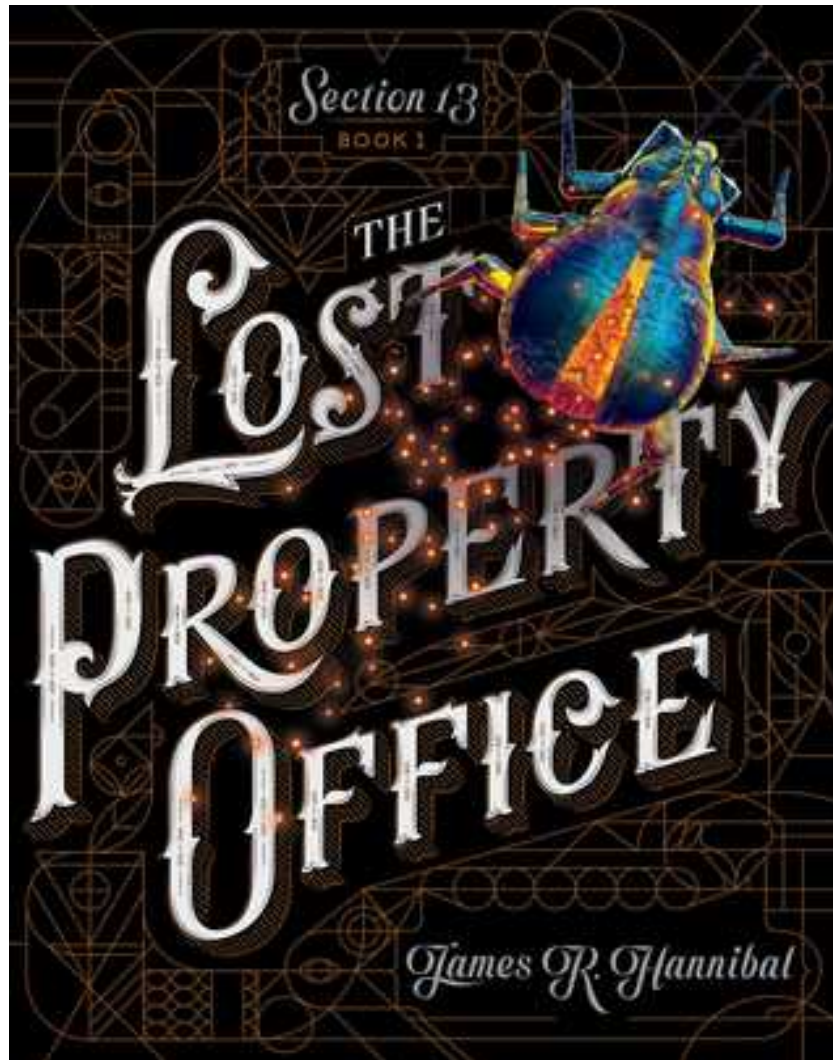


The Lost Property Office Book PDF Download



By:
James R. Hannibal

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Martitara

Mmmm... creo que tiene una buena premisa, pero no ha sabido explotarla. De tanto ritmo que le ha querido dar, era imposible estar al tanto de todo lo que pasaba: peligro de muerte-explicaci3n-peligro de muerte-charla random sobre el pasado de Londres-peligro de muerte-m3s charla.

PRO:

Buena ambientaci3n, construcci3n de un mundo "secreto" interesante.

CONTRAS:

Deus ex machina. Literal. Siempre hay a mano alg3n artefacto del que curiosamente no sab3mos nada hasta el momento, pero que hace justo lo q

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CONTRAS:

Deus ex machina. Literal. Siempre hay a mano alg3n artefacto del que curiosamente no sab3mos nada hasta el momento, pero que hace justo lo que los protagonistas necesitan que haga. No es una aventura muy cre3ble si quieres prestar atenci3n a los detalles en lugar de dejarte arrastrar por la trama sin m3s.

Juan Manuel Sarmiento

El gabinete de los objetos perdidos es una lectura 3gil, entretenida y creativa. Llena de historia, suspense, misterio, amistad y hasta un poco de magia, este inicio de trilog3a tiene un final que te

picaresca; la curiosidad para leer la continuación.

Reseña completa en

Pop Bop

Requires A Bit of Effort, But the Rewards Are Great and Many

This is a fascinating and rewarding book for the patient and careful reader, and a pretty thrilling action/adventure read for any reader. Allow me to explain.

I know it's awfully cheesy and lazy to compare a book to "Harry Potter", but that's actually helpful here. (MAJOR, BUT GENERAL, PREMISE SPOILERS.) We have a hero, John Buckles, who is special in a hidden world of which he is unaware. We have a search for a thingamabop of great power

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it's not clear if he is ultimately likely to be good or evil. At the outset our hero is teamed with a spunky know-it-all girl partner who is funny, smart and endearing. As the story advances we need to have the rules of this hidden world explained to our befuddled hero, he needs to discover his powers, we need to avoid the villain, we need to deal with his own guild's distrust, we need to navigate a plot that seems at first to be pretty complicated, and we need to address a certain amount of angst. Sound familiar? Well, O.K., that could be "Harry Potter" or it could be a round up of favorite Greek myths, but you get the idea.

If that weren't enough, it helps the reader to have a passing familiarity with the Great London Fire of 1666. (ANOTHER PREMISE SPOILER.) Turns out the thingamabop is related to how the fire started. By touching old things our hero can flash back, ("spark"), to past events, even as far back as the events of 1666. Figuring out the true history of the Fire, (which actually is a real mystery to this day), is the key to solving all of the book's riddles. Part way in I looked up the Great Fire of London in Wikipedia just to get up to speed on the who's who, and that few pages of background made the book immeasurably easier to navigate.

So, the real question is, "Is the book worth it?". My answer is an unqualified "Yes". John is a very well crafted character who feels authentic even in the midst of all of the fantasy adventure trappings. His partner, Gwen, is smart, exasperated, practical, resourceful and focused. She is a perfect foil for John and a strong character in her own right. The whole guild/powers/chosen one angle works, and doesn't come with the huffing and puffing and strained world building that sometimes overwhelms books like this. Running around modern London and "sparking" back to 1666 London is colorful and fun, without any confusing "time travel" baloney. And my gosh there is certainly action. We run, climb, jump, sneak and lurk all over, under, above and around London, and we're always dodging someone or something. I'm not sure I've ever been in so many tunnels, passages, hidden stairways, underground railways and weird modes of transport ever before.

And this summary doesn't do justice to any of the colorful supporting characters, who are carefully and vigorously described whether their contributions to the story are great or small. (Another "Potter" likeness, I believe.) I could go on about all of the clever, vaguely steam punk, bits, but I won't except to promise that they are many, varied and well-imagined.

All of this is wrapped up in writing that very well suits its purpose. Action is breathless. Dialogue is sharp and to the point. Mood is properly set. Sometimes a reader can get a bit lost because everything is moving so quickly, but that doesn't matter because the important points are clear, and every now and then the author circles back through John-Gwen dialogue to make sure a particularly important point is emphasized. That's a nice touch in a fantasy actioner aimed at younger readers.

Rashika (is tired)

This wasn't the best MG I've read ever but it is a whole lot of fun and a quick read. Kid me would have gobbled this up and had so much fun with the mystery element. This book features, secret societies, alternate histories unknown to the rest of the population, and MAGIC (kind of! it is really just fancy science things.) So basically, this book is brain candy in a pretty package (except for that bug on the cover, but don't mind the bug.) My b

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Shine

Mira que lo he intentado... Â¡pero no he podido acabarlo! :/

Pronto reseña.