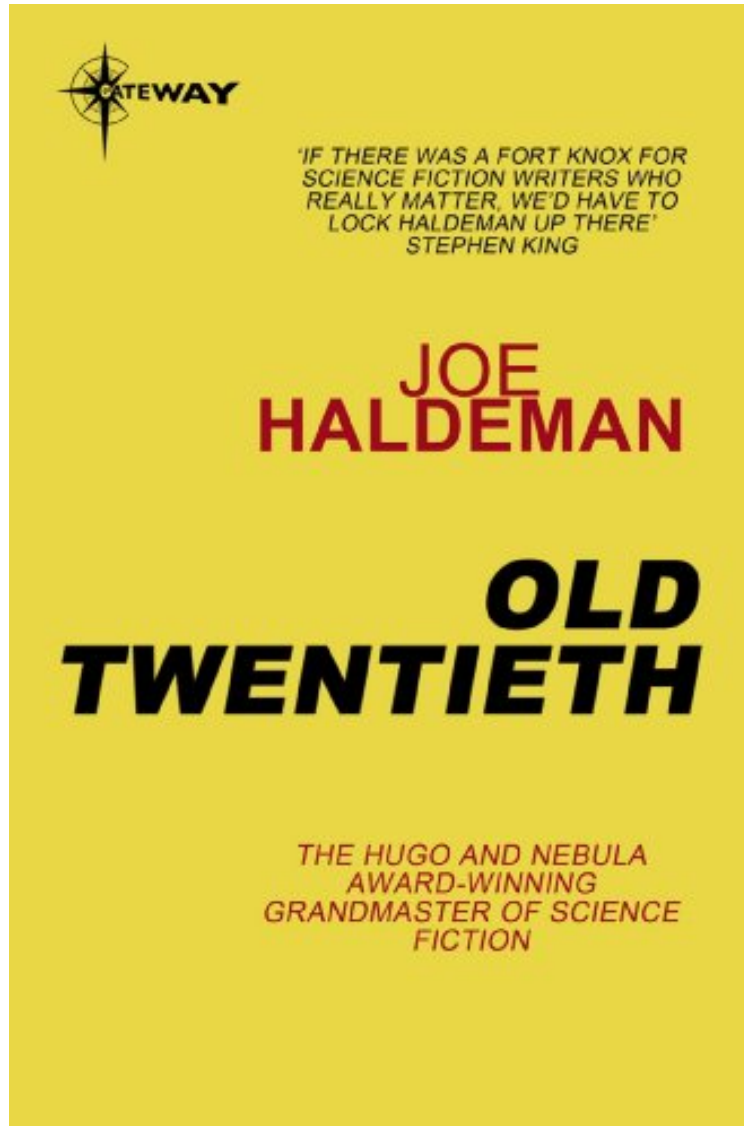


(Mobile library) Old Twentieth (English Edition)

Old Twentieth (English Edition)

Von Joe Haldeman

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Von Joe Haldeman : Old Twentieth (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Old Twentieth (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Die Grenzen des Cyberpunk...Von Ben Schlappa... auszuloten gelingt Haldeman zwar glcklicherweise nicht, allerdings stellt er wieder einmal Problematiken der Virtualitt kritisch und sehr unterhaltsam dar. Eingebettet in eine zukunftsferne aber realistische Story um eine Reise zu einem extrasolaren bewohnbaren Planeten beschreibt Haldeman

in dicht gewebten Bildern die Gefahren und Chancen der Virtualität. Unbedingt lesen! 1 von 1 Kunden fanden die folgende Rezension hilfreich. for all VR fans Von Z. Anđelković If you like virtual reality and high tech novels, the "Old Twentieth" is a must. I cannot but help to compare it to the movies "Matrix" and "Inception". The topics are somewhat similar, the thin line between our reality and virtual reality (or dreams if you will), but Haldeman takes a more philosophical approach and his novel is not nearly so packed with action and suspense as the movies are. Probably a matter of taste, but I like it much better like that. One star less than perfect because like in most Haldeman novels characters are rather simple and the underlying story is although well founded also somewhat blunt. Nevertheless, "Old Twentieth" is fun to read and leaves you wondering about its main topics after you're done. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Old Twentieth Von Helmut Henschel Mit Hilfe eines gigantischen Computers können Menschen aus der Zukunft in eine virtuelle Vergangenheit versetzt werden. Die verschiedenen Besuche des 20. Jahrhunderts führen zu historischen Brennpunkten, meistens Kriegsschauplätzen, die liebevoll recherchiert dargestellt werden. Die Story darum herum ist eher dünn und verflucht irgendwann im Sande.

Kurzbeschreibung The twentieth century lies hundreds of years in humanity's past. But the near-immortal citizens of the future yearn for the good old days - when people's bodies were susceptible to death through disease and old age. Now, they immerse themselves in virtual reality time machines to explore the life-to-death arc that defined existence so long ago. Jacob Brewer is a virtual reality engineer overseeing the time machine's operation aboard the starship Aspera. But on the thousand-year voyage to Beta Hydrii, the eight-hundred-member crew gets more reality than they expect when people entering the machine start to die. The time machine has become sentient. Obsessed with humanity, it wants John Brewer to enter its confines - and discuss this fragile state of being called life... From Publishers Weekly Immortality can get boring after a while, especially when most of Earth's population and many of its treasures have been destroyed in a war between the haves and the have-nots. Jake Brewer, a virtual reality engineer, decides to liven things up by agreeing to run a virtuality machine on a starship looking for Earth-type planets. The passengers use the machine to roam through the recreated past, experiencing repeated virtual deaths because they have no expectations of real ones, until suddenly the oldest among them start dying seemingly of natural causes and the machine tells Jake, "We have to talk." This makes for an odd sort of locked-room whodunit. Is the newly sentient machine causing these deaths, or did the immortality treatment simply fail? Hugo- and Nebula-winner Haldeman (The Forever War) makes these questions tremendously compelling with his usual brilliant knack for detail and characterization. He draws the reader in even through a surprisingly boring expository first chapter, and the increasingly fascinating bulk of the tale makes the abrupt ending all the more shocking and unsatisfying. Haldeman's numerous fans will eagerly snap this one up, but few will reread it. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist In a world in which mortality has been defeated, people seek thrills and meaning with great dedication. Virtual-reality technician and cook Jacob Brewer joins the crew of Aspera on a thousand-year trip to Beta Hydrii and a new world to settle. The past accompanies them in a computer that lets them visit earlier times, when people's lives were shaped by the promise of death. The most popular destination is the last century of mortality, the twentieth. Trouble first shows in inconsistencies in the data from certain periods, and when someone dies in virtuality, there is understandable concern, especially because word from Earth is that something strange is going on there, too. Then an avatar of the machine, which has achieved sentience and is deeply curious about humanity, contacts Jacob. Reality and virtuality aren't as well-defined as we may assume they ought to be in Haldeman's nicely circular story concerned with the consequences of immortality and the potential of a truly convincing virtuality. Regina Schroeder Copyright American Library Association. All rights reserved