



Steampunk is Dead

Harmon Cooper

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The exciting sequel to The Feedback Loop.

Adjusting to the real world isn't exactly easy for Quantum Hughes. Instead of focusing on his recovery, he takes an assignment alongside Frances Euphoria to a virtual entertainment dreamworld called Steam, in search of a Proxima Developer. True to his nature, Quantum acts out of turn, causing the entire world to turn against him. This gives him two options: return to The Loop for help, or try and hold his own. There is also the problem of the Reapers, who have appeared in Steam ready to hunt him down or worse, kill him.

The real world, The Loop, Steam -- three worlds with their own rules, their own enemies.

The thin line between dream and reality is pixilated.

Steampunk is Dead Details

Date : Published September 23rd 2015 by Boycott Books

ISBN :

Author : Harmon Cooper

Format : Kindle Edition 225 pages

Genre : Science Fiction, Audiobook, Fiction

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From Reader Review Steampunk is Dead for online ebook

Liquid Frost says

I strongly suggest reading The Feedback Loop before venturing into this, book two, of the series. I feel the reader will be lost otherwise. Additionally, the dynamics between the characters will be completely lost and this story won't make a good deal of sense and/or fall short.

I very much enjoyed this installment. It differs quite a bit from the series launch, where Quantum is stuck in The Loop - an abandoned Proxima World that he can't seem to escape. Here, we are introduced to the protagonist, as well as Frances, Dolly, Morning Assassin, The Reapers, and the UK boys.

In Steampunk is Dead, Quantum is free in the real world, but finds himself needing more. He is torn between what he is and what he can be in virtual space. This depressive, almost isolationist tug-of-war is just one bit of the dynamics at hand.

Quantum and Frances team-up and jack-in to Steam, a steampunk virtual entertainment world. I've said in many book reviews that I'm not the biggest fan of steampunk. I have found a couple books which I like and was thinking I wouldn't care much for this installment. Luckily, Cooper pokes fun, through Quantum, about the fantasy world, which provided me some nice balance. That, and mutant hacks.

As my opening suggests, you really should read the first book. It makes the return of the old cast much more enjoyable and you may be happy for Quantum and Dolly; the latter being one, sexy bad-ass Seed.

I noticed a handful of wrong/missing words. I also noticed sections where run-on sentences go long, yet other sections where semicolons aid in the flow.

I do look forward to book three, even though, for me, it takes place in an environment worse than steampunk: high fantasy with dragons. I don't like books with dragons. I'm hoping the characters will pull me through.

In sum, this is a very fast-paced read. There is plenty of action and continued character development. I was provided an advance copy for review.

Lori says

Another very entertaining and enjoyable addition to the series. Once again the story pulls you in immediately, holds your complete attention and before you know it, you've listened to the whole book. This story is just as creative, fun, humorous, fast paced and full of non-stop action as the first book in the series. It's definitely worth your time.

It doesn't matter if your gamer or not. Even if you don't play or like video games you'll enjoy this series.

Quantum isn't adjusting to life outside the loop. He wonders at times if it would be better to go back in. In an effort to help free those trapped inside various games he's about to get his wish. Only this is a new world with new rules.

Jeff Hays does a fantastic job with the narration. He doesn't just narrate the story he makes it come to life. It's

hard to believe at times that it is just one person narrating the story. Excellent character voices. The range of character voices he does is amazing. Great voice that is easy to listen to for long periods of time. Clearly spoken with a smooth even pace. He's one of the most enjoyable narrators out there to listen to. You know your in for an amazing listening experience when he is the narrator.

I was provided this free review copy audiobook at my request and voluntarily provided this review.

Joe Corso says

Really hard to emphasize with the main character. The hyper violence and shoot first ask questions never style can be hard to get behind.

Andreas Åslund says

Very likable

Cooper writes an interesting dialogue and most characters are multifaceted. Wether you're into steampunk or not, this book is well worth reading.

Justin says

One to two stars at the beginning and around a 4 by the end. So an okay 2.5 to 3. I wouldn't recommend to anybody who gets frustrated by the main character (like me) doing stupid things. It did get better as the story went, but I came close to DNF after about 50 pages. Glad I finished it and likely will read the next one (as it is free). Not anywhere near a must read.

AudioBookReviewer says

My original Steampunk is Dead audiobook review and many others can be found at Audiobook Reviewer.

“Steampunk is Dead” is the second book in the Feedback Loop series of books currently available in audiobook format. This book, like the first, is written by Harmon Cooper and the audio narration is performed by Jeff Hays; one of my favorite narrators. If you enjoyed the grit, the grime, and the game of the first book (Feedback Loop), this book is a must read. Simply go get it now and enjoy. If you have not yet listened to the first book, pick it up first as this one continues the journeys of Quantum and his experiences in and around the Feedback Loop. If you enjoy Literary RPG (LitRPG) books, this series stands out in a very crowded space. If you like gaming, role playing, themed fashion and steam-powered machines, you will enjoy this story woven by Cooper and told by Hays. I highly recommend you pick up a copy of the book and start listening right after finishing the first.

