



# Torrent

*Lindsay Buroker*

Download now

Read Online ➔

# Torrent

*Lindsay Buroker*

**Torrent** Lindsay Buroker

From the bestselling author of the Emperor's Edge series...

When Delia chose to major in archaeology, she imagined herself as the female Indiana Jones of the Southwest. She didn't imagine herself crawling through abandoned mine shafts, scrounging for rusty pickaxes and gold pans to sell on auction sites, but Indiana Jones didn't have to make student loan payments.

Scouring the mountains of Arizona with Simon, her best friend and computer geek extraordinaire, Delia dreams of turning their scavenging enterprise into a legitimate business. More, she longs to earn the respect of peers who shun her for turning into a treasure hunter. What she doesn't dream of is stumbling across a decapitated body in an old mine near Prescott.

Something dangerous has come to the mountains, and a pair of Harley-riding strangers are the only ones who seem to have a clue. They speak a language Delia has never heard and carry mysterious artifacts she's never seen. Investigating these strangers might lead her to discoveries that change the face of archaeology forever... or it might lead her and her best friend into a deadly monster's lair.

## Torrent Details

Date : Published September 21st 2013 (first published September 20th 2013)

ISBN :

Author : Lindsay Buroker

Format : Kindle Edition 251 pages

Genre : Fantasy, Urban Fantasy, Mystery, Paranormal, Science Fiction, Adventure

 [Download Torrent ...pdf](#)

 [Read Online Torrent ...pdf](#)

**Download and Read Free Online Torrent Lindsay Buroker**

---

# From Reader Review Torrent for online ebook

## Hannah says

This was read as part of the ARC version of the Nine By Night novel collection; that full review can be found [here](#).

*Torrent* is somewhat of a departure from Lindsay Buroker's other novels; it's set in present day Arizona with a young archaeologist, a computer geek and an injured ex-pro tennis player as the protagonists. I thoroughly enjoyed the adventure by the end, but there were a few issues that combined to make it a mixed bag for me. As an archaeologist myself, a story by a favourite author featuring an archaeologist heroine is just too good to pass up, but the major ethical issues here (Indiana Jones?! Treasure-hunting?!) really took away some of my enjoyment. The present day setting also made the behaviour of the protagonists harder to overlook; what would have worked in a fantasy setting did not translate so well to 21st Century Earth. If you're prepared for the suspension of belief and moral ambiguity, though, then *Torrent* will be fun.

Starting with the things that did work: the otherworldly mystery, aliens/elves on Harleys and deadly monsters who can't be killed by normal means. It takes a while for these elements to kick in, but once it does, it transcends the slight B-movie feel of the opening first third and you're taken on a really thrilling ride. The mysterious otherworldly aliens/elves, Eleriss and Jakatra, are also particularly intriguing - by the end of the book, I desperately wanted to find out more about them and perhaps see Eleriss and Delia work together.

What didn't: First and foremost, the author does acknowledge that there are issues involved with "treasure hunting," but perhaps doesn't quite realize the full extent of what is and isn't considered ethical in this field. Delia appears to believe that it is fine to sell "junk" from sites that wouldn't be considered old enough for heritage preservation and neglects to notify the authorities, grumbling that they'll swoop in and take her find... everything about this is plain wrong. Just because it isn't "dated enough" or doesn't belong to Native Americans/ancient cultures does not mean it can be disposed of as one pleases. There is no situation where it's okay to loot historical sites for profit, buy or sell from/to collectors for resale, remove objects or otherwise damage a site without even recording the finds/provenience/etc. (Delia seems to just pick things off the ground or dig around a bit, which is just ridiculous - no trained archaeologist would even think this passes for proper excavation) and withhold site finds from the government just so one could keep their loot. It's enough to make me want to pull my hair out in frustration, particularly since the Indiana Jones/Lara Croft connection is one that archaeologists have been trying *very* hard to shake for a long time. While this is fiction, it would be nice if a profession that is already very poorly understood by the general public wasn't further misrepresented.

Aside from that, the behaviour of Simon really threw me off as well. As mentioned, Delia and Simon's habit of breaking into establishments, using what is very likely illegal software and even stealing items might have been understandable in a fantasy universe like that of *The Emperor's Edge*, where the characters are forced to use any means to survive, but in modern day America? Uhhh. It makes their actions hard to understand and hard to accept. In fact, I spent the entire novel wanting to strangle Simon - he's probably the first Lindsay Buroker character whom I've actively disliked. He simply behaves in a way that invites trouble.

