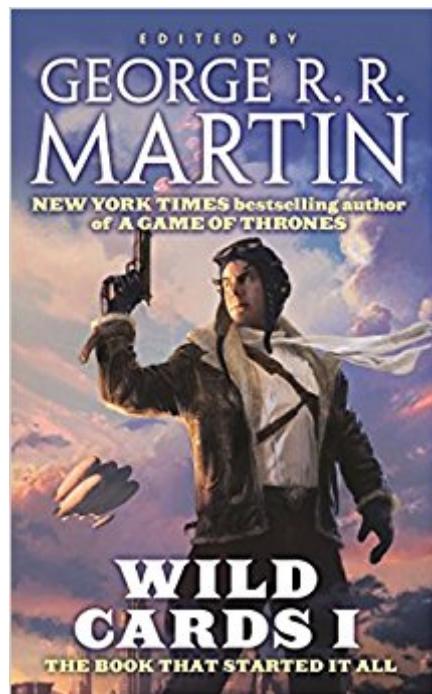


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Wild Cards I: Volume One



Synopsis

The first volume of George R. R. Martin's WILD CARDS shared-world series, back in print after a decade—and expanded with new, original material. There is a secret history of the world—a history in which an alien virus struck the Earth in the aftermath of World War II, endowing a handful of survivors with extraordinary powers. Some were called Aces—those with superhuman mental and physical abilities. Others were termed Jokers—cursed with bizarre mental or physical disabilities. Some turned their talents to the service of humanity. Others used their powers for evil. Wild Cards is their story. Originally published in 1987, Wild Cards I includes powerful tales by Roger Zelazny, Walter Jon Williams, Howard Waldrop, Lewis Shiner, and George R. R. Martin himself. And this new, expanded edition contains further original tales set at the beginning of the Wild Cards universe, by eminent new writers like Hugo—winner David Levine, noted screenwriter and novelist Michael Cassutt, and New York Times bestseller Carrie Vaughn. Now in development for TV! Rights to develop Wild Cards for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of Wild Cards, Melinda Snodgrass as executive producer.

Book Information

Series: Wild Cards (Book 1)

Mass Market Paperback: 608 pages

Publisher: Tor Science Fiction; Reprint edition (June 26, 2012)

Language: English

ISBN-10: 0765365073

ISBN-13: 978-0765365071

Product Dimensions: 4.2 x 1.2 x 171.7 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars 197 customer reviews

Best Sellers Rank: #67,553 in Books (See Top 100 in Books) #41 in Books > Science Fiction & Fantasy > Science Fiction > Short Stories #138 in Books > Science Fiction & Fantasy > Science Fiction > Anthologies #148 in Books > Science Fiction & Fantasy > Fantasy > Anthologies

Customer Reviews

This volume in the Wild Cards shared-world saga is an expanded edition of the first in the series, containing all the stories and pseudodocuments of the alternate time line launched when the Wild

Card virus hit during WWII that were in the 1987 original edition. Some of the stories have been expanded, and to them are added a batch of new stories that, by and large, fit well with the old. Among the best of the oldies are Walter Jon Williams' "Witness" and Melinda Snodgrass' "Degradation Rites." Carrie Vaughn has done the new "Ghost Girl Takes Manhattan," and David Levine, "Powers." Old faithfuls among Wild Cards fans may really revel, but even newbies should enjoy this solid volume of intelligent entertainment. --Roland Green --This text refers to the Paperback edition.

