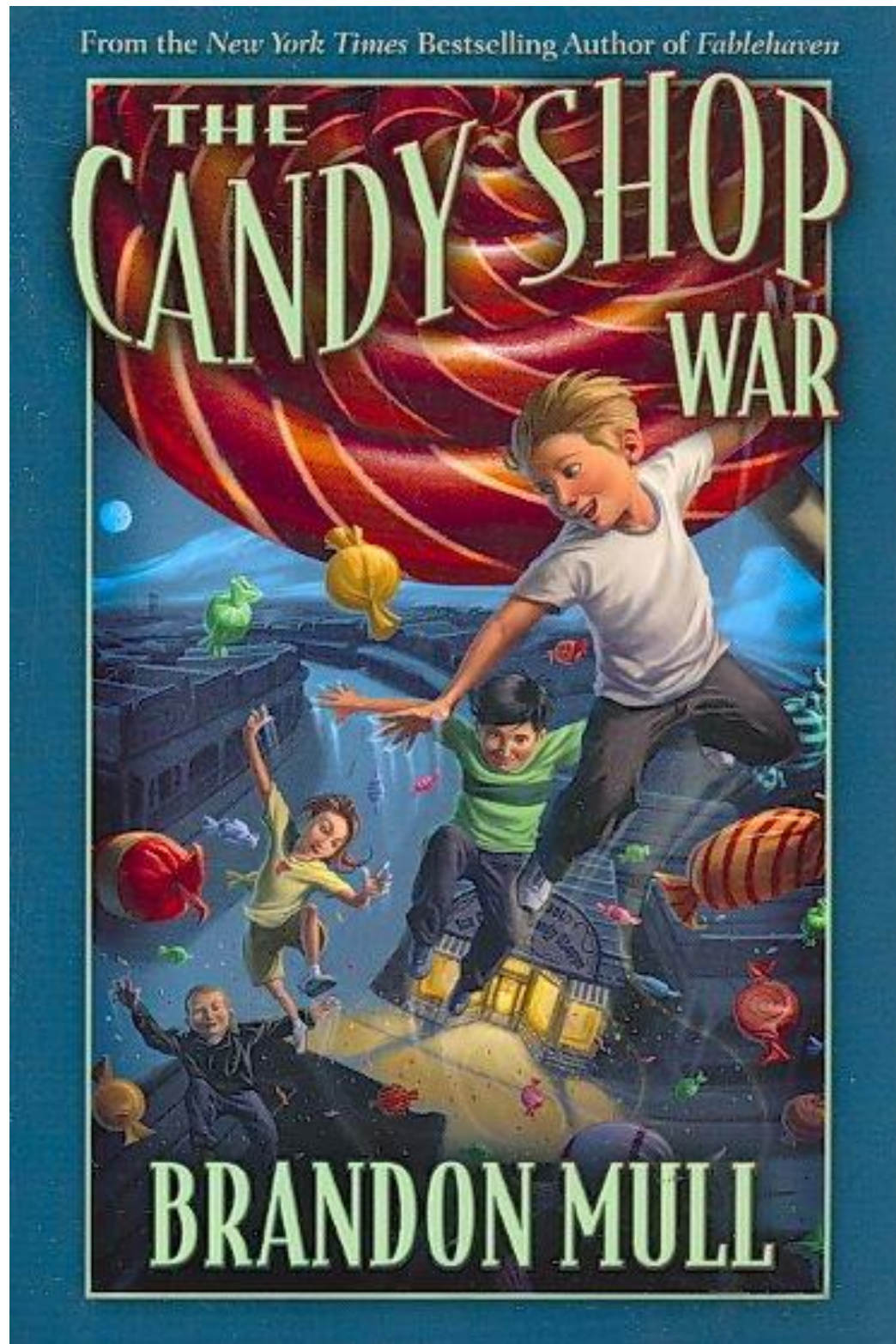


## About the book...



*Nate, Summer, Trevor, and Pigeon's love for candy, mystery, and adventure come in handy when Mrs. Belinda White opens a new shop on Main Street. Mrs. White makes candy—magical candy. When people – and even animals – eat her candy, they develop temporary supernatural abilities. Some can create electrical shocks through their extremities, while others can float and even speak to their pets. Mrs. White requests assistance from Nate and his friends. She needs them to travel beneath Mt. Diablo Elementary School and find a historical item. They have to act fast, however, because the ice cream man is also searching for the same artifact. Whoever gets to the item first will surely be in possession of a rare power – one that can possibly alter the future forever.*

