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Metro 2033



Synopsis

The year is 2033. The world has been reduced to rubble. Humanity is nearly extinct and the half-destroyed cities have become uninhabitable through radiation. Beyond their boundaries, they say, lie endless burned-out deserts and the remains of splintered forests. Survivors still remember the past greatness of humankind, but the last remains of civilisation have already become a distant memory. Man has handed over stewardship of the Earth to new life-forms. Mutated by radiation, they are better adapted to the new world. A few score thousand survivors live on, not knowing whether they are the only ones left on Earth, living in the Moscow Metro - the biggest air-raid shelter ever built. Stations have become mini-statelets, their people uniting around ideas, religions, water-filters, or the need to repulse enemy incursion. VDNKh is the northernmost inhabited station on its line, one of the Metro's best stations and secure. But a new and terrible threat has appeared. Artyom, a young man living in VDNKh, is given the task of penetrating to the heart of the Metro to alert everyone to the danger and to get help. He holds the future of his station in his hands, the whole Metro - and maybe the whole of humanity.

Book Information

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Customer Reviews

This book was a pleasant surprise, I knew that the game and book were critically acclaimed but never really knew why. With this president and the renewed interest in all things Russian I picked this one up, and was not disappointed. Now I want to see the metro stations of Moscow with my own eyes. Time to get the sequel, metro 2034!

This is a book translated from Russian. They did a good job. I became interested in the author because of his political viewpoint. It helped to look at a Moscow subway map to understand where they were traveling, and how to get there.

I first discovered Dmitry Glukhovsky's METRO series through a video game play on youtube. My son, knowing my love for all things apocalyptic, showed me Let's Play Metro Last Light - Part 1 - In The Beginning by Christopher Odd. I loved the first video and decided to look into the game. The game was based on a series of novels by Dmitry Glukhovsky. The first two novels were available in English and had audio book versions. The novella which links the first and second book is available in English but has no audio book version. Absolutely no debate on purchasing the audio books. The universe METRO builds begins in our world. The cold war is over. The USSR is a thing of the past although its shadow lingers over modern day Russia. The main character, Artyom, is a young adult. He was born before the event but only has very few and fragmented memories of it. On the day of the event, he and his mother were visiting a park close to a metro station. That is why they survived. The metro stations could be sealed to stop contaminants from coming in (the metro was designed and built during the USSR period). Artyom and his mother make it into the metro and past the doors before they are sealed. The metro develops into a new society. As time goes on, the different lines or branches develop different political ideologies. Some stations are more desirable than others, some have more resources, some have ways to grow food underground, some have access to uncontaminated water. Before long treaties are made, broken and fighting begins. The metro is no longer one system but a collection of city states that are connected by dark tunnels. What is in the tunnels is the mystery that lies at the heart of the METRO 2033 book. Traveling even a few hundred meters into the tunnels can be dangerous. Some of the dangers are defined; hordes of rats, mutated life forms that got into the tunnels from above, marauding humans who prey on their own kind. Some of the dangers are undefined. People, groups of people and caravans, even armed ones disappear without a trace, without a sound and no sign of struggles. The tunnel dwellers have dubbed the cause of these disappearances as the "Dark Ones". The website [...] has a virtual tour of all the stations mentioned in the book. It is a wonderful way to connect the descriptions of severely damaged places with what they looked like in reality. Since the story begins in our reality, the photos are showing the reality of the Metro universe before the nuclear event. METRO 2033 is the quest Artyom undertakes to save the entire Metro system. He is tasked

with this by a mysterious man who is only referred to as "Hunter". There is a time element to the quest. As in life in 2016, life in post-apocalypse 2033 does not go as planned. Artyom tours, sometimes unwillingly, many of the various city-states that make up the Metro. It is a fascinating trip. The characters are real. The various ideologies of the city-states are believable. The unknowns in the dark tunnels ratchet up the suspense to terrifying levels. By the end of the book, I was deeply impressed by the world the author created and how much I came to care about the characters in it. METRO 2033: The Gospel According to Artyom is a bridge to METRO 2034. It is only twenty-seven pages but well worth the \$2.99 price. Artyom illustrates the consequences of the events that ended METRO 2033. But this short piece also gives significant background into his life before and during the apocalyptic event. It really is worth the price. METRO 2034 begins not long after the end of METRO 2033. The main characters are the "Hunter" from the first book, a man called Homer who believes it is his vocation to write a history and chronicle of the Metro, and a teenage girl named Sasha who has been recently orphaned. Sasha's father used to be one of the dictators of a Metro city-state until he and the girl were banished to an area that had little to no hope of survival. They did survive. Her father managed to live long enough for her to mature and learn to defend herself before his death. Hunter, Homer and Sasha come together in a collision of missions, Sasha's to survive, Hunter and Homer to find out what happened to a station that no longer broadcasts or sends runners with news. Artyom does not have a large part in this story. He does not make an appearance until Chapter 10. Yet everything that is happening is a consequence of his actions in METRO 2033. The threat this time is not the Dark Ones. It is something much worse and something almost impossible to stop. As with the first book, the characters are fantastic and I grew to care about them. The action is non-stop. The audiobooks of METRO 2033 and METRO 2034 are narrated by Rupert Degas. He is fantastic. His accent for the Russian speakers is marvelous. When simply narrating, not the dialogue, he has a very clear voice with an English accent. His female voices are very well done. I have since added several of his titles to my wish list. The last book in the series METRO 2035 has not been released in English yet. I wonder if a social media campaign of begging to the author could help facilitate that happening.

This was a very meaty read. Took awhile to finish. Well done, although the translation left me rereading several passages in order to follow the author's intentions. I would have liked to read more about conditions on the surface. Being a fan of the game I enjoyed the book.

This is probably one of the most unique books I've read in a long time. An excellent post-nuclear apocalyptic setting based around the world that formed in the Russian metro after civilization is destroyed (for those that don't know, we have duck and cover while the Russians have run-like-hell-to-the-subway-within-20mins-or-your-screwed). The story and setting are very dark and bleak, the element of the dreadful unknown is perfectly done throughout the book. The characters are interesting and unique and the different groups are well done. When reading the book I could really feel and get into the claustrophobic setting and dismal atmosphere of the book, something I can not say very often. This is one of my favorite sci-fi/horror/post-apocalyptic books of all time. I liked it so much I bought the video game (I'm not much of a gamer either). Despite a packed and oft done genre, Metro manages to be an incredibly unique take with a well done and engaging plot. That said, it is a very dark Russian novel with a reoccurring theme of the inhumanity of man after the break down of civil order, is often nihilistic and hopeless so those sensitive to such things or who need some shred of optimism or hope in their post-apocalypse stories beware. Also, important to note is that it's not an action packed book. The book was certainly thrilling to me but the story is built largely around character interactions and dialogue which can be dense in a few places. There are plenty of heavily armed characters and battles, especially towards the end of the book but it isn't the intense fast-paced conflict fans of the video game might be looking for. Only four stars because of the translation. It is replete with grammatical errors (and I'm not being nit picky here, it is very noticeable). It's nothing as bad as a bad Chinese martial arts film subtitled translation, but frequently there are sentences that are clumsy and occasionally ones that require a careful reading to discern what they're trying to say. In my reading it was only a mild problem, every now and then I'd have to read over a sentence again or laugh to myself at the error. However, I lent it to a friend who couldn't get past the first few chapter because of the error laden dialogue.

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