"Delicious" Everything I'd hoped for in a new Wild cards book. The character interactions and plot twists have exactly the complexity, surprise, and unsentimental realism I'd expect out of a George R. R. Martin project. Austin Grossman, author of *Soon I Will Be Invincible*, on *Inside Straight*

I got into the series because I am a fan of George R.R. Martin. Originally I thought the Wild Card series would be a collection of short stories done by various authors, Boy was I wrong. The Wild Card series takes place just after world war 2. A deadly virus, The Wild Card virus, arrives from an alien planet and naturally we fail to contain it and it's released over New York city. It kills thousands and those it doesn't kill, It transforms. There are aces with end up with Superman like powers and there are jokers, Nasty looking creatures who are often treated like trash. There are other classifications but those are the main ones in this book. Anyways, Wild Cards 1 tells us the story of how people deal with the virus and how it effects the world around them. Personally, I think it's a fantastic book. Highly original and written by a great team of authors, Including George R.R. Martin himself. I would highly recommend it, Especially if you are a fan of George R.R. Martin or a fan of science fiction in general. Mind you though it's incredibly different from the Song of Ice and Fire series but it's just as great.

My son picked out this book as he'd read all the books we have and hadn't read for awhile. I told him he needed to find something interesting so he could get busy reading like he used to. He loves this book. The stories are set in post world war II. There are many short stories written by many great authors including The Game of Thrones creator George R.R. Martin. It's a wonderful book for those of us who have a difficult time putting a good book down as you can choose to stop after each story. I'm so happy to see him addicted to another series. There are twelve books in the original series and three from Baen Books and 2 from ibooks inc. Should keep him busy for a bit. :)

This is the first book in a shared universe series where normal humans have been infected by an extra-terrestrial virus. The virus was designed to give the aliens super powers but still had some "bugs" in the process so they decided to test it on humans because we were biologically similar. Not quite sure how that works... :-) Anyway, one of the aliens tried to stop it but in true human fashion we messed that up. I won't go into any other details but the series is essentially several short stories that occur in the same shared world. Many excellent authors line the pages of the books and they are edited by George R. R. Martin. He has a few stories in there as well. The over all tone is kind of dark with spots of hopeful light shining through. This book starts us off and it's an interesting ride through the series, which has been picked up for television by Universal Cable Productions (UCP). I highly recommend the series, its not so much a superhero story as it is stories about people in all walks of life that happen to have super powers.

I hadn't heard about this series until I found out it is going to be an hbo show. Decided to try it out before it comes on t.v. This book is truly unlike anything else I've ever read. I was captivated from the very beginning. Don't be misled of you like George R. r. Martin because it is not like Game of Thrones. If you like comics and super heroes, this will appeal to you, but in a very different way. It's hard to explain, so just give it a shot and hopefully you'll be surprised like I was.

Wild Cards is a good book. Its not great but its good. There are some chapters where your counting the pages till it ends and others where you're left craving more. The Sleeper is one of my favorite parts of the book. He has one POV chapter and then he pops up or is mentioned in at least five or six chapters after that briefly. My favorite chapter is Comes a Hunter. Its one of the best in the book.

I read Wild Cards the week it was released in paperback. I probably read it five more times until the paperback fell apart - or more likely my son absconded with it when he went to college. And it had been out of print for a long time.I requested that the publisher put out a Kindle edition and was thrilled when it showed up. Better than showed up as, apparently, the original work had some revision done before the release. Not having read it for more than a decade, I can't really spot what was added, deleted, modified. But I enjoyed it as much as I ever did on any previous read.And, the subsequent Wild Card novels are starting to appear for Kindle too. I have my work cut out for me!If you are new to the Wild Cards saga - this is the place to start. The later books in the series read like novels rather than a collection of short stories. But this is the place to learn the history of the WC

universe and meet the characters that shaped it.

Certainly Wild Cards is an interesting world, with intriguing characters to spare. But that's also a weakness. The stories are short, often too short, and I felt overwhelmed sometimes with the sheer number of new characters I had to become familiar with, as each story almost always introduced a handful more. The stories where key, recurring characters are featured are where this book shines. It's also an often depressing, too realistic style for my taste. George RR Martin's influence is definitely present. Overall, interesting and worth a read.

These are a collection of stories by different authors about a central theme - an alien bio warfare caused when their ship crashed. It causes mutations in human, some good some bad. The stories tell about the experiences of the victims and how they deal with this new life after their change and how their friends, family, etc. react to them and how they think of themselves. Although there's a not too subtle message here, it still makes for a good read.

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