I do like Delia and Temi, however; I would definitely like more depth from them, but this is book 1 and there's time to grow - not to mention there could be interesting match-ups between them and Eleriss and Jakatra, should things head down in the romantic direction. If nothing else, they'd make fascinating partners. Despite the book's problems, I enjoyed it more than enough to be very curious about the upcoming Book 2

(which I hope will contain significantly fewer mentions of archaeology).

*I received this as part of an ARC from the publisher via NetGalley in exchange for an honest review. Thank you, White Sun Press!*

---

## **Mike says**

An excellent beginning to a new series from one of my favourite authors.

I enjoy nerdy, awkward characters, and we have an abundance of them here. The skinny Star Trek fan, the would-be Indiana Jones (complete with bullwhip, which turns out to be surprisingly useful), even the tennis star, sidelined by injury, whose awkwardness comes from having focussed so much on her sport that she doesn't know much about anything else. They're young, they're enthusiastic, they're curious to the point of incautious (more or less the Scooby Gang, complete with vanagon, though without any Great Danes), they're short of money, and when the chips are down they're determined and courageous. At least, the narrator, Delia, is. The other two are maybe a little less so, though they show potential.

As a big fan of the author's Emperor's Edge series, I couldn't help noticing similarities. Delia and Amaranthe (the protagonist of EE) both have emergent leadership qualities. The seeming magic in both series is mixed up with seeming aliens (it's not yet clear in this series whether it's really magic or they're really aliens, or both). There are hard-to-kill monsters and underwater caverns.

What's different is that this story is set in our contemporary world and told in first person. It's (broadly speaking) urban fantasy, rather than secondary-world steampunk fantasy. That's one of my personal favourite genres to read, more so than steampunk, if anything, and I thoroughly enjoyed this.

There were a few minor editing issues, but it's an improvement on the EE books in that respect, as well.

Lindsay Buroker is an experienced series author, and she does a good job of setting up some things to be resolved later (to keep us interested in reading the series), while also giving us a complete story with a resolution. She ties the characters together well, gives them clear, strong motivations and distinct personalities, and rubs those personalities together entertainingly.

Other reviewers have mentioned that the characters seem too immature. I remember being not too clueful in my early 20s, so that didn't bother me. I will say that the story as a whole reminded me of a kids' TV series with early-teen protagonists, something like *Under the Mountain* or a British series with magic and aliens that I watched on a plane a while back: exploration, monsters, danger, mysterious powers, and, of course, aliens. For my taste, that's not a problem. I enjoy that sort of story, and don't think it's any the worse for having young adults (or "new adults", if you must) in the place of the kids. Your tastes may differ.

I'm very much looking forward to more in this series, though.

---

## **Tami says**

This could have been great.

The first half was great indeed. But it went downhill after the first half it became a bit convoluted and much boring.

I really liked the world-buidling and the main characters. Delia is an ok heroine - Simon, her nerdy side-kick, is actually much more interesting. The best part was their bantering.

But even that got old in the end.

And so I am probably not going to keep reading this series.

Not enough really interesting stuff. And no romance.

---

## **Beth says**

*Torrent* is a brand new direction for Lindsay Buroker. Taking us out of the past to the present, we now are following two young people, an archaeologist and computer geek, making their way as an antiquity dealer with their start up company Rust and Relics.

Delia is a strong Greek young woman, who had delusions of Indiana Jones type adventures...only to find archaeology is a lot less glamorous than she believed. She is a vibrant, whip wielding character that reins in some of the impulsive tendencies of her partner Simon.

Simon is a highly intelligent programming geek, app maker/gamer who has a tendencies to leap before he looks. He is working on a program to map out potential archaeological sights. Sweet and impulsive, Simon and Delia play off each others personalities really well.

Then Temi busts into the mix. Temi was a world famous tennis star until a tragic accident destroyed her leg. Searching for something to do with her life, she decides that she wants the excitement of Delia's work and comes to the mountains of Arizona to ask Delia for a job. There is a childhood history between Delia and Temi. Simon is enamored by Temi and instantly wants her to offer her a partnership in Rust and Relics.

As with all new plots, the back ground story did slightly slow down the pace but the witty repartee keeps you invested till the end.

