



Hora cero: Resident Evil Vol.0

S.D. Perry , Patricia Nunes Martínez (Translator)

[Download now](#)

[Read Online](#) ➔

Hora cero: Resident Evil Vol.0

S.D. Perry , Patricia Nunes Martínez (Translator)

Hora cero: Resident Evil Vol.0 S.D. Perry , Patricia Nunes Martínez (Translator)

El equipo Bravo de los STARS entra en acción para investigar una serie de horribles asesinatos ocurridos en Raccoon City. De camino hacia la escena del crimen, el helicóptero en el que viajan se estrella. El equipo sobrevive y descubre un transporte militar volcado con varios cadáveres destrozados junto a él. Pero eso sólo es el principio de la pesadilla. Están a punto de descubrir la maldad que ha estado creciendo a su alrededor, y la novata del grupo, Rebecca Chambers, comenzará a preguntarse dónde se ha metido.

Hora cero: Resident Evil Vol.0 Details

Date : Published September 27th 2013 by Timun Mas Narrativa (first published 2004)

ISBN :

Author : S.D. Perry , Patricia Nunes Martínez (Translator)

Format : Kindle Edition 189 pages

Genre : Horror, Zombies, Fiction, Science Fiction, Games, Video Games

 [Download Hora cero: Resident Evil Vol.0 ...pdf](#)

 [Read Online Hora cero: Resident Evil Vol.0 ...pdf](#)

Download and Read Free Online Hora cero: Resident Evil Vol.0 S.D. Perry , Patricia Nunes Martínez (Translator)

From Reader Review Hora cero: Resident Evil Vol.0 for online ebook

Robert says

I never did play Resident Evil Zero; although I did own a Gamecube for a short time. The game cube was annoying to me; the stupid design of gamepad and the swapping of the little discs--I didn't keep the Gamecube long enough to own/play Resident Evil Zero.

I am a fan nonetheless of Resident Evil games. I was pleasantly surprised to hear of the existence of these novelizations of the games.

I had hoped for audio-book versions; but they don't seem to exist. So I bought book 0 and book 1 and decided to give them a go.

Zero is the last book in the series by S.D. Perry. It is a prequel so-- I decided to read it first. I have read reviews stating that continuity errors or rife between zero and book 1 because of the order that the author wrote them. One would hope that this isn't a common theme-- I intend to read them all.

I did enjoy this book and finished it quite fast(for me) though it isn't that long. It helped that I already have an interest in the Resident Evil games and the story told in the games. From a non gamer point of view-- I would think they would find the puzzles the characters have to face would be a bit odd; but the author does a good job of explaining why the puzzles are there, eluding to the paranoia and/or sanity of the scientists. It tells the story of Rebecca Chambers and interestingly, a bit of back story; Wesker and Birkin, and hints at Wesker taking S.T.A.R.S members Jill, Barry and Chris into the mansion(the first game)

The book is fast paced and full with stuff you would expect from Resident Evil; if you was playing the game. Zombies, Zombie dogs and other monstrous zombified animals/bio-weaps. Rebecca also faces the Tyrant. The bio-weap that scared the crap out of me when I used to play the Claire character on Resident Evil 2. It always managed to appear suddenly crashing through walls or whatever; making me jump out my skin. So its appearance in the books was pleasant.

Overall. If you are a fan of the games, and you disliked the films due to the lack of comparison to the story in the games; you will like this novelization I am sure. Non gamer; it may not be your scene. But then again....

Nek0 Neha (BiblioNyan) says

? Very well-written.

? Does a wonderful job of capturing the eerie & creepy settings, while creating an engrossing, suspenseful atmosphere.

? Gloriously gory, violent, & grotesque.

? Includes scenes & situations that differ from the original video game; some item locations & puzzle solutions also differ.

? Provides an intimate look into what the characters are feeling, thinking, & hoping for as they traverse through the predicaments they're in that you don't get via the game.

? Fast-paced & quite easy to read.

? Perfect for late-night reading, more so when coupled with the ambience of rain against a window as most

of the story takes place during a storm.

? Highly recommended for fans of the original video game franchise.

