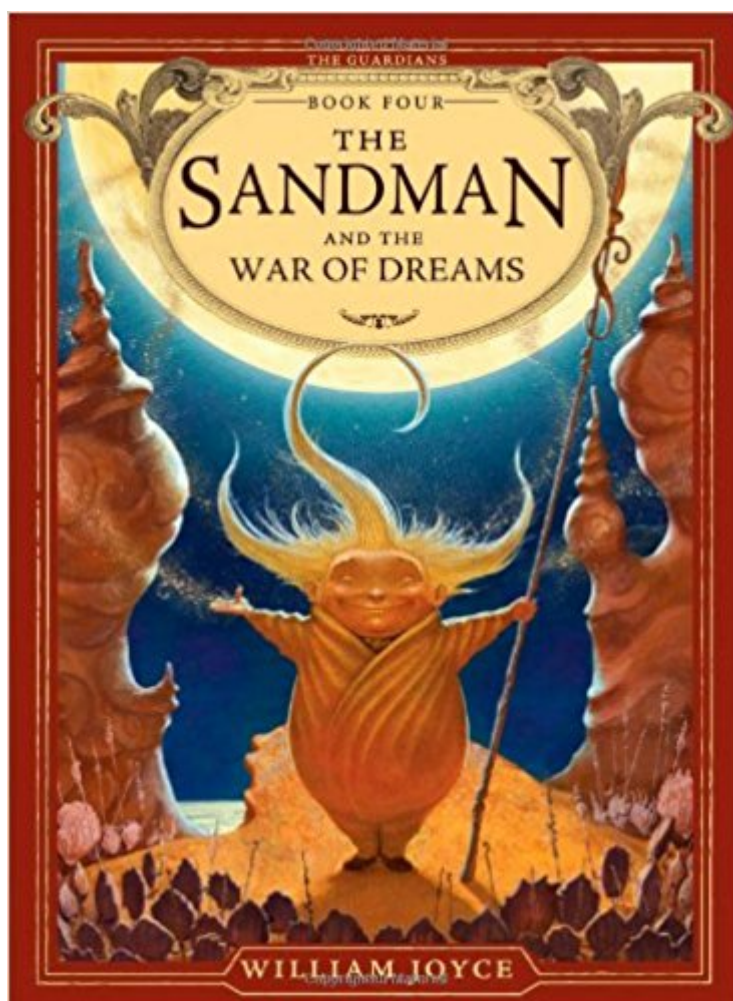


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The Sandman And The War Of Dreams (The Guardians)



Synopsis

>When the Man in the Moon brought together the Guardians, he warned them that they would face some terrible evils as they strove to protect the children of earth. But nothing could have prepared them for this: Pitch has disappeared and taken Katherine with him. And now the Guardians are not only down one member, but a young girl is missing. Fortunately, MiM knows just the man to join the team. Sanderson ManSnoozy – known in most circles as the Sandman – may be sleepy, but he’s also stalwart and clever and has a precocious ability to utilize sand in myriad ways. If the other Guardians can just convince Sandy that good can triumph evil, that good dreams can banish nightmares, they’ll have themselves quite a squad. But if they can’t – they might never see Katherine again.

Book Information

Lexile Measure: 0810 (What’s this?)

Series: The Guardians (Book 4)

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Average Customer Review: 4.7 out of 5 stars 75 customer reviews

Best Sellers Rank: #76,674 in Books (See Top 100 in Books) #25 in Books > Children’s Books > Animals > Alligators & Crocodiles #36 in Books > Children’s Books > Holidays & Celebrations > Easter #378 in Books > Children’s Books > Growing Up & Facts of Life > Family Life > Sleep

Age Range: 7 - 11 years

Grade Level: 2 - 6

Customer Reviews

William Joyce does a lot of stuff but children’s books are his true bailiwick (The Numberlys, Rolie Polie Olie, Dinosaur Bob, George Shrinks, and the #1 New York Times bestselling The Fantastic Flying Books of Mr. Morris Lessmore, which is also his Academy Award-winning short film, to name a few). He lives in Shreveport, Louisiana.