**-Books & Authors**

## About the Author...



After graduating with a degree in public relations, Brandon Mull tried his hand at a variety of jobs in his pursuit of a career as a full-time writer. Brandon is the author of the *New York Times*, *USA Today*, and *Wall Street Journal*

bestselling *Beyonders* and *Fablehaven* series. Brandon resides in a happy little valley near the mouth of a canyon with his wife and four children. He spent two years living in the Atacama Desert of Northern Chile where he learned Spanish and juggling. He once won a pudding eating contest in the park behind his grandma's house, earning a gold medal.

For more about the author visit:

<http://brandonmull.com/site/>

## Writings

- [\*Beyonders: A World Without Heroes\*](#), Aladdin (New York), 2011.
- [\*Beyonders : Seeds of Rebellion\*](#), Aladdin (New York), 2012.

- [\*Beyonders : Chasing the Prophecy\*](#), Aladdin (New York), 2013.
- [\*Fablehaven\*](#), Shadow Mountain (Salt Lake City), 2006.
- [\*Fablehaven: Rise of the Evening Star\*](#), Shadow Mountain (Salt Lake City), 2007.
- [\*Fablehaven: Grip of the Shadow Plague\*](#), Shadow Mountain (Salt Lake City), 2008.
- [\*Fablehaven: Secrets of the Dragon Sanctuary\*](#), Shadow Mountain (Salt Lake City), 2009.
- [\*Fablehaven: Keys to the Demon Prison\*](#), Shadow Mountain (Salt Lake City), 2010.
- [\*The Candy Shop War: Arcade Catastrophe\*](#), Shadow Mountain (Salt Lake City), 2012.

## Reviews

### *Kirkus Reviews*

Four fifth-graders are recruited by a scheming magician in this hefty bonbon from the author of the Fablehaven tales. At first, Nate, Summer, Trevor and Pigeon think they have it good. Having asked them to help her recover a hidden treasure that (she says) belongs to her, Belinda White, friendly proprietor of a sweets shop that has just opened in their small town, provides some uncommon candies--like Moon Rocks, that give them the ability to jump like grasshoppers, and

literally electrifying Shock Bits. When she begins asking them to commit certain burglaries, though, their exhilaration turns to unease, and rightly so; Mrs. White is actually after a draft from the Fountain of Youth that will make her the world's most powerful magician. And, as it turns out, she isn't the only magician who's come to town--not even the only one whose magic is tied to sweets. Filling out the supporting cast with the requisite trio of bullies, plus magical minions of various (and sometimes gross) abilities, Mull trots his twist-laden plot forward to a well set-up climax. Leaving the door open an inch for sequels, he dishes up a crowd-pleaser as delicious--if not so weird--as [Charlie and the Chocolate Factory](#) .

### *Book Review*

The Candy Shop War is an exemplary fantasy novel for young adults. When two competing candy shop owners engage in a "war" that is actually a race to find a legendary hidden treasure, a group of friends are unexpectedly caught in the middle. The treasure's value is far greater than mere money; it contains incalculable power, and is far too dangerous to let fall in the wrong hands. But with some aid from magical candy, young Nate and his friends just might be able to save the day! A rollicking adventure, sure to delight young readers--especially those with a sweet tooth.



## Discussion Questions

<https://multcolib.org/candy-shop-war>

- 1.If you could have one candy (or superpower) which would it be?
- 2.Why do you think the magical candy works best on kids?
- 3.The kids realize that Mrs. White is up to no good. Do you think they were too trusting of her in the beginning? When did you suspect her?
- 4.Do you think Mrs. White got what she deserved? What do you think will happen to her next?
- 5.It was hard to know which adults to trust in this story. Who did you find trustworthy?

