



Ghost of a Dream

Simon R. Green

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Meet the Carnacki Institute's operatives—JC Chance: the team leader, brave, charming, and almost unbearably arrogant; Melody Chambers: the science geek who keeps the antsupernatural equipment running; and Happy Jack Palmer: the terminally gloomy telepath. Their mission: *Do Something About Ghosts*. Lay them to rest, send them packing, or just kick their nasty ectoplasmic arses...

The Ghost Finders are investigating a haunting at the long-abandoned Haybarn Theater, which is being renovated. But work has been thrown off-schedule by the some peculiar and unnatural activities. And after the potentially world-altering recent events of their previous assignment, the team thinks that a haunted theater (aren't they all?) will be a walk in the park.

Until they encounter the Phantom of the Haybarn—an ancient evil whose ability to alter reality itself will test the skills, science, and blind luck of the Ghost Finders to the limit.

Ghost of a Dream Details

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Author : Simon R. Green

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From Reader Review Ghost of a Dream for online ebook

Laura says

I want to like these books, I really do, and I keep reading them. But only from the library, I wouldn't want to pay for them.

The ideas are good, but they suffer from Green's usual problems. You will have your good guy(s) and the plucky female love interest. They will then "Do Appalling Things To" insert generic villain of the page. And it is always in capitol letters. His females are ALWAYS short thin pale dolls with dark hair, or tall blonds who could lift a Mack truck. We are always lead to believe that the mere name of our good guys is enough to send the bad guys into shaking fits, but the problem is why that is never really shows up in the books. It's almost like all the very good action happens in other books, just never the ones that get published.

Still, if you are looking for a book that's the reading version of a popcorn movie, you could do far worse. Just borrow them, or get them used.

Ahmad Sharabiani says

Ghost of a Dream (Ghost Finders, #3), Simon R. Green

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Elisa says

I like these books, they are fun, kinda campy, the characters have their ways of behaving, they stay true to character and the world doesn't work like you expect it to. It surprises me, which I like. Scary stuff happens, though I don't end up tension filled while reading, nor do I need to close the shades at night, so it might be easy for you chickens out there. However, some pretty gross stuff happens, so you need to be able to handle a couple of gory visuals.

I will search out each of these books to read eventually.

Jessica says

Simon R. Green is one of my favorite authors and after the *Nightside* series ended, I finally decided to give this series a try. I enjoyed the first two well enough but almost didn't finish this one. Really I could not stand Elizabeth and Benjamin. I just wanted one of the team to duct tape their mouths shut. If these characters had

not annoyed me so badly I would have given four stars.

I was really pleased that the main job did not solely focus around the enemy from Outside that has apparently become the main focus of the series. I'm hoping that part of the story does not become the main focus of the entire series. In my opinion having the same enemy book after book lowers the entertainment value, like with the *House of Night* series.

The Ghost Hunters have nothing on John Taylor but the series so far has shown some promise.

Eunice says

I really think that I am going to check out the rest of this series! While some parts did seem to be a little slow, I think it's a pretty solid ghost fighter book. It wasn't too over the top, but was satisfying.

Pros:

- I loved their take on the ghost world, and how not every ghost was haunting aimlessly. Some were malicious, others were just saying good bye.
- I loved that not everything was as it appeared. One moment you thought they were talking to the living and the next moment you find out that they were a ghost! This was fabulous because sometimes there were no hints at all.
- The ghosts and hauntings manifested in different ways. The ghosts had the ability to not only manipulate the areas they were at, but they were also able to manipulate the minds of those around them.

Cons:

- Melody felt a little flat for me. It seemed like they wanted to make her a strong character but she just came off a bit robotic to me.
 - While the story was a lot of fun I feel that the part with the ghost girlfriend just abandoning JC was a bit odd. I understand that it is going to be important in the next books but it felt rather odd.
 - Some of the flirtation between Happy and Melody seemed weird. I don't get how she can be super flirty one moment and robotic the next.
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Nancy says

This was the first book I'd read in the Ghostfinders series, so I realize I am going out of order. I described this to a friend as: Harry, Ron, and Hermione as adults + Ghost Hunters + a touch of CSI. Creepy, a little gory at parts, but has a good sense of humor too.

aaron says

i make no bones about it...simon r. green is one of my fave's in the fantasy/sci-fi genre! he and jim butcher always write an engaging and entertaining tale with fantastic characters! this is the third book in the ghostfinders series and it is another great addition to the series! this one takes place after kim is taken and we get to see some of the ramifications of that. the ghostfinders find themselves in high trouble as they face off

against an agent of the flesh undying. a great read!

Amy W. says

There were some really good exciting things going on and then it just kinda stopped. I would have liked a little better flow. I like the characters. Except Happy he gets a little annoying and repetitive.

Chris Bauer says

I might as well confess right away. I'm Simon R. Green junkie. Everything from the Droids, to Nightside, to Ghost Finders to his much earlier Hawk & Fisher series and Deathstalker works. So, there is your full disclosure.

"Ghost of a Dream" features the Ghostfinders, a trio of hard edged, bad ass Ghostbusters. Set in the same universe as the Secret Histories and Nightside, Green does an exemplary job of crafting hilarious dialogue, interesting characters and impossible settings.

IMHO, pound for pound, you'll be hard pressed to find more amusing dialogue combined with raw, unadulterated imagination. It is difficult to describe but Green somehow always manages to create way over-the-top scenes and settings while making it look terribly easy. Some of his "throw away" scenes (introductory paragraphs and casual asides) are so original and well-done it makes my brains turn to goo.

His writing style is crisp, funny as hell and brisk. The pace of his work is almost always on target, with only infrequent occasions to catch your breath.