I am highly anticipating another adventure with Delia, Simon and Temi. I would also love more interaction between our core Rust and Relics group and Jakatra, Eleriss and Alektryon (especially Alektryon, I want to know more about Alektryon). I did see hints of those mastermind convoluted plans that we've come to love from Buroker and hope to see more of them as well.

This is a break from the familiar steampunk adventures of the Emperor's Edge, bringing us into a marvelous modern day adventure. Gruesome murders, a strange creature, beautiful but lethal looking motorcycle riding hunks (Vulcans??? Elves???), and Star Trek obsessed geekiness accents a brilliantly original new storyline. Don't miss Lindsay Buroker's debut book in the Rust and Relics series.

Written by: Lindsay Buroker

Series: Rust and Relics

Sequence in Series: 1

Print Length: 251 pages  
Rating: 4 Stars  
Genre: Science Fiction  
Age Recommendation: Teen +  
Find out more at: Lindsay Buroker's Website

Find this book on: Amazon | Barnes & Noble

*For more reviews check out Tome Tender's Book Blog or find us on Facebook.*

---

## **E.K. Carmel says**

College friends Delia, an archaeologist, and Simon, a tech expert, barely scratch a living from Rust and Relics (cool name, btw), their antiques business. While treasure hunting in an abandoned mine in Arizona, they find a freshly decapitated body and barely get out before they are the next victims. From that point on, their lives are full of a large animal killing off the local population, mysterious bikers with glowing artifacts who seem to be hunting it, and Delia's childhood friend with a tragic past who shows up looking for a job.

The mystery keeps a reader guessing and the climactic scenes in the caverns under the lake were tense and claustrophobic. I enjoyed the sci-fi in-jokes and sarcastic banter between Delia, Simon, and Temi.

Personally, though, something didn't quite work for me and, honestly, I'm not sure why. The story and characters hit a lot of my favorite topics, and the writing itself is excellent. In fact, I absolutely love this author's Emperor's Edge series. I guess there's just something in this book's combination that didn't jive with me.

---

## **Sarah Lynn says**

I have loved and devoured every book and novella that Lindsay Buroker has written but I can't say I was a fan of Torrent. I was actually really interested when I read the synopsis and saw that she was branching out and writing a story set in today's world that had a twist—but that twist wasn't always well developed and didn't become really interesting until the end of the story. I've given the book three stars even though I think it probably warrants a two star review because the potential is there for this new series...the first installment just wasn't as gripping or developed as what I've come to expect from Buroker.

On a separate note, I am an archaeologist and I took issue with how Buroker played fast and loose with ethical issues regarding how archaeologists are trained and what sites they consider significant. Although the protagonist (a lapsed academic who was trying to pay the bills and student loans) recognizes that her behavior isn't condoned by the professional community, Buroker lacks a good understanding of archaeological ethics and writes about behavior that is supposed to be "acceptable" or at least justified by saying "I know it is kind of wrong...but I need money and I'm going to use my archaeological training to exploit cultural resources anyways..." This is a real problem that archaeologists must deal with regularly because the general public has some of the same incorrect information and ideas that Buroker perpetuates in

this book.

Just a few ethical issues with this book include: 1. Buying artifacts from collectors who often loot sites, 2. Removing historic objects (a protected cultural resource) from National Parks is a Federal crime even if some people think they are old junk that only white people care about, 3. Looting historic sites for profit, 4. Breaking into ancient tombs, 5. Creating software that finds archaeological sites and then considering selling that to the public so they too can go out and destroy sites, and 6. Wearing a bullwhip—ok, not an ethical issue but just annoying nonetheless (we get the connection to Indiana Jones, you don't have to hit us over the head with it). It is not until chapter 10 that the protagonist admits that some of her behavior might not be on the up and up, and Buroker doesn't realize that "looting" and criminal behavior does not just refer to Native American sites. Historic mining sites are protected too, and looting them for profit is just as unethical as digging up Ancestral Puebloan sites for pots.

I am very well aware that this book is a work of fiction and that having a bull whip toting, arrow shooting, adventurous archaeologist as the main character is appealing to authors and readers, but in this instance there are significant issues with how a very real profession is portrayed. Although I seriously doubt that anyone who reads this book is going to go out and start looting historic sites, Buroker has the opportunity to get accurate information out to her readers and educate them on correct archaeological practices and the importance of protecting Native American and Historic Euroamerican sites. I think that this series has a lot of potential and I hope that the author reconsiders how she portrays a field that regularly has to deal with the very real looting and destruction of important cultural sites.

