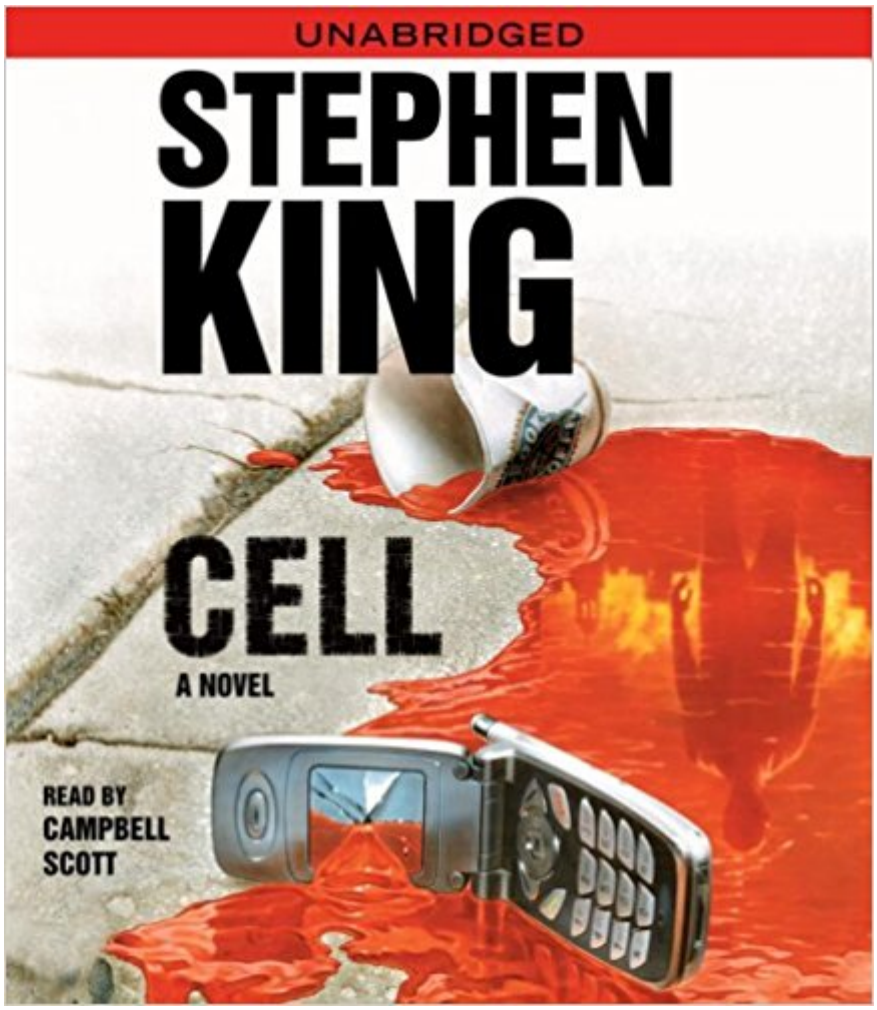
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Cell



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Synopsis

There’s a reason cell rhymes with hell. On October 1st, God is in His heaven, the stock market stands at 10,140, most of the planes are on time, and Clayton Riddell, an artist from Maine, is almost bouncing up Boylston Street in Boston. He’s just landed a comic book deal that might finally enable him to support his family by making art instead of teaching it. He’s already picked up a gift for his long-suffering wife, and he knows just what he’ll get for his boy Johnny. Why not a little treat for himself? Clay’s feeling good about the future. That changes in a hurry. The cause of the devastation is a phenomenon that will come to be known as The Pulse, and the delivery method is a cell phone. Everyone’s cell phone. Clay and the few desperate survivors who join him suddenly find themselves in the pitch-black night of civilization’s darkest age, surrounded by chaos, carnage, and a human horde that has been reduced to its basest nature...and then begins to evolve. There are one hundred and ninety-three million cell phones in the United States alone. Who doesn’t have one? Stephen King’s utterly gripping, gory, and fascinating novel doesn’t just ask the question "Can you hear me now?" It answers it with a vengeance.

Book Information

Audio CD: 12 pages

Publisher: Simon & Schuster Audio; Unabridged edition (January 24, 2006)

Language: English

ISBN-10: 0743554337

ISBN-13: 978-0743554336

Product Dimensions: 5.8 x 5.7 x 1.2 inches

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

Average Customer Review: 4.0 out of 5 stars 1,505 customer reviews

Best Sellers Rank: #1,281,729 in Books (See Top 100 in Books) #55 inÃ Â Books > Books on CD > Authors, A-Z > (K) > King, Stephen #163 inÃ Â Books > Books on CD > Horror #2272 inÃ Â Books > Books on CD > Literature & Fiction > Unabridged

Customer Reviews

Witness Stephen King’s triumphant, blood-spattered return to the genre that made him famous. Cell, the king of horror’s homage to zombie films (the book is dedicated in part to George A. Romero) is his goriest, most horrific novel in years, not to mention the most intensely paced. Casting aside his love of elaborate character and town histories and penchant for delayed gratification, King yanks readers off their feet within the first few pages; dragging them into the fray and offering no chance

catch their breath until the very last page. In Cell King taps into readers fears of technological warfare and terrorism. Mobile phones deliver the apocalypse to millions of unsuspecting humans by wiping their brains of any humanity, leaving only aggressive and destructive impulses behind. Those without cell phones, like illustrator Clayton Riddell and his small band of "normies," must fight for survival, and their journey to find Clayton’s estranged wife and young son rockets the book toward resolution. Fans that have followed King from the beginning will recognize and appreciate Cell as a departure--King’s writing has not been so pure of heart and free of hang-ups in years (wrapping up his phenomenal Dark Tower series and receiving a medal from the National Book Foundation doesn’t hurt either). "Retirement" clearly suits King, and lucky for us, having nothing left to prove frees him up to write frenzied, juiced-up horror-thrillers like Cell. --Daphne Durham --This text refers to an out of print or unavailable edition of this title.

