

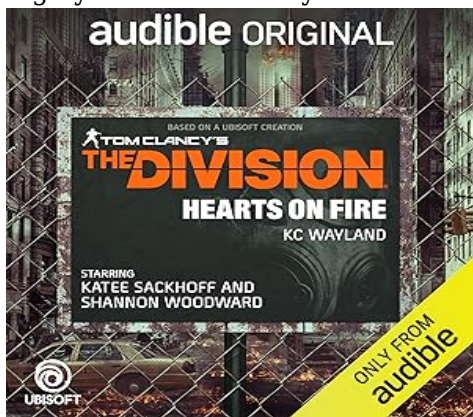
Tom Clancy's The Division: Hearts on Fire By K.C. Wayland Wayland - Tom Clancy's The Division Hearts on Fire Based on the 'hit' Ubisoft game of the same name...says it all...Absolute tosh...will need a good book to wash this rubbish out of my head Stunned that Clancy would allow his name to be attached to this drivel Read just like a cheap Sinclair Spectrum game from the 1980s...never mind a 'hit' game No discernibly interesting characters...don't even bother reading this review...am wasting my time writing it and your time reading it. Apparently you can get it free from Audible...I'd rather listen to white noise...NEXT !!! Tom Clancy's The Division: Hearts on Fire I don't usually listen to a full cast audiobook with special effects etc because it's like listening to a movie and just dialogs.

Which is ok. I appreciated the first game a lot but you never got to see what it was like behind the scenes before being an agent so this personalised it a bit more and I appreciated it for that Tom Clancy's The Division: Hearts on Fire This was an excellent audio production but I wish it had been longer. I don't want to denigrate the voice actors skill in this production but all of the extra add in effects made this story more of a gameplay walkthrough minus graphics for me. Once she is an agent Mel has to go on mission to track down a group called the cleaners who are extremist and want to get rid of the virus by burning down all the victims alive and their locals. It is a tough audio to get through because of the great cast and sound effects it sounded very real and maybe a bit close to what we are living through with the Covid virus. And while this is still the case with the game Hearts on Fire gives us the opportunity to see inside the Cleaners: who they were before the outbreak and how they came to be. 4 - But the culmination of all of these insights gives us a glimpse of an answer to what is perhaps the biggest questions in all of The Division: what happened to the first wave? Of course we don't get an ultimate answer but we get to see the mass confusion and hysteria that the first wave was up against. I can only hope that the cinematic experience of Hearts on Fire helps green-light the movie that's been in development hell (see blog post: The Abnormal Potential of The Division Movie). She must not only face a deadly virus a domestic terrorist group known as the cleaners but a screwed up family wrinkle all the while trying to stay alive to see her husband and child again. Tom Clancy's The Division: Hearts on Fire I appreciated this audiobook more than I thought I would it's a production not just a narrator you can hear various sound effects a plethora of voices it really is well done. In terms of story it's about the initiation of a Division agent from their job as a first responder to being a fully trained agent on the field in quarantined New York mid pandemic and then encountering the 'Cleaners' - a group of sanitation workers that think the only way to destroy the virus is with fire so these two things combined seemed perfect to me. I just wish it had been longer so that we would have gotten more background on the main characters and the pandemic itself and of course more time with Starbuck I mean Melanie Hoskins the main character,

Way too many cliché military platitudes scattered throughout. Not every vet is a PTSD case and the jargon was overblown. Tom Clancy's The Division: Hearts on Fire Book 93 - K, I would say you don't need to have played the game but the lack of description would make it easier to understand the depth of the story if you have played the game: The description we do get is in dialog which is very brief, So I think most who haven't liked this audiobook haven't played the game and understood the story to its fullest, Tom Clancy's The Division: Hearts on Fire I really enjoyed this story. I'm a massive fan of The Division games (700+hrs playtime) so to hear a story that focuses on something not seen in the games was great, The actors really bring these characters to life and the drama is fantastic. The story is entertaining.

Setting people and neighbourhoods alight in the name of saving everyone, I love The Division games and even in 2022 I still play them. I find it funny that The Division 2 got me through all the anxiety of the covid pandemic in 2020: To be fair I had no hopes either way to begin with; I read this because of the Tom Clancy name stuck beside it, But there's little else I can say about this as a good "book" in the traditional sense, Excellent! Tom Clancy's The Division: Hearts on Fire A very interesting

story about a pandemic in New York of a virus, a smallpox variant that is spreading, Mel Hoskins is a paramedic that gets recruited by the division, a government agency that is to serve in times of crisis. But it was a great one! Tom Clancy's *The Division: Hearts on Fire* is definitely for those interested in learning more about the lore of *The Division*. It offers glimpses of answers to a lot of questions raised in the games: We get to see a side of *The Division* that we've never seen before, a look at their recruiting requirements and their training process. It becomes clear that agents are not just military, they're specialists, uniquely adept at one specific skill-set but then trained in combat. There are so many video games where I wish there was a mission or two or maybe DLC that give you the opportunity to see things from the villain's point of view. Not so much answering a question as much as confirming what we already knew but just haven't seen before. In an example of how much *The Division* does and would mirror reality, we get to see the conspiracy theorists in action. The ones who blame the government for everything and go on to form the many rogue factions. Lastly, I have to at least mention the performances, and of course they're top notch. Katie Sackhoff and company do a perfect job of conveying the story and events in a comprehensive way, especially considering it's 100% dialogue with no narration between. But I'm biased as a huge fan of Graphic Audio, I love audiobooks in this format. Tom Clancy's *The Division: Hearts on Fire* was an Audible original production audiobook with multiple narration actors. The story is about a virus and how New York circles to a dystopian environment and the government's reaction. *The Division* is a group of highly trained individuals who have skills not just in military action, but in point-of-view, our main protagonist, recruited by an agent of *The Division*, a FDNY paramedic undergoes military training in order to be ready for disasters around the globe. But unfortunately, the disaster is not only 4 months after she finishes her training but in her own back streets. Overall, this was a good radio play type listen, but unfortunately, the characters were only superficially developed due to the length of the book. The environment and the overall theme of the book was interesting, especially now in the midst of COVID-19 pandemic. Tom Clancy's *The Division: Hearts on Fire* Meh, not that great but not bad. The production was perfect, the performances were top notch, and having some of the game sound effects made it even better. I highly recommend it if you're a fan of *The Division* games. Tom Clancy's *The Division: Hearts on Fire*



Tom Clancy's *The Division: Hearts on Fire*.

.C. But I love descriptions etc. But I took this as an in-between book. I played this game and loved it a lot. I'm also a big Katee Sackhoff (a.k.a. Starbuck from *Battlestar Galactica*) fan.

Oof. Additionally sad at times and generally really well done. 1 - A look behind the scenes. 2 - A different perspective. 3 - The conspiracy theorists. either