---

## Mara says

DNF at 50% (Chapter 18+)

I'm not sure why this book is labeled UF. This novel isn't UF, as long you don't consider *Indiana Jones and the Kingdom of the Crystal Skull* a UF (or historical) novel.

I'm not sure when I started caring about this author's target readers. I've read and enjoyed four of her other Fantasy novels, even if I admit her series started great for me and went downhill with the sequels.

At least I think I know the reason why: the juvenile protagonists. I had noticed it before: The heroine in *Encrypted* was a young woman, but still a woman, who was then reverted to teen in *Decrypted*. The heroine in *Emperor's Edge* was again young, but as a soldier she couldn't be that young. But, yes, she was naive. The rest of the characters were adults and the story wasn't ya. So, as I said, I enjoyed both.

But the characters in *Torrent* were unbelievable and plainly stupid, the way only *young teens* can be. They are supposed to be mid-twenty, going on twelve. They have their own "shop", but have no idea of what is professional or what is ethics. I know these are big words, but again I point that they should be young professionals, even if in the field of fake archeology, but they look and sound like the Goonies.

By the way, please, don't use Indiana Jones as a "mold" to create your characters. After a few years at Uni, every student of art/history/arch knows the difference...

And, sorry, I'm not 15 anymore, the Goonies aren't fun. In 18 chapters I was both bored and irritated by the

going nowhere plot and by the characters. They are bland and cartoonish. They remind me more of the sitcom than the book world.

I'll try to make my point without spoilers. He's a nerd and a geek. They spend their time playing on line. She has or should have a degree in archeology, because she is Greek so of course she's following this path. But her idea of an archaeologist is Indiana Jones (whip included) so they make money (or try to) selling on line "Industrial" revolution object (because they don't want to be grave robbers! He's a Native, he couldn't!). They barely have enough money to pay "rents", but hey. Here comes a beautifully woman and, you know, she's gorgeous so he keeps saying yes when she asks to be employed.

Goonies. This isn't even young adult, it's kid's behavior. Like blogging about monsters so you can attract web traffic. Doing all kind of illegal but cool things. Meh.

I don't know what I find worse. The Juvenile. Or the stale.

If this is your first Buroker's book, please consider her other series. I can't recommend this, but she's an author worth checking out.

---

## **Yzabel Ginsberg says**

*(I read this book as part of the Nine By Night set, which I got on NetGalley in exchange for an honest review. Since I'm not going to read all nine books in one go, I'm posting short reviews separately.)*

I struggled to finish this one. Overall I find it rather boring, the plot was muddled with too much running in circles, and too much was left unsaid at the end for the reader (there was a monster, but I still have no idea what it is, what the main threat is, who/what the strangers are, etc.) As for the characters, they felt really childish and too stupid to live. Also, cracking a whip doesn't an archaeologist make. Indiana Jones would weep.

---

## **Zoe Cannon says**

I was really looking forward to this book. I love Lindsay Buroker's *Emperor's Edge* and *Encrypted* books, despite being very picky about my second-world fantasy. I tend to prefer urban fantasy, so I figured I would love this even more than the aforementioned series. But although this book was entertaining enough, it didn't live up to my expectations.

None of the characters seemed that strong, which was surprising considering how much the personalities of the *Emperor's Edge* characters carried the story. Simon actually bugged me at times, not because I disliked



him as a person but because he read like a geek written by someone who doesn't know any. He walked the line between character and cliché throughout the story, and sometimes crossed that line entirely. Temi... just wasn't that compelling. Her voice was the strongest of the three, but I didn't connect with her enough to really care about her. And because I'm not an Indiana Jones fan, the Indiana Jones thing, while fun, wasn't enough to get me interested in Delia. She has potential, but her motivations weren't strong enough to forge the kind of connection with me that a reader should have with a protagonist. She doesn't want anything strongly enough; she hasn't lost enough. Give her a few more books (if she gets them – see the last paragraph of this review) and she could turn into a main character I love, but she's not there yet.

I had mixed feelings about the plot. Normally I like cross-genre books, and urban fantasy and modern-day science fiction are two of my favorite genres. But the sci-fi angle was pushed so hard for most of the book that when fantasy elements started showing up, it felt jarring – I had gotten myself geared up for sci-fi, and had forgotten the book was labeled as urban fantasy. Granted, I do prefer sci-fi to fantasy, and would rather see a fantasy book turn sci-fi than the other way around, so this may simply be a matter of personal preference.

