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The Arcade Catastrophe (The Candy Shop War #2) by Brandon Mull

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Author: Mull, Brandon

Title: *The Arcade Catastrophe* (*The Candy Shop War #2*)

Year of Publication: 2012

Publisher: Shadow Mountain

ISBN: 9781609071790

Number of pages: 426

Rating: Outstanding

Reading/Interest Level: Intermediate; Young Adult

Keywords: Magic; Arcades; Quests; Candy; Friendship; Adventure; Fantasy; Novel

Review:

Nate, Summer, Trevor, Pigeon, and Lindy follow clues in the disappearance of John Dart and Mozag. Their findings lead them to the newly opened Arcadeland. Once a player gains a certain amount of tickets, they can use their winnings to buy a hand stamp that gives them the magical powers of the stamp's image: tank, race car, submarine, or jet. But there are only four of each stamp and the winners are contracted to find magical artifacts for the wizard Jonas White. As the missions get harder and players disappear, Nate is the only one left to stop White's ultimate goal of taking control of the world. Through the skills of all the friends—and with the help of magical candy—White is defeated and John Dart and Mozag return.

Fans of the first book will welcome this deeper and more detailed world in which Nate and his friends live. But this story exceeds its prequel in terms of action, adventure, suspense, danger, and humor. Readers will be able to see the personal progression of the main characters. Nate and his friends have learned to be more mature and courageous from their past magical challenges and they use these strengths in solving this mystical dilemma. This added maturity and courage also helps Nate and his friends to teach it to other children so they can help in defeating White. Like the first book, this story is also a great read-aloud that the whole family would enjoy.

Reviewer: Tessa McMillan

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