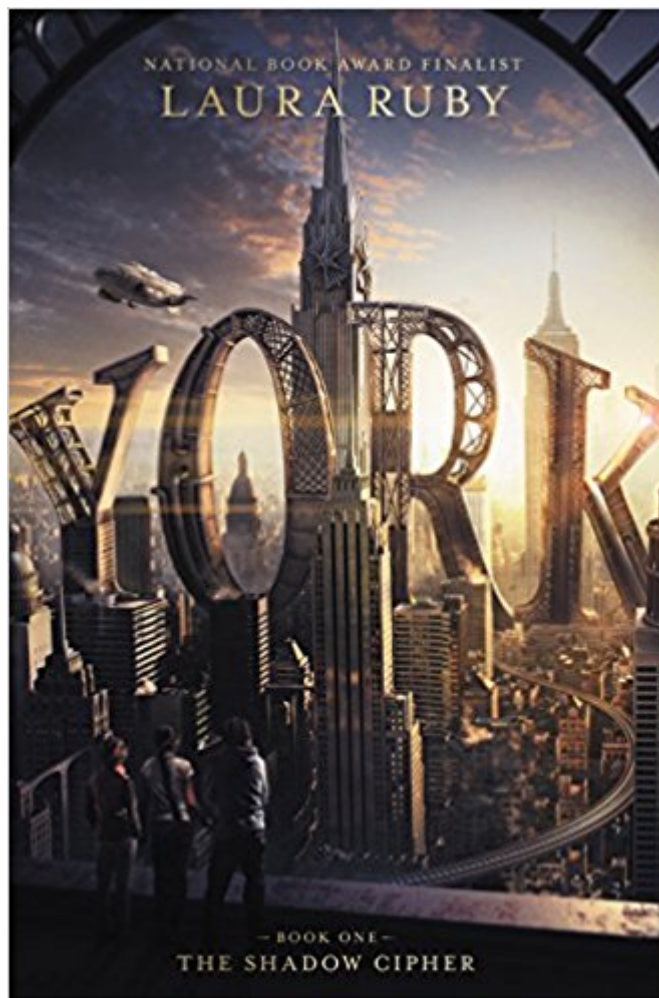


The book was found

York: The Shadow Cipher



Synopsis

“The pleasures of the novel go far beyond the crackling, breathless plot and the satisfaction of watching the puzzle fall into place. The book is shot through with humor, both laugh-out-loud and subtle.” —New York Times Book Review

From National Book Award finalist and Printz Award winner Laura Ruby comes an epic alternate history series about three kids who try to solve the greatest mystery of the modern world: a puzzle and treasure hunt laid into the very streets and buildings of New York City. It was 1798 when the Morningstarr twins arrived in New York with a vision for a magnificent city: towering skyscrapers, dazzling machines, and winding train lines, all running on technology no one had ever seen before. Fifty-seven years later, the enigmatic architects disappeared, leaving behind for the people of New York the Old York Cipher—a puzzle laid into the shining city they constructed, at the end of which was promised a treasure beyond all imagining. By the present day, however, the puzzle has never been solved, and the greatest mystery of the modern world is little more than a tourist attraction. Tess and Theo Biedermann and their friend Jaime Cruz live in a Morningstarr apartment—until a real estate developer announces that the city has agreed to sell him the five remaining Morningstarr buildings. Their likely destruction means the end of a dream long held by the people of New York. And if Tess, Theo, and Jaime want to save their home, they have to prove that the Old York Cipher is real. Which means they have to solve it.

Book Information

Series: York (Book 1)

Hardcover: 496 pages

Publisher: Walden Pond Press (May 16, 2017)

Language: English

ISBN-10: 0062306936

ISBN-13: 978-0062306937

Product Dimensions: 5.5 x 1.5 x 8.2 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 33 customer reviews

Best Sellers Rank: #30,843 in Books (See Top 100 in Books) #111 in Books > Children's Books > Arts, Music & Photography > Art #164 in Books > Children's Books > Literature & Fiction > Historical Fiction > United States #239 in Books > Children's Books > Mysteries & Detectives

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

“In this smart, immersive series starter, Ruby expertly juggles stunning plot choreography, realistic stakes in a captivating fantasy setting, well-wrought characters, and flashes of sharp cultural commentary.” (Booklist (starred review))

“The pleasures of this novel go far beyond the crackling, breathless plot and the satisfaction of watching the puzzle fall into place. The book is shot through with humor, both laugh-out-loud and subtle.” (New York Times Book Review)

“This first volume opens up an ever expanding sense of magic, culminating in a bittersweet ending that promises bigger things to come. The past informs the present as the review informs readers: don’t let this one go.” (Kirkus Reviews (starred review))

“Ruby’s latest is a high-stakes mystery novel filled with intriguing puzzles, solid world-building, and diverse characters. An engaging series opener that will leave readers eagerly awaiting future installments.” (School Library Journal (starred review))

“The first book in an exciting new series that’s great for fans of steampunk, history, mystery, and magic. Let the puzzles begin!” (Brightly.com)

It was 1798 when the Morningstarr twins arrived in New York with a vision for a magnificent city: towering skyscrapers, dazzling machines, and winding train lines, all running on technology no one had ever seen before. Fifty-seven years later, the enigmatic architects disappeared, leaving behind for the people of New York the Old York Cipher—a puzzle laid into the shining city they constructed, at the end of which was promised a treasure beyond all imagining. By the present day, however, the puzzle has never been solved, and the greatest mystery of the modern world is little more than a tourist attraction.

Tess and Theo Biedermann and their friend Jaime Cruz live in a Morningstarr apartment until a real estate developer announces that the city has agreed to sell him the five remaining Morningstarr buildings. Their likely destruction means the end of a dream long held by the people of New York. And if Tess, Theo, and Jaime want to save their home, they have to prove that the Old York Cipher is real. Which means they have to solve it.

From National Book Award finalist Laura Ruby comes a visionary epic set in a New York City at once familiar and wholly unexpected.

THIS BOOK, YOU GUYS. I’m extremely pleased to say that this book lived up to it’s gorgeous

cover, it's fascinating premise, and the amazing writing that the incomparable Laura Ruby has delivered in the past. Honestly, I got Harry Potter feels from this one. It was charming, smart, and fun. Not only are the characters real but the world sucks you in and drags you happily around like Nine (the cat) does with a sock. I loved this book with all my heart and I'm 25. I'm not going to stop recommending this for a while and will be anxiously waiting for the sequel and the movies and the movie sequels because I have a feeling that it's going to be huge. This is a must-read for everyone over the age of seven or eight and I hope it's passed around in families and talked about because it's just too good to be ignored. Buy and share!

Since I am from NYC, I especially liked the city atmosphere. And with scumbag real estate developers being much on the public mind, the plot seems quite timely,

My son tore through this book in three days. He wants to read the next one right now, but he's going to have to wait. He said he loved the steampunk meets sci-fi feel.

What an adventure, all I can say is when does the next book come out?

I loved this book.

I finished this book in one sitting because it was so enthralling the puzzle aspect of this story it fun and exciting.

Very good book, easy read

Wonderful story, well written. Enjoyed this book very much.

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