My Personal Review:
First, the stick, then the carrot. The Lorien Legacies series isn’t as polished or emotionally resonant as, say, Suzanne Collins THE HUNGER GAMES or Orson Scott Card’s ENDERS GAME or even Ernie Clines READY PLAYER ONE. But that’s comparing it to the best of the best in the YA universe. Judged on its own merit, the Lorien Legacies constitute rip-roaring, page-turning reads. I can’t get enough of them, never mind that the narrative structure is sometimes clunky. The author Pittacus Lore - and, of course, I’m referring to the real authors behind the pseudonym: Jobie Hughes and James Frey - has improved book by book, in storytelling, in pace, in dialogue, and in not aggravating them rigid grammarians quite so much.

And, by the way, if you haven’t yet read the first two books, why are you reading this?

With THE RISE OF NINE, third of a proposed six, were treated to three first-person narrators who recount their adventures on alternating chapters. We’re familiar by now with John Smith’s (Number Four) and Marina’s (Seven) voices. Now we also get to experience Six’s perspective. Six, by the way, has my vote for best character in the series. She exudes that sense of sheer competence and quiet badassery, and Six doesn’t feel the need to be all smirky and smug about it (I’m looking at you, Nine, you jerk).

Skip this paragraph to avoid a history lesson: When the warlike alien Mogadorians plundered the planet Lorien, nine special Loric children - nine members of the Garde - were spirited away to Earth. On our world, these children scattered to the winds and hunkered down and bided their time, in constant fear that the Mogadorians would track them down. The farfetched hope is that these nine - guided and trained by their respective Cēpans (mentors) - would develop and hone their extraordinary abilities (or legacies) and so take the fight to the enemy and restore their home world. A mystic charm protects the nine, a safeguard which dictates that these children can only be slain in numerical order. As mentioned elsewhere, the kid designated Number One probably didn’t think this was the coolest thing ever. Number Nine begs to differ.
When the series opened, Numbers One thru Three had already been chased down and murdered. I AM NUMBER FOUR, THE POWER OF SIX, and this one, THE RISE OF NINE, tell the story of the remaining Nine, of how they, one by one, reunite with each other. The relentless Mogadorians - not about to wait until the kids grow fully into their powers - have stepped up their efforts to hunt them down. In THE RISE OF NINE we finally attach a face to the Mogadorian horde. We meet the fearsome big bad, Setrákus Ra, who had disposed of Numbers One thru Three.

THE RISE OF NINE picks up right where THE POWER OF SIX leaves off. We end up tracking two story arcs. We keep tabs on John Smith, Nine, and Johns remarkable, shapeshifting chæmera pet Bernie Kosar as theyre still on the run and recovering from their harrowing escape from the Mogadorian cave in West Virginia. I admit that John Smith is rocketing up my crap list for his constant mooning over his girlfriend Sarah. And now he harbors guilt over his forced abandonment of his human best friend, Sam Goode, who was captured in the cave. Nine is in full-on jerk mode as he constantly belittles Johns loyalties to his human friends and berates him for not focusing more on their ultimate goal.

Meanwhile, halfway across the world, Six, Marina (Seven), Ella (Ten, yes, theres a ten!), and Ellas unofficial Cêpan vacate Spain and journey to India, chasing down wild rumors that may eventually lead them to another of the Garde. Stuff happens to them.

This book feels exactly like what it is - the middle of a six-volume arc. Theres plenty of rousing action, even bits of character development, and some plot advancement. But, really, all this is, is Pitaccus Lore introducing more of his players onstage. And Im cool with that. I relished the kids interactions. I was very curious about what the group dynamics would be like. The author(s) does a good job of establishing distinct personalities amongst the Garde. Its really nice to see Marina, shy and hesitant, asserting herself and becoming a steady asset to the team. Other readers have complained that Six and Sevens narrative voices are too similar, but I disagree. I had no trouble differentiating between the two.

As usual, a big draw are the kids respective skill sets and their application of them. While all of the Nine seem to uniformly exhibit super-strength and telekinesis, their other legacies vary from each other. And I savor the superhero elements. The skirmishes are frequent and unfold with cinematic swagger. There are revelations concerning whats going on between the Mogadorians and the U.S. government. And if you thought youd seen the last of Sarah Hart - she who betrayed John Smith - think again...

So, by the end of the book: One more number surfaced. A hindi god exposed. An alarming prophecy divulged (which doesnt bode well for most of the Loric Nine, given the nature of the protective mystic charm). The FBI on the wrong side. Six being badasss. Bernie Kosar being awesome. One
or two teen crushes developed (hey, this is a YA series, after all). One all-out rescue mission. A showdown with predictable results. A smooth flow to the story. Unawkward dialogue. I liked THE RISE OF NINE, read it in one go, missed work the next day. So bring on the fourth book. And bring on Number Five.

For More 5 Star Customer Reviews and Lowest Price:
The Rise of Nine (Lorien Legacies) by Pittacus Lore - 5 Star Customer Reviews and Lowest Price!