



The Municipalists

Seth Fried

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A novel about an unlikely pair of lonely outsiders--one human, one AI--on an adventure to save the great American city of Metropolis written by "one of the most exciting new voices in fiction" (Charles Yu)

In Metropolis, the gleaming city of tomorrow, the dream of the great American city has been achieved. But all that is about to change, unless a neurotic, rule-following bureaucrat and an irreverent, freewheeling artificial intelligence can save the city from a mysterious terrorist plot that threatens its very existence.

Henry Thompson has dedicated his life to improving America's infrastructure as a proud employee of the United States Municipal Survey. So when the agency comes under attack, he dutifully accepts his unexpected mission to visit Metropolis looking for answers. But his plans to investigate quietly, quickly, and carefully are interrupted by his new partner: a day-drinking know-it-all named OWEN, who also turns out to be the projected embodiment of the agency's supercomputer. Soon, Henry and OWEN are fighting to save not only their own lives and those of the city's millions of inhabitants, but also the soul of Metropolis. *The Municipalists* is a thrilling, funny, and touching adventure story, a tour-de-force of imagination that trenchantly explores our relationships to the cities around us and the technologies guiding us into the future.

The Municipalists Details

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Author : Seth Fried

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From Reader Review The Municipalists for online ebook

Marthine says

A fun, breezy adventure book in which straight-laced suits set on upholding the current world order are battling armed rebels who see the destruction of civilization in the most complex city in the US, Metropolis, as the only way to redistribute opportunity and resources in a place that has become the playground for the rich. In a somewhat surprising turn of events for a futuristic novel with a wiseacre AI with optical illusion capabilities, the rebels fighting for equality are the evil enemies who must be defeated. Their motivations for turning violent are never really explained, but I suppose it's a bit like the Weathermen or the SLA. The system refused to change, so the only option was to get rid of the system.

There's a lot of summary rather than scene building, and like any police procedural, solving mysteries and violent clashes are the central plot devices. I am a sucker for strong world building, and I would have loved some more exposition and explanation for the structure of this alternative USA, in which a federal agency seems to be in charge of funding city-level infrastructure.

I enjoyed the author's voice, and the inventive pairing of an AI as the wild card with the straight man being his human partner was fun. Toward the end there were some interesting twists that made me wonder if he might have a sequel in mind, and which did throw some grey shadows over the black-and-white of the good guys versus bad guys structure of the book.

I think this book would probably make a fun movie, as the author built a really strong visual imaginary experience. I finished this book in an evening and would recommend it to anyone who wants a quick fun trip to a comic book world in which you sympathize politically with the protagonists' opponents, but emotionally with the narrator/protagonist.

Reaperne says

This book made me want to quit reading. Maybe that's a little harsh but, oh man.

There was *one* thing I liked about this book and that was OWEN and Henry's relationship. That was the only thing.

Let's break it down (I'll try to keep this brief).

In the first few chapters of this book, it read like a wannabe deep and philosophical intro. okay.

This book made me ask questions like "*what even is world-building?*" "*What is an interesting character?*" and such.

Honestly, Henry was so fucking boring. We're told that he's an uptight little bitch who loves trains and people want to avoid working with him and I get that; nothing about him is even remotely interesting, to be honest. The most exciting thing he did was probably drink whiskey. Overall, the characters in this fucking book were so underdeveloped, it drove me crazy.

The first 60% of this book made me question what the fuck was happening in the sense where it was just so unlogical but then some action happened and I was mildly intrigued but BOY. The over-descriptions were killing me. It got to a point where I'd read one sentence at the beginning of a page then jump to the last sentence and everything in between was just useless filler. Like no, I do not give a flying fuck about the

history of Metropolis on 4 pages. No, I do not care about the teenager that's drinking coffee.

Also, are you telling me that highly trained agents that are a part of an illegal scheme that has been on the low for months just happen to fuck up whilst Henry and his magical ass comes and finds you? that they get caught? **w h a t.**

This took me fucking ages to finish and it's only 272 pages for fuck's sake.
This book annoys the living daylights out of me.

Is this review a fucking mess? yes but I do not have any patience to care.

-This arc was provided by Edelweiss+ in exchange for an honest review

Kerry Cullen says

bonkers fun; highly recommend
