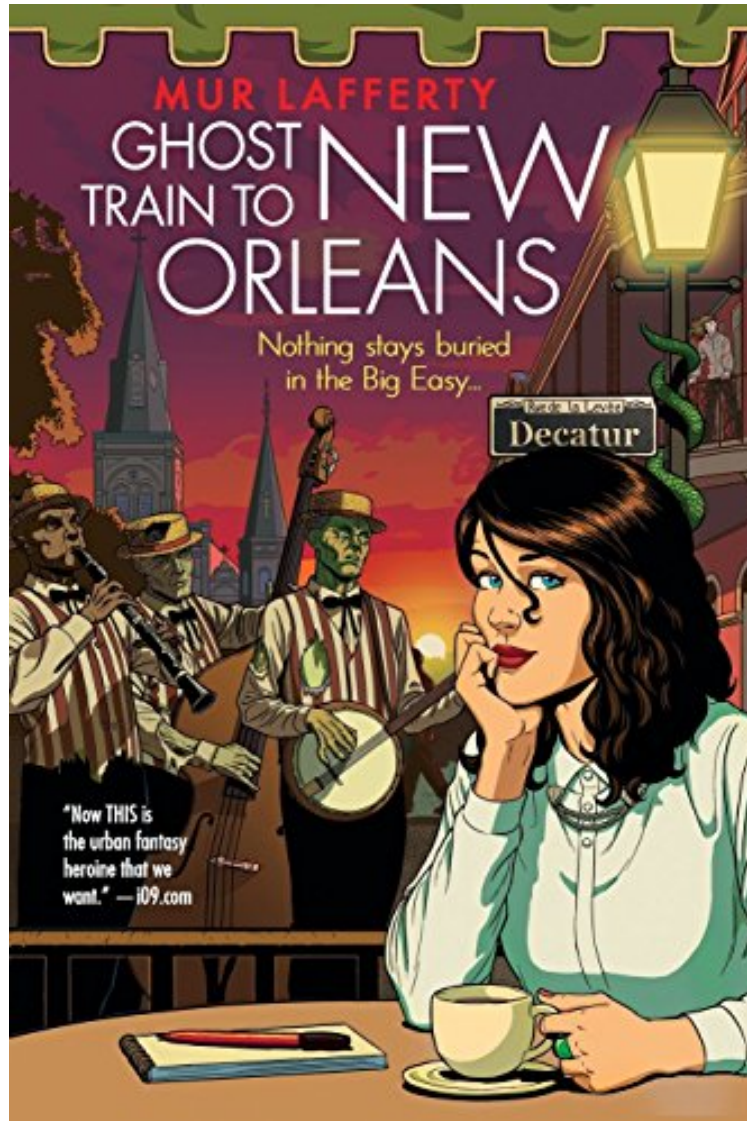


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Ghost Train to New Orleans (The Shambling Guides)

Mur Lafferty

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#992535 in Books Mur Lafferty 2014-03-04 2014-03-04Original language:EnglishPDF # 1 8.25 x 1.00 x 5.50l, .68 #File Name: 0316221147352 pagesGhost Train to New Orleans The Shambling Guides | File size: 20.Mb

Mur Lafferty : Ghost Train to New Orleans (The Shambling Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised Ghost Train to New Orleans (The Shambling Guides):

7 of 7 people found the following review helpful. Even more awesome than the first oneBy MarkWARNING: This post contains major spoilers for book 1 in the Shambling Guides series, The Shambling Guide to New York City. If you havent read it, go read that instead of this review. It was a great book, though I never wrote an official review.I am, admittedly, a fan of Murs I Should Be Writing podcast, and that was the reason I picked up her first traditionally

published novel, *The Shambling Guide to New York City* last year when it came out. That is, however, not why I had this book delivered on release day. That was because *Shambling Guide*, the first book in the series, was a delightful read, and it made me want to read this book as well. (I will buy a single book from an author out of loyalty or interest. If I buy more, its because I liked the first one.)

