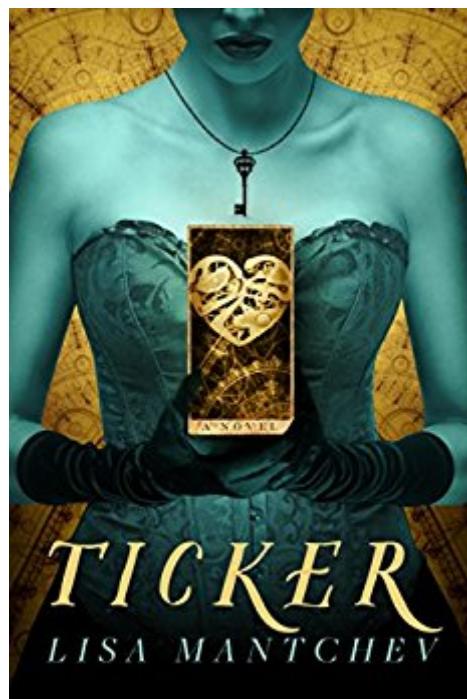


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# Ticker



## Synopsis

A girl with a clockwork heart must make every second count. When Penny Farthing nearly dies, brilliant surgeon Calvin Warwick manages to implant a brass "Ticker" in her chest, transforming her into the first of the Augmented. But soon it's discovered that Warwick killed dozens of people as he strove to perfect another improved Ticker for Penny, and he's put on trial for mass murder. On the last day of Warwick's trial, the Farthings' factory is bombed, Penny's parents disappear, and Penny and her brother, Nic, receive a ransom note demanding all of their Augmentation research if they want to see their parents again. Is someone trying to destroy the Farthings...or is the motive more sinister? Desperate to reunite their family and rescue their research, Penny and her brother recruit fiery baker Violet Nesselrode, gentleman-about-town Sebastian Stirling, and Marcus Kingsley, a young army general who has his own reasons for wanting to lift the veil between this world and the next. Wagers are placed, friends are lost, romance stages an ambush, and time is running out for the girl with the clockwork heart.

## Book Information

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## Customer Reviews

I admit I once again hit the [Buy Now] button without using the "Look Inside" feature, but I guess I

am really am getting used to the first person narrative that seems to be taking mainstream publications by storm. However, don't let it overly dissuade you if you are not a fan of the narrative style as Lisa Mantchev does it very well indeed. In fact, if one replaced all the "I"s with "she", the book would easily transition to a more traditional narrative. Even I (lol) found myself losing awareness of our heroine's perspective, becoming quite immersed in a lovingly detailed and lushly geared fantasy world bridging the time scale of mid-19th century to early 20th century alternate Steampunk locales. Whereas many Steampunk novels take a definite time period to imbue the wonders of tacho-gears and coal powered wonders, TICKER proved hard to pinpoint, ranging between hansom cabs and gaslights to steam cars, air fortresses, and electricity powered by mined gems from a distant northern continent. The world that Mantchev has began drawing hints at a vast scope and rich history, an impression not unlike the world that Sean McMullen first began within his SOULS OF THE GREAT MACHINE. Albeit, his was a post-apocalyptic saga of clockwork in a devastated Earth whereas Mantchev only borrows elements of late 19th century British and American cultures to populate her definitely fictional world, but either way, if you enjoyed McMullen's vast trilogy of ticking technology at odds with human passions, then the human heart contained within TICKER will give you the same supreme satisfaction it gave me. STAND-ALONE NOVEL - SUITABLE FOR YOUNG TEENS AND OLDER Although the novel is quite self-contained, I dare say it would be a shame for Mantchev not to continue in this world she has wrought.

I hate rating low. I really do. I especially hate delivering a harsh critique, but I think most people do, and that's most likely why the rating is so high on this book. I'm writing this review in the interest of informing those hoping to purchase the book, and not just to be a negative Nancy. With that said, I'll start the review. **MAY CONTAIN SPOILERS!** If there's one thing I can say in Ticker's defense it's that it has some strong prose. Prose aside, however, the story's incredibly dull. Normally it's impossible to drag me away from a book--and a Steampunk fantasy rightly should have had me parked in my reading chair for hours. But really, I couldn't stand to read more than a chapter at a time, and sometimes even less than that. The Steampunk elements are over-the-top. Ticker is guilty of what I'll call "Steampunk Nomenclature," wherein everything has an unnecessarily long and redundant name using uncommon words and ridiculous descriptors. I grew up on The Difference Engine and Girl Genius, and so have a pretty high bar when it comes to cleverness in Steampunk. Unfortunately, Ticker did not rise to the occasion, instead rolling about in a mess of glue and gears and generally making itself look very silly. Like I said earlier, Ticker is very dull, parading from place to place without any tension at all. You completely forget that very important characters to the

protagonist are imperiled and sometimes even forget where you are. Perhaps this had something to do with me reading it a chapter a day, but really, I don't think that should've been enough to completely kill my interest.

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