



Ghost in the Machinery

Stefan Petrucha , Sho Murase (Illustrator)

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Has Nancy Drew solved the world's energy crisis? On a mission, sponsored by young, rich, and handsome Ralph Credo, Nancy teams up with eccentric scientist Roy Hinkley, to find an amazing high efficiency engine able to operate at an amazing 200 miles per gallon! The experimental engine, mounted on a tank, was part of an experiment during the final days of World War II. There's just one problem, the engine and the tank are haunted. "Ghost In The Machinery" is the first in a series of three Nancy Drew adventures entitled "The High Miles Mystery."

Ghost in the Machinery Details

Date : Published May 15th 2007 by Papercutz

ISBN : 9781597070614

Author : Stefan Petrucha , Sho Murase (Illustrator)

Format : Hardcover 112 pages

Genre : Sequential Art, Graphic Novels, Mystery, Young Adult, Comics, Comic Book, Adventure

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From Reader Review Ghost in the Machinery for online ebook

Jo Ryan says

It was good I'm always up for a good mystery but this one was a heck of a ride including a ill man from the war it is worth looking at as well as reading so if you see it buy it because you will enjoy it no matter how old or young you are or if your a boy or girl you will thank me

Raja99 says

I had some misgivings about reading this; the back cover proclaims that it's the start of a mystery so "BIG ... that it takes 3 graphic novels to tell the whole story!" Fortunately there was a reasonable sense of closure, though there *are* some awfully big unresolved issues at the end.

This was quite enjoyable, though there were a couple things I found a touch off-putting. First, there was an offhand mention of "the Mustang, the fastest fighter in the sky, and a vital tool for the Allies beating the Nazis." I'm pretty sure it was also used against the World War II Japanese ... who are never mentioned in this book. The other thing that bothered me rather more was the macguffin; a WWII tank engine that got 200 miles to the gallon and was just left to rot. Riiiiight. (On the plus side, magnetism does play a role in the plot.)

I'll be interested in reading the next 2 graphic novels (*The Disoriented Express* , *Monkey Wrench Blues*), when I have the chance.

(Finished 2009-07-30 < 09:30EDT)

Book Thrift says

Whatta zombiiiiiiiiies!

Amanda says

I enjoyed the mystery in this book. Within a building scheduled for demolition is an experimental engine that was built in WWII. Eccentric scientist Roy Hinkley believes this engine is the key to solving some of our energy problems we currently face. He was given the go ahead to look inside the building and take whatever "urban legends" he may or may not find inside the walls before demolition takes place. Since no one believes him or the existence of the engine he is moving about relatively undisturbed.....until Nancy Drew and her gang stumble upon Roy and his angel investor Ralph Credo aka a safecracker who has been playing by the law.... pick up the book yourself to see how the mystery unfolds!!

Shonda says

Nancy invites friends Bess and George to go camping in the woods. Little do they know, Nancy has motive for the camping trip. Strange lights have been seen in the woods and Nancy wants to get to the bottom of it. When the girls see the lights, they run towards them and discover an old government factory no longer in use. Or so they thought. They enter the rundown building and meet Roy Hinkley, an engineer. He explains he's there to find the hidden magnetic tank engine that can operate on 200 miles per gallon. Problem is, he thinks there is a ghost in the building trying to protect anyone from locating the tank. Nancy and her friends find themselves on the case looking for both the ghost and the tank.

Simon says

This book was a great surprise to learn about and see that Nancy Drew was carrying on as a graphic novel now. While I wasn't too keen on the art style, I still sucked it up and enjoyed it. The story was good, but Nancy was a bonehead! She was so absent minded and forgetful, this was nothing like the real Nancy Drew in the main series. I was disappointed about that, but it was still a fun read.

One other thing I am wondering about is where the heck is Helen Corning? Nancy seems to only be hanging out with Bess and George now. Don't get me wrong, I like Bess and George, but I liked Helen too.

Sarah Crawford says

This is the first in a three-manga storyline dealing with a tank that gets 200 mpg. The tank is in a building that is due to be blown up the next day when Nancy and the girls go looking for it. They fall into a hole and are rescued by a guy, but soon Nancy is almost squashed by a huge tire rolling down a set of stairs at her.

Nancy has to deal with whoever is going after her in the building, and in taking a very crash course in how to drive a tank out of an exploding building. The tank uses some kind of very strong magnets which made me think of the Philadelphia Experiment.

The main problem that arises is not with this particular part of the series, but how something very important is not really followed up. The idea was clear that the tank got 200 mpg. Now, if a tank could do that, then the same principle applied to ordinary cars would probably boost their miles per gallon to at least that much if not a whole lot more than that, but that concept is not followed up at all. It doesn't even really get mentioned.

Instead, the concept is used to make a race car in a later part of the story. It's odd that something that could make such a huge impact on the environment (using much less oil, for one thing) is not really given any attention.

L.H. Johnson says

An odd thing this, but sort of madly appealing in a problematic sort of way; Ghost In The Machinery is an adventure "so big that it takes three graphic novels to tell the whole story". Ghost In The Machinery is the first in the series and complete, after a fashion, though with several big over-arching gapes of plot that I presume lead into the next one.

It begins with Nanc, Bess and George camping out in the woods coincidentally on purpose to investigate strange lights in the woods. They investigate the lights and come across an old munitions factory which is due to be demolished the next day (explosives, naturally, we do need the dramatic here) and the lights lead inside. And so Nancy and her pals decide to investigate. As you do. I was mildly hysterical at this point, though I went on with it because it's sort of hard not to. When a book, a comic, a play, whatever, starts with such headlong giddiness and sort of careens down the path of not giving one iota about it, you do tend to go along with it, even if it's just out of a sense of delirious fascination as to where it goes next.

And so I did, and so it does go to places quite surprising and a bit quantum-leap(y) at points (and a few that were maybe more - wait, what, did I miss a page or two?), but it still managed to retain a certain sense of dynamism about it that kept me interested. A lot of that is due to the art, the ferocious vividness of Nancy; the smart panels which balanced out each other on the page (2:2, 3:3 etc, providing a sense of continuity and equality, but also warning you about the visual highlights yet to come, which will deviate from this rhythm).

So: to sum? There's a lot at fault with this comic really but a lot that's good with it as well; that sort of crazy adherence to the source text's eccentricities, the character of Nancy herself remains an intense joy and she's rendered here with brilliant and intense effect, and, you know, there's a bit with a tank. Bits with a tank are always good.

Khatkhat says

as per Sherlock Holmes, "Elementary", but quite fun to read.

Jason says

Petrucha wastes no time getting right to the action and doesn't clutter the episode with needless exposition. I really enjoy Nancy's internal dialogue; it adds another dimension to the story and insight into Nancy's strong and capable personality. There are times when things seem a little rushed, but it doesn't really hurt the story, since Petrucha writes for the format and isn't trying to replicate the style of the prose version of the character. This was better than I thought it was going to be!

Candace says

Hadn't read this for a while :)

Lara Joy says

I thought the man was a zombie. Lol!

Doreen says

Nicely self-contained though part of a greater story arc. Some of the artistic choices are odd in that they don't jive with the narrative, and there's a lot of padding in the book once the story itself is done, but still a fun, fast read. The flavor is distinctly more Scooby Gang than I recall Nancy Drews' traditionally being, but that didn't detract much from my enjoyment of the book.

ETA that I did like the addition of Bess' mechanical talents. I always figured her to have a quirky savant skill like that, tbh. Reminds me a bit of my friend, Lisa.

Keika Young says

Spoil, Spoil, Spoil