? **5 baboons outta 5!**

Will Meeks says

This could be considered a prequel book, as this was also a prequel video game in the Resident Evil video game series. This is a book based on the events of Resident Evil Zero, a prequel to RE 1. It's because of events in RE Zero, that Chris Redfield and his team are sent to into the mansion in RE 1. Rebecca Chambers, side character in RE 1 with Chris Redfield's scenario, joins her S.T.A.R.S. (Special Tactics and Rescue Service) team to investigate the gruesome murders outside the town of Raccoon City. While en route, via helicopter, it crash lands due to an electrical malfunction. Upon venturing into the forest, they come across an abandoned train. Rebecca is one of the first of her crew to encounter zombies and other creatures involved with the Umbrella Corporation. Along the way, she meets an escaped military death row inmate called Billy Coen. They must join together to uncover the mystery of Umbrella, and stop Dr. James Marcus from his insane scheme of revenge against Umbrella. The game ends just as Rebecca makes her way to the mansion in RE 1 and Umbrella Conspiracy.

It's a really great story, but it's more story than the survival horror aspect we are used to in RE games. This book basically sets up a back story for Umbrella, revealing the origins of their work with the T Virus. Albert Wesker, from RE 1 and The Umbrella Conspiracy, also plays a role in the books and games as well. He works in the shadows with another character of importance later on named William Birkin. While Wesker seeks to leave Umbrella, to work for another corporation, Birkin stays with Umbrella to work on the G Virus. Birkin and G Virus play a rather large role in the RE 2 game, and the third book in the series called City of the Dead.

Overall, it's a great book.

Tiffany DeBarr says

As a huge fan of Resident Evil, I was stoked to receive most of the novelizations by SD Perry as a gift. While my friends were unable to get their hands on the prelude, Zero Hour, for my sister and I, she was kind enough to allow me to borrow it at my own leisure. Well, since summer has disbursed the busy life of this college student, I have finally had the chance to sink my teeth into the book.

While I have not played the corresponding game to this book particularly, I felt impartial to both Ms. Perry's writing style and characterizations. Her characters seemed to waver along the lines of realistic. Sometimes the characters had intense personalities that shone through their dialogues and actions. For instance, it makes sense that Billy, an ex-second lieutenant, would describe a situation as FUBAR. It's military slang. However, there were times when Rebecca used either archaic words that no one in this age and generation would use (really wish I could remember the specific example of this) or she came across as too militaristic herself. It felt unnatural to her character.

On top of that, the writing was mute. The novel relies heavily on cliches and sayings that are old and withered. There is very little setting and, having played a few Resident Evil games myself, I would've loved

to see more setting established.

I did love the introduction of the novel. The setting and establishment of the train infection was well done. However, this novel mostly reads like a generic fanfiction you could find online. It's not terrible fanfiction that leaves a bitter taste in your mouth, but it's hardly an impressive, in-depth experience of the Resident Evil world itself either.

Robert Beveridge says

S. D. Perry, **Resident Evil 0: Zero Hour** (Pocket, 2004)

Right now I can't tell you how infuriated I am with either Stephani Perry or Pocket Books. I'm not sure who to blame for this particular outrage. But the final (as of now, and since it's been seven years, I think we can safely say "final") book in the Resident Evil novel series is a prequel, of all silly things, which means all the cliffhangers and unanswered questions we've been left with over the course of the previous six novels are left... hanging. Unanswered forevermore. We have a basic idea of who Trent is, but what is the rest of his backstory, which was being revealed in bits and bobs with each book? Are Chris, Clare, and Rebecca ever going to finish the job of bringing Umbrella down for good? What about the (easily) half of the renegade STARS team we haven't seen in a book or two? I don't know. You don't. Stephani Perry might, but I haven't been able to dig up anywhere on the web where she's talked about it. None of which, of course, has the slightest bit to do with *Zero Hour*, Perry's seventh Resident Evil novel for Pocket, and the fifth straight game novelization in the series (only *Caliban Cove* and *Underworld* were truly original titles).

If you remember the premise of the first book way back when, the STARS Beta team were sent into the woods after the Alpha team's copter crashed and they all mysteriously vanished. (Not that there's really much mysterious about people who were on a crashed copter not radioing in, but still.) This is the story of the people who were on that copter, the original bunch of monsters, outlaws, and crazed Raccoon employees (warning: reading this in chronological order will produce a show-stopping major spoiler for the first book in the series), and the surviving heroes. Etc.

As you can expect from the Resident Evil novels, there's a good deal of action, Perry (thankfully) plays down the repetitive-puzzle aspect of the games, and the characters manage to be slightly more than cardboard. It's typical of the series in all respects, so if you've been following along since book one, you won't find anything here surprising, which also means you won't be disappointed by it. I'm not willing to tack on any stars for a book being safe, but established fans of the series will get as much a kick out of this one as they usually do. If the series didn't go out on a high note, at least it didn't fall off a cliff. ***

Carlos says

Comenzamos con la primera novela de la saga de Resident Evil.

