



Conviction

David Michaels (House Author) , Tom Clancy (Series Creator)

[Download now](#)

[Read Online](#) 

Conviction

David Michaels (House Author) , Tom Clancy (Series Creator)

Conviction David Michaels (House Author) , Tom Clancy (Series Creator)

TRAITOR——OR HERO?

Third Echelon's Sam Fisher is one of the deadliest men in the world. Even the FBI and CIA are in the dark about the black ops that he takes on. He's known as a Splinter Cell, and sometimes he's the only force holding the country together...

Third Echelon is training new recruits who will be given a necessary but terrible mission. They must capture or kill one of their own, a man who's gone rogue and sold out his government...

Sam Fisher, Splinter Cell®.

Conviction Details

Date : Published November 3rd 2009 by Berkley

ISBN : 9780425231043

Author : David Michaels (House Author) , Tom Clancy (Series Creator)

Format : Mass Market Paperback 405 pages

Genre : Fiction, Thriller, War, Military Fiction

 [Download Conviction ...pdf](#)

 [Read Online Conviction ...pdf](#)

Download and Read Free Online Conviction David Michaels (House Author) , Tom Clancy (Series Creator)

From Reader Review Conviction for online ebook

Zachary_arsenault13hotmail.com says

Sam Fisher is a splinter cell. One of the deadliest men in the world. He travels the world doing peoples dirty work for them. In this book Sam is mostly in France and Luxembourg. At the beginning of the book his friend in France makes him fake passports and fake credit cards that Sam had stole from men he has taken out.

While Sam is in Luxembourg there is third echelon training activities and they are hunting down Sam.

Wenzel says

This book turn the series around, and just in time I was about done with the series. What made this book better was the spy element added into this story plus the plot was laid out in a suspenseful manner. It is too bad that now the whole family plot line of the series that used to give Sam a more human element is gone. Now it's just gadgets, bad guys, and action.

Michael Cline says

to start off once you see that david michael wrote this book it means that you are in for some "on-the-edge-of-your-seat action and suspense". the biggest problem with writing a book that was made into a video game is the fact that you cant use the storyline from the game itself, because itll spoil what happens in the game for the people who have not played it yet. another reason is that if you follow the stroyline of the video game itself then you will lose the intrest of the people who have already played the game...and they will end up knowing whats going to happen next in the book, which defeats the whole point of reading it. overall, david michael did a very good job for creating a completely new storyline. and im not at all suprised that he did since the book ghost recon(based on the video game also) came out really good. all i have to say is that if youre the kind of person that likes action and suspense novels you will be screwing yourself if you dont read this book.....I mean it you will.

Zachary Taylor says

The ending felt a bit anticlimactic, but this was largely an intense page turner. Maintaining my comparison of Splinter Cell novels with Rainbow Six, this was better in terms of plot, subplot, villains, and characters. This felt more like a spy novel than it's predecessor given the circumstances surrounding Fisher at this point in time.

Hans says

Being a gamer myself, reading this book was just as a thrill as playing it. The plot was relatively similar to each version but i felt there could be more poetic phrases that could be added in the novel. Yes this is a book based off of a game and maybe it was the author's choice to right it like this, but I wanted the book to feel

different. I wanted it too feel more like real life than a video game. Also parts almost seemed technical and boring. (feeling like I'm reading a video game play-through a bit) That could just be me though.

But at the end of the day, I absolutely love the book. It was filled with action, suspense, and even plot twists that have just as powerful of an effect as other books I read. Not having played the game in over a year, the memories of Sam, Grim, and Sarah all flood back. It was a nice experience rediscovering these characters through words. The interaction between characters were always full of suspense even if they were friendly towards each other.

So yeah. Tom Clancy fans should defiantly read this! People interested in stealthy spy type books or reads should defiantly take a look at this. Some gamers regardless of experience in this specific game should take a look also.

Quentin Wallace says

[As you might suspect, we later find out it's part of a

Nick says

I love this book. This book is so cool. It is so full of action and suspense. I love how Colonel Irving Lambert tells Sam Fisher that his daughter Sarah is dead. But, what Sam doesn't know is that Lambert is a person working undercover for the Russian government. Also, Lambert tells Sarah that Sam is dead so now they are both looking for each other. When Sam finds out that Sarah is alive and Lambert was lying to him he went after Lambert and tried looking for her even harder.

The characters in this book are very good. Sam fisher is a Third Echelon Assassin known as the "Splinter Cell." Third Echelon is a group that is the second Black Ops but is better. He is probably the deadliest man in the world. Some say he is the reason the U.S. is pulled together as a country.

Irving Lambert- The Third Echelon Coordinator. He is the source between field agents, computer analysts, and hackers. He is an undercover Russian trying to kill Sam Fisher. He has been working with Sam for 19 years and never got a chance to kill him.

Vernon Wilkes Jr.- Field runner. He is in charge of coordinating transportation and equipment for all of the field agents. He is working for Lambert, but is not aware that Lambert is working undercover.

Anna Grimsdottir- Anna is the communications lead. She is the lead of a small team that is in charge of technological data to help the field operative.

