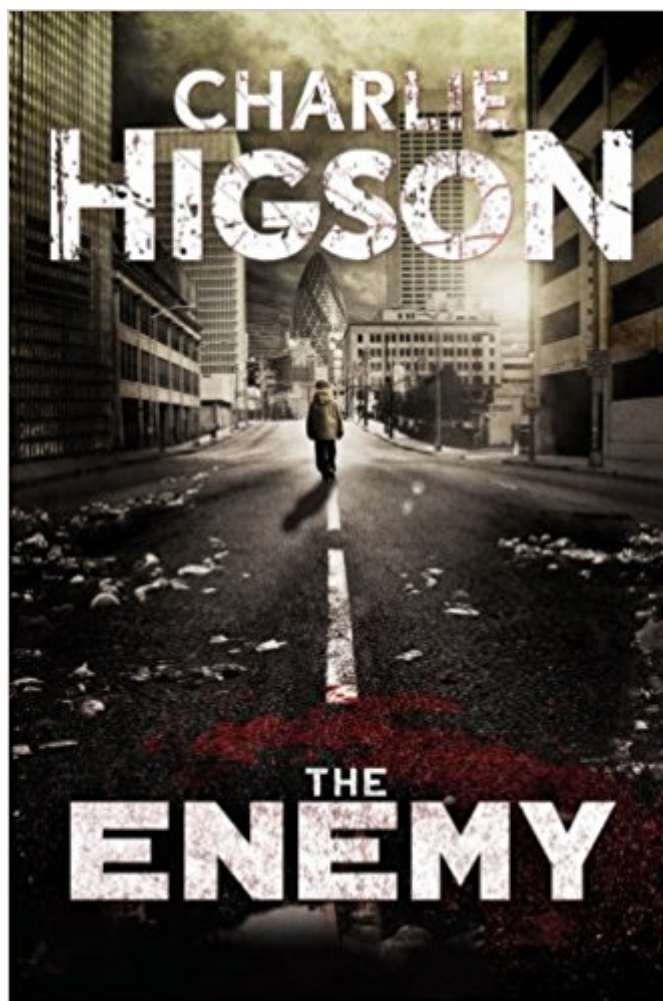


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# The Enemy (new Cover) (An Enemy Novel)



## Synopsis

In the wake of a devastating disease, everyone sixteen and older is either dead or a decomposing, brainless creature with a ravenous appetite for flesh. Teens have barricaded themselves in buildings throughout London and venture outside only when they need to scavenge for food. The group of kids living at a Waitrose supermarket is beginning to run out of options. When a mysterious traveler arrives and offers them a safe haven at Buckingham Palace, they begin a harrowing journey across London. But their fight is far from over—the threat from within the palace is as real as the one outside it. Full of unexpected twists and quick-thinking heroes, *The Enemy* is a fast-paced, white-knuckle tale of survival in the face of unimaginable horror.

## Book Information

Series: An Enemy Novel

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Average Customer Review: 4.5 out of 5 stars 294 customer reviews

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## Customer Reviews

Grade 7 Up In this dystopian thriller set in London, everyone over 16 is dead or diseased, and youngsters are in constant danger of being eaten by boil-infested grown-ups who roam the streets like zombies looking for children to kill. Led by teens Arran and Maxie and armed with makeshift weapons, a group of kids sets out from the uncertain safety of an abandoned supermarket to travel to Buckingham Palace, where a young messenger promises that food, medicine, and a haven are available. Along the way, Arran is killed. One youngster selfishly decides to stay behind with a secret stash of food and is there to tell Small Sam, who had been abducted and feared dead, where the others (including his sister) have headed. Sam's quest to find Ella parallels the story of the large

group with similar run-ins with marauding adults and mistrustful children who scavenge about the city. The bleak setting is filled with decay, danger, and puss-oozing parents who have turned into butchers. On arriving at Buckingham Palace, Maxie decides that David, the teen leader there, is too tyrannical, and she must regain control of her brood and convince them to leave for a new location. The last chapter squelches any real hope for the future and will leave readers somewhat haunted and chilled about the doomsday scenario. Descriptive and suspenseful, this title is similar to but less imaginative than Patrick Ness's Chaos Walking series (Candlewick). Vicki Reutter, Cazenovia High School, NY Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

The imagined zombie apocalypse has been the inspiration behind dozens of movies, books, and comics over the past decade, and though Higson adds few innovations, his gusto is something to behold. Eighteen months have passed since everyone over 16 succumbed to a virus that turned them into rotting, ravenous monsters, and there are enclaves of kids all over London eking out survival. Barricaded inside of a store, about 50 refugees have constructed their own society which is shaken when a boy arrives spinning tales of a wonderful settlement housed within Buckingham Palace. The action from that point alternates between the group's harrowing journey across the city and the grueling plight of Sam, a nine-year-old whose separation from the pack leads to an encounter with cannibals. Some of the characters feel like placeholders, but the action is of the first order. Higson writes with a firestorm velocity that inspires to the sweeping reach of Stephen King's The Stand (1978). A muscular start to what looks to be a series. Grades 9-12. --Daniel Kraus --This text refers to an out of print or unavailable edition of this title.