Sin duda, la primera reflexión que se puede sacar es que este libro es solo apto para los fans de la saga. Empezar a conocerla con las novelas es una mala opción. La acción a veces es extremadamente lineal intentando imitar la ambientación de los videojuegos y las descripciones y diálogos son pobres.

Sin embargo, su rápida lectura y la ambientación en sí misma es atrayente y adictiva, así que es una buena novela para echar unas horas imbuido en una pesadilla de terror y sangre.

¡Esperemos que la cosa mejore con los siguientes!

Paula says

Recién me entero que hay libros de este juego. Me acuerdo que cuando tenía 10 años o por ahí, intente jugarlo porque mi hermano se lo había comprado, pero cuando apareció el zombie que tenia una motosierra me asuste y me puse a LLORAR (bueno era chica) y desde ese intento fallido solo me divertía viendo a mi hermano jugándolo.

Ahora ya más grande me encantan las historias de terror sangrientas y de hecho The Walking Dead es de mis series favoritas así que tengo que leerlo.

Terry McGinnis says

Make no mistake, I am biased with this series. S.D. Perry brought one of my favorite video game franchises of all time to the paperback format, with adaptations of all games from Resident Evil 1 to Resident Evil 0. The only downside to finishing this book was that it was Perry's final.

Zero Hour recounts the events of Resident Evil 0, following Rebecca and Billy through the terrors of Umbrella, leading up to the events of the Spencer Estate. One of my favorite things about author S.D. Perry is her ability to make the illogical, logical. She has a knack for detail, for bringing the reader into the world, and for respecting the Resident Evil franchise. This final book in her series is no different, and when you think about, is a fitting end as it comes full circle to link right up to part 1.

Zero Hour comes with my highest recommendation, as does the entire series. Fans of Resident Evil will find much to love, especially if this series is new to you.

Mara says

When I picked up Zero Hour just yesterday, I didn't expect too much of it, the book being a game novelization of the Resident Evil series. And in my experience game/movie novelizations are mostly disappointing affair. Yet, after the first few pages, I found myself hooked, unable to put the book down for the remainder of the day. I loved the main characters (Rebecca, who fans will remember from the games, and Billy and their interaction with each other. I cannot say they were terribly layered characters but they were certainly easy to relate to and to care about, especially for fans of the Resident Evil games.

As the author announces in her foreword, the book wasn't perfectly faithful to the game action which I didn't find a problem at all.

The book is fast-paced and turned out to be an action-packed page turner of the zombie persuasion which I finished within just 2 days and left me craving for more.

Manuel Reyes says

This book is perfect for those who are familiar to the Resident evil series. The only reason I choose this book is that it is based off a horror video game, Resident evil. The main characters of this story are, Rebecca Chambers a rookie medic of S.T.A.R.S, which her team was send to investigate the murders reported in Raccoon forest. The other main character is Billy a prisoner caught in the middle of this incident. The bravo team contained Edward, Sully, Enrico, Kevin, and Rebecca. The antagonist of this story isn't just one person but many, the infected, there body's contain the deadly T-virus which is able to infect people to create mindless zombies.

The main conflict is man vs. supernatural, the zombies they are like a obstacle for the main characters throughout the story. The main theme of the story is unity, the main characters over come any situation because they are working together. In the story the main characters find to rings that when put together in a lock allow access to the next area, this shows unity and teamwork are necessary to succeeded a objective which the author probably wanted to show in this story.

The book may take a good amount of time to finish but it is worth it. The story is great I enjoy the fact the author puts detail into the story to help the reader understand the events that are happening. I recommend that people who enjoy horror, and mystery, or love the resident evil series to read this book.

Anto Tilio says

La historia empieza con el ataque sorpresivo al tren Eclíptico. Los pasajeros, en su mayoría trabajadores de Umbrella, se ven atacados por una lluvia de sangüijuelas más grandes de lo normal y con unos dientes terroríficos.

A continuación nos introducen al equipo Bravo de los STARS (los STARS son el quipo especial de la policía de Raccoon City a los que le encargan trabajos que la policía común no puede resolver) que se dirige al bosque que rodea la ciudad donde se han reportado numerosas desapariciones y asesinatos violentos. Pero el helicóptero en el que viajaban se descompone y logran aterrizar sin daños mayores. Empiezan a investigar el terreno. Cerca de donde aterrizaron encuentran un jeep militar estrellado con dos cadáveres mutilados.

