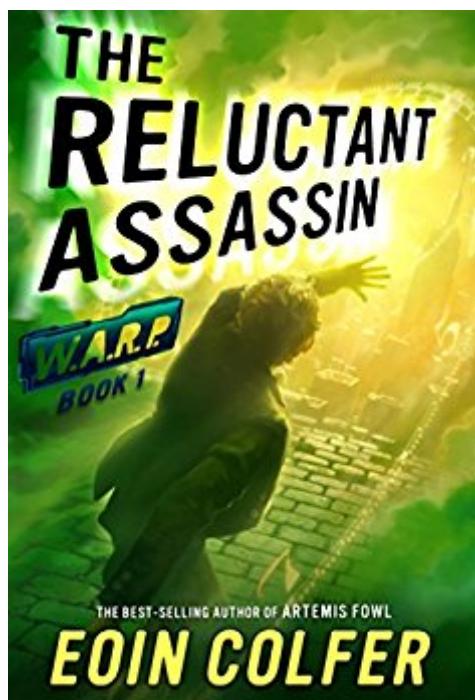


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WARP Book 1: The Reluctant Assassin (W.A.R.P.)



Synopsis

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous Relocation Program (WARP). Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

Book Information

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Customer Reviews

Let me start by saying I have read all of the Artemis Fowl books and loved them. The boy genius and his Butler, joined by a host of magical creatures, defeated many enemies in clever ways. It was a good series. W.A.R.P. has all the cleverness of the Artemis Fowl series by including time travel and science and a bit of romance thrown in to keep it interesting. It does have more graphic violence and death than the Artemis Fowl books, and more tension, too, which might be too much for sensitive young adult readers. Most YA readers should like the book with its strong female lead and science fiction elements. W.A.R.P., however, disappointed me a bit. Colfer is still great at creating attractive gadgets without having to explain the science accurately because his protagonists are young adults who are using the items without having to create them. He is also good at creating characters who do the impossible but are still believable in their dialogue and emotions. What really bothered me about this book, and will cause me to skip the rest of the series, are the recurring themes (quest for family, for belonging, for recognition, and the search for true magic) and adherence to a standard Hollywood formula. In the Artemis Fowl series, we meet Artemis as he is searching for the real magic of the fairy folk in Ireland. W.A.R.P. opens with the same search, although much more violently. Without giving spoilers, the antagonist is driven by the need to steal magic and will commit any crime or murder to do so. The female protagonist and story line B character are both orphaned and in search for a family. Okay, it's a young adult novel and apparently the best way to get the adults out the way is to kill them off, leaving the teenagers to solve the problems on their own. But, it seemed really heavy-handed in this novel, and that leads me to my chief complaint about the book. If you are familiar with the "Save the Cat" book which lays out an analysis of successful screenplays, then you already know the plot of W.A.R.P. -- [SPOILER] A protagonist at odds with authorities is dressed down and stripped of responsibility, shuttled off to some insignificant side job which turns out to have greater impact than anyone can imagine. Along the way a side plot (and character) is introduced that runs parallel to the main protagonist's journey but has its own conflict and resolution as well. The protagonist will seem to beat the odds and solve the problems but then, things turn around and become even worse than imagined. At that moment, when all seems lost, the protagonist contemplates what is really important, what she values more than anything else. That provides motivation and a turning point for the protagonist to beat death (either real or emotional) and become the hero while gaining a buddy/family in the process. The formulaic nature of W.A.R.P. bothers me way more than the violence and insistence on magic.

Eoin Colfer is one of my favorite authors. His Artemis Fowl series remains the best collection of

young adult books I've ever read, and I also loved the Wish List and Half-Moon Investigations. Unfortunately, WARP is just not up to his usual standard of excellence. The main problem with WARP is the same problem the last two books in the AF series had: Trying to hit the ground running in terms of plot without taking enough time to develop the characters and the world. The two lead characters, Chevron and Riley, just needed more time to make me care for them/understand them than the book allowed. Trying to fill in backstory later in the book just felt clunky. The story also lacks the good humor that Colfer is known for, though that does pick up in the book's third act. On the good side, the villain of the story, Albert Garrick, was great. Colfer really lets you get inside his head, and his skills as a magician/assassin lead to some amazing action. With some more time, I could see this developing into a good series, but I don't think I'll be following it until I hear some good word-of-mouth.

As I was coming off of the sadness of seeing the Artemis Fowl series end, I was looking forward to something big from the author, Eoin Colfer. While it isn't as big as I'd hoped (and my hopes were rather high), W.A.R.P.: The Reluctant Assassin is still an admirable work from the author. As this is the first book in a trilogy, some of the characters weren't as developed as I'd imagined until the end of the book. The bad guys were far from under-developed, however. The action is full, the characters are witty, and writing is easy to read. There are some parts where the description is lacking, but I was reading this book very quickly and might have missed some things. The book ends in such a cliffhanger that if Eoin doesn't seem intent on writing the sequel in several months, I have it in mind to pay him a visit and make him write the sequel. A word of warning: This book is not for younger readers. There are some very intense moments and some nasty torture scenes that are not appropriate for children. I would say the recommended age is 14+; however, I leave it to the readers' discretion whether they want to read this or not. If you are 14 or older, then I definitely recommend this book to you.

I picked this book up because I enjoyed the Artemis Fowl series, among other things, and I had not read an Eoin Colfer book in quite some time. I was slightly disappointed for the first few chapters. It took a little while for me to warm up to Chevron. I liked Riley from the start, though, which helped. Soon after that, I hit a point where I did not want to put the book down until I found out what happened next. That feeling lasted until I finished the book. The main villain is a killer who thinks Jack the Ripper is a gaudy amateur. The variety of characters that abound in Victorian London gave depth, humor, and interest to the story. So although I may wish it had a less rocky start, the journey

itself was certainly worthwhile. W.A.R.P. is another very enjoyable book from Mr. Colfer. I look forward to the sequel.

I love science fiction and I've loved Eoin Colfer's books, with Artemis Fowl being one of my favorite series. So I was super excited to read something new by Mr. Colfer. It's a very funny and engrossing read and I devoured the book in several hours on a flight. Riley and Chevie are great new, likeable characters and Garrick is a formidable and very creepy villain. The writing is sharp and the book is full of Mr. Colfer's wit as seen in the Artemis Fowl series. I highly recommend giving this series a shot, especially if you've been a fan of the author's other books.

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