



## The Looking Glass Wars: Arch Enemy (2009)

Submitted by [Pandora](#) on Tuesday, September 22, 2009 - 11:31AM

Title: **The Looking Glass Wars: Arch Enemy**

Author: [Frank Beddor](#)

Genre: [Fiction](#)

Publisher: **Dial**

Pages: 384

Release Date: October 15, 2009

Rating: [3.34](#) (out of [4.00](#))

**GRADE: B**

Alyss is impatiently still without her power of imagination. The caterpillars thread is long gone but the effects are still strong and even The Heart Crystal is having difficulty regaining it's strength. With imagination gone this provides an opportunity for others to rise up and try to gain power. Arch calls Redd's bluff and sends her & her entourage running. With her out of the way he decides to make his move on taking power from Alyss. In Wondertropolis the Lady of Clubs leads anti-imagination rallies quickly gaining followers and locking those that had had strong imaginations in the past away in camps.

Alyss is at wits end trying to regain control and keep the peace. In order to have a better understanding of what she is up against she and Dodge attend one of the rallies and are mistakenly taken to a camp. The timing couldn't be worse as Arch moves in taking over control. But Alyss discovers that imagination is slowly creeping back into Wonderland and the only way to succeed in taking down Arch is to work with her villainous aunt Redd.

I loved the first book "The Looking Glass Wars". Thought it was a creative new twist on a story that I have loved since I was a child. "Seeing Redd" was good, full of war and new characters; but a little weaker in my opinion than it's predecessor. I found "Arch Enemy" to be a sufficient end to the trilogy.

Having not only the main character but the main villain without their powers for a good portion of the tale is an interesting twist. Because of this the

characters are split up giving you different perspectives of the world and giving you new insight to the characters. Alyss and Dodge's relationship grows but with the battles waging Dodge is torn between his love for the Queen and his strong desire for revenge against the Cat.

Without her powers Redd grows depressed and sets off to return to her place of exile. Finally you are given a look at Redd's youth, her rebellious teen years, her love for Arch, her exile, and her bloodlust. You don't necessarily side with Redd; but you can feel for her some. In truth this book actually has a great deal of character building including Molly, Dodge, a look at the softer fatherly side of Hatter, and even the caterpillars receive attention while be it at times almost as confusing and frustrating as their advice.

There is of course a war going on; but this time around the majority of it is hand to hand combat. It seems though that it is really secondary until towards the end of the book. You get a look at Alyss in the camp and then mention of a small battle, then over to Redd plotting and a small battle, next Arch and his strategy to take care of both Redd and Alyss, then once again the mention of some cards falling at the hands of foes. This would have been a perfect time to have Hatter come through and really get one final look at the guard many have come to love. Yet most of the book Hatter is either mourning, in England dropping Molly off to stay with Reverend Dodgson, or sneaking around waiting in the wings for word to start fighting. Even Molly is mostly M.I.A. hiding out in another world trying to cope with what she did. Granted she serves her purpose; but the downtime with both of these fighters can be boring.

The set up is long and perhaps a little boring. You do get interesting bits placed here and there throughout; but sometimes there is just too much time in between them where you are left with another boring skirmish, following Mr. Dumpty, or Reverend Dodgson stuttering and whining about his life being mixed up with Alyss. Luckily the book like the others is an easy read so you can get through it quickly enough. As you get closer to the end things begin to fall in place and I regained interest.

I enjoyed it, read it in one day (it was a Saturday), and was glad to see some characters finally get the development they deserved before the story came to an end. Great for teens and adults of all ages, if you don't mind classics getting a new look. Was it the perfect ending I was hoping for as a fan? Perfect is hard to achieve. It worked, things were tied up, and nothing was that farfetched. Not too much more I could ask for.