Inspeccionando el vehículo descubren que trasladaban a un teniente acusado de asesinato a su ejecución.

Pero no hay señales del recluso, por lo que se convierte en parte de la misión. El equipo se separa y seguimos de cerca a la nueva del grupo, Rebecca, que solo tiene 18 años y ya es licenciada en bioquímica pero hace de médica en el grupo. Rebecca encuentra el tren y se mete a investigar.

Y es ahí donde empieza la acción. Se cruza con un par de zombies, perros infectados, sangüijuelas y se cruza con Billy, el convicto desaparecido. Después de un leve enfrentamiento deciden unirse para salir de ahí y sobrevivir a los múltiples terrores que les esperan, pero el tren se pone nuevamente en marcha y si no logran detenerlo se van a estrellar con la estación.

A partir de ahí somos testigos de todos los horrores que produce Umbrella (para los que no saben, Umbrella es una farmaceutica multinacional que produce y experimenta con otras cosas), más la venganza del loquito de las sangüijuelas. Billy y Rebecca casi no tienen descanso porque todo el tiempo aparece un bicho nuevo.

Hora Cero es el inicio de todo el horror que desencadena Umbrella. Debo decir que la historia me parece fascinante y que la autora ha logrado captar el ritmo y el terror que tiene el videojuego. Tenemos muchísima acción, momentos desagradables, una venganza, y todos los experimentos de Umbrella sueltos. Para que se den una idea, Resident Evil no es solo una historia de zombies, va muchísimo más allá y eso es lo mejor y lo

peor que tiene. Ya que nos encontramos con zombis, nos explican el por qué de éstos, pero también conocemos las armas biológicas que inventan donde podemos conocer desde una sangüijuela infectada con el virus (o un montón de ellas formando algo nuevo), pasando por arañas enormes, hasta monstruos humanoides con garras y sumamente difíciles de matar. Y todo eso es solo una parte de lo que el gran malo de esta saga es capaz de hacer.

Christina says

The first R.E. book that I read. Has been my personal Favorite of the series! Lots of action and suspense! Another must read if you enjoy R.E.! Also it's the first book to read if you want a insight to the story of how the S.T.A.R.S. (Special Tactics and Rescue Squad) get involved with the nightmare of the Umbrella Corp. A good book even if you have never played the game!

Alexander says

Residen Evil 0

Conociendo que se trata de la adaptación del juego del mismo nombre, lo jugué hace tiempo y realmente la pase muy bien en aquel entonces, me he decidido a leerlo simplemente porque quería expandirme mas en el universo de RE y mis deseos se cumplieron el libro es muy entretenido y fácil de leer prácticamente lo leí en dos días, un libro de terror mmm no tanto, ciencia ficción y suspenso si, para ser la adaptación es muy fiel, los capítulos son cortos y no hay historia de relleno va directo a la historia, la relación entre ambos protagonistas resulta realista pero si hubiese preferido que un par de capítulos se profundice la relación Billy y Rebecca ya que los diálogos entre los personajes en parte se volvieron escasos pero es un capricho mio nada mas, ya que del modo que esta narrada funciona a la perfección, por otro lado en cuanto a la parte negativa puedo señalar que faltó mas acción con algunos "monstruos" que se encontraron en el transcurso de la historia, esto asumo que al estar basada en el videojuegos no se puede expandir mucho estos encuentros y el final fue algo corto y rápido pero bueno me entretuvo todo el tiempo que estuvo en mis manos, no tengo mas que decir espero leer las otras adaptaciones, me ha gustado bastante, si lo leen y les gusta este tipo de género la pasaran igual de bien que yo, no es necesario conocer previamente la historia de RE para empezar a leer, y bueno entre este y RE1 el orden de lectura puede ser cualquiera ya que este libro y el juego se lanzaron después de la primera adaptación pero recomiendo leer este primero *-*

3,5/5

Sileny says

Si sabes el ruido que hacen las teclas de una máquina de escribir mientras tienes la adrenalina por las nubes, si sabes como chirría una puerta al cerrarse detrás de ti, si buscas plantas para combinar y hacer medicinas más potentes, si cada vez que encuentras una caja con cartuchos para la escopeta sonríes feliz....Te gustará :P

♥Nora♥ (Angel) says

Sin palabras, necesité todos los videojuegos hahaha
