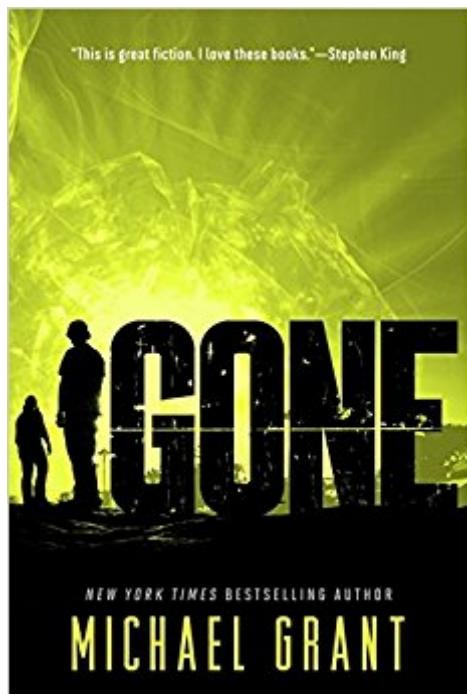


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# Gone



## Synopsis

The first in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with the horror of Stephen King. In the blink of an eye, everyone disappears. *Gone*. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . Michael Grant's *Gone* has been praised for its compelling storytelling, multidimensional characters, and multiple points of view.

## Book Information

Series: *Gone* (Book 1)

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Best Sellers Rank: #13,350 in Books (See Top 100 in Books) #67 in Books > Deals in Books #68 in Books > Teens > Literature & Fiction > Action & Adventure > Survival Stories #79 in Books > Teens > Science Fiction & Fantasy > Horror

## Customer Reviews

Grade 7 Up—"One minute the teacher was talking about the Civil War. And the next minute he was gone." Just vanished—along with everyone else over the age of 13 in a 20-mile radius around Perdido Beach, CA. The children left behind find themselves battling hunger, fear, and one another in a novel strongly reminiscent of William Golding's *Lord of the Flies*. Things go from bad to worse when some of the children begin exhibiting strange powers, animals show signs of freakish mutations, and people disappear as soon as they turn 14. Though an excellent premise

for a novel, *Gone* suffers from a couple of problems. First, it is just too long. After opening with a bang, the initial 200 or so pages limp along before the action begins to really pick up. Secondly, based on the themes of violence, death, and implied sexual intimidation, this is clearly written for an older teen audience who may not appreciate the fact that no one in the book is older than 13. In spite of its faults, *Gone* is a gripping and gritty read with enough creepy gruesomeness to satisfy readers who have a taste for the macabre. Give this one to the readers who aren't quite ready for Stephen King or Dean Koontz. •Jane Henriksen Baird, Anchorage Public Library, AK

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**\*Starred Review\*** It's a scenario that every kid has dreamed about: adults suddenly disappear, and kids have free reign. In this case, though, it's everyone 14 and older who disappears, and the harsh reality of such unreal circumstances isn't a joyride after all. A girl driving with her grandfather plunges into a horrific car wreck; gas burners left on ignite a home with a young child trapped inside; food and medical supplies dwindle; and malicious youths take over as the remaining children attempt to set up some form of workable society. Even stranger than the disappearance of much of humanity, though, are the bizarre, sometimes terrifying powers that some of the kids are developing, not to mention the rapidly mutating animals or the impenetrable wall 20 miles in diameter that encircles them. This intense, marvelously plotted, paced, and characterized story will immediately garner comparisons to *Lord of the Flies*, or even the long-playing world shifts of Stephen King, with just a dash of *X-Men* for good measure. A potent mix of action and thoughtfulness—centered around good and evil, courage and cowardice—renders this a tour-de-force that will leave readers dazed, disturbed, and utterly breathless. Grant's novel is presumably the first in a series, and while many will want to scream when they find out the end is not the end, they'll be glad there's more in store. Grades 6-9. --Ian Chipman

The story was fast-paced and exciting. Characters were well thought out and real, though a little predictable. The only thing that bothered me was that frequently the story would change scenes with no page break or any visual clue that the story had changed scenes - that definitely interrupted the flow of my reading as I had to pause to figure it out. Good clean story and will definitely be purchasing the rest of the series!

