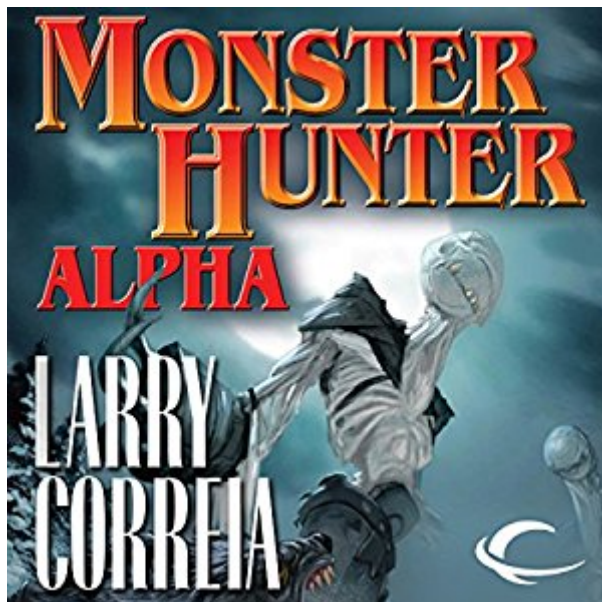


The book was found

Monster Hunter Alpha



Synopsis

Dirty Harry meets Twilight. Number 3 in the break-out series and a follow-up to Monster Hunter International and Monster Hunter Vendetta. Earl Harbinger may be the leader of Monster Hunter International, but he's also got a secret. Nearly a century ago, Earl was cursed to be a werewolf. When Earl receives word that one of his oldest foes, a legendarily vicious werewolf that worked for the KGB, has mysteriously appeared in the remote woods of Michigan, he decides to take care of some unfinished business. But another force is working to bring about the creation of a whole new species of werewolf. When darkness falls, the final hunt begins, and the only thing standing in their way is a handful of locals, a lot of firepower, and Earl Harbinger's stubborn refusal to roll over and play dead.

Book Information

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Customer Reviews

This is the "origins" story of Earl Harbinger, who was the chief hunter and leader of Monster Hunter International ("MHI") in the first two books. It is the story of the curse that created the first werewolf. The book is about a battle to save a town from an un-killable werewolf and his "progeny." With all that it's a great story that will keep you up at night to find out what happens next. I'll leave most of the plot summary to the product description above, except for this: Earl must prevent an uber-werewolf from getting the one magical "device" needed in his plan to overwhelm the world with ravenous and unbeatable packs of werewolves. The struggle unites Earl, a proverbial lone wolf, with a gutsy female sheriff's deputy. To keep the fight from being fair, their adversary has the aid of a

sorceress who is the daughter of the necromancer that Owen Pitt defeated in the first book. This is an action thriller sort of narrative because all of the action takes place within a 48-hour period. In military terms it's purely a meeting engagement because neither side is able to call in reinforcements. This is after all the upper peninsula of Michigan in the middle of a magically enhanced winter storm with a magically induced blackout of all electronic communications. The whole point of good fantasy stories such as this is to explore moral issues. However it is not just good versus evil. That would be way too simplistic. With Earl Harbinger's "back story" putting a spotlight on the subject, we get into the issue of free will versus the predatory instincts of the werewolf. Even the fascinating story of the creation of the first werewolf is a morality tale.

What I would have liked to know before I bought this book. (no spoilers) 1. What type of book is it: adventure, action, drama, etc? This is a dark fantasy supernatural story. It is -not- a military story even though the main protagonist is Earl Harbinger. 2. What is the story about, in general? The book story has two arcs. One is Earl's background in flashback snippets; the other is Earl dealing with old and powerful werewolf/magic enemies and their lackeys. 3. What/Who is the target audience? Young adult and teenage males. 4. How is the proofreading? No errors I could detect, but I skimmed a lot. 5. Is there character development? Yes. Since the story has a lot of background on Earl, and it shows him at his best and worst, Earl evolves considerably. The book's point of view jumps around many characters, many of them secondary or tertiary in nature. Thus, we get to see a little more of those characters, though not a lot of development from them. 6. Are the characters likable? The only character we spent enough time to gain a complex image is Earl. He is quite likable in many levels. The rest of the characters are acquaintances with rote, obvious, roles. Some are a little interesting, but most pass reader awareness without much real impact. 7. Does the story keep its pacing? I have to be clear, these reviews are my opinion. Nothing more, nothing less. Thus, for the first time in this series I have to say NO. This book did not keep its pacing. First, the multiple points of views which involved all manner of 'red shirt' characters weren't appealing. Those scenes weren't badly written. They were simply superfluous scenes that the reader did not need to experience at all. Second, I ... HATE ... flashbacks.

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