Kingdom Of Clockwork
Synopsis

When the oil and gas ran out, civilisation collapsed. Now, centuries later, mankind is once again beginning to discover the secrets of the past ... starting with clockwork. In a future Denmark, the King’s clockmaker becomes enmeshed in a web of court intrigue and undertakes a fateful journey to the Far North, where he encounters many strange phenomena that challenge his rational nature. Kingdom of Clockwork is a science fiction/steampunk novel by Billy O’Shea. The story takes place in a quasi-medieval society that arises in Scandinavia after the new Dark Ages. Lacking fossil fuels and knowledge of past technology, the new kingdoms of the northern lands can only draw upon the power of the wind, which they store using clockwork. But the King of Kantarborg has a plan to mine other secrets of the past, and weaves a young court clockmaker into his dangerous schemes. Kingdom of Clockwork has been described as an alternate history, historical fantasy and steampunk. It is a quirky, intriguing, slightly whimsical tale of reason, magic and human cunning. The story combines real Scandinavian history and locations with flights of fancy, both literal and metaphorical.

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Customer Reviews
I have known that this book was in the works (pardon the pun) for months, and I am thrilled that it is finally out... and yes, it was well worth the wait. But now, how do I write a review worthy of it, without letting in any spoilers?

Let me begin with a word of explanation. There are two kinds of steampunk writing: one is set in an alternative present (such as Kingsley Amis' marvelous "The Alteration", which was written in 1976 and set sometime in the late 20th century... but in a world where Henry VIII's older brother did not die young, Catherine of Aragon did not marry Henry, the Catholic Church rules Europe, and science is banned), and the other, in some kind of post-nuclear future. "Kingdom of Clockwork" is of the latter kind. It takes place in the 25th century, in the Kingdom of Kantarborg -- which has not only clocks, but foundries, airships and many other somewhat-modern things.

Evidence of much higher technology is present, buried in what Kantaborgian scientists call the "Irrational Layer"; as the official scientific position would have it, the Earth itself dreams, much as people do, and the artifacts sometimes found by chance are the product of the Earth's unconscious imagination. Reference to those artifacts is forbidden in polite society; in the memorable opening scene of the book, the protagonist, Karl Nielsen, is berated by his parents as a child for using the word "railway." Like many sweet, shy, articulate children, Karl grows up into a bright, socially awkward young man, who appears to be shaped by his destiny rather than shaping it. He is not good at much of anything at school; quite by chance he discovers that he can fix clocks.
Ancient Maya Kingdom (School for Advanced Research Advanced Seminar Series) Copan: The Rise and Fall of an Ancient Maya Kingdom (Case Studies in Archeology) North Korea: The Definitive Guide to Understanding the Hermit Kingdom (history of Korea, division of Korea, real north Korea, escape from North Korea, kim jong un, kim jong il, nuclear weapons)

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