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Deus Ex: Black Light (Deus Ex: Mankind Divided Prequel)



Synopsis

ILLUMINATE THE SHADOWS The year is 2029, and the shining promise of a new age of human augmentation is in ruins in the wake of the devastating “Aug Incident” a horrific catastrophe triggered by a cabal of shadowy power brokers, where millions of cybernetically-enhanced people suffered a forced psychotic break. Awakening in the aftermath of a changed world, with gaps in his memories and suspicion on all sides, augmented ex-cop and former security operative Adam Jensen struggles to piece his life back together, in a new reality where “Augs” have become the targets of hatred, fear and violent discrimination. Now the dark forces behind the Incident are gathering once again, reaching out to manipulate the course of global events through terror and intimidation. To find the answers that he seeks and the people who destroyed everything he knew, Jensen must return to the ashes of the past, reconnect with old allies, and risk all to expose a deadly conspiracy but in a world shattered by secrets, can the truth be brought into the light? A brand-new official Deus Ex novel, bridging events between Deus Ex: Human Revolution and the brand-new game Deus Ex: Mankind Divided.

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Customer Reviews

For a decade-and-a-half I've been a fan of the Deus Ex series of games. James Swallow did an excellent job bringing the game to paper. He captured the essence of the Deus Ex world and brought the imagery that made Human Revolution unique along with it. I am very impressed.

This novel bridges the two Deus Ex games, Human Revolution and Mankind Divided. The story begins sometime after the ending of Human Revolution and begins with Adam Jensen waking from a coma in a strange facility. From there the story eventually travels to the setting of the first game, Detroit, and reintroduces some familiar characters like Frank Pritchard. The story moves quickly and is well told. Being that the book is meant as a prologue to the new game it raises more questions than it answers. While it isn't required reading for the game it will give you a lot of useful background information. Many of the characters in the game are first introduced here in the book so it's nice to be familiar with them when they make an appearance.

The never-ending reach of the illuminati fuels Adam Jensen's need for answers, again, but this time it seems our hero is out for blood and hopefully closure, after seeing first-hand how the illuminati's agenda and lust for power destroys everything and everyone that stands in their path... I'm an old-time Deus-Ex fan, and as a habit like to read the novels before I play the game. Our protagonist needs to face his task this time with empty-pockets, but thanks to his "Nuclear-snake" hacker-buddy (not!) and his street smart wits he may be able to pull it out. What I liked about this book was the opportunity to look into the world of a couple of illuminati characters, their personality and how they see the world. I won't elaborate too much as I don't want to spoil the story, however my favorite part in the book was "something going-on with the likes of Mr Ben Saxon and Anna Kelso". Last time I heard about them they were chilling somewhere down in Costa Rica (I didn't play "Deus Ex: The Fall" but know that both characters and a lady named Alex Vega (a character present also in Black Light) had an important part in that story plot somewhere in Panama city.) and it seems we may hear some more from them. I got the Kindle edition, it is a fast read. It would be interesting if they could keep some more of this novels coming out, but we all know what kind of world we get after the events of the first game back in early 2000's... like they say, "it is not the end of the world, but you can see it from here..."

A pleasant surprise. I think licensed video game books are generally terrible, so I was pretty surprised and happy to find that this one was actually really good. The author was also a writer on

Human Revolution and Mankind Divided and that definitely shows, he clearly has the characters and the atmosphere down perfectly, which makes a big difference. A big problem with licensed novels is that they often feel like they were written by someone who never played the games or doesn't understand the world they're writing in, but that's absolutely not the case here. This book also fills in a lot of interesting backstory to Mankind Divided, which I just finished, so it's interesting to read about several of the events that were referenced in the game. Alternatively, if you haven't played either game then you probably won't really enjoy this book at all, just because it does so heavily reference material found in the stories of the games. But if you have, and if you enjoy the lore of this series the way I do, I would definitely check this book out.

Fans of the series will love this book especially since it adds some missing information between Human Revolution and Mankind Divided. Familiar characters make numerous appearances with Adam Jensen taking the main spot with some additional dark characters in the background controlling events. Without giving anything away, the book strikes a nice balance between events of the game and helping to throw the reader into the well-developed work of Deus Ex. People who haven't played the games before or aren't interested in the world will feel quite helplessly lost and not-interested.

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