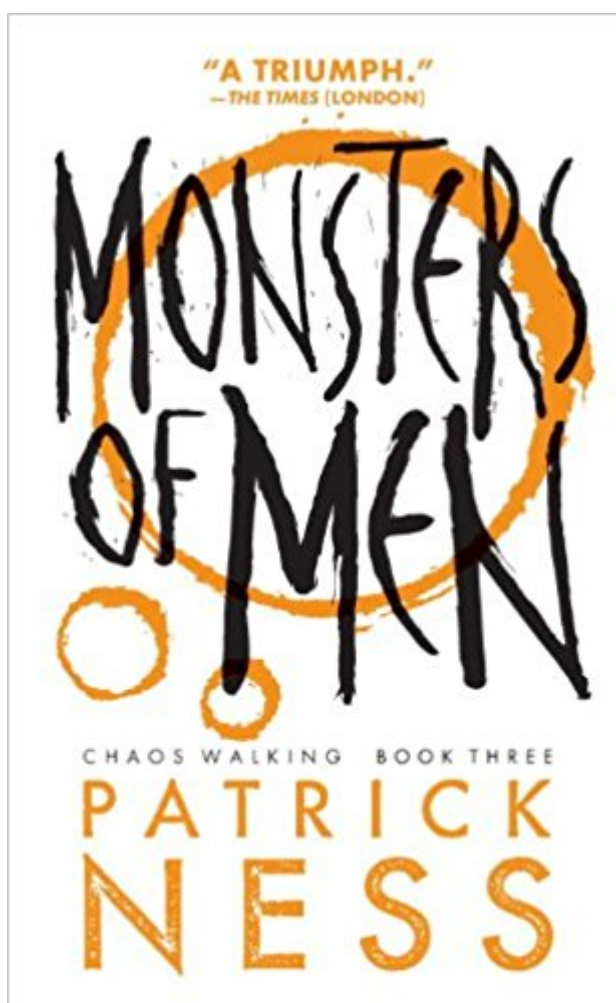


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Monsters Of Men (Reissue With Bonus Short Story): Chaos Walking: Book Three



Synopsis

The riveting Chaos Walking trilogy by two-time Carnegie Medalist Patrick Ness, reissued with compelling new covers and a bonus short story in each book. As a world-ending war surges around them, Todd and Viola face monstrous decisions. The indigenous Spackles, thinking and acting as one, have mobilized to avenge their murdered people. Ruthless human leaders prepare to defend their factions at all costs, even as a convoy of new settlers approaches. And as the ceaseless Noise lays all thoughts bare, the projected will of the few threatens to overwhelm the desperate desire of the many. The consequences of each action, each word, are unspeakably vast: To follow a tyrant or a terrorist? To save the life of the one you love most, or thousands of strangers? To believe in redemption, or assume it is lost? Becoming adults amid the turmoil, Todd and Viola question all they have known, racing through horror and outrage toward a shocking finale.

Book Information

Series: Chaos Walking (Book 3)

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Customer Reviews

Gr 9 Up The first word of this conclusion to the trilogy is "war," and war between various factions takes up much of this book. The action begins immediately and is told from two and then three viewpoints with no backstory that might bring readers new to the series up to speed. Todd and Viola attempt to persuade Mayor Prentiss and Mistress Coyle, respectively, that peace is the better path to the future, peace with one another and with the vast army of Spackles that looms above the valley. Unfortunately, the Mayor and Mistress only want peace that comes with victory for their

faction. A scout ship arrives from the approaching convoy of colonists, changing the balance of power. The Mayor uses his "Noise," the ability that male humans and all of the Spackle have to communicate mentally, to control his army and to influence Todd. Mistress Coyle and the other mistresses shelter under the protection of the scout ship and work to cure the infection of the bands that threaten the lives of many of the women, including Viola. Ness distinguishes his various narrators by the use of different fonts, further distinguishing Todd with a select few words misspelled. This is a complex and engrossing work that series fans will devour but which may be impenetrable to those who haven't read the earlier volumes. Eric Norton, McMillan Memorial Library, Wisconsin Rapids, WI
© Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. --This text refers to an out of print or unavailable edition of this title.

Starred Review Ness, a forceful writer who chews through ideas at a blistering clip, takes on war, the heftiest of human follies, in the conclusion to his *Chaos Walking* trilogy. The genocidal tyrant Mayor Prentiss leads an army on one side, the terrorist healer Mistress Coyle heads a band of revolutionaries on another, and a massive legion of native Spackle threatens from a third. All three sides see only the complete annihilation of the others as the sole option for victory and survival, and they might be right, no matter how Todd and Viola use their formidable wills to advance peace as an influx of new colonists nears. It's a thick book, approaching Russian-novel territory, but it rarely feels bloated; and readers invested in the story will likely concede that Ness has earned the space. His rapid-fire litany of impossible choices makes for captivating thought fodder, and what has already been a potent display of the power of voice to drive, amplify, and transform a story gets a third, unexpected soloist. And in so doing he shows just how deep and complex, as well as how versatile, a symbolic narrative device like Noise can be. For all the huge themes mauling at each other, though, it's the characters that ultimately stand out in this final act—the connections that bind them and change them and ruin them and redeem them. This is science fiction at its best, and is a singular fusion of brutality and idealism that is, at last, perfectly human. Grades 9-12. --Ian Chipman --This text refers to an out of print or unavailable edition of this title.