## Read-Alikes

Wendy Mass, [\*The Candymakers\*](#) (2010)

Four children have been chosen to compete in a national competition to find the tastiest confection in the country. Who will invent a candy more delicious than the Oozing Crunchorama or the Neon Lightning Chew? Logan, the Candymaker's son, who can detect the color of chocolate by touch

alone? Miles, the boy who is allergic to merry-go-rounds and the color pink? Daisy, the cheerful girl who can lift a fifty-pound lump of taffy like it's a feather? Or Philip, the suit-and-tie wearing boy who's always scribbling in a secret notebook? This sweet, charming, and cleverly crafted story, told from each contestant's perspective, is filled with mystery, friendship, and juicy revelations.

N.D. Wilson, [100 Cupboards](#) (2007)

When Henry York's parents are kidnapped while traveling in Africa, he is sent to live with his family in Kansas. Henry's Uncle Frank, Aunt Dotty, and cousins Anastasia, Henrietta, and Penelope all try to welcome Henry to his new home. Henry learns to enjoy living with relatives and tries new things such as drinking soda, playing baseball, and using a pocket knife. Henry's biggest surprise comes when in his room he uncovers a wall full of cupboards that was hidden by a layer of plaster. The mysterious and somewhat frightening cupboards lead to different dimensions and times, and their discovery will lead Henry on the greatest adventure of his life.

Ingrid Law, [Savvy](#) (2008)

Momma Beaumont's side of the family tree has a branch with an interesting characteristic that's been passed down through the generations. On a 13th birthday, each child receives his or her savvy. Momma's savvy is that she's perfect, sometimes making the perfect cake or saying the perfect words or even messing up perfectly. Fish Beaumont has a more noticeable savvy. "Water had a way of triggering my brother and making ordinary, everyday weather take a frightening turn for the worse." After Fish's 13th birthday when he received his savvy and triggered a mighty hurricane, the Beaumonts moved inland, right between Kansas and Nebraska on Highway 81. The day before Mibs's 13th, while she tries to figure out what her savvy will be, Poppa is in a terrible car crash, sinks into a coma, and is hospitalized in Salina, Kansas. Momma hurries to Poppa's side, but Mibs is convinced that when she gets her savvy she'll be able to wake Poppa. She encounters a Bible salesman, Lester, who hails from Salina and lets her hitch a ride in his converted school bus (painted bright pink to match the covers of the Bibles he tries to peddle) and go see Poppa. Her older brother, Fish, and her younger brother, Samson, accompany her; and two Preacher's kids decide to go along for the ride: Bobbi gets caught up in the situation while Will Jr's



a little sweet on Mibs. It's wild and wooly what with Mibs discovering her savvy; Lester not knowing how to be strong; and the whole kit and caboodle of them assumed to be kidnapped. Mibs's voice is laced with humor as their adventure takes as many twists and turns as a country road, and brothers and sisters learn how to work together and in a group.

Trenton Lee Stewart, [\*The Mysterious Benedict Society\*](#) (2007)

The advertisement in the daily newspaper reads, "Are you a gifted child looking for special opportunities?" Many apply for those special opportunities, but only four are chosen after a set of grueling tests. Reynard Muldoon proves he can solve puzzles; George "Sticky" Washington demonstrates his total recall; Kate Wetherall carries all sorts of tools with her and uses them to get out of difficult situations; and Constance Contraire is quite small for her age. The four make up the Mysterious Benedict Society, headed by the strange (and narcoleptic) Mr. Benedict, who shows them what he knows of an evil plan to take over the world. It's up to the four children to thwart the plan, and the only way they can do so is to slip into Ledropha Curtain's Learning Institute for the Very Enlightened and infiltrate the evil system that's being formed there. Mr. Benedict guides

them, but keeps reminding these four very strong individuals that they must learn to work together. The task is daunting, the danger is real, and the possible traps and consequences the four face seem almost impossible to avoid.



*Ann Arbor District Library*