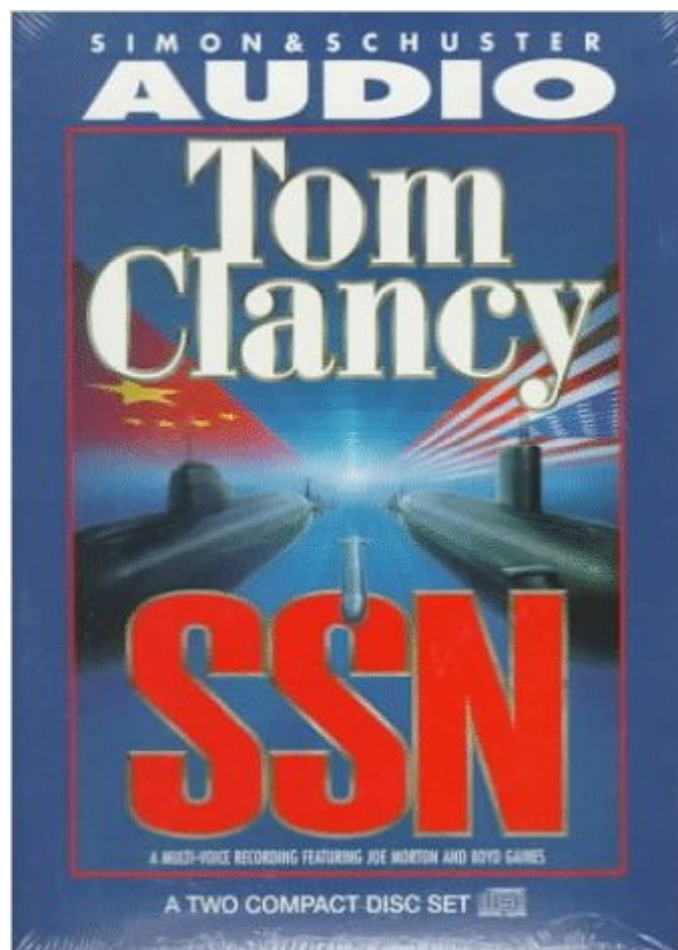


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Tom Clancy SSN



Synopsis

The "forgotten Clancy novel," SSN is a complete submarine warfare novel with maps, photos, and a special interview with Tom Clancy and former submarine commander Doug Littlejohns --This text refers to an out of print or unavailable edition of this title.

Book Information

Audio CD

Publisher: Simon & Schuster Audio (December 1, 1996)

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Product Dimensions: 5 x 0.6 x 7 inches

Shipping Weight: 4.8 ounces

Average Customer Review: 2.4 out of 5 stars [See all reviews](#) (236 customer reviews)

Best Sellers Rank: #3,500,172 in Books (See Top 100 in Books) #65 in [Books > Books on CD >](#)

[Authors, A-Z > \(C \) > Clancy, Tom](#) #7294 in [Books > Books on CD > General](#) #13079

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Customer Reviews

At least, it's not a typical Clancy book. Prospective purchasers should know that this is a "novelization" of the Tom Clancy: SSN computer game. As a book, it falls somewhere between his imaginative and intricate fictional works, such as *Hunt for Red October* and *Rainbow Six*, and his non-fictional studies of various military units. I love both, but SSN does not measure up to either type of previous work. As a novel, it dispenses with characterization altogether, and the plot, such as it is, is merely a recitation of battle after battle, with very little depth or complexity. (Lack of "depth" in a submarine novel -- now that takes talent!) The book fares better as a study of submarine operations, and yet it still falls short of Clancy's capabilities. Even the author's fictional works do a better job of explaining procedures and terms. By the 200th time you read "Make tubes 1 and 2 ready in all respects, including opening the outer doors," you'll wish this book were being shot out with the torpedos. In short, the book reads like a video game -- one that you're watching someone else play. If you want the involvement, if you want to be caught up in the action, then skip the book and buy the actual game.

I like Tom Clancy but this is not him. Even in the listing it doesn't show it but the fine print at the

bottom of the cover says "Created by Tom Clancy and Martin Greenberg". Either Clancy is cranking books out too fast or he's selling his name. One chapter might as well be a cut and paste of the previous. I've read two books now that were "co-authored" by Clancy and neither was worth a damn. I will never buy another one.

This was one of the worst books I have ever read. I think that about sums it up. No character development whatsoever. Even a tiny glimpse into the personality of the faceless enemy would have been welcomed. While I am sure that American submarines are the finest made and manned, I find it implausible that each and every enemy vessel, faced by Cheyenne, was manned by an incompetent crew and led by an equally incompetent captain. If this was intended as a users guide for the computer game, then I was either mistaken or misled when I purchased this book.

Storyline...Cheyenne sails, Cheyenne kills multiple enemy vessels, Cheyenne re-arms, Cheyenne sails, Cheyenne kills multiple enemy vessels, Cheyenne re-arms...you get the idea. It's hard to believe that the same author that brought us "Hunt for Red October" had a hand in "crafting" this mess.

If you like wrestling, Rambo or Superman, you'll like this one. It is Superman in a Submarine. He knows all, conquers all obstacles. The outcome is never in doubt. Repetitious, duplicative, predictable.

What's not to love about Tom Clancy? Since this book was based on a game, it's a bit different than Mr. Clancy's usual works. As a roleplaying Game Mistress who runs a reality based RPG, I personally used it as resource material for the daily running of a sub. Great book, and there are some interesting photos in the middle.

Believe me, I am a Clancy fan and have most of his books, including ALL the early ones from Red October up to Executive Orders. The cover makes you believe this is another in a series of excellent Clancy novels; IT IS NOT! This book reads like a strategy guide for the CD game that apparently exists by the same name. Actually, I have read better strategy guides. It is BORING BORING BORING. Shame on the publishers for the packaging. They should be sued. Like one of the earlier reviews said: every chapter is a repetition of the same thing: Cheyenne detects sub; Cheyenne sinks sub; Cheyenne is never in any real danger. No tension. I actually fell asleep several times, I am about halfway through and wondering if I should bother finishing it. If you have played submarine

sims like Jane's excellent (but 5-year old) 688 there is perhaps some value to this book, but only if you're not very good at it. Otherwise, forget it. And Mr. Clancy, you have been downgraded from an "automatic buy" to "let's leaf through the first few pages before buying" for having lent your name to this effort.

I mean there are a million of the good girl meets bad boy and shes the only one that sees his redeeming qualities kind of bookSSN is not the typical Clancy fare but it certainly was a light and easy going read. Unfortunately like in real life on SSN's ther is little margin for errors or damage reports since you are either in top fighting condition in the sub or dead. Not too many subs are found limping into to port or like bombers after a mission making crash landings at home with thousands of bullet holes in the wings. Nope, subs are not forgiving there is generally only one landing when something goes wrong and usually it's like a few thou fathoms downThe action may be reptitive in the book because it deals with a hunter killer sub and thats what happens in the whole book ... it's hunter killer.If you are looking for a Red october kind of book then don't buy, but if you are looking for a little boy Sunday afternoon with nothing to do kind os book, you'll enjoy itIt's like watching the Discover channel on nuke sub tactics I LOVED IT!

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