Talk to William Joyce and look at upcoming work at @HeyBillJoyce on Twitter and Instagram. William Joyce does a lot of stuff but children's books are his true bailiwick (The Numberlys, Rolie Polie Olie, Dinosaur Bob, George Shrinks, and the #1 New York Times bestselling The Fantastic Flying Books of Mr. Morris Lessmore, which is also his Academy Award-winning short film, to name a few). He lives in Shreveport, Louisiana. Talk to William Joyce and look at upcoming work at @HeyBillJoyce on Twitter and Instagram.

Sandman and the War of Dreams CHAPTER One The Dreams That Stuff Is Made Of TIME PASSES STRANGELY WHEN you are sleeping. You can close your eyes when it is night, then open them again and see morning. Yet the hours that went by seemed no longer than the drifting journey of a leaf in a soft breeze. Strange, wondrous, and terrible adventures are the norm in dreams. Uncharted lands come and go. Dream epics play out. Wars are fought and won. Loved ones are lost or found. Entirely different lives are lived as we sleep. And then we awake, with disappointment or relief, as if nothing at all had happened. But sometimes things do happen. In the waking world, the Guardians had lost one of their own to a powerful entity known as Mother Nature. But an odd little man had been sleeping for more days and nights than any calendar could count. The snoozing fellow was the color of golden sand—indeed, he seemed to be made of the stuff. And his unruly hair twirled and twisted as he slept. He rested in the dune-covered center of a tiny star-shaped island that was nearly impossible for humans to find, for it was not originally from the Earth. The island was not connected to anything; no landmass beneath the ocean anchored it in place. As such, it was the only island on our planet that truly floated atop the water. Because of this, it drifted. In June it might be in the Pacific Ocean, and by July it might be off the coast of Madagascar, its whereabouts known only to the Moon and the stars. Which was fitting, for this island had once been a star. It had been saved by the leader of the Guardians, Tsar Lunar, or as we call him, the “Man in the Moon.” But that was ages ago. The island, from above On this most auspicious night, Tsar Lunar called upon the small and harmless-looking fellow who softly snored among the island's magic sands. But how should one awaken a man from the past? A man who had traveled oceans of time and space. A steadfast fellow who had piloted the fastest shooting star in the heavens. A hero of ten thousand battles against Pitch, the Nightmare King. This smallish warrior had once been the most valiant granter of wishes the cosmos had ever known. How does one wake a man who has not opened his eyes since the great ancient days of the Golden Age? As with most things, the answer was simple. The Man in the Moon sent a moonbeam messenger with a single whispered request: “I wish that you would help. Your powers are

needed. In an instant the little man's eyes opened. The centuries of sleep fell away. There he stood, tall as he could: Sanderson Mansnoozie. The Man in the Moon then proceeded to relay his full message. Sanderson Mansnoozie listened intently. So very much had happened while he had slept. Pitch had returned and was threatening the galaxies again. But Sanderson Mansnoozie's long sleep had been most productive. He was now more powerful than he had ever been: He had power over the world of dreams. In fact, every grain of sand on his island now contained a dream—one dream from each night of his nearly endless sleep, and all of them good dreams, strong enough to fight any nightmare. When the Man in the Moon finished, Sanderson Mansnoozie, with a wave of his hands, brought his island to life. Its sands swirled around him, and the island transformed into a cloud that swept him up from the sea and into the sky. With moonbeams to guide him, he sailed the golden cloud toward his mission: to aide the Guardians. To save and rescue a girl named Katherine. And to stop Pitch forever. This "Sandman" was ready to seek out his ancient enemy and oldest friends. He was ready to face whatever dangers lay ahead. And there were many.

In many ways, this book gives us a lot of more exploration on some parts. We learn a lot more about Pitch Black and Mother Nature's tragic backstory, but it feels as if it comes at a price, which is that the story feels far too fast paced, while it at the same time is lacking some important points that seemed incredibly important in the other books (such as a locket that was rather vital in the second book and a bit in the third book). The theory behind this, might be the rush there has been, and possible a couple of editings that doesn't seem to quite fit. Another is that Mr. Joyce might be rushing to try and fit the universe of his books together with the universe of the Rise of the Guardians film, which shouldn't be necessary. Aside from that, some parts of this book still continue to rise more questions, which will hopefully be resolved in what seems to be the final book of the series. We will just have to wait and see. On a more positive note, the book did have some cute moments, as well as some really funny ones. Despite the negative points that I have already mentioned, I enjoyed the book and I hope others will too.

