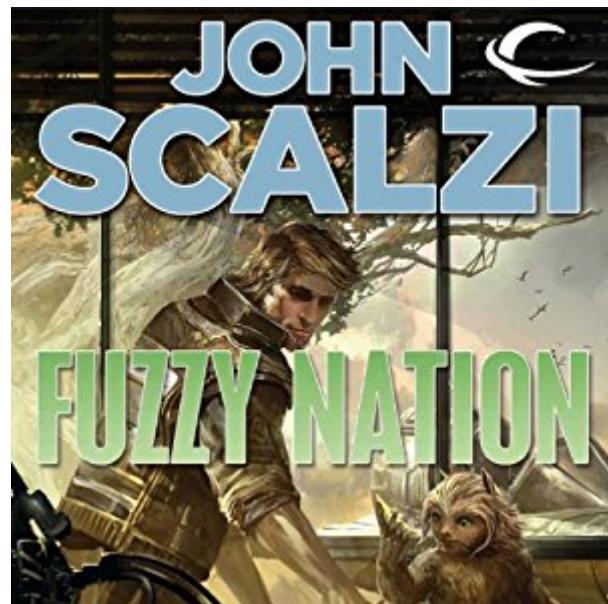


The book was found

Fuzzy Nation



Synopsis

In John Scalzi's re-imagining of H. Beam Piper's 1962 sci-fi classic Little Fuzzy, written with the full cooperation of the Piper Estate, Jack Holloway works alone for reasons he doesn't care to talk about. On the distant planet Zarathustra, Jack is content as an independent contractor for ZaraCorp, prospecting and surveying at his own pace. As for his past, that's not up for discussion. Then, in the wake of an accidental cliff collapse, Jack discovers a seam of unimaginably valuable jewels, to which he manages to lay legal claim just as ZaraCorp is cancelling their contract with him for his part in causing the collapse. Briefly in the catbird seat, legally speaking, Jack pressures ZaraCorp into recognizing his claim, and cuts them in as partners to help extract the wealth. But there's another wrinkle to ZaraCorp's relationship with the planet Zarathustra. Their entire legal right to exploit the verdant Earth-like planet, the basis of the wealth they derive from extracting its resources, is based on being able to certify to the authorities on Earth that Zarathustra is home to no sentient species. Then a small furry biped - trusting, appealing, and ridiculously cute - shows up at Jack's outback home. Followed by its family. As it dawns on Jack that despite their stature, these are people, he begins to suspect that ZaraCorp's claim to a planet's worth of wealth is very flimsy indeed and that ZaraCorp may stop at nothing to eliminate the fuzzys before their existence becomes more widely known.

Book Information

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Customer Reviews

Scalvi is a gifted author well deserving all the accolades he has collected. This novel, Fuzzy

Nation, has it all: knowable characteristics, a plot full of twists and turns, an all-to-human main character, self-interested, irreverent, and too smart for his own, or anybody else's. It concludes with a very satisfying, unexpected, and conclusive ending. No loose ends remaining untied. I like that.

I have not read Piper's original stories. I found this book to be entertaining. For me it was a bit mechanical, like watching a chess match, or the derivation of the solution to a logic problem, which doesn't bother me.

Had a hard time putting this book down! The story is fast paced and the main character is interesting. Lots of great twists as this smart guy plans and reacts to events. I would highly recommend this book for anyone who likes to immerse in quick reads, fantasy, and sci fi.

Three hundred page Fuzzy Nation is a fast paced tale about Bruce Holloway, an ethically challenged prospector on a planet that may or may not be home to one of the few sentient beings encountered by mankind. Holloway is a disbarred lawyer who called his girlfriend a liar in court to save his own ass. A disbarred lawyer? Lied about his now former girlfriend? Did I say Holloway is ethically challenged? Holloway is wrangling with Zaracorp over the ownership of a sunstone discovery. If he wins, he'll be richer than Bill Gates. Then he meets his first Fuzzy. Per law if the Fuzzies are sentient, then it's their planet, including the sunstones. Are they sentient? And even if they are, is Holloway willing to give up billions for some little furballs? What is Holloway going to do? Fuzzy Nation is a fast, humorous read with a libertarian flare, which reminds me of some of Heinlein's novellas.

