

(Library ebook) Steam Dreamers of Inverness Part Two

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Meatball Fulton

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Meatball Fulton : Steam Dreamers of Inverness Part Two before purchasing it in order to gage whether or not it would be worth my time, and all praised Steam Dreamers of Inverness Part Two:

3 of 3 people found the following review helpful. Steam Dreamers - the best Jack Flanders adventure in yearsBy Final FlightJack's back! I eagerly awaited part 2 of Jack Flanders' newest adventure and have to say it was worth every minute. Steam Dreamers, IMHO, is the best work of Fulton since the early years of Jack's adventures. Some random thoughts: Humor, philosophy, and spirituality have always run through the series, with some stories skewed to one or the other topics. In Steam Dreamers there is balance with Fulton's constant themes. The writing is strong as is the story line. I am on pins and needles for part 3 arrive so I can discover what happens when our "fearless" crew leaves the leafy forest [I can say no more without dropping in a bunch of spoilers]. As always the acting is superb. It's difficult to discuss Clark's music at first because he is such a subtle composer. You don't notice the music's impact on the story the first or second time you play the adventure. Only after the listener is familiar with the action does the music begin to stand out on its own. I have to hand it to Clark - rarely does a composer succeed so well in complimenting the work of another. The sound of the recording is excellent - listen to it through headphones! I'm ready for part 3. And 4. And 5, 6, 7, and 8 for that matter. Thank you Fulton Clark and the cast of Steam Dreamers. Life is good again! 0 of 0 people found the following review helpful. Five StarsBy Anna F. I enjoy ZBS radio spoof's..... Another fun storyline... 0 of 0 people found the following review helpful. Into the ZeppelinBy Zack Davisson After being disappointed by Steam Dreamers of Inverness-Part 1, my expectations were kind of low for the series. It didn't seem to have much of a focus, and I didn't like how unconnected it was to the previous series that it claimed to be a continuation of. But then I listened to "Part Two," and all was forgiven. This is where the "Steam Dreamers of Inverness" series really picks up

and finds its own story. Meatball Fulton seems to have just discarded some of the elements from "Part One," like the steam projector being addictive, or the Stanford White subplot. Instead, Jack, Claudine, and Mojo Sam just order up a new load of coal and head into the mysterious world of the Steam Dreamers. Getting onto the zeppelin really gets the series rolling. That is where I love Jack Flanders the best, when he is heading into some fantastic adventure, where the only rules that apply are dream-logic and magic is everywhere. Slip on some headphones and slip away into a different world. There are still some strange--and not in a good way--elements to the "Steam Dreamers" series particularly in how they treat the characters. I don't like how cold Claudine was to Jack. If he isn't keeping her entertained she says she will ditch him in a moment. She may be mysterious, but she doesn't seem to be very nice. Claudine has always been a wildcard in the series, and I fluctuate back and forth between liking her and not. I didn't like her at the beginning, but once the adventure gets rolling she is back to being the usual Claudine.

Jack, Mojo and Claudine once again fire up that old Victorian slide projector with its holographic images made of shadows, light and swirling steam. Their adventure begins with a photo of a zeppelin called, The Illuminato. The zeppelin is owned by Contessa Entellina Illuminato and is piloted by an eccentric German, Captain Henrich von Baumbaum. When a storm throws the zeppelin off course, they find themselves among an archipelago of islands floating in the sky. When the zeppelin stops to repair damages inflicted by the storm, our adventurers are lowered in a wicker basket down through the jungle canopy. As night falls, fireflies the size of humming birds come out to play. At first the island appears quite magical. But during the night, vines creep across the mooring lines and begin to wrap around the zeppelin. The jungle has its own agenda. 2 hours.