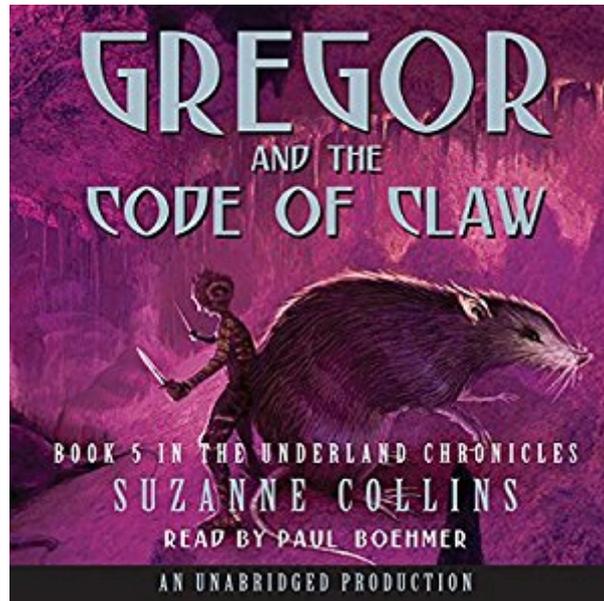


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Gregor And The Code Of Claw: The Underland Chronicles, Book 5



Synopsis

The stunning conclusion to Suzanne Collins's Gregor the Overlander series will have a fresh new cover on July 1st! The final book in the NYT bestselling Underland Chronicles! Everyone in the Underland has been taking great pains to keep The Prophecy of Time from Gregor. Gregor suspected it says something awful but he never imagined just how awful: It calls for the warrior's death. Now, with an army of rats approaching and his mom and sister still in Regalia, Gregor the warrior must gather up his courage to help defend Regalia and get his family home safely. The entire existence of the Underland is in Gregor's hands, and time is running out. There is a code to be cracked, a mysterious new princess, Gregor's burgeoning dark side, and a war to end all wars.

--This text refers to the Paperback edition.

Book Information

Audible Audio Edition

Listening Length: 9 hours and 3 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Listening Library

Audible.com Release Date: October 14, 2008

Whispersync for Voice: Ready

Language: English

ASIN: B001PI829W

Best Sellers Rank: #206 in Books > Audible Audiobooks > Children's Books > Animals #932 in Books > Audible Audiobooks > Children's Books > Science Fiction & Fantasy #1943 in Books > Audible Audiobooks > Children's Books > Fiction

Customer Reviews

Wow. There isn't much else to say after finishing this book, other than, "Why can't there be any more?" For all the fans of the Underland Chronicles: realize that if you thought this book would help wrap things up in a way that left you satisfied with just five books, you shall be very disappointed. Sure, things are wrapped up, but the ending is sad. Heartbreakingly. I don't even just mean the deaths, almost-deaths, and debilitating illnesses that happen to characters we've known and loved since they stole our hearts in book one -- though certainly there are enough of them. Just the sadness of leaving this behind is awful enough. Never since Lord of the Rings have I been so miserable to leave a world behind. While many people agree that certain parts, particularly a certain

romance brewing since book 3, were not wrapped up nearly to their liking (and I agree! Wholeheartedly!) I also think that there is definite room for imagining here. Better yet, why not write a sequel, Ms. Collins? There are plenty of discussion threads on this page to give you ideas. Loss is a key theme in this book, almost as key as the theme of War -- right or wrong? Gregor experiences loss of a kind he has never imagined. Sure, there were deaths before, but apart from a few he has never experienced agonizing, why-do-I-get-up-in-the-morning pain. And in this book he gets far more than his share of it. Despite the fact that this book doesn't end happily, (the Underlanders' farewells were much too short for me) it has given us our share of good memories. How many books will ever make us feel affection for a roach or a mouse or a giant, sarcastic talking rat, for heavens' sake? How many times have we found ourselves thinking about ways the Underland could actually exist?

/I / I/\ . II\ I//\ / . /I II/\ . I/\ I// II\ \ . Ha! Got you there, haven't I? The title of this review is written in the Code of Claw*, so you'll have to read the book and then listen for my scratching, scratching, scratching and the tapping, tapping, tapping, but I warn you - TIME IS RUNNING OUT!!!! The fifth and final installment in the Underland Chronicles brings everything together in epic scale, as foretold by The Prophecy of Time. This prophecy contains two lines that everybody has been hiding from Gregor, the twelve year old New Yorker now known as the Warrior. WHEN THE MONSTER'S BLOOD IS SPILLED, WHEN THE WARRIOR HAS BEEN KILLED As you can see, a grim fate awaits our hero - or does it? As readers of the series will know by now, the prophecies of Bartholomew of Sandwich are sometimes open to many interpretations, but as this one seems pretty cut and dried, Gregor has to make the decision to stay in the Underland, or return to the relative safety of the Overland. Several factors limit his options, and this would have been a very short book had he chosen to flee, but things get even more complicated with the arrival of another member of the family down below, bearing bad tidings of those above. Meanwhile, the Gnawers have joined forces with a long forgotten group of Underland creatures, and spurred on by the insane Bane, they have launched an all out war against Regalia. An alliance has been formed between the Humans, Fliers, Crawlers, and Nibblers, with a little help from the neutral Spinners, but the key to their survival lies in breaking the Code of Claw, which the Gnawers are using to transmit information.

There are many writers who've been writing fantasy directed towards young adults nine and over, but no one--save J. K. Rowling--does so as masterfully as Suzanna Collins. In no other fantasy series currently being published (not Charlie Bone, Septimus Heap, Pendragon, Artemis Fowl, etc)

can one find such a deep and satisfying story arc as the tale of The Underland Chronicles. That being said, "The Code of Claw" is the best of the series. To call it a fitting conclusion would be an understatement, because it is literally shocking how prose that seems simple actually tells a tale strewn with complex emotions with more twists and turns than an episode of "24." Every chapter makes the reader want to read "just one more" until there is nothing left to read, because it was all hungrily digested. Collins' graphic depiction of the war going on in the Underland automatically takes her out of the category of those writers who talk down to young readers. But it is her attractive, yet flawed, characters who make this book what it is. The early parts of the book lack the action of the first four, but I am inclined to say that it is for the best. The moments of conversation and preparation for the climax of the war and the book were among the most poignant I've read. How could you not love Ripred, Gregor, Boots, Luxa, Ares, Temp, Vikus, and so many, many more? I'm just glad that Collins took the time to let relationships develop, and gave each of them a fitting send-off at the end of the book. One thing I must urge all you readers to do is to not pick up "The Code of Claw" thinking it can be read as a standalone. An understanding of the events of the first four books is required to appreciate this book for what it's worth, and that's a lot.

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