I really enjoy John Scalzi's work, partly because of his ability to create interesting, believable universes and realities and partly because he always manages to write a sci-fi story about real people, with real world, relatable issues and lives. This book is no different. It moves fast, and pulls you in, and it does a pretty good job of tying in bits and pieces as it goes along. That being said, I felt there was some sacrifice as far as developing most of the supporting characters. The author seemed to rely on tried-and-true familiar types to tell the story, like the bully, the ultra rich, out of touch snobbish executive, the good hearted, hands-tied-by-regulation manager, etc, instead of actually developing stand-alone, interesting supporting cast. It worked ok here because the book really reads fast and stays on the surface of the story most of the time, but for me, personally, it was missing. That being said, great little story told in an interesting, flowing way!

. i enjoyed listening to this book went i am busy. I read "old mans war" which was very good. So far this is good but i have not finished it yet.

Unlike many others here, I've never read the original Fuzzy novel by Piper but I sure sense a good deal of outrage here among those who have. In my case, I'm a bit outraged at thinking I was buying an adult book but instead finding it's pitched to an audience I envision being 12 year olds in the 1950's or the 'golden' age of science fiction when giants such as Asimov and Heinlein roamed the earth. It has been slightly updated, I suppose, by including air bags in a hovercraft and the hero having an iPad sort of device. I suppose these, as well as some other modern devices, were missing from the original. The few novels from that time, as well as time before, that I've read have almost (not all) struck me as puerile. Here we have a replay of this as we see the world through the eyes of the narrator and protagonist. Each view is laughably simplistic as are the situations and their resolutions. I can't discuss this further without some minor spoilers so proceed at your own peril from here to the end of this short review. The protagonist is presented as our standard space opera asteroid sort of mineral explorer - disdainful of authority and loose of responsibility. Within what seems the first thirty pages of this book, he discovers a huge treasure and then a new alien species. Although the species is utterly unknown to the other humans on this rather heavily explored planet, he regards the encounter casually 'taming' the find within a few minutes using a technique which would work over weeks on a earthly alley cat. Well, it moved the plot along. Then he fights with the corporate baddies who are portrayed, again, in a laughable one dimensional manner. Just as the left wing sorts of old time science fiction portrayed those who actually get work done as dimwitted overly greedy fools, so does this book. Thus we're told that those who can build and run huge companies are idiotic penny pinching morons. Really? Well, if you take joy in thinking those who run, say, IBM or other large companies, are miserly blockheads while those who can't get work there are hip high thinkers, you'll get a charge out of this book. To give you a further idea how silly and simplistic this one is, at one point, for no good reason at all, the corporate baddies try to kill the hero by sabotaging his hovercraft. Luckily as is the case with all the books of this nature, this boy's craft just happens to have just the item needed to MacGyver up a way to preserve his life. After the failed attempt, the idiot 'hero', supposedly a lawyer, acts just as a rather un-reflective 12 year old boy would - he beards the corporate security goon in his lair, sucker punches him, makes a speech and then turns his back and strolls away. To my utter disgust the 'of course' occurs. The goon gets up from being punched, and conks our hero out cold and then spirits him away to imprisonment or

perhaps a nasty finale. I'm at this point now and am unsure if I want to read further. There is the ex girlfriend with who the hero bickers in a way that I'm sure 12 year old boys think adult ex lovers bicker and on and on. Scalzi is one of my favorite authors who is able to combine a feel for old time science fiction with some feeling and depth. Here he has the old time down pat but the feeling is all missing. Callow, jejune and therefore ultimately a huge bore - that's what we have here unless you are looking for Volume 987 of Tom Swift Conquers Neptune in which case buy this book because it's right up your alley.

quirky and fun. Love the characters. Made me think.

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