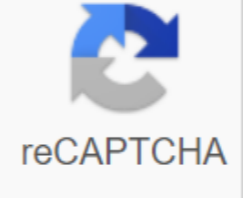




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Halo: ghosts of onyx

Eric Nylund is the author of many novels, including the new York Times bestseller Halo: The Fall of Reach, Halo: First Strike and Halo: Ghosts of Onyx, and World Fantasy is nominated for Dry Water. As an author for Microsoft Game Studios, Nylund helped develop gaming franchises such as Halo and Gears of War. He has also helped shape intellectual property for some of the best video game developers in the world, including Bioware and Epic Games, and has worked with Amazon gaming studios. Nayalund lives in the Pacific Northwest with his award-winning science fiction/fantasy writer wife, Blue Mitchell, and their son. Halo: Ghosts of Onyx Halo: Ghosts onyx cover bookAuthorEric NylundCountryUnited StatesLanguageEnglishSeriesHaloGenreMilitary sci-fiPublisherTorPublication date October 31, 2006 (USA, UK)Media typePrint (Paperback)Pages384ISBN0-7653-1568-8OCLC71322083 Dewey Decimal813/.54 22 CLA ClassPS3564.Y55 H35 2006Indo Halo: First Strike After Halo: Contact Harvest Halo: Ghosts They Is a War-Fantastic Novel by Eric Nynds based on the Halo video game series. The book was released in October 2006 and is Halo's fourth novel; Nylund's third contribution to the series. Onyx was also the first of three Halo novels to be published by Tor Books, not by the previous publisher, Del Rey. Onyx's ghosts detail the creation of a group of supersoldiers known as SPARTANC-II to protect humanity from an alien collective known as the Covenant. After the events of Halo 2, the Spartan training world of Onyx suffers from robotic attackers. The Spartans and their trainers must fight the robots and the Covenant when they work to uncover the secrets of the planet. Since its release, Ghosts Onyx has received generally positive reviews. The novel debuted on The New York Times bestseller list and became an international bestseller. Background and writing Ghosts Onyx author Eric Nylund previously wrote two of the three previous novels Halo, Fall reach and First Strike, and went to developer Halo Bungie with sketches of what he wanted to do next. According to Nylund, Bungee gave him the opportunity to write a story until he achieved some very specific goals, sometimes making changes to the Halo universe to incorporate his ideas. However, he acknowledged that the difficulty of fitting his story into the Halo universe was much more for the Ghosts of Onyx than other novels because more of the story was made public and could no longer be changed. Nylund noted in an interview with IGN that writing the novel Halo has both positive aspects and shortcomings. It's better because I have all these great toys and characters to play with, Nylund said in an interview, it's not so good because I have to work hard and play well with other parts of intellectual property, that's all Ghosts of Onyx, originally known as The Ghosts of Coral, was Halo's first novel, which was published by Tor Books instead of Del Rey. Nylund had 15 weeks to write a book, as opposed to 7 weeks for Fall Reach, but he claimed he still lost sleep... ate a bunch of chocolate and drank too much coffee. Tor editors also had more time than Del Rey, and they helped untangle Onyx's complex plot. In writing, Nylund noted that tension is the cornerstone of any good story and that the Ghosts of Onyx will not be different. IGN reviewer Douglas K. Perry found that using short paragraphs and numerous leaps in time, the style of writing of the novel keeps pace even when nothing special happens. This method is intentionally used by Thylund to speed up the tempo to avoid thicker reader and losing it. The synopsis installation of Onyx's Ghosts takes place in the 26th century, where humanity, under the auspices of the United Nations Space Command, has developed faster than light travel and colonized hundreds of worlds. Without warning, an alien collective known as the Covenant attacks the outer human colony of the Harvest. The Covenant begins tracking down human colonies, enveloping the surface of each world. The best weapons of humanity against technologically superior Covenant are SPARTANC-AI, supersoldiers equipped with powerful armor, unfortunately, there are too few Spartans to turn the tide of war. Kurt-051 Kurt is a Spartan II who serves on Team John-117. Kurt is known for his sense of intuition, which several times saves his team. Recruited to teach a new series of Spartans, Kurt is devastated by the huge losses suffered by his students. In response, Kurt begins to introduce illegal brain modifications to give his soldiers a better chance of survival. Because of the hidden lengths taken by his superiors to recruit him into the program, none of Kurt's former colleagues know that he is alive. Franklin Mendes Mendes is one of the coaches of the SPARTAN III project. In Nylund's previous novel, Halo: The Fall of Reach, Mendes is the coach of Spartan II and leaves shortly after humanity's first encounter with the Covenant to train the next generation of Spartans. After the next spartan-III game is postponed, Mendes returns to active combat against the Covenant before training the Spartans-III. Katherine Halsey Halsey is the creator of the SPARTAN II project. In order to train the young recruits she has chosen for the program, Halsey kidnaps children and replaces them with clones. Although her soldiers are phenomenally successful, Halsey suddenly leaves with the wounded Spartan Kelly in Halo: