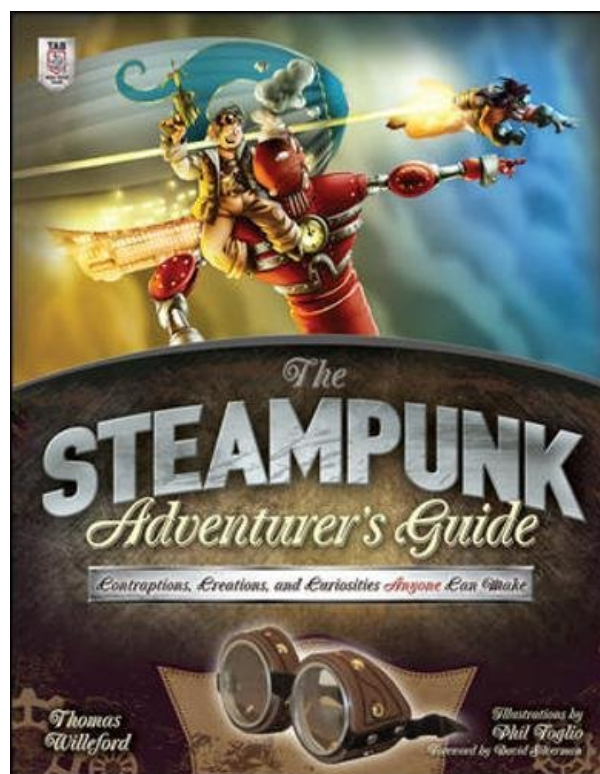
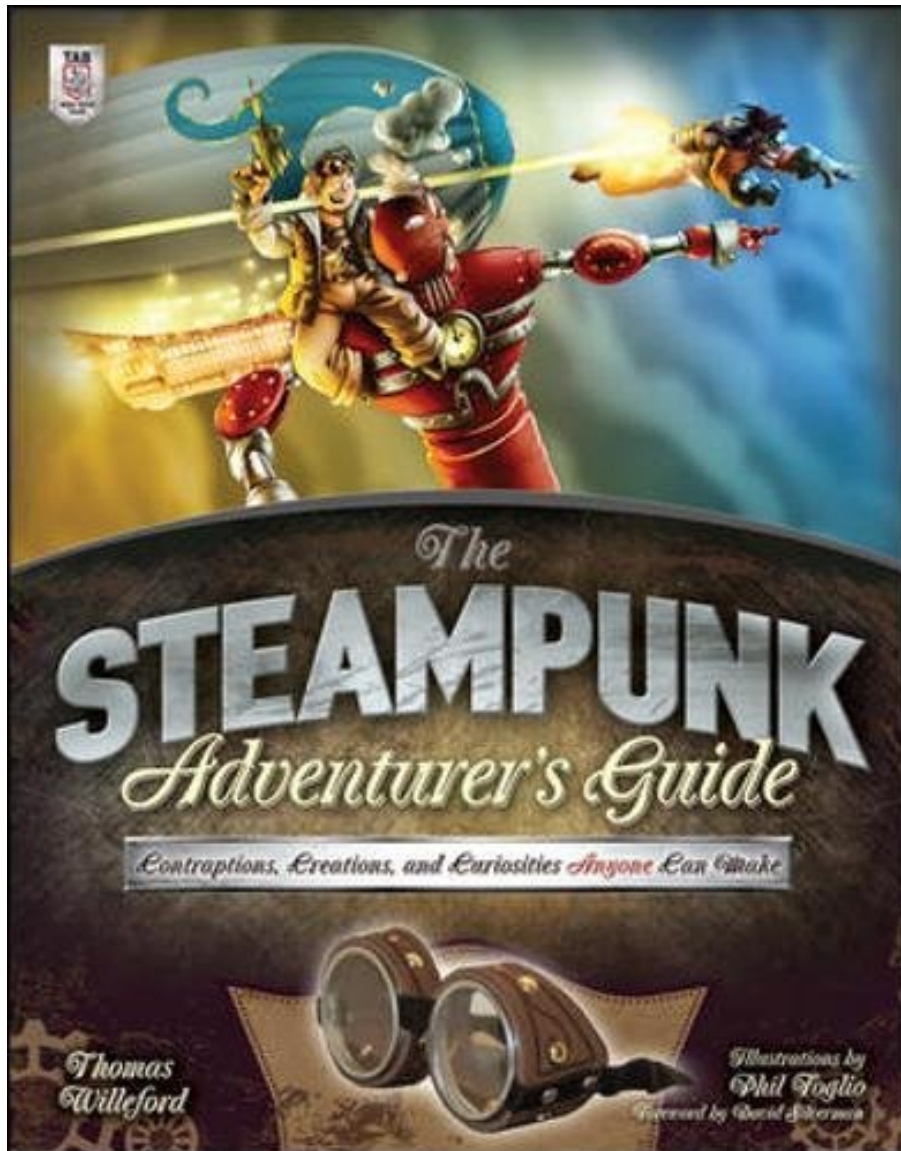


**THE STEAMPUNK ADVENTURER'S GUIDE:
CONTRAPTIONS, CREATIONS, AND
CURIOSITIES ANYONE CAN MAKE BY
THOMAS WILLEFORD**



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About the Author

Thomas Willeford (aka Lord Archibald “Feathers” Featherstone), a Steampunk enthusiast, is an artist, mechanologist, inventor, and the proprietor of Brute Force Studios. He has been creating unique and beautiful corsets and all manner of striking Steampunk gadgetry for more than 20 years. Thomas is the author of the critically acclaimed Steampunk how-to book *Steampunk Gear, Gadgets, and Gizmos* (McGraw-Hill Professional). He and his products have been widely featured on television (MTV, BBC, Castle, and Oddities), online (Wired, Forbes, and Popular Mechanics), and in print (*The Art of Steampunk*, *The Steampunk Bible*, and *Steampunk: An Illustrated History*). Satisfied customers include musician Rick Springfield, director David Silverman (*The Simpsons Movie*), and actresses Patricia Tallman (*Babylon 5*) and Virginia Hey (*Farscape*). Thomas also contributed to the design of Alchemy Gothic’s “Empire Collection,” a line of Steampunk jewelry and accessories.