Going along with the adventure is most of the fun in this type of book, so I will try not to include any spoilers in this review. Needless to say, Quantum has moved out of the feedback loop which he was

previously trapped; in book one. He now faces an even more difficult world, more powerful nemesis, and more lasting relationships. All this culminates into a light-hearted romp onto a science fiction subgenre involving Steampunk; a world called Steam. I'm not a huge steampunk fan, but I enjoyed all the new experiences, machines, and limitations one faced in this type of world. Steam everywhere, unique weapons, and ultimate flying machines galore. Add to this the quite exclusive clothing comprised of leather everywhere, tight corsets, high heels, goggles, and yes; so much steam. This is a different world for our main character and he has to put his trust in others to survive. From start to finish, the book maintains the original cyberpunk feel of the first, but on top of all that there is so much steampunk; which is not a bad thing.

As with the first book, the author does a superb job of weaving in modern humor and puns that those who game clearly get, and others will still find funny. There are also a number of included references or saying from the 80's and 90s periods often hard to miss. I often found myself laughing out loud at a few of the one-liners, quips, and snarky comments the author threw into the storyline. I will say, I was happy that the author did not abuse or misuse them as some authors have in the genre. I also found it thought-provoking that it was often difficult for Quantum to distinguish the differences between the many virtual worlds from the real world. Things had changed so much while he was trapped in the Feedback Loop that the physical world, with all of its advancements, became so much like one of the many virtual ones. Did I mention the interesting clothing? I did, but I found this aspect of the book fascinating because I'm not one who fully comprehended this subgenre before listening to this book.

Quantum has not changed much from the first book. He packs the same cocky attitude of shooting first and ask questions later. His first thought it to apply a level of violence to any situation, but his friends have to show him there are other ways of solving one's issues before doing any harm. We have an expanded inventory from the first as Quantum has acquired a few new toys. I thought the technology penalty to one's life counter in Steam was an interesting twist. You could bring in any weapon type, but if it was not powered by steam, your health would diminish the moment you began to use it. Who would not like to have a steampunked cat as a pet? Quantum is still focused on the many glories of food options he has in both the physical and virtual worlds. However, with the FDA now the enforcer of preventing obesity, he has to find ways of enjoying his latest passion of food and drink.

Let me turn to the audio narration. As stated earlier, Jeff Hays is the narrator I measure all the other narrators I listen to against. He is the standards setter when it comes to audiobook narration. He even hosts a Twitch channel where one can watch him performing his narration; give it a watch some time. You cannot go wrong if you are looking for someone that puts in the extra effort making a book come to life than Jeff does. The work is polished, professional, read with a passion, and as with all his other works, he flawlessly is able to maintain the many different characters and keep them distinct and interesting. There were no noticeable audio artifacts detected while listening, no swallows, clicks, page turns, etc.

As with the first, a note to parents and young readers, this book contains vulgar language, sexual references along with some innuendos, and at times elements of crude humor. The language used in this book is a bit stronger and flowing than what was used in the first book. So, if these are a concern, I would recommend you find a different book series to enjoy.

In summary, the second book in the series is well worth your time and Audible credit. It is more polished, more exciting, and more of everything that made the first book so much fun. After listening to the first book, I dove right into the second book and devoured it nearly as quickly. I'm looking forward to the third book, which I will be reviewing shortly. I'm sure it is also just as well done as the first two.

Audiobook was provided for review by the narrator.

Norma says

(Format : audiobook)

"Welcome to the real world, Quantum."

The world has changed whilst Quantum was locked into the Loop and then suspended in a coma after his return. Now there are android ("Do not address me as 'droid' again") police and Quantum, like everyone else, now has a life chip embedded in his head. And then there is the EyeNet, more convenient than WiFi. But he misses the Proxima World, the Loop and, especially, the lovely Dolly.

But it is time for the Dream Team to get back into business: first stop, the Proxima World, Steam.

Another really fun book from author Harmon Cooper, further building on the characters created in The Feedback Loop. It is fast in gaming action with plenty of humour and curious characters. Jeff Hays gives another superb performance, voicing the protagonists with their own special idiosyncrasies and pacing his reading to the text. His narration helps the whole world described to come alive.

Almost certainly more enjoyable if the first book has been read, Steampunk is Dead could be heard as a stand alone. But why deny yourself? For any character based science fiction fan, even if not a gamer, this is a terrific series and highly recommended.

Marty Nicholas says

Characters really develop in #2. Definitely a strong point in this series.

Bonnie Dale Keck says

Kindle Unlimited, This writer has serious 'issues', reviews are reader's way of saying ya need help sparky, just wait and write some more first.