I love the way Tom Clancy writes books. Almost all of his books are full of action and suspense. He is the author of the Splinter Cell series, Ghost Recon, Rainbow Six series, and many more. He is so good at writing books. He is the kind of author that is a future type of guy. He likes to write books about types of FBI type things in the future. The style of Tom Clancy is so creative. The way he can come up with names that might be used in the future for the FBI like Third Echelon.

Braden Crowder says

This was a great book! It was action packed and kept me on the edge of my seat. I can guarantee if you are a Splinter Cell fan, this will blow your mind. I could'nt stop reading; David Michaels has done it again.

Mightystar says

The book is about third ex-third elecheon Sam fisher is hunted down for killing his freind lambert. now the worlds hero becomes a public enemy. relying on only his wits, and his only third elecheon friend Grimsdottir gives him his weapons without anybody knowing. then when a terrorist threat occurs, he has to team up with therookies that were sent to kill him are know on his team. then one of the rookies betray the whole team and tries to kill them. then sam saves all of them plus he survives.

i can connect this book to the game Batman Arkham asylum. because batman can takedown enemies in the game without others knowing and that is basically what splinter cell is.

i would give this book 5 stars because its outstanding. itwas mind blowing and it was action packed to the very end. i would want people who like books like this book read the whole series.

April Helms says

I imagine it didn't help that this book is actually part of a series -- the tail end of a multi-book series. I was able to follow it OK despite that, but I wouldn't recommend reading this book first. Clancy fans will probably enjoy it. Personally, I thought it read like a video game. Souped-up hero (Sam Fisher) goes on assignment, picks up needed equipment, avoids various bad guys and the members of the Third Echelon (his former teammates essentially), he completes his mission with the help of a Spliter Cell member/manager who knows of his innocence (well, his motives) involving a murder. Then, on to the next assignment. All the while, Fisher is trying to piece together the clues for an overall conspiracy. The plot is rather thin, but the equipment detail is interesting and there are a couple of laugh out loud moments. Still, it wasn't my cup of tea.

Joyce McKune says

The plot was even more convoluted than usual. I like Tom Clancy's books because after a couple you feel like you know most of the characters. This book had too many new or temporary characters and (it's a man thing) using last names makes it hard to keep them straight. Thank goodness for Fisher & Grim!

The next book in the series brought out the significance of the characters introduced in this book. Must continue to the very end of this series. Wish it could go on longer.

Mark says

I enjoy this series of books for being the quick entertaining reads that they are. But I feel like the formula on which they're written is beginning to feel a bit stagnant after five books. Global sized conflicts that take 400 pages to work through always seem to be resolved by way of dumb luck or miracle in the last two pages. Almost feeling too scripted or predictable at times. I found myself picking this up and putting it down over a couple months, almost forcing myself at times just to get through it. While this book does take the character

into slightly different territory with the rouge agent angle, I feel like if David Michaels is going to continue penning the series, he might do better with leaving some ends untied for a follow up book, or taking an angle where not everything turns out positive for our hero. Just my two cents

Eric Vaughn-matthews says

I found this book to be fairly mediocre. This is really a "guilty pleasure" sort of novel, but not all of those are all that bad. At least, not as bad as this one. It definitely makes the reasonable assumption that the reader has played the Splinter Cell games, and I would have been much less confused if I had. Because of this assumption, much of what happened prior to the novel is unexplained, and that includes why the main character has been declared a traitor and is being hunted by his own agency. Again, that was covered in the games, but that still seems like important information. Most of the book is a dull mess, with the protagonist, Sam Fisher, going all over Europe in search of... something? It is unclear what information he wants until a good deal through the novel, when he had it. It does improve a lot towards the end, once Fisher gets a team and a clear objective, but it really is too little, too late. Another problem is the characters. While some of the team hunting him are interesting, Fisher is a generic grizzled American badass with no real backstory, life, or character depth. The villain also is a disappointment, with almost no dialogue, a ridiculous list of accomplishments and occupations, and a motive that just falls flat. Splinter Cell books have many dull villains, but the Islamic terrorist with North Korean backing from Fallout was better than this. To conclude, if you want to kill time in the airport with a video game adaptation, you're better off with Halo or Ghost Recon.

Quinton Lumpkin says

Sam Fisher is an ex black-ops agent being prosude by his own government for unknown reasons. The Presedent was even in the dark of his missions but now he hs to find out who and why he was set up and still stay alive at the same time.

Paul says

I picked this up a good 5+ years ago but never finished it. Despite just *adoring* the splinter cell series of pc games I found this unreadable. I "finished" the book today, the product of skim reading a few pages at a time while in between rounds of online shooters.

In a recent piece at "The Week," Matthew Walther describes the Dan Brown style of writing as something akin to that of a bad tour book & wikipedia entries. Unfortunately this "novel" falls under the same category. The scenes are either paint by number sight-seeing or boring action pieces with an even more boring "wiki" type description of various bits of gear, equipment, food, or location. Even worse, the titular character is a barely human automaton. Perhaps it is hard to translate the character voiced by Michael Ironsides' distinctive growl to a work of fiction but that's a sorry excuse for the general unreadable mess this pile of pages is.