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THE STEAMPUNK ADVENTURER'S GUIDE: CONTRAPTIONS, CREATIONS, AND CURIOSITIES ANYONE CAN MAKE BY THOMAS WILLEFORD PDF

Fascinatingly Fun, Family-Friendly Steampunk Projects

"Here's a Steampunk tale with an invitation to build Steampunk props. An interactive notion; an imaginative adventure; and a way to further stimulate your own imagination." -- From the Foreword by David Silverman, director and producer of The Simpsons Movie and codirector of Monsters, Inc.

Steampunk stalwart Thomas Willeford cordially invites you on an adventure--one in which you get to build ingenious devices of your own! Lavishly illustrated by award-winning cartoonist Phil Foglio, The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make presents 10 intriguing projects ideal for makers of all ages and skill levels, woven into an epic tale of mystery and pursuit.

Follow the exploits of Isaac and Amelia, a brother and sister who must devise a series of beguiling gizmos to rescue their uncle from a skyship that's been commandeered by a nefarious villain and his rogue automatons. Each chapter contains an installment of this captivating story along with the step-by-step instructions and list of tools and materials you'll need to create the featured gadgets.

Discover how to forge these imaginative contraptions:

- Decoder armguard
- Signaling periscope
- Goggles
- Grappling hook launcher
- Airship harness
- Glider wings
- Rivet gun
- Power armor
- Magnetic amplification gauntlet
- Rocket pack

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- Binding: Paperback
- 240 pages

Features

- The Steampunk Adventurer's Guide

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Most helpful customer reviews

51 of 51 people found the following review helpful.

Great Book for Steampunk Projects for People with Limited to No Skillsets (Like Me)

By Dave MB

What a great, great book! I've been following Thomas' work for awhile. I've seen it on Castle, in League of S.T.E.A.M. videos and Abney Park videos. He does incredible work, but while I'm very smart, I'm not very handy....to say the least. I bought his first book and while it was chock filled with great ideas and explained how to do them, I didn't have the tools or the skillset to build any of the things, even the simple things in his book.

THIS BOOK IS DIFFERENT. It's very simple projects that you can make with crafters foam, foam core boards, exacto knives, small things that cost just a few dollars at any crafts store and DUCT tape! That, I can do. One of the projects uses two liter bottles spray painted for jet packs. My daughters and I have started on these projects and found that we can start AND finish these projects. They're crazy good projects with step by step instructions, a storyline to go along with it and great illustrations by Phil Foglio.

One of the projects shows you how to build a harness so that you can put steampunk wings or a rocket pack on it. Another project is steampunk wings. After completing the project, my daughters want to do NEW wings in pink and purple and other bright colors for non-steampunk projects. They're very excited about this. (While they love steampunk, unlike Daddy, they don't think *every* project needs to be steampunk).

If you're new to steampunk and want to try your hand at building instead of just buying things, this is the BEST book out there. These projects are realistic, can be completed and really, really look great.

I'd write more, but my daughters and I are going back to building something new now.

23 of 23 people found the following review helpful.

A great beginners book for steampunk projects!

By Richard G. Amirault

Having already purchased his previous book I was wondering how this book would be. It has projects aimed at either younger readers (teens or smart pre-teens) and/or adults with limited skills. (his previous book is more adult types of projects ... as far as skill sets) It is well worth the money and a valuable book in my collection. I've been collecting "parts" and one of these days will actually make something.

Rather than work with real leather he shows a way to make imitation leather that is quite believable for projects that will not see heavy use. Instead of real rivets he shows you how to use paper fasteners to get the same effect. There are complete patterns in the back of the book to help you along, and (of course) complete instructions for the non-technical among us. Some of the projects will need to be re-sized if made for an adult.

As a "starter book" for steampunk projects this is an ideal choice.

11 of 11 people found the following review helpful.

Great maker book

By Heather C Gray

Steampunk Adventurer's Guide is geared to a wide age range, which makes sense since Steampunk attracts a wide audience, including kids. The chapters are tied together with an adventure story (Phil Foglio is involved in that part) that draw you into an alternate history world based on steampower. You might think the projects wouldn't be of interest to adults, but you'd be wrong. It delves into making goggles, nerf gun conversion, armor, and much more -- all sorts of projects of interest to Steampunks of all ages -- but made accessible to younger minds as well as adults -- all without being dumbed down. This is an excellent introduction to the world of making.

The discussion in Chapter 2 and various bits of commentary throughout the book on materials and tools are useful not for just Steampunk projects but could easily be applied to other types of projects. The instructions are clear and the hints invaluable. I've always appreciated people who were willing to explain not just how, but why.

There's also some nifty stuff at the end of the book, like the measurements conversion table, as well as reading and viewing recommendations for folks who are new to Steampunk and would like to learn more about it. Definitely a worthy addition to the library!

See all 44 customer reviews...

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