The Ghost Train to New Orleans starts in New York City, not long after the end of the first book. Zo is trying to figure out her new city talker powers and come to terms with the friends she has lost. Before she has time to do this, however, she is sent away to New Orleans by her boss, to write the second shambling guide. Before she leaves, she goes to talk to Arthur, who is now kind-of her boyfriend. They discover that the medicine he needs to keep him from turning completely into a zombie has gone missing, and they have no way to contact the only person they know who can make more. Thus, Arthur decides to accompany Zo to New Orleans, where the teacher of the man who made his potion and possibly the only other person who can make it lives, if she's still alive. The group, including several of Zo's coworkers, depart on the titular Ghost Train, where Zo is forced to sit in the human car, a victim of discrimination. There, she meets another city talker, and the train is attacked by ghost horsemen. I won't say much more about the plot, because that would spoil large portions of the novel for you, and I don't want to do that. Suffice to say, the action starts high, and only continues to ratchet up, right up to the end, which was incredibly tense and well-crafted. While the first book focused on learning the world of the coterie (magical beings that live hidden among us), and that was necessary for our first introduction to the world, this one takes advantage of the fact that we've seen much of that already to instead dig deeper into the history of the hidden world, as well as introducing some very interesting characters, both human and not. While the first book also focused heavily on the writing aspect of Zo's life she works for a company that writes guides for coterie who wish to visit the various cities this volume does most of that off-screen, though we still get little snippets of the guide itself between every chapter. I like that we don't have to deal with much of the actual writing, though we still have the team dynamics, but I also feel that the little bits of the guide itself that we see are really neat. The ending is adrenaline-filled, and satisfying, though not everything is butterflies and flowers. A warning: While the first book felt like a stand-alone with sequel potential, *Ghost Train* will leave you begging for the third entry into the series. I hope the wait isn't too long, and I intend to pre-order my copy as soon as I can.

Conclusion: While I don't normally read urban fantasy, I loved this book. I unabashedly give it five of five stars, and a hearty recommendation. *Mur* not only talks the talk, she walks the walk. Original review from my blog, [...] 1 of 1 people found the following review helpful. Enjoyable follow-up to "*The Shambling Guide to New York City*"

By Customer *Mur Lafferty's "The Shambling Guide to New York City"* was a quirky and funny twist on the rapidly-growing-stale ("staling"?) urban fantasy genre. Her follow-up novel, "*Ghost Train to New Orleans*" is inevitably less of a revelation, but, despite being a bit packed with chaos, it's still a fun journey. *Lafferty's* world is full of vampires, zombies, voodoo priestesses, golem-makers, demons, and a wide variety of other supernatural "coterie" that regular humans are too oblivious to notice. In the first book, young, unemployed travel writer *Zoe* stumbles into the editorship of a tourist guide to New York City aimed at coterie. In the course of producing the guide, she also gets seduced by an incubus, survives a minor zombie apocalypse, and acquires a zombie-bitten boyfriend. The boyfriend, coincidentally, is also her neighbor and an employee of Public Works, the human agency that interfaces with the coterie -- sometimes, with extreme prejudice. *Zoe's* next project is pretty much what the book's title says: Take a ghost train to New Orleans, then write a guide to the city. To no reader's surprise, this will not turn out to be a simple thing. I won't spoil any of the shenanigans by relating events out in any detail -- partly because there's a lot I can't remember -- but, basically, stuff happens. There's some ghostly robbers to deal with, an enigmatic city-talker to puzzle out, a surly vampire that wants *Zoe* dead, a missing cat, a very-likely-to-be-ex-boyfriend who lost his anti-zombie pills, a friendly god, a zoetist -- or maybe we should call her a voodoo priestess -- who wouldn't mind having *Zoe* for lunch, and an at-least-half-crazed city that wants to play games with *Zoe's* head. The first book was a little bit of a mess. There was quite a lot going on, and a number of bits felt forced and unnecessary. The second book is even more of a mess. The book is still enjoyable and frequently surprising; it's just that not all of the surprises will be welcome. (Don't worry; nobody important dies.)

Bottom line: If you liked the first book, you should be pretty fond of the second as well. 2 of 2 people found the following review helpful. Witty urban fantasy fun

By *Jaylia* How would you like to attend a masked Carnival ball hosted by a shady dude called *The One Who Kills and Is Thanked For It* when you've packed only grubby clothes and you're flanked by two omni-gorgeous goddesses? *Zo* isn't crazy about it, but it's all part of her job editing travel guides for the undead and immortal. It's a job she's very good at and while, yes, it can be a little nerve-racking overseeing writers who love to eat her brains, smite her dead, or drink her blood, times are tough and *Zo* needs the steady income. Plus she now has a water sprite, a death goddess, and a Valkyrie as her best friends, which can sometimes be unsettling but is still pretty cool. At least that's what *Zo* thinks most of the time. I can't resist this witty urban fantasy series and one of the best things about it is *Zo*, a non-paranormal human who recently discovered she isn't quite as ordinary as she thought. It turns out she can talk to the souls of cities -- a trick that may come in handy for a travel editor if she can figure out how to master it. In this book she and her team of writers take a high speed ghost train to New Orleans to gather material for their next city guide, but *Zo* is also hoping to help her new boyfriend *Arthur* find a voodoo-like herbalist somewhere in the swamps who may have medicine to stave off *Arthur's* zombie infection. Right from the start there are difficulties. *Zo* is relegated to coach while her writers ride first class because