His books are generally somewhat formulaic and predictable, to a degree. I know that turns off some readers, but I've always enjoyed it. Each time he publishes a new book, I feel like I'm sitting down for beers with a good friend I only get to see infrequently.

As a series Green does a great job of resolving immediate conflicts in the work, while dropping enough hints and information to move the "greater" arcs forward as well. Circles within circles, if you will.

His latest Ghostfinders works ensure that I'll be eagerly awaiting the next installment.

BTW, if you've read my review of his work "Spirit of Past" you'll see the obvious similarities in the works.

Leila Anani says

This is the third novel in the Ghost Finders series and by far my favourite to date. The first case is absolutely 5* brilliant - our trio of paranormal investigators go in search of a missing Victorian steam train and the case takes us into the realms of steampunk and Victorian paranormal with a missing medium and otherworldly dimensions. The imagery here is so visual it leaps off the page begging to be filmed. However it is solved far too quickly and easily booooooooooooo. And then BAM! we're onto another totally unrelated case involving a haunted theatre.

The haunted theatre case is ok, but it takes up 3/4 of the book and isn't nearly as interesting or original as the case that preceded it. The one plus point is the series plot arc brought in at the end - A servant of the Flesh undying turns up and delivers some bombshells. We also get a little bit of ghost girl Kim, somehow far more interesting since she vanished in the last book than she ever was as a member of the team.

As with the previous books in the series the same highs and lows apply. The three main characters are brilliant. Larger than life, excellently described, and fascinating. I like them all equally and the team as a whole just works so well.

The plotting and pace however are atrocious. This reminds me very much of Paul Magrs' books - full of genius ideas and a melting pot of pop-culture geek references but a dismal failure as stand alone novels. The adventures are very much episodes from a series. It almost feels like it's told in the wrong medium and should be short stories or TV episodes. So far each book has had two completely unrelated cases which really don't connect together very well.

As we progress though there are glimmers of a major series arc - so hopefully some of the threads will draw together eventually. The characters and some of the individual scenes are more than enough to keep me hooked, but I really would like more in-depth plots to each case.

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Lianne Burwell says

In my view, some books are perfect gourmet meals -- to be savoured slowly, with great concentration -- and some are McDonalds -- doesn't matter where you are, you know what you're getting, and sometimes all you want is fast food.

Simon R Green (much like Mercedes Lackey) is fast food, and when I'm in the mood, his books are a lot of fun.

The Ghost Finders series is about a team from an institute that deals with supernatural encroachments. Every book has the same elements.

1. You start with a more simple haunting (this time, a derelict train station being renovated for tourism). This introduces the characters and their witty banter (of course it's witty). Happy and Melody flirt (and am I the only person who pictures Toby from the TV show Scorpion as Happy?), while JC mopes over his lost ghost girlfriend Kim (who makes a brief appearance). JC has creepy eyes, Happy is a coward who used to use drugs to dull his ESP. In the end, the haunting is solved, but there are hints of worse to come.

2. The meat of the book ties in with greater dangers. This time, the haunting is an old theatre (also being renovated to reopen). The haunting is weird, but not overly dangerous, but once they get there, things take a

turn for the much worse.

All in all, it was fun read. The sort of book that I use for my bathtub read (nothing better to end the day than to relax in a hot bath with a drink and a book before bed)

Alexander Draganov says

Perfect Simon R. Green here :-) The characters are awesome, the scares nasty, the writing wonderful. I am in the minority here and prefer this series to the Drood novels - the villains are more powerful and the tension higher. There are some nice positive messages as well. You can't ask for more from more :)

Ade Couper says

This is the 3rd in the series of "ghost finders" novels by Simon R Green , & it's really taken me until now to get the measure of the series....whereas the inspiration behind the "Secret Histories" is fairly obviously James Bond , & the "Nightside" books revolve around the idea of the lone P.I, it's taken me til now to see the inspiration here is those great ITC tv series like "Department S" & "The Protectors"....

So , what's it like? Well , JC Chance , Melody Chambers & Happy Palmer , employees of the Carnacki Institute , are once again Doing Something About Ghosts.....this time they have a haunted railway station in Yorkshire & A haunted theatre in Leicester in their sights...who is Old Tom the Caretaker? Why is Kim , JC's ghost girlfriend, being so reticent? & who-or what- is The Faust...?

The characters (particularly JC) can come across as a little arch at 1st, but once you get the humour of the books, they fit in well...they are archetypes to an extent, but very much within those '70's TV shows referenced above... The plot is linear, but Green stays his hand on revealing too much too soon, & the book builds to a satisfying denouement.

Simon Green's books are often genuinely uplifting , & this one has a lovely piece at the end of the book , where he very much raises a glass to actors - it ought to put a smile on your face.

A lovely book, worth buying.

Nicole Gozdek says

Euch gefallen Geisterstorys? Türen, die sich von Geisterhand bewegen? Beängstigende Geräusche aus dem Nichts? Geschichten über verschwundene Züge, die aus dem Nichts auftauchen und Angst und Schrecken verbreiten? Storys über alte, verlassene Gebäude voller Geschichte, in denen es spukt? Dann seid ihr bei Simon R. Green "Ghost of a Dream" richtig.

Neben dem gelegentlichen ängstlichen Schauer erwarten euch im 3. Band der Ghost Finders-Reihe 3 skurrile Hauptfiguren, fiese Bösewichter, Rätsel und Geheimnisse und etliche markige Sprüche. Vielleicht nicht nach jedermanns Geschmack, aber definitiv unterhaltsam. :-)

Übrigens, Band 1 ist bereits auf Deutsch unter dem Titel "Ghost Hunters - Unheil aus der Tiefe" erschienen.

