

[PDF] City Of Bones: Movie Tie-In (The Mortal Instruments)

Cassandra Clare, Ari Graynor - pdf download free book



Books Details:

Title: City of Bones: Movie Tie-In (The Mortal Instruments)
Author: Cassandra Clare, Ari Graynor
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Description:

From Publishers Weekly This Buffy-esque YA novel does not translate well to the audio medium, and part of the problem lies in the story's pacing. Teenager Clary discovers she can see supernatural beings that no one else can, gets drawn into the world of the Shadowhunters (teens who kill demons and monsters) and learns that her mother is somehow mysteriously connected to all the strange happenings around her. As a result, a good chunk of the novel consists of long explanatory passages,

as various characters fill Clary in on supernatural creatures, the history and rules of the Shadowhunters and her mother's entanglements—all of which come across as tedious lectures. In addition, narrator Graynor makes almost no attempt to differentiate the various teen characters' voices. Only the minor character Dorothea, played as a faux witch with a gravelly New York accent, is memorable. Graynor also frequently ignores the author's explicit textual directives, such as [Simon] came back, sounding worried or The tone of arrogant superiority was back in [Jace's] voice, for her performance, making this a program with an intriguing premise and cast but disappointing execution. Ages 14-up. (*May*)

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From School Library Journal Grade 8 Up—When Clary Fray witnesses three tattoo-covered teenagers murder another teen, she is unable to prove the crime because the victim disappears right in front of her eyes, and no one else can see the killers. She learns that the teens are Shadowhunters (humans who hunt and kill demons), and Clary, a mundie (i.e., mundane human), should not be able to see them either. Shortly after this discovery, her mother, Jocelyn, an erstwhile Shadowhunter, is kidnapped. Jocelyn is the only person who knows the whereabouts of The Mortal Cup, a dangerous magical item that turns humans into Shadowhunters. Clary must find the cup and keep it from a renegade sector of Shadowhunters bent on eliminating all nonhumans, including benevolent werewolves and friendly vampires. Amid motorcycles powered by demon energies, a telepathic brotherhood of archivists, and other moments of great urban fantasy, the story gets sidetracked by cutesy touches, like the toasted bat sandwich on the menu of an otherworldly restaurant. The characters are sporadically characterized and tend toward behavior that is both predictable and slightly repellent—Clary finds out who her real father is about 200 pages after readers will have it figured out. Despite the narrative flaws, this version of New York, full of Buffyesque teens who are trying to save the world, is entertaining and will have fantasy readers anxiously awaiting the next book in the series.—*Heather M. Campbell, Philip S. Miller Library, Castle Rock, CO*

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