



# The Miocene Arrow

*Sean McMullen*

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## **The Miocene Arrow** Sean McMullen

In a fortieth-century America of ancient kingdoms with opulent courts, hereditary engineering guilds, and rigid class distinction in warfare, a centuries-old balance of power is shattered by a few dozen Australian infiltrators. Against a rich backdrop of war, chivalry, conspiracy, and a diesel-powered arms race, a dangerous secret alliance has formed. Now the unlikely trio of an airlord, an abbess, and a fugitive are joined together in a desperate race against time to stop the ultimate doomsday machine from being launched:

## **The Miocene Arrow Details**

Date : Published May 18th 2003 by Tor Books (first published 2000)

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Author : Sean McMullen

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# From Reader Review The Miocene Arrow for online ebook

## Iain Coggins says

I am stopping reading this book at 75% done. I don't like doing this, but I am increasingly feeling like I am wasting my time. Souls in the Great Machine had its weaknesses, but I enjoyed it from start to finish. The Miocene Arrow, however brings McMullen's weaknesses into greater light. The most frustrating thing about his prose is the lack of description. He has the greatest ideas, and has conceived a very original and compelling world, and yet does not present in the fullness it deserves. I am continually struggling to visualize the amazing things he proposes, but never fleshes out. I am a lover of minimalist prose, and detest overly descriptive, mire-like prose, but Sean, please, throw me a bone! McMullen's biggest problem seems to be his lack of familiarity with North America and the Rocky Mountain region (where I live). This unfamiliarity is in contrast to his descriptions of Australia (Australica) in Souls where he does a passable of job of presenting the landscape. Throughout Miocene I felt like Mounthaven was little more than a thin framework to hang his neo-Renaissance world upon.

I also struggle with his characterizations, although not nearly as much as other reviewers who rail against their one-dimensionality. This was a bit of nuisance in Souls, but in Miocene, it is a distraction that grows more glaring as the narrative wears on; the interplay between Serjon Feydamor and his cohorts is particularly weak.

I don't know if I'll go back and finish this book. I love the world, but I feel I am continually being cheated out of it by the storyteller himself. Since I have not finished the novel, I will not choose a star.

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## Steve says

could not finish this book.

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## Elyce says

I picked this at random from my bookshelf this morning, and I can tell you that I already don't like it - the characters are full of themselves, and there is no setup for this weird time period.

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## Dmitri says

I rarely (read: never) use the word "romp" in reviews. But hot damn, I enjoyed the hell out of this book (second in the Calculor trilogy). Human-powered primitive computers! Arthurian-style chivalry but on diesel-powered fighter planes over the mountains of post-apocalyptic America! Espionage, comedy, and.. war crimes (the book gets fairly rough, at times, but I think still in a respectful manner).

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## **Ann Tonks says**

The author has clearly done an amazing amount of work to create this array of characters and this 40th century America - but after the first 100 pages I couldn't be bothered going any further. I just didn't care enough about any of the people he'd created to want to spend more time with them.

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## **Frank says**

More goodness from down under. Read in order

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## **Matthew says**

Good. A pretty strong sequel to the previous book, although it could be read as a stand alone as well. It takes a while to get going and far too many characters are introduced in the early chapters. The ending is a bit rushed and slightly anti-climatic after the end of the "war".

But if you enjoy post-apocalyptic Americana stories with a slight dash of steam punk, this book's for you.

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## **Timothy Keable says**

Another wonderful instalment of the Greatwinter trilogy.

Lots of characters, a labyrinthine plot and great concepts.

Loved it!

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