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Von Joseph Lallo

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Von Joseph Lallo : Free-Wrench (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Free-Wrench (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. Simple, fun steam-punk story Von Pyoro There isn't much wrong with this novel; it's basically an adventure of a "tinkerer/free wrench" joining the crew of a smuggling steampunk airship to get some medicine to her mother, with a bit of action and questionable morales thrown in. There also isn't much remarkable about it. It's free, fun, and a quick-read, but not much more. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Fun romp in a Steampunk world Von Andy W

CouchFree Wrench takes place in a Steampunk world that is engaging and very interesting and revealed slowly enough to not feel like an info dump. Each stage of the Journey, Nita the titular Free Wrench (Freelance Engineer of sorts), steps further from her home of Caldera into the wider world and shows the audience what is so dangerously fascinating about it. The world is definitely steampunk and quite cool. Airships with convoluted pipes fly the sky. Lallo even found a way to add gas masks as a real normal part of the world's kit. A neat twist on the more common Googles (although those are in evidence as well). Over all the story feels a lot like a Space Opera, but on an airship, of which I highly approve. The story is simple and straightforward but with plenty of action and a few twists to make it interesting. I definitely recommend the book.

KurzbeschreibungThe islands of Caldera are a shining jewel in a rather bleak world. A terrible calamity in the past had blanketed much of the world with a toxic "fug." Those who survived were forced to take to the mountains and the skies in wondrous airships. Life has since been a struggle, with only the most ruthless and crafty able to survive. To spare themselves the same fate, the Calderans erected a battery of guns to fend off the airships of the mainland. They isolated themselves from the madness of the world, choosing instead to focus on the pursuits of art and creativity. Few believe the technologically advanced but socially barbarous outsiders have anything to offer. Amanita Graus, though, is hoping that they do. Nita's mother has lost her livelihood and perhaps soon her life to a terrible disease. Already the black sheep of the family for embracing engineering rather than art, Nita resolves to leave the safety of her home and do whatever it takes to find a cure. For a price, the bizarre crew of an airship called The Wind Breaker are willing to grant her a meeting with their mysterious benefactors, and thus a chance to procure the one thing with a chance to save her mother. Free-Wrench follows Nita's adventures in a steampunk world of airships and lunatics. Helping her in her journey are an eccentric crew of smugglers; the gruff Capn Mack, the simple but enthusiastic Lil and Coop, the arrogant marksman Gunner, the surly surgeon Butch, and the irritable mascot Wink. To survive and find what she seeks she'll need to earn their trust, follow their rules, and meet face to face with the people who pull the strings of their society.

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