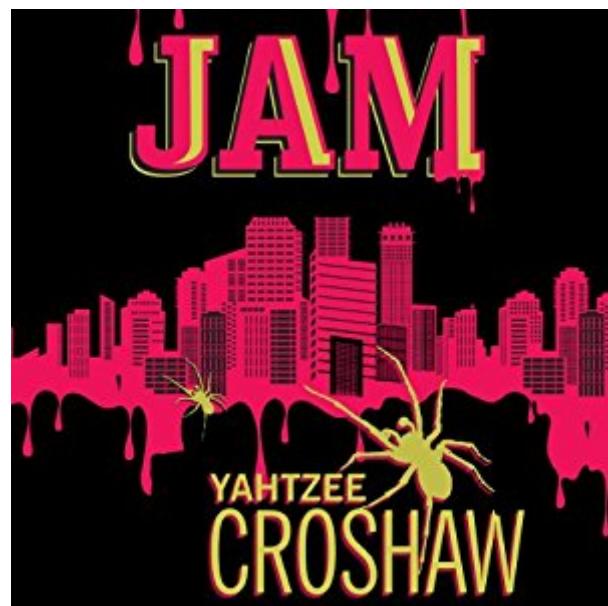


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# Jam



## Synopsis

We were prepared for an earthquake. We had a flood plan in place. We could even have dealt with zombies. Probably. But no one expected the end to be quite so...sticky...or strawberry scented. Yahtzee Croshaw (Mogworld, Zero Punctuation Reviews) returns to audiobooks with a follow-up to his smash-hit debut: *Jam*, a dark comedy about the one apocalypse no one predicted.

## Book Information

Audible Audio Edition

Listening Length: 14 hours and 13 minutes

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Version: Unabridged

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Audible.com Release Date: November 8, 2013

Language: English

ASIN: B00GK67UNI

Best Sellers Rank: #84 in Books > Audible Audiobooks > Science Fiction > High Tech #312 in Books > Science Fiction & Fantasy > Science Fiction > Hard Science Fiction #634 in Books > Literature & Fiction > Humor & Satire > Humorous

## Customer Reviews

While I would say that the technical aspects of Croshaw's writing have improved since *Mogworld*; *Jam* was a less enjoyable book for me. *Jam* starts out pretty strong and remains entertaining for about the first half, but it begins to drag after that. When you get to the anti-climactic climax you're just happy it's over. Part of the problem is that the characters are flat; they're really caricatures, not characters. You can only stretch a story with uninteresting characters so far before readers get bored. But, the flat characters are one of the things that makes the book funny at first. It's a good parody of all the bad apocalyptic movies and books, but then it goes on for way too long and turns into what it's parodying. The word count is over 100k, probably nearing 120k, judging from the page count. Usually that kind of word count is for an epic or a sci-fi/fantasy novel (all that world building). Cutting this book down to 60-80k would have improved it dramatically, and honestly, it might have been better as a novella. As an author, you should learn to edit yourself, but the editor shouldn't have let the book go out like this. While I was disappointed with the book, the problem seems to lie primarily with the editor, so I would be willing to buy another book by this author.

I'm taking Travis, our protagonist, to be a commentary on the blandness of protagonists in general. In fact, his absence of personality is one of his only attributes. For the most part, his only function is as witness, to be the lens taking in the whole scene, and since there already is one of those present in a non-metaphorical sense wielded by one of the other characters, it reinforces his pointlessness. The whole story could be told without him in it without adding too much to the workload of the rest of the characters... which seems to be the idea. The book doesn't have the same rapid-fire domino drop of jokes and witticisms of Zero Punctuation, so if you're coming here thinking it will be just like his game reviews only bigger hence better, you may be a bit disappointed. But I think it's certainly worth taking on its own merits. There were plenty of times I caught myself laughing out loud, looked up and saw the break room silent and staring at me. Any scene with the spider generally got me going. As far as thought provoking, there are little bits of insight here and there. I did relish seeing caricatures of slackers and hipsters and water cooler dictators inherit the Earth and variously doing themselves in. As romps go, this was a clever and enjoyable one. Each scene had me anxious to find out what happens in the next. Carnivorous jam... What a fun way for the world to end!

I have mixed feelings about this book. I love the author - his reviews and commentary on games are gut-busting hilarious at times. And I thoroughly enjoyed his first book, Mogworld. But this one...well. I thought the premise was intriguing, the adventure was immersive, but the main protagonist was a washout. I was never really in his corner rooting for him. Some of the supporting characters were actually more interesting. On the other hand, I'm still wondering if I read it in the right spirit. I keep feeling there's a subtle layer of humor that's slipping past me. But if you like Yahtzee Crowshaw, this isn't a bad book to have. I just can't gush over it like I did with Mogworld.

I came onto Mogworld and Jam as a big Yahtzee fan. But for whatever reason, his hilarious Zero-Punctuation humor is mostly missing from Jam (and Mogworld). This book has got more than a few laugh-out-loud moments, but just like Mogworld it soon starts to drag. I barely finished Mogworld and only made it through 110 pages of Jam. Which is really a shame, especially since he clearly has a great talent for humor, writing, and voicing, as evidenced by Zero Punctuation. I think Yahtzee would be better off writing off-key short stories, sketch comedy, or even just shorter books. Mogworld would've been a great side-splitting read at 120 pages, but it was a chore at 350 pages. And I feel like Jam could've been a great title at 120 pages. But instead it rivals a Game of Thrones book in length and just doesn't have the detail or engagement to sustain that kind of interest. He needs an editor who is willing to run into this book with a hatchet and just cut away everything that

doesn't need to be there.

This is probably one of the best books I've read in a while. The characters are vibrant and intricate, while still being down to Earth to a degree of being able to identify with them on a personal level or at least have a few "I totally have a friend or relative that's like this" moments. Written with that classic Yahtzee humor that perpetuates his Zero Punctuation series, Jam is a spectacular, albeit easy-going read that doesn't rely on a bloated vocabulary or sophisticated attitude to tell a story or describe character, plot or environment descriptions and interactions. Easy to pick up, and incredibly hard to put down with plenty of nail-biting and intense scenarios mixed with a sprinkling of wit that will leave a smile on anyone's face.

This was an interesting apocalypse novel that's not exactly an apocalypse. Plus, see if you can catch the Mogworld cameos in the text.

Now, take note that I read this before I read Mogworld (I ordered that as well, but I am yet to read it). Some people said they just "couldn't get into it," but I certainly could. An apocalypse scenario is one of my favourite settings for a book along with dystopia. Even though the book wasn't as super hilarious as I expected, the story took a serious tone near the end which honestly, really enjoyed. Near the end the scenes in this book just felt so real to me. But after this I will read Mogworld and compare it to this. Who knows? I thought this book had a very sarcastic and serious at the same time look on an apocalypse. While some say this is not as good as Croshaw's other works, I thought it was written with sort of the same spirit in which he writes his videos. Buy this now! Even if you do not like it, it is very cheap but even then it is worthwhile.

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