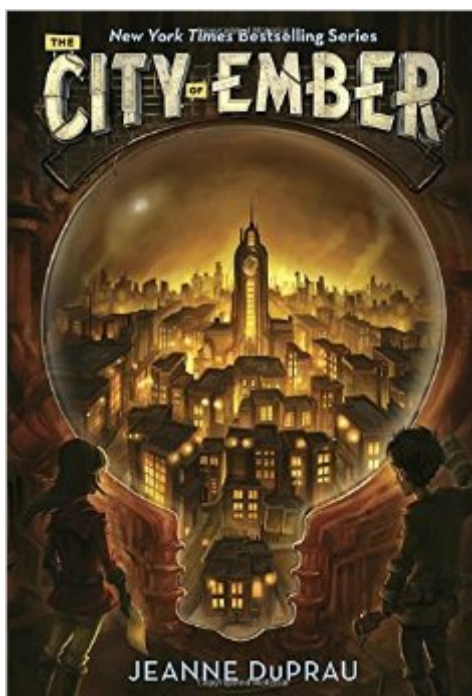


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# The City Of Ember (The First Book Of Ember)



## Synopsis

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! • The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! • Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner • A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more. • "USA Today • An electric debut. • "Publishers Weekly, Starred • "While Ember is colorless and dark, the book itself is rich with description. • "VOYA, Starred • A harrowing journey into the unknown, and cryptic messages for readers to decipher. • "Kirkus Reviews, Starred

## Book Information

Lexile Measure: 680L (What's this?)

Series: Books of Ember (Book 1)

Paperback: 270 pages

Publisher: Yearling; 1st edition (May 25, 2004)

Language: English

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Product Dimensions: 5.2 x 0.6 x 7.6 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 1,397 customer reviews

Best Sellers Rank: #1,288 in Books (See Top 100 in Books) #5 in Books > Children's Books >

Science Fiction & Fantasy > Science Fiction > Dystopian #6 in Books > Children's Books >

Education & Reference > Science Studies > Nature #26 in Books > Children's Books > Science,

Nature & How It Works

Age Range: 8 - 12 years

Grade Level: 3 - 7

## Customer Reviews

It is always night in the city of Ember. But there is no moon, no stars. The only light during the regular twelve hours of "day" comes from floodlamps that cast a yellowish glow over the streets of the city. Beyond are the pitch-black Unknown Regions, which no one has ever explored because an understanding of fire and electricity has been lost, and with it the idea of a Moveable Light.

"Besides," they tell each other, "there is nowhere but here" Among the many other things the people of Ember have forgotten is their past and a direction for their future. For 250 years they have lived pleasantly, because there has been plenty of everything in the vast storerooms. But now there are more and more empty shelves--and more and more times when the lights flicker and go out, leaving them in terrifying blackness for long minutes. What will happen when the generator finally fails?

Twelve-year-old Doon Harrow and Lina Mayfleet seem to be the only people who are worried. They have just been assigned their life jobs--Lina as a messenger, which leads her to knowledge of some unsettling secrets, and Doon as a Pipeworker, repairing the plumbing in the tunnels under the city where a river roars through the darkness. But when Lina finds a very old paper with enigmatic "Instructions for Egress," they use the advantages of their jobs to begin to puzzle out the frightening and dangerous way to the city of light of which Lina has dreamed. As they set out on their mission, the haunting setting and breathless action of this stunning first novel will have teens clamoring for a sequel. (Ages 10 to 14) --Patty Campbell --This text refers to an out of print or unavailable edition of this title.

Gr. 5-7. Ember, a 241-year-old, ruined domed city surrounded by a dark unknown, was built to ensure that humans would continue to exist on Earth, and the instructions for getting out have been lost and forgotten. On Assignment Day, 12-year-olds leave school and receive their lifetime job assignments. Lina Mayfleet becomes a messenger, and her friend Doon Harrow ends up in the Pipeworks beneath the city, where the failing electric generator has been ineffectually patched together. Both Lina and Doon are convinced that their survival means finding a way out of the city, and after Lina discovers pieces of the instructions, she and Doon work together to interpret the fragmented document. Life in this postholocaust city is well limned--the frequent blackouts, the food shortage, the public panic, the search for answers, and the actions of the powerful, who are taking selfish advantage of the situation. Readers will relate to Lina and Doon's resourcefulness and courage in the face of ominous odds. Sally EstesCopyright © American Library Association. All rights reserved --This text refers to an out of print or unavailable edition of this title.

What a breathtaking book! The detail is amazing and it completely brought the book to life, the storyline is very creative and inventive. This book is about the adventurous, courageous, and shy Lina, who lives in a small, rubbish, and dirty town, that hasn't seen natural light since... ever. So, Lina is determined to find some sort of light, to help her city, that is run by a selfish mayor, who gets everything to himself. In fact, Lina discovers a small closet in the pipe works while visiting a friend on assignment day, inside that small closet is a lifetime supply of canned goods, that some people have never even had in their town. She finds out that her mayor secretly takes his "break" in that closet to have all the goods to himself, so she wonders... "What if I found out more" so Lina, without thinking twice, tries and finds out more. She searches all over the pipe works for more information, she finds a key, her new friend Doon, and some determination to find out what this key leads to. Is it the key to a new city? Will Lina and Doon find light? Read this dramatic and climactic book to find out!

The City of Ember is a rule-bound place, where all the lights go out at 9 each night, everyone rises early for breakfast, and careful recycling is a way of life. Lately, though, the lights have begun flickering. Supplies are shorter each year, and some foods are no longer available. Until their 12th year, the children of the City of Ember go to school. But at the end of that year, they are assigned the jobs they will do for years after, perhaps to the end of their lives. Lina yearns to be a Messenger, running free in the streets, learning the secrets of the city. Doon wants desperately to be an electrician's assistant or a pipeworker, because he dreams of fixing the ancient, failing generators of the city. When each receives the assignment the other wants, they switch jobs, and begin a conspiracy that will not end until they learn how to save the entire city. Along the way, they solve an ancient puzzle, defeat the greed and subterfuge of the Mayor and his minions, and discover a much wider world than either had ever dreamed existed. When I read children's literature, I look for more than a tale well told. Juvenile science fiction is not hard to come by, especially today in the age of Harry Potter. But fiction that lauds heroism (particularly the kind of courage which every child will have an opportunity to demonstrate), extolls the value of friendship, and shows when adult precepts and rules are worthwhile, and how to tell when they are not - that is uncommon. (Those qualities form the foundation of the Harry Potter stories, too, and explain the widespread appeal of the boy wizard and his friends.) The City of Ember has that same appeal. Doon and Lina are courageous; they do things children would do, yet also show judgement, persistence and intelligence. These are kids who love their parents, and still see that they must take extraordinary steps outside the regimented life they have led. In the end, they do save their city, and if they do not battle great evil,



Building: Did I "Get" It? There were some plot holes, but I figure they will be answered in the second book. Overall, I understood the society of Ember and have a general idea of how it works. It would've been nice to get the reasoning for the jobs in Ember, along with the significance of kids starting work at age 12, but these weren't major issues of mine. I don't understand how Doon and Lina were able to see Ember from above, but the people of Ember couldn't see the sky far above them. Also, if they can drop a note into Ember, how is it rain or other things don't fall into the city? V. The Ending: Did It Make Sense? It did. This is the kind of book that makes you want to read the next one. I wanted to know more about Lina's caregiver, but the story line didn't go that way; I can't wait to see what happens in book two! VI. Overall This is a very solid read that not only left me smiling, but has me anxious to read the next book in the series! I highly recommend!

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