I love William Joyce's Guardians of Childhood series. The picture books, the novels, the movie—they're all a lot of fun. I'm sad that the movie—which is really good—didn't seem to get much attention, and I'm sad that it appears that the next novel looks like it's the last one. Still, they're all quick enough reads that I can go

back and read them all over again. This latest novel brings the character of Sanderson Mansnoozie, the Sandman (geddit?) into the fray, after having had his origin told in a picture book. While each book in the series builds from the last, this one is very much an installment in a serialized tale. Following the capture of young Katherine in the previous volume, the Guardians search for their friend. Along the way, we learn more about the evil Pitch, his daughter, Mother Nature, and we see the Guardians begin to set things up for what may be the final battle. As with previous books in the series, I really enjoy the mythology Joyce is building. It's an epic adventure featuring Santa Claus, the Easter Bunny, and Mother Goose, but it neither feels silly nor overly serious. The books have the tone of an oral folktale, one that has been told again and again over generations. And yet, they also feel focused and detailed. While this time around, we don't get too much insight into most of the characters, we do learn a great deal about Pitch, Sandman, and Nightlight. Unfortunately, it felt as if this volume had fewer illustrations than previous ones. I really enjoy Joyce's artwork, so that was a shame. Also, this feels less like a complete installment than setup for what will come next. Having said that, the background information this book provides more than makes up for that. And since I am totally enjoying the series as a whole, I'm okay with installments that expect me to read what came before and what will come next.

Let's face it, the third book ended on a nasty cliffhanger. Thankfully it's resolved, but honestly, the whole thing feels somewhat rushed. A friend of mine said it felt like watching a movie on TV, that had been edited for time, and parts were missing. It's obvious that time is passing (and has passed), and while the writing is delightful, there's just the nagging sense that there should be more. Now, I'm not part of the targeted age group for this series. In fact, I love how 'retro' the storytelling and the illustrations are. But there is something about the concept that caught my interest and brought me into the world that Joyce has created. There's one more chapter book to go, but I'm going to hope for some short stories and picture books to further expand upon the Guardians.

Let me preface this review by first saying that I'm a little out of the age range that Mr. Joyce had in mind while writing. The story itself retained the whimsical tone that had been established in the previous three novels. As an adult reader it is nice to return to a style that isn't overly concerned with the rules of conventional writing. It's a children's book and the writing is meant to capture the imagination. And capture it the writing does. The story itself is where the bulk of my enjoyment and my disappointment lies. Let's start with the pros. The story Mr. Joyce tells is enchanting. Childhood

figures brought to life as heroes is a fantastic tale of adventure. Not only does it portray characters that we grew up with, but it also deals with many life lessons that are common everyday themes such as the love of a parent and trusting others. All are excellent lessons for young and not so young alike. This book also deals a great deal with growing up and the changes that entails such as giving up some things in order for change to happen. However I was greatly disappointed by two things. The first was the pacing. The story was rushed. It felt like I was reading part of a story rather than an entire book. Many things were glanced over and not really developed. Some of these things were fairly important such as the building of North's workshop. There was also some confusion about the passage of time. It doesn't seem like the actual search for Katherine takes that long; however, it is long enough for North to get fat and for Katherine to grow taller. I needed some more clarification when it came down to the passage of time. I might have been able to overlook the pacing issues if it weren't for the second gripe. My biggest complaint was the lack of the character Jack Frost. Mr. Joyce promised at the end of book 3 that he would appear in this book. I wasn't expecting his part to be huge but I can't even begin to fully articulate how upset I was that his introduction was promised but not delivered. I almost feel as though it was a cheap gimmick to entice people to buy the next book. I think that Mr. Joyce has several loyal fans and didn't need an unfulfilled promise to draw them in. Perhaps at the time the third book was published there was an intention to introduce Jack Frost (again maybe not as a main character) but was somehow lost in the shuffle of editing. Had it not been for that simple promise I would have been less disappointed in the story and a little more forgiving in my other complaints.

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