First Strike on an unspecified mission. After years of voluntarily manipulating her 'children', Halsey decides to try to save them all instead of abandoning them she believes that humanity will lose. James Ackerson Ackerson is a colonel in the army, and a fierce opponent of the SPARTAN II program; During the Fall of Reach, Ackerson goes as far as trying to kill John-117 in a drill. Ackerson offers his own Spartan program, which will try to duplicate the SPARTAN II operating report at a lower price - creating a one-time Spartans. The existence of this programme is kept secret from the public and much of the UNSC, especially Halsey. The plot summary of the story begins with a group of SPARTAN-III's deployed at the Covenant Fleet refueling depot in 2545. Soldiers destroy the object, but all rescue two of the three hundred Spartans. The narrative then returns to 2531, where SPARTAN-III's are deployed against human rebels; Despite the fact that the team is almost captured, the timely intervention of Kurt-051 allows the team to complete its mission. Meanwhile, Colonel James Ackerson meets with the Office of Naval Intelligence (ONI). Ackerson announces his plan to create a new breed of Spartans, which retains most of the efficiency of supersols, without the high price of the Spartan II program. These III Spartans are trained by Franklin Mendes and Kurt-051. After his death, staged onl, Kurt-051 is fully responsible for the training of Spartan III, under the name and rank of Lieutenant Kurt Ambrose. The SPARTAN III project is being carried out on a secret planet CALLED Ont, which also includes archaeological excavations of the ancient ruins of the Forerunner in an area known as Zone 67. When SPARTAN-III's disappears in area 67, it is declared closed to all staff. Like the Spartan-III, Spartan III candidates undergo radical cybernetic and biological enhancements and are equipped with special armor to increase their abilities. The first SPARTAN-III was very successful, but was destroyed when it was ordered to destroy the Covenant Orbital Shipyard in 2537. Shocked by the carnage of his troops, Kurt improves the training regime for his next batch of SPARTAN III recruits, but all of them too died in battle, so Kurt, in an attempt to reduce the losses, introduce illegal biological modifications on the third company of spartans. Conducting exercises near zone 67, UNSC personnel are under attack by alien robot drones. Meanwhile, Dr. Katherine Halsey, creator of the SPARTAN-II project, along with the Spartan Kelly-087 arrive in the Onyx system. As they near the planet's surface they are attacked by more robot drones and crashes, meeting up with human attack survivors. Halsey identifies robotic drones as the Forerunners of the Guardians from Cortana's artificial intelligence 100th anniversary of Halo: Combat Evolved. Halsey sends a message back to Earth, which is under attack by the Covenant; In the Lord Hood sends Spartan-III's Fred-104, Linda-058, and Will-043 to Onyx. In the ring world of the Forerunner of the Halo Delta, the Covenant is in the midst of a civil war. Elites intercept Halsey's distress signal and learn about the existence of Onyx and his Forerunner technology. Both the Covenant and the UNSC forces that arrive in Onyx are under attack by the Guardians. The entire UNSC fleet at Onyx is destroyed by the ensuing battle, with the exception of one invisible ship, Twilight, which remains hidden while observing events. The remaining human forces on Onyx discover the city of the Forerunner, quickly discovered by the Guardians, and are sent into a massive sphere by Dr. Halsey. It determines that the entire planet is actually a World Shield, built by predecessors to protect itself from shooting Halo ringworlds that are designed to eradicate all intelligent life. Struggling with the persecutors of the Covenant, people discover the entrance leading to the scope of Dyson. Kurt is left behind to detonate two nuclear weapons to prevent the Covenant from following the people into the Sphere. Hiding at a distance from Onyx, Twilight watches as the surface of Onyx is torn apart to show that the whole world is built from the Guardians, all connected to each other, to provide impenetrable protection around the Dyson sphere in the heart of the planet. Guards destroy the remaining ships of the Covenant fleet, orbiting the planet, and retreats Prouler. Fred, currently inside Dyson's sphere, takes command of the survivors and orders everyone to look for a way to escape. The reception of IGN gave Ghosts onyx good ratings, praising Nylund's writing style and how Onyx managed to link many of the story themes that remained hanging from both novels and games. The publication, however, noted that Master Chief made only a cameo appearance, and that Onyx's Ghosts are about supporting a cast of characters, not video game heroes. Suggesting a less positive view of the book were publications like Subnova.com, which blasted the novel as much worse than Halo: First Strike, presenting characters the reader didn't care about and using too much jargon. The reviewer said it was a good book. Honest. It just doesn't measure up to the standard set by other books in the series. In response to complaints about typographical errors, Nylund replied that a reprint of the book would appear, fixing these problems. Ghosts of Onyx debuted as a bestseller by The New York Times, remaining on the list for eleven weeks. 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