The Feedback Loop: (Book One) (Sci-Fi LitRPG Series) - Steampunk is Dead: (Book Two) (Sci-Fi LitRPG Series) (The Feedback Loop 2) - High Fantasy: (Book Three) (Sci-Fi LitRPG Series) (The Feedback Loop 3 The Feedback Loop (3-Book Box Set): (Scifi LitRPG Series)

Reapers and Repercussions: (Book Four) (Sci-Fi LitRPG Series) (The Feedback Loop 4) - The Mechanical Heart: (Book Five) (Sci-Fi LitRPG Series) (The Feedback Loop 5) - Cyber Noir Redux: (Book Six) (The Feedback Loop 6)

Dear NSA: A Collection of Politically Incorrect Short Stories
Zombie Lolita: (A Collection of Short Stories)

Melissa Hayden says

Quantum makes it fun with his trigger happy feel to kill anyone that tells him no or questions him and his snarky remarks.

****FULL REVIEW****

*I was given this free review copy audiobook at my request and have voluntarily left this review.

I enjoy listening to Jeff. He really makes the story feel like a full cast of people. Jeff does extras as he's narrating to go with what the characters are doing. One example is a slightly different sound to the air when talking to someone on a phone. All these small extras and the voices creates a world and people for us. Jeff is not only talented in voice, but portraying emotions felt in these characters. Good grief does he make it lively and fun to listen too!

From the first paragraph we see that Quantum is struggling with living in the real world. He was in the digital world fighting for so long, that those habits have stuck. Living style and slang from the noir fantasy he was in are still what's fresh in his mind, so we still get the sassy one liners. Quantum seems to find a balance in his trigger happiness and jobs, though this doesn't happen right away. It's, actually, kind of brutal for all around him until he does. lol. But, eventually it seems like there is a balance, when he finally goes to one place where he feels at home.

Quantum still has his sense of humor with living people, though they don't seem to react as creative with him as the characters in the feedback loop do. He toys with people all the time. lol.

I was excited to get into this book. I enjoy steampunk! With Quantum's humor and view of things around him, I thought it'd be interesting to see him in a steam punk world. Seriously! The weapons that could be crafted here...imagination run wild with ideas for weapons... Is it terrible that I got excited when we got to a big weapons cache? lol.

Just like in video games, there is always trouble when you least expect it and from people you may not expect too. This, along with Quantum always attacking everyone, is what keeps the story moving with action.

I thoroughly enjoy the way these storylines are written in the gaming world. I know we are in a video type game, but Quantum and Frances interact as though they were associating with other people. The worlds are different but a pleasure to visit. It's like a treat when we get to dive into The Loop.

The title of the book. I'm shocked! It'll all make sense when you read/listen to the book. It's totally cool and the best title!

This story is a fun listen for me. It's full of action and off hand comments and sayings from Quantum. Quantum makes it fun with his trigger happy feel to kill anyone that tells him no or questions him and his snarky remarks.

Deborah says

A fun dumb read. This middle book progresses the story slightly but more seems to be the author having Finn with a change in location. Not a bad story & not much thinking required so good for a lazy weekend read

Doug Graffeo says

Gritty and fun

I love Harmon Cooper's writing style. The Proxima universe is fully formed and richly populated. Quantum Hughes is an excellent anti-hero. I understand his angst.

Kay Smillie says

I received this book in return for an honest review - I don't do any other kind!

A very worthy, brilliantly thought out and well-written sequel to The Feedback Loop. IMHO, the book's cover accurately mirrors Quantum's trigger happy reflexes. The drops of red blood reflecting his belief that everyone is hostile straight off, fires without thinking of the consequences, and leaves a trail of death, hatred and chaos behind him. Same as usual then?

Quantum's gutsy hard-boiled incarnation in his 'self' and in his use of language, adds a new and exciting dimension to the reader's enjoyment. The action is superb and it is so easy to lose yourself in this.

As you would expect from Harmon Cooper, the machinery and weapons in, and descriptions of, this Steampunk VE world are inventive, imaginative and nicely eccentric!

The laugh out loud parts will catch you unawares, as will the unexpectedly tender, warm moments. The dialogue between the minor stars of these books - the UK Assassins - make me chuckle. These guys are like the embodiment of 'a Scotsman, an Englishman... walked into a bar' joke, which for me is a good thing.

One thing to point out, Mr Cooper - I have never seen as many different words for boobs accumulated in the one book in my life! Blood is steam - loved it! Entertaining and riveting. Clear a day, you won't regret it!

Brock Deskins says

I didn't enjoy it as much as I did the first book. It needs another good proof reading by someone who has not already read the book. There are numerous minor errors, mostly missing words and some punctuation issues. As far as the story goes, I felt like it just never really went anywhere. Hop into the steampunk world, hop out, hop back in, never making any real progress, big fight they easily win then it's over. It felt like a little bit of a story with a lot of filler. I hope the 3rd book is more engaging.

Chris Evans says

Continuation of the story shortly after the end of The Feedback Loop. I've got to say, the more Cooper describes the world these characters are living in, the more depressing it becomes.

So Quantum after having been conditioned into being insanely murderous by living in a bleak game for decades, is having a bit of trouble adapting to his new life. (who could have guessed). This is especially an

issue when he goes on Dream Team missions as he has the physical ability and weapons to act on his conditioning. This book focuses mainly on a steam punk world, and Quantum taking the piss out of the genre. Like the first, the story is short, and with excellent writing. It's not a great litrpg; though, as the mechanics are quite poor.