the paranormals in charge don't consider humans quite equal, their train is robbed by a bunch of ghosts in badly fitting cowboy costumes, and Arthur is refusing Zo's help and has knocked himself out with Benadryl for the trip so they can't talk about it. Once in New Orleans Zo starts assigning stories, but the sultry, playful, paranormal-rich ambiance of the city is not helping anyone's focus, though it is quite entertaining to read about. Zo has mostly embraced her unusual job and new experiences, plunging ahead with all the determination and common sense she can muster even when it's hard to tell ally from foe. While she sometimes has an attitude, Zo always (almost) tries to do the right thing, even wanting to console a deeply depressed vampire co-worker who's tempted to use her for comfort food. With great characters, ongoing suspense, plenty of surprises, and lots of laughs I finished *Ghost Train to New Orleans* longing for Zo's next adventure.

COULD YOU FIND A MUSEUM FOR A MONSTER? OR A JAZZ BAR FOR A JABBERWOCK?

"This book, like its predecessor, feels inhabited and alive... Even more entertaining than the *Shambling Guide*." *Locus* on *Ghost Train to New Orleans* "Lafferty's writing has an easy style that draws the reader in... She manages to shape the well-worked clay in entertaining new ways." *Publishers Weekly* on *The Ghost Train to New Orleans* Mur Lafferty's debut novel is a must-read book for those who like their urban fantasy fast, furious, and funny. Terrific stuff! Kat Richardson on *The Shambling Guide to New York City* This is a great start to what promises to be one of the gems of the comic urban fantasy crown. The *Shambling Guide* sets the wonderful world of the supernatural--and the slightly more esoteric world of travel guide publishing--on its ear, and the result is nothing short of delightful. *New York Times* bestselling author Seanan McGuire An engagingly funny, and fun, romp through NYC. You'll love Zoe... to bits *New York Times* bestselling Tobias S. Buckell on *The Shambling Guide to New York City* "Shows exactly why so many writers have been buzzing about Mur Lafferty for so many years: an unbeatable mixture of humor, heart, imagination, and characterization. I want to live in Mur's New York." Cory Doctorow on *The Shambling Guide to New York City* "Without Mur Lafferty, the SF genre would be a much duller place. Mur is constantly inventive, always great fun and deserves every success." Paul Cornell on *The Shambling Guide to New York City* Wit, style and plenty of sardonic dialogue, like Douglas Adams writing an episode of *Buffy the Vampire Slayer*. *Financial Times* If *Buffy* grew up, got therapy and found a real job, it would look like this. Scott Sigler Well-written and immersive... a travel series you'll definitely want to stick with. *SFX* Now THIS is the urban fantasy heroine we want. *i09* on *The Shambling Guide to New York City* "A wild ride through the secret side of New York City, Mur Lafferty's mighty debut is urban fantasy the way it should be: fast, funny, with bags of action and characters you'll love. A total delight from cover to cover." Adam Christopher on *The Shambling Guide to New York City* "The *Shambling Guide to New York City* is a monstrously fun romp by one of our most engaging new authors." Tim Pratt "Zombies and vampires and golems, oh my! The *Shambling Guide to New York City* rounds up the biggest cast of the undead and never-quite-alive ever to appear in a single novel, along with a wisecracking heroine whose picture belongs over the dictionary entry for spunky. This is a comic tour-de-force by a writer who lives and breathes popular culture. Mur Lafferty is throwing a monster party and you're invited." James Patrick Kelly, Hugo and Nebula Award Winner "Mur Lafferty is a bright, shining light in speculative fiction. She brings a warm, humorous and startling fresh voice to the genre in *The Shambling Guide to New York City*." Kaaron Warren "Looking for a very different kind of travel guide? One that shows you the real Manhattan? The one the tourists haven't discovered yet, but the vampires and the watersprites have? Then *The Shambling Guide to New York City* is just what you need! With really interesting restaurant recs and sightseeing suggestions, and unusual (to say the least) takes on the Statue of Liberty and Grant's Tomb, it's got everything you need to know for the trip of a lifetime--or longer! And with the smart and intrepid Zoe to show you around, how could you possibly get in trouble? I give it 5 Michelin stars and 8 *Zombie Planet* Thumbs Up (with real thumbs)!" Connie Willis "Funny, smart, and original." *Library Journal* on *Ghost Train to New Orleans* About the Author Mur Lafferty is a writer, podcast producer, gamer, runner, and geek. She is the host of the podcast *I Should Be Writing* and the co-host of *Ditch Diggers*. She is the winner of the 2013 John W. Campbell Award for Best New Writer. She is addicted to computer games, *Zombies*, *Run!*, and *Star Wars LEGO*. She lives in Durham, NC with her husband and daughter.