Oh my goodness this had me on the edge of my seat. I've read all the books in this series and you really need to read the first and second to appreciate this most. There are a lot of characters and many of them die but the author does a good job of keeping you connected to the story by giving you enough time to get to know and love the characters before something interesting happens to them. If you have a teenager that likes zombies, then they will love. This book takes place BETWEEN book 1 and book2, but if you read it after book 1 then it would give away the ending of book 2. So it just reveals a lot from book 2.

The kids of London have survived a lot since the sickness changed all the mothers and fathers into sickos, but they have no idea about the other horrors waiting for them outside their strongholds. In

Charlie Higson's third book in the Enemy series, *The Fear*, the kids are about to learn just how ugly things can get. DogNut is determined to find Brooke. He isn't the only one who has lost friends or family in the fray of battle. A number of other kids are willing to leave the safety of the Tower to hike across the city and find those they lost. But traveling in London isn't as easy as it used to be. In addition to the dumb, mindless, shambling sickos, there are new kinds who have grown stronger thanks to all the kids they ate, who are growing accustomed to the sun, and who are smarter than anyone could have anticipated. DogNut and the others manage to make their way up the river, but when they get to Buckingham Palace, they find that not all groups of surviving kids are welcoming visitors out of the kindness of their hearts. Some have bigger aspirations. For David, the ruler of the Palace, ruling all of London is all he can think about. With plenty of other kids to do his dirty work, he has plenty of time to plot against those who spurned him and those who refused to join his group. The girl DogNut is searching for, Brooke, was the one who started it all by taking the truck full of supplies she promised him for his protection and driving off to the Natural History museum to start her own group. While David doesn't want DogNut and the others to know about the group at the museum, DogNut didn't make it this far by being stupid. In fact, he was built for this world, not for holing up in some fortress pretending the world wasn't being devoured by sickos. Unwilling to remain a virtual prisoner, DogNut and his group manages to escape the Palace and David, but what they find outside might be worse than what was hidden inside. Higson really has a great series going here. My only qualm about it all is that the stories aren't released in chronological order. They jump all around and each book seems to start earlier than the last, but end up later. It can be really confusing, especially when you are reading about something you know already happened, but can't quite fit the puzzle piece into the whole equation. I struggled with this a bit, but I have just allowed myself to sink into each book and enjoy it. It's a shame about the order of the books, because otherwise, this is a near perfect series. It has excitement, twists, action, and some terribly tough, butt-kicking kids! Even though the sickos aren't true zombies, they still love to eat little kiddies. In fact, they are learning to think and plot and hunt, which, in my opinion, makes them all the more scary. Obviously, this makes the book pretty violent at times, but all the different kids' stories come together to make a true masterpiece. While DogNut was the focus, Courtney, Brooke, Shadowman, Jester, etc. are all fabulous characters, for better or for worse, and you want to hear more and more about them. As a chapter jumps to a new character, you find yourself wanting more from the one you just finished and still dying to dive into the next story. If you can get a student into this series, you will watch them plow through every book, they are really just that good!

I feel like a pompous douche for giving it 4 stars instead of 5 because it is a very exciting and thrilling book. However, the writing is probably on an 8th/9th grade level, which makes it feel almost a little childish. Please do take that to mean the themes and plot lines are childish because they are not. Without question, it will keep you entertained. I have recommended this book to a number of friends and will continue to do so. I loved it, but can only go with a four star rating for this reason. Yes, I do realize being an adult, I am likely not the target audience, but the four star is from my view point. So if you are an adult reader who needs a break from your "science doctoral program readings" this book is a great way to lose yourself for a few days. If you like zombie movies/books, you won't regret this one.

Comedy writer? Wow, could have fooled me. And, if you didn't scare the bejeezus out of your kid...well, guess you can't. I was so sad for these kids and I'm not that squeamish and read dark stories. I guess it was their deaths. So much different than adults.\*Spolier\* Callum kind of brought me to my knees. I love ABBA and I had just been listening to it a couple of days before. Right before this lonely child's demise, the author explains about his odd personality and he is sitting there before his death, enjoying his coke and candy bar, thinking about his mom and playing ABBA. That scene made me cry. I had to put this down for a few days. As a writer myself, I'm impressed that he got to me. Kudos. He made me feel. Don't even get me started on the subway kids and dueling to the death! I think the story is believable and different. A virus that effects adults.

The Good: This is a really interesting take on zombies. Kids are immune, only the adults turn into monsters. All the adults, every single person over 16 years old. The situation itself is terrifying. The kids stick together, search for safety. There were more than a few deaths and some were pretty painful to experience. I found both the plot and the writing itself highly engaging and well done. The action is nonstop and level of violence is brutal. I especially loved the series being set in England and the situation at Buckingham Palace was insanely interesting. The Bad: The book has some romance that feels totally out of place. Of course, teens and stressful situations will always breed romantic entanglements, but here it was forced and inconvenient. Almost as though it was wedged in there as an afterthought.

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