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#### About the Author

William C. Dietz is the bestselling author of more than thirty novels, including Halo: The Flood and the Legion of the Damned series. He grew up in the Seattle area, served as a medic with the Navy and the Marines, and graduated from the University of Washington. Dietz worked as a surgical technician, a news writer, a college instructor, a television producer, and a director of public relations for an international telephone company prior to embarking on a full-time writing career. Visit his website at WilliamCDietz.com.

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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.

Sales Rank: #757574 in Books
Published on: 2010-12-28
Released on: 2010-12-28
Original language: English

• Number of items: 1

• Dimensions: 6.75" h x 1.30" w x 4.19" l, .55 pounds

• Binding: Mass Market Paperback

• 528 pages

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Heaven's Devils review

By Joshua W. Tunis

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. I'd go so far as to say that someone unfamiliar with the Starcraft universe could pick it up, give it a read and love it, and not feel like they're missing out on something. Parts of the book made you laugh, made you cheer, made you feel involved, and made you wish some things hadn't happened.

I definitely recommend this book to any Starcraft fan, to anyone who is familiar the Blizzard universe, or even to anyone who isn't. You'll like it, I promise!

Lets just say that I'm very happy with my birthday gift! :)

\*By the way, this book does contain violence, combat sequences, scarce profanity, drug usage, and mild (but brief) sexual references.\*

9 of 10 people found the following review helpful. Don't read the ecerpts on the SCII official website By Thad

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. As of this

posting, they've got ten of them available. The most recent is plucked from chapter twenty-two, well into the story; and while they do their job of drawing you in, these snippets give you an unpleasant sense of déjà vu as you read through the book. If you haven't read the excerpts yet, don't; but either way, definitely read this book.

7 of 9 people found the following review helpful.

It's Not Too Bad

By bascurero

It's a good book for those who love the Starcraft universe. I have to say this book does do some explaining of Tychus and Raynor's relationship and how they met each other. I like the insight on Raynor's beginnings and how he becomes the way he is.

However, the book starts off fairly slow. You will not see much action until at least halfway through the novel. This made the book a little laborious to read. But, the ending is pretty good. I wish there were a little more expansion on what happens towards the end, but there may be more books to come.

All in all, it's a good read. If you like Starcraft, go for it. If not, but are willing to see what it's about, go ahead and give it a shot. You may like it.

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