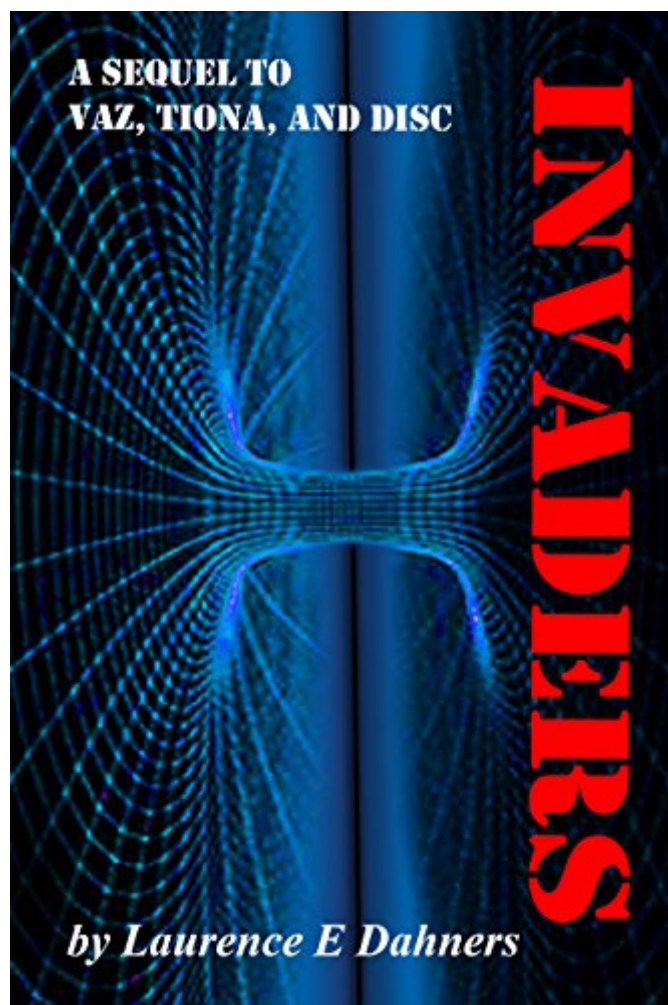


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Invaders (a Sequel To Vaz, Tiona And Disc)



Synopsis

Invaders is about events that occur several years after those in the novel Discworld (Gettnor Space Industries) is beginning to investigate our solar system and mine the asteroids. Aircraft and automobile companies are beginning to switch over to thrusters from their more traditional products. New uses for thrusters are popping up in the healthcare and sports industries. However, at Epsilon Eridani, a race of aliens has so overpopulated their own solar system that they must move many tens of billions of their people to another system before overcrowding destroys them. They send an exploratory vessel to our solar system to determine whether it would be a suitable place to move. The mere presence of another intelligent race doesn't deter them—they've always just wiped out any problem species in new systems. When the aliens first arrive through a wormhole near the sun, their ship is thought to be an asteroid in a highly elliptical orbit. Earth isn't even aware that an alien race has arrived until the aliens separate a lander and send it to study Earth. Attempts to communicate with the aliens fail. The aliens' complete lack of any interest in communication with us contributes to these failures. The aliens are far ahead of us in biotechnology, materials technology, and wormhole physics. They aren't really worried about any threats from the human race, but don't recognize that we have advantages in computing and thruster technology. Will the aliens be able to successfully deploy their bio weapon, destroying the human race and moving their excess population to our solar system? Or can we fight back somehow?

Book Information

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Customer Reviews

It seems that Dahners has painted himself into a corner, that he does not know how to get out of. He created a character, Vaz, that doesn't like to interact with people. As well, Vaz is Deus Ex Machina - God in the machine. Whenever the humans can't figure something out, Vaz has already figured it out. So Dahners has a hero that doesn't want to appear onscreen. So, for filler, Dahners writes a story about all the other people around Vaz. And they are all uninteresting bumbler. Knowlen is worthless, and is unable to self-direct. He doesn't have original thoughts, and can't think his way out of a box. Tiona is supposedly the main hero, given that she gets more screen-time than Vaz, But Tiona doesn't do anything in the entire story. She is just a worthless go-between, between the worthless President that can't make decisions, and the worthless Vaz, that won't share his decisions with anyone - not even the reader, most of the time. This story arc is basically all about a bunch of characters that do nothing and solve nothing, while Vaz saves the day - off-screen. So Dahners fills the story with little feel good moments, like 'helping the lonely girl get friends', and 'helping the handicapped person', etc. I did enjoy those small tales, but this is a story called "Invaders". I expected to see a tale of the battle against the Invaders, because you can't keep us humans down for long. But there wasn't any battles. So, what was the invasion about? It was about everyone watching them invade, and no one having any ideas about what to do. It was a 'talking head' story, with a bunch of idiots bickering in the White House. And it was strictly an American viewpoint, because all the other countries in the world, didn't even bother to show up for the 'battle'.

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