(Incidentally, fans of Lindsay Buroker's work will not be at all surprised to find an underwater scene and mentions of owning one's own business.)

The book was fast-paced, and despite the difficulty I had connecting to the characters, it kept me reading. But it didn't really click with me until the last fifty pages or so, when the mysterious strangers began playing a larger role and all sorts of intriguing questions started coming up. This may simply have to do with what I prefer as a reader. Monster-hunting? Meh. (I've always found monsters to be uninspiring villains, because of their lack of intelligence. I prefer an antagonist who can think, and one who wants something more interesting than destruction. If you like monsters, you may enjoy this book more than I did.) But I wanted to know who these guys were and what they were up to! Those last few chapters made it very difficult to put the book down to go to bed.

However, this is also the biggest problem I had with the book – because for the most part, none of those questions were answered. (view spoiler) Ordinarily, this wouldn't be a problem for me – it's the first in a series, and I'm fine with the mystery being spread over multiple books. Although for most of the book I hadn't been too excited about the prospect of future books, the last bit made me hungry for book two. But I've read the author's blog, and she's mentioned multiple times that part of her publishing strategy is to release the first book in a potential series and see if it does well before writing any more books in that series. If you're going to do that, you really need to make the first book a satisfying stand-alone. The first *Emperor's Edge* book worked as a stand-alone. *Encrypted* worked as a stand-alone (although I'm still sad that it looks like there will only be two books in that series). This one doesn't. And I have no idea whether this book is doing well enough for the author to write a second one (or whether she's even using that strategy for this particular series - though she does ask readers to review the book if they're interested in seeing more in the series, which implies that there won't be any more if this one doesn't get enough reviews), which makes me wish I had waited to read this one until I was sure more books were coming.

---

**XX Sarah XX (former Nefarious Breeder of Murderous Crustaceans) says**

Actual rating: 2½

I knew this would happen. I love Buroker's *Emperor's Edge* series so much (one of the best I have read in a

long time) that I just knew this would be a disappointment.

I think the big difference between this new series and EE lays is the characters. In The Emperor's Edge the characters are strong, charismatic & funny and the reader cares about them. It's the opposite here. The characters simply felt bland and uninteresting. I wasn't really interested in finding out what would happen to them next.

The story in itself wasn't too bad but it was simply boring. There is quite a lot of action going on but the book still felt like it was never going to end. The last few chapters dragged on and on and I almost gave up on the book several times. I am really not sure if I want to read the second instalment in the series. Were this series by another author I probably wouldn't bother but I love Buroker so I just might give her another chance here.

---

### **Drew Doll says**

Wow! I really liked this book! I really, really liked this book!

I read this book as part of the Nine by Night anthology and I am so glad I did. I have not read any of Ms. Buroker's work previously, but I am adding her books to my TBR stream as soon as I finish this review.

(As an aside, does anyone else have more books in their TBR pile than they will read in this lifetime? Purgatory might not be so bad if I have time to get to all the books I've yet to read.)

Delia, Simon and Temi are an awesome team, and the more I learn about them the more I want to know. This was one of the those books that as soon as I finished it I was searching for the next book in the series. When I realized it wasn't written yet I email the author, told her how much I liked the book and asked her when she was planning on getting around to the sequel.

I would absolutely re-read this book when I got ready to read the sequel.

---

### **Tina says**

I have loved all the books I've read by Lindsay Buroker (EE Series and Encrypted Series, especially) until now. I SO appreciated winning a copy of the book and truly hate to give this book a negative review (really 2.5 stars, not 3). However, I was pretty bored for about 3/4 of the book. I didn't care that much about or for the characters. They weren't very well-developed.

For a shorter book, it seemed to drag on...until the last 40 or so pages. Perhaps, now that something is finally happening in the story, things will pick up, but I just don't feel much of a connection to or with any of the characters yet. I want a strong female and male, not the lackluster Del, Simon, and Temi.

It pains me to say these things about SUCH a talented writer, but this book just didn't hit the mark for me.

---

## Jacob Proffitt says

This book is easy entertainment, and one I enjoyed a great deal. It's hard to characterize as it doesn't fit very well into current genre specifications. If I were allowed to invent my own terms, I'd call it a modern fantasy adventure story. Modern for the initial setting, fantasy for the fantastical elements that lace it, and adventure for the Indiana Jones sensibility that informs much of the structure.