Starred Review. It’s probably a good idea not to use your cell phone while you listen to Scott’s beautifully understated reading of terrormeister King’s latest take on technology run amok: you might just toss it down the nearest storm drain. The excellent film actor (who catches the power of his late father George C. Scott’s voice but smooths off the rough edges) adds an important elementÃ¢â ¬â •quiet believabilityÃ¢â ¬â •to King’s bloody, occasionally over-the-top story of a short but lethal electronic signal that seriously damages everyone in the world using a cell phone at that moment. The Pulse, as it comes to be known, turns idle chatterers into weirdly rewired killing machines. Scott makes the lead characterÃ¢â ¬â •a comic book artist from Maine (where else?) named Clayton Riddell, who is in Boston with his phone off and in his pocketÃ¢â ¬â •a touching and surprisingly tough survivor, much like the nonpods in Invasion of the Body Snatchers. He also resists the temptation to make the "phoners" (those affected by the Pulse) sound unusually strange or dangerousÃ¢â ¬â •until their real motives become obvious. Simultaneous release with the Scribner hardcover (Reviews, Jan. 2). (Jan.) Copyright Ã Â© Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

Stephen King is one of my all time favorite authors and I was really excited that he was going to try his hand at the Zombie genre. The idea and concept was good, yet the final outcome was very disappointing. If your are a true diehard zombie apocalypse fan, you will be highly and severely disappointed. I was really hoping that Cell was going to be a mixture of the Stand and the Walking Dead, but I was wrong. A gave this book two stars because I was still compelled to find out how it would end. Great pulse pumping start, yet followed by a slow development. You be the judge.

SPOILERS BEWARE!A twist on a tired tale. Basically a more modern approach to zombie apocalypse / infection, through cell phones. If you're okay with that and the fact you aren't going to get much more explanation than, then give it a whirl. Fairly well written, paced, likeable characters for the most part, and interesting enough. If you can't get passed a cliff hanger ending though, don't even bother, cause you won't get neat and tidy. Overall, well told story that held me through its entirety. And as for cliff hangers, it's one of the better bets, seeing as the rest of the story is good enough. Interested to see the screen adaption when released. Marked improvement over Dr. Sleep in my opinion. Sorry Steven, but meant as compliment.

I found the application of Stephen King's prodigious writing talents to the zombie genre to be very interesting intellectually, and for the most part well-executed. Some may quibble with the choices made by some of the characters along the way, but I was gripped by the premise -- a pulse that "reboots" everyone on a cell phone and wipes clean their "hard drives" -- and driven by the fast-moving storyline.With the usual Boston and Maine locations, except filled with flesh-eating zombies, King proves with Cell that he's a pretty darn good writer no matter what genre he happens to find himself in.

I am absolutely not a fan of books that stop short. I know that Stephen King likes to leave his stories open ended, but quite frankly, if I wanted to use my imagination, I wouldn't need the book in the first place. I could just sit quietly and imagine a story, start to finish. With this book, there are too many unanswered questions at the end. I think it was mostly a page turner because the premise was exciting and it had the feel of a "whodunit" story. Unfortunately, we never find out who-dun-it or why or anything else for that matter.Spoiler:Cell phones emit a strange something or another that turns people into lunatics (maybe) or just erases their humanity (perhaps). The main characters are on a quest to find a child that may or may not have been hit by this whatever. During the course of their travels, they run into people afflicted by the phone event. These people are evolving (again...maybe) or were hit by a variation of the message/alien broadcast/terrorist attack/computer virus. In the end, and here's the BIG REVEAL....they find the kid. Thank goodness that question was answered for me. I didn't care about what caused this apocalyptic event, how it could have been caused, whether or not it was mutating and causing only partial crazy, whether or not it was temporary and the main characters were actually rampaging murderers or any of that stuff. I particularly didn't care if the phone people ever explained to the "normies" what was going on. I'm just glad that they found little

Billy or whatever his name was. Thus, we don't find out why it happened, what caused it, whether or not there was a solution, what the scale of the damage was, who survives, or where they end up, which are all generally things I look for in end-of-the-world stories. (I should add that some of these questions that I had were "answered" by a 12 year old who was theorizing, though no definitive answers were ever given).All in all, the book reads like a movie synopsis. "In a world where nearly everyone goes crazy after using their cell phones, it's up to a handful of old school land line users to stay alive long enough to rescue little Billy. The end".

Total blood fest. Very creative imagery and action scenes. Similiar to Simon Clark's 'Blood Crazy' in how a certain category of people transform almost instantaneously from average joes to insane killers and than form a sort of collective consciousness. Key difference is that instead of the adult population subjected to the transformation in Clark's novel, King imagines up a world in which all cell phone users go berserk. Also, cell zombies eventually develop telepathic capaabilities and it starts to get complicated there. Not to spoil anything, but suspense keeps going from start to and beyond the ending. Definitely recommend it to anyone even remotely interested in getting some modern day thrills and chills.

I didn't think that I could read this book all the way to the end. I have to much imagination and sometimes I can scare myself by saying "boo!" :) I am so glad I finished this novel. It had nail biting suspense that you will never get from watching a movie. I like my stories longer than a two hour movie time. I like to imagine characters for days. Hoping the best for them and their plight. The ending made me exclaim out loud, "WHAT!" then laugh.... liking the ending even more. Thanks SK

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