I am on book 3. So far they are pretty good but not realistic. These kids who range from babies to

15. The 8-10 year olds speak like they are grown adults. I have 10yr. Old grandson. And 8 yr old granddaughter. They do not speak in sentences like this. Unless this is in a future and kids are super smart it gets on my nerves. I have to pretend they are all 14. And in this town where they have a lot of stores they was no pharmacy. They had to collect medicine from home. Don't think so. It is also annoying. Not destroying enemies when they know they will come back. Good read for all of that love that there are so many to read

Probably the best books I have ever read!!! I've read a lot of books and these are incredible. From the very beginning of the book everyone fifteen and older within a five mile radius just disappears. Now a giant impenetrable barrier exists between the five mile radius and the rest of the world. I usually can't stand books with young protagonists, but the character development in these books is incredible. Suddenly people start developing powers, animals turn up with dangerous mutations, kids start forming into factions and a dark creature begins manipulating people from the background. The plot is incredible and constantly developing. I would highly recommend these books, they are violent and thrilling.

It has been seven months since all the adults disappeared and all the children under 15 are still struggling with life in the FAYZ. Hunger is an ever present problem, kids are getting drunk and smoking and carrying weapons. Some are trying to set authority with a Town Council; others aren't above violence and destruction to get their way. As Sam and Astrid fight (sometimes with each other) to do the right thing they are also dealing with the so-called prophetess who is saying death is the way to escape the FAYZ. On top of that Sam and others think they see Drake the dreaded Whip Hand, but he's dead - isn't he?"Lies" is the exciting third book in Michael Grant's thrilling "Gone" series for young adults (the first two books areÂ  Â GoneÂ  Â andÂ  Â Hunger: A Gone Novel). Grant has managed to keep the tension throughout the series and you feel that the kids (some of whom are oh so young) as many struggle to do the right thing - not all agree on what the right thing is. While it is easy to feel sorry for Sam as he tries to lead those who don't necessarily want a leader and Astrid who is beginning to realize she is not always right, it is Mary who I felt the most sorry for as she has to decide whether or not to "poof" when she turns 15. This is not an easy decision for Mary - she is tired of taking care of the "littles" yet wonders who'll take care of them if she does disappear. Grant fills the book with many other memorable characters (for better or worse) including Orsay and Nerezza, Lana, Zil, Caine, Sanjit, Brianna, Dekka, Brittney, and more. The Gone series reminds me a lot of a Stephen King type series for young adults and never more so than with this

book which reminds me a lot of King's "Under the Dome: A Novel". It is interesting to see what two authors do with a similar concept. There is a lot of good versus evil in both books and lots of destruction. Without giving anything away I do think Grant came up with a better explanation of what caused the FAYZ than King did with his dome. Grant gives readers just enough glimpses of life beyond the FAYZ to make readers wonder who among the children is doing the right thing - it will be interesting to see how Grant deals with the ramifications of the actions of all those living in the FAYZ - both the "good guys" and the "bad guys". "Lies" is another excellent entry in Michael Grant's thrilling "Gone" series.

Look, The Gone Series change me. I've read plenty of YA book series in my lifetime (The Hunger Games, Divergent, The Maze Runner series and even Harry Potter though it doesn't quite qualify as YA) but Michael Grant has, without a doubt, produced something entirely unique, much like the FAYZ itself (inside joke). I've never read a series, with as many plot twists and craziness, that I ended up loving as much as the Gone Series. And the best part? Though I don't advise you to, you can read each book on its own without having read the previous or the next book in the series. So if you want to give it a try but don't want to be forced into reading all 6 books by cliffhangers, then go on. What are you waiting for? But, when all is said and done, you might still feel the urge to read all of them. Good luck

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