It's probably that last that'll trip up some readers as the narrative assumes that you'll be along for the ride with characters whose backgrounds and motivations are laced with coincidence, adrenaline, and the occasional non-sequitur. Since it was exactly what I was in the mood for, this week, I found it very enjoyable, indeed.

At the end, the author acknowledges that it was something of an experimental jag for her and the ending is certainly well suited to a series should she find interest. I, for one, hope the interest is there because I'd love to revisit these characters and see how Temi, Simon, and Delia handle the hinted-at Armageddon heading their way. And no, there *isn't* a cliffhanger, so don't take that as the implication; the story wraps up very nicely even as we get a strong sense for events that could happen afterwards.

---

## Ian says

When treasure hunters Delia and Simon stumble upon a decapitated body in a cave they find themselves at the centre of some very dangerous otherworldly happenings. With two leather clad bikers who might be aliens and a monster on the loose that's intent on killing everyone it comes across, it's up to Delia, Simon and Artemis to kill the monster and save the day.

This book is honestly a bit of a hoot. As long as you don't take it too seriously it's a lot of fun. Just think Tomb Raider meets Raiders of the Lost Ark meets Scooby Doo. It's not perfect. It's a little rough around the edges but I don't really care, I had great fun with this book.

---

## Pauline Ross says

The author's steampunk series, 'The Emperor's Edge', has built up quite a following, but this is something very different, the start of an urban fantasy [\*] series, set the southwestern US. The setting may be different, but the principle is the same: a collection of interesting characters, a pacy action-packed adventure with loads of unexpected twists and some great humour.

Here's the starting point: archaeology drop-out Delia and geek Simon are trying to get a business off the ground discovering buried artifacts and flogging them to collectors. Temi is a old friend of Delia's, a former

tennis pro on hard times. There's also another old friend who handily analyses DNA samples when necessary, and a couple of weird guys on Harleys. Oh, and a monster. A going-round-randomly-killing-people-in-the-dead-of-night type monster. When Our Heroes stumble across a body in a cave, they find themselves sucked into a bizarre monster-hunting expedition. And when I say 'sucked into', I mean, of course, that they rush around following mysterious footprints or bloodtrails or exploring underground caverns with wilful disregard for their own safety.

For the first half of this book, I felt like I was reading the script for one of those cheap summer horror movies. Monster. Check. Bunch of nice, harmless kids. Check. Lots of stalking, screaming and desperate attempts to escape. Check. Yes, it's all a bit cheesy but then there are some wait-what? moments. The two Harley riders who speak no known language ('It's not Klingon', says the linguistics professor, deadpan). The non-human blood. The magic glowing sword (I kid you not). And the monster's made of what? And the humour made me laugh out loud, which is always a plus, in my book.

The characters don't sparkle yet, but this is the first in the series, and it's hard to squeeze in all the character-building background when Our Heroes are frantically trying to escape the monster's claws. Simon is a stock geek, more interested in apps and gadgets and blog posts than common sense, and a bit awkward with the ladies. Delia - well, I don't get much of an impression of Delia. Both of them are far too ready to go careering after monsters or mysteriously hostile men, but then there wouldn't be much of a story if they weren't. Temi is more interesting, with her falling out with her family, her tennis and the sudden loss of that, and another mysterious quality which I won't reveal but it's intriguing. She was a little uneven, on the one hand perfectly ready to dive into whatever adventure the other two were haring off on, but also the voice of reality: "Guys, is this a sensible thing to do?" But if the main trio fell slightly flat, the two men on Harleys more than made up for it. I do like ultra-mysterious but very cool blokes. And there is one other character now on the loose that I am very much looking forward to seeing again.

This is a slightly lumpy start to the series, but that's a very common problem. Once the characters settle down and start to gel I'm sure a lot of the rough edges will be smoothed away. For now, this is a straightforward, lightweight adventure caper, easy to read and a lot of fun, especially once the main chase begins, around the halfway point. There are a number of implausibilities, but, for me anyway, the humour more than makes up for it. The modern setting allows for a lot of quick-fire jokes, which you don't actually need to be a Trekkie to appreciate (although maybe it helps). I wavered between three and four stars, but I'll be generous on the grounds that a new series always needs time to iron out the kinks. Four stars.

[\*] Look, the author self-defines it as urban fantasy, OK? So I'll go with that. But honestly, I don't know what the hell it is - sci-fi or fantasy or paranormal or some wild mash-up of all of them. And honestly, it doesn't really matter what you call it.

---