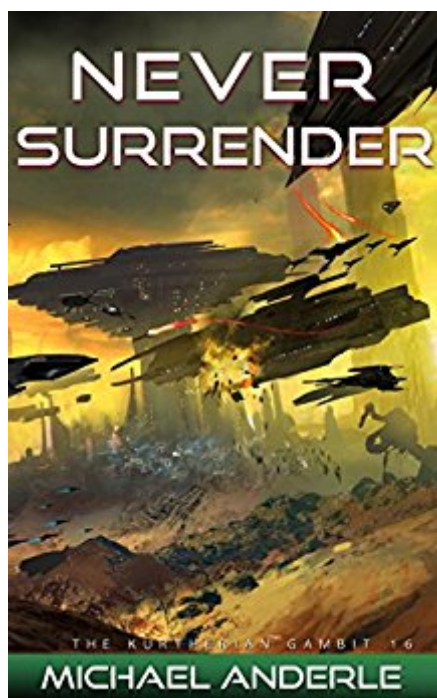


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# Never Surrender (The Kurtherian Gambit Book 16)



## Synopsis

Bethany Anne and those in the Etheric Empire have conquered the Aliens who would conquer Earth. However, there are a few that do not appreciate the new rules. Dealing with insurrectionists down on the planet, or with a large military rebellion coming from another system, Bethany Anne and team are ready and willing to give everyone a piece of their mind. Because there is one common attitude that runs in all of those who fight for the Etheric Empire. They will NEVER SURRENDER.

## Book Information

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## Customer Reviews

KICK ASS! Yes, that is what both the characters and Michael Enderle have done in Never Surrender. First, Michael, let me THANK you for continuing on in this epic adventure. Now, the review. Michael must have a story board the size of a barn door in order to remember all of his characters, but he succeeds. He not only goes back to and incorporates previous characters, he subtly and in few words reminds the reader who these people, aliens, dogs, Intelligences, were. The sheer volume of old and new characters who play activities in this novel are staggering, so you can

only imagine (unless you read the book and see for yourself!) The artistry the author possesses in order to keep them straight and true to their nature is staggering. I was never confused or questioning who the characters were. Of course, this book continues the philosophy of Let's just have fun, enjoy the story, sense of humor, moral and ethical values, total bad-assery and uniqueness that is inherent in this book and this series. So, how does this book differ from the previous 15? There is much more fighting and, unfortunately (but honestly, in war....) lots of good people die. Of course, more bad people are disintegrated, but there is definite loss for the Etheric Empire on a larger scale than we have seen before. The ESD is new and, like many references made in this series, points to Michael's love of movies and books, as his references show. Although this book is, technically, a stand alone, the reader would do well to read the series from the beginning, in order to receive the full benefit.

Kindle Unlimited - Yay! Every time I think the storyline has to have reached a point where it'll just be about events I won't really care about, I'm proven wrong. TKG never ceases to hold my attention and pull me into the storyline. I've read every single book with minimal interruptions. And Lordy! You really care about the characters! You cheer them on and truly feel the loss when others are lost. I realized something while I was reading this book due to some 'review' discussions relative to other books. One thing that really makes a difference is Michael's outstanding ability to write comic relief into his work. It makes a huge difference, especially when you figure out, in a long series with lots of drama, how much other author's work suffers for the lack of it. Oh! Don't want to forget to mention that I even love the author's notes. Congrats, to the 'Dad'. And an unsolicited shout out to the author, Joey Anderle. Check out his book.

This is the 16th book in the original Kurtherian Gambit series written by Michael Anderle. In this book Bethany Anne and her empire have acquired a foot hold in alien space. Now they have to hold it. All of the KG books are fast paced and this book is no exception. The action is fast and furious. Anderle still finds the time to maintain the series of in-jokes. After nearly a million words some of the swearing is becoming repetitive and boring. There's a lot of strong language but that's been the case in each book. I'm not offended but I'm not sure it is adding to the stories any more. The cast of characters is still vast but some of the characters from earlier books are making a reappearance. It's great to hear from Ecaterina and Nathan again. I'm not sure about the talking dogs and what happened to the kittens from book 15? In this book the number of side stories was fewer and quite frankly it's a better book for it's linear style. The set pieces of this book are the space battles at the

end. Having walked a fine line between the EE "Doc" Smith and David Weber (yawn, almighty yawn) space battle styles previously now we have the real deal exciting space battles we've been waiting for. Since any battles have casualties this gave the opportunity for some warrior burial scenes. Finally now the floating city is anchored somewhere it was fascinating to see the range of aliens that Michael Anderle created. I'm looking forward to seeing just what he comes up with next. Most importantly after 17 books these are still fresh, fun and exciting. I can't wait for Book 18.

Book 16 of the Kurtherian Gambit Series - Loved it as much as I love Book One. I have enjoyed every episode in this universe, but am most excited to strap in for the crazy and unpredictable ride with Bethany Anne & her crew of misfits & heroes. Michael Anderle is doing a great job with TKG, and his characters, for all their alien, otherworldly characteristics, are at their core human. In spite of all their outlandish abilities ( which make them so wonderful and exciting), epitomize the unselfishness heroes who want to accomplish what's best, but take no prisoners & don't compromise their beliefs. It's incredibly fun to watch everyone go in with guns blazing, kicking butt in battles big & small, but also incredibly moving to see them deal with their losses (and sacrifices) big and small. Don't begin with Book 16 - Begin with Book 1, and get ready for a great ride that doesn't seem inclined to stop anytime soon, thankfully. Also, read the author's notes and ignore the swearing if it makes you unhappy - the story definitely merits it! lol

I was worried about this book as the last couple were starting to slow down, and in the first few chapters I was really worried... and then the author hit his stride and we were off to the races. The characters, the storyline, the humor, the swearing are all back in full application and then the battles start and all hell breaks loose. People die, not just enemies, and the emotions of their comrades are as real as if you feel them yourself. That is what is special about this author (and why the affiliated series are a small step down), he brings characters you can understand, from their joy to their sorrow. He fills the characters with the humor good friends would have, with reactions you can understand, and with badassness (real word I swear) that you just wish you could pull off yourself. I wish the other authors collaborating with him on other series could do this half as well. Recommended as the series is back on full stride.

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