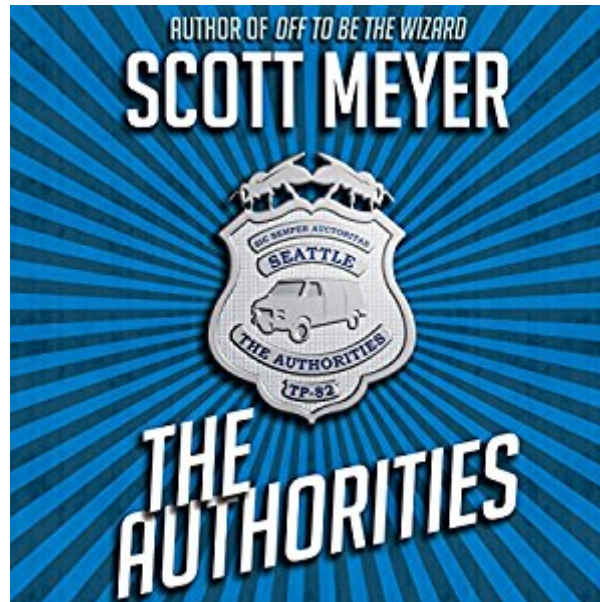




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The Authorities



Synopsis

Sinclair Rutherford is a young Seattle cop with a taste for the finer things. Doing menial tasks and getting hassled by superiors he doesn't respect are definitely not "finer things". Good police work and bad luck lead him to crack a case that changes quickly from a career-making break into a high-profile humiliation when footage of his pursuit of the suspect - wildly inappropriate murder weapon in hand - becomes an Internet sensation. But the very publicity that has made Rutherford a laughing stock in the department lands him what could be the job opportunity of a lifetime: the chance to work with a team of eccentric experts, at the direction of a demanding but distracted billionaire. Together, they must solve the murder of a psychologist who specialized in the treatment of patients who give people "the creeps". There is no shortage of suspects.

Book Information

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Customer Reviews

First of all, I have no connection to Mr. Meyer. Some months ago I sampled the first of his Wizard books, which I would classify as gamer fantasy - hysterical gamer fantasy at that. I wound up buying it and quickly consuming the rest, along with his Science Fiction book, Master of Formalities. I've enjoyed all of his work and this latest effort delivers just as well as the others. Let's get one basic thing out of the way for the uninitiate. This author can write, and write well. There are no grammatical mistakes, poor word choices, clumsy sentences or wandering tendrils of plot here. The writing is very good and the story is well thought out and well developed from beginning to end. The characters are each unique and artfully rendered, and the world (in this case, tech-opolis Seattle)

convincing. In this case there is no fantasy or science fiction at all, just a core murder mystery played straight, surrounded by a framework that will be familiar to anyone who has read the wizard series. A nebbish finds himself in an unfamiliar and somewhat fantastical environment and has to adapt, adjust and reach within himself to excel. As was the case with the other books, hilarity ensues. Here's hoping that sequels ensue as well.

Because I'm partially disabled, I read a LOT. I've read some of Mr. Meyer's other works (mostly in the "Off To Be A Wizard" series), and they were just fine -enough to keep my mind occupied, but not so good as to keep me on watch for his next book release. I am very pleased that with "The Authorities", Mr. Meyer has moved up from "authors whose books I'll read" to "authors whose books I'll plan ahead to read, and even wait in line, if necessary, to do so". This wasn't a serious thriller-type murder mystery, nor was it even a little bit wizardly. However this story, which has no shame satirizing the so many elements of popular culture, is so pimped-out in puns that they must have been attached with an industrial-strength bedazzler. The characters stay true, if somewhat uncomfortably so, to their voices all the way through the story. And for not being a dripping-with-ick murder, the mystery has a cute twist to its solution.

Starting with his comic Basic Instructions (now being rereleased with commentary!) I've enjoyed Scott Meyer's humor throughout the years. Some of the writing can be laugh out loud funny. Other times I find myself having to process what he's said to find the nuanced humor within. The Magic 2.0 series of books are the kind where you laugh out loud. Master of Formalities required a bit more thinking. The Authorities was a mix of both. Not a deep plot. Not really a spectacular police case. But I enjoyed it. A quick read. I really think I'd have to read it again to get all the jokes. Jokes about current events in social media. Jokes about living in Seattle. Dealing with work and bosses. Trying to fit in to your job. For me the funniest bits were the character Max. He spewed out conspiracy theories they were outrageous yet could be plausible? If you didn't think about them too hard. Once I got that he was saying these things to protect himself (and wasn't crazy) I was able to appreciate his character more and looked forward to the next theory. While my wife and I both find the four panel comic Basic Instructions funny, the parts of the books I've read to her have elicited eye rolls and little laughter. So maybe a full length book of Scott Meyer writing will be too much for you? For me the humor's just right.

Sinclair Rutherford is a Seattle cop looking to make detective. In the meantime,

he's forced to work under a pair of jerk detectives who only want to make his life as miserable as possible. Through an unusual set of circumstances, Rutherford solves a rather interesting crime and becomes an instant internet celebrity. Enter a billionaire with marketing idea cleverly disguised as a crime fighting team, and Rutherford (and his new found fame) suddenly finds himself with an offer for his dream job. Or is it? I've read all three of Meyer's "Magic 2.0" books. I loved the first one, enjoyed the second one, and thought the last one was just ok. I was curious what Meyer would do with a book completely removed from the fantasy world where his first three novels took place. What we have here is a pretty funny and quickly paced crime comedy.

I'm not sure what I was expecting but this book was a lot of fun. The characters could have been a little deeper and more fleshed out, but all in all, I thoroughly enjoyed "The Authorities" and hope that Meyer will continue the series. He's left it open for sequels while still giving closure to the story. It actually reads very much like a much funnier version of a CSI episode. Long enough to develop an interesting plot, but short enough that you can power through it in a couple of days. All in all, a very entertaining read that's worth your time and money.

I am a big Scott Meyer fan and was excited to see a new book from him. This one disappointed me, but only slightly. The characters and setup are interesting and the future for this series looks bright, but this feels like a pilot for a series more than a complete work. My main (minor) disappointments: 1) Some of the high-tech, high-concept indications about the core team in the book kind of petered out into fairly mundane "interview lots of people" gumshoe work. It ended up being a letdown once the initial mysteries were explained. 2) The last part of the book seemed to run to a conclusion awfully quickly, involving a character that had barely been noticed before. For a whodunit, I was again left feeling a bit let down as the promising setup was resolved in an interesting but hardly earth-shattering way. Despite these minor quibbles, I continue to enjoy Scott Meyer's work and will be first in line to read the next book in this series, which I hope will start to really capitalize on the setup here.

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