Spoiler Alert. Patrick Ness is a bit of a bastard. Just so you know ahead of time, there will be no mercy. Book 3 began exactly where Book 2 left off: The army of New Prentisstown is at war with the army of The Answer and Mayor President Prentiss is talking his way out of being overthrown by Todd. The Spackle forces are attacking and Viola's racing to intercept her incoming scout ship

before Mistress Coyle can get there. The story once again expands by adding yet another point of view, that of 1017. 1017 is essentially the one that got away... and proceeds to plot vengeance. He was a Spackle slave in New Haven, who watched his one in particular, die to keep him safe. Forced to work under Prentiss's command and branded with a number intended for livestock, he survives a brutal massacre and escapes to find his people. And this is where his POV, becomes really useful; the reader gets to learn about the Spackle from a Spackle. The Spackle are fiercer and smarter than they've let on and they've spent their downtime between wars inventing new weapons. They call themselves The Land and are a species perfectly evolved to a planet that induces telepathy in its inhabitants. They choose a leader, The Sky, to watch over them, to think independently and make decisions to their benefit. And The Sky keeps his secrets... Todd and Viola are once again caught in a war they want no part of... Todd is stuck keeping tabs on Mayor Prentiss who's becoming increasingly nice, even though no one is buying that brand of BS, except maybe Todd who only ever wants to see the good in people. Viola is stuck trying to keep the scouts, Simone and Bradley calm, while preventing Mistress Coyle from convincing them to unleash Hell on New World. Throughout the majority of the story, New World is having an all out civil war and there's nothing civil about it. Mayor Prentiss calls his peculiar brand of leadership a war tactic when really there's just a lot of murder. Mistress Coyle calls it opposition against a tyrant when she plants bombs in unexpected places, but most see it as terrorism. And as Todd and Viola try to be advocates of peace, getting what they want is going to cost big. Which brings me right back to Patrick Ness is a bastard. Todd and Viola, having found each other time and time again, fought for each other, and survived bloody, fiery wars... Todd and Viola, constantly having to prove themselves the heroes of the story, despite the despair... The ending brings hope, hope in the human and the Spackle alike, hope that happiness is near. And then Patrick Ness drives MacTruck over that hope. And I read the final pages in tears. I can't really find anything to complain about in the final installment... The plot-timing was perfect, the plot twists were exciting. The suspense kept me flipping pages even when I wasn't sure I wanted to read what happened next. The loose ends were tied up beautifully. And even though Patrick Ness made me cry, I can't fault him too heavily for that... The fact that he was able to make me feel so much is a testament to his ability as a storyteller.

I really wasn't expecting to be as sucked into this world as I found myself. Entire evenings started with, "Meh, I'll just read a few pages," turned into, "And then what?!" as I had to force myself away from it and get back to the daily tasks of life. Surely, if you're reading this review about the final book

of this series, it's because you've already read at least the first book so you already have an idea of the world you're getting involved with. But just know, as one traveler who's already made it through speaking to you, a traveler who's still coming, the world you thought you knew from the first and second book only gets better and more engaging as you continue on. I thought I was able to guess where it would all lead and usually I'm right about these things, but boy was I totally and delightfully wrong.

This was the third book I read by Patrick Ness, and it is also the third book in the Chaos Walking Trilogy. After reading the first book, I quickly purchased the next two in the series, and several more by the author. I have also given this series to a couple friends, and my sister who works as a middle school guidance counselor. The series touches on a lot of adult themes but does it in an a great way. The concept was unexpected and new, and the author manages to keep you on your toes with little twist and turns that I really enjoyed. I do not want to say too much in this review, and spoil some of the unexpected surprises, but if you are fan of young adult science fiction or fantasy you must read this series. It touches on issues of perspective, diversity, inclusion, sexuality- and never in a preachy way. Each book in the series adds in additional narrators- so to fully understand the tale make sure you finish the series. I am reviewing this product in an effort to help other customers through relaying my experience with the product and providing any insight I garnered. Had I not liked this product, I would state so here in my review. I would really appreciate that if you found my review helpful, that you would please indicate so below by clicking the YES button below.

I read all three books and they were good. Interesting plot and characters. Well-written. My only negative is that the books, especially the first one, were too long and not always for good reason. The first book could have lost 30 or 40 pages easily. There was a point I almost got tired of it. I'm glad I didn't because the series was worth reading.

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