

quickly involved with the fate of the whole Second Stellar Empire when he discovers that the weak Galacton is actually his identical twin. Gilman's stories need not be read in sequence to be enjoyed, but I am eagerly awaiting the next adventure.

M.H.

DARK PIPER by Andre Norton

Harcourt, Aug. 1968. 249 p. \$4.25 Age level: 12-16

FUR MAGIC by Andre Norton. illus by John Kaufmann

World, Oct. 1968 174 p. \$3.95 Age level: 9-12

Miss Norton is undoubtedly one of the most gifted writers we have today, for in the space of a few months she has written two excellent yet totally different stories.

Legend and folklore of the North American Indians are brought to life in *Fur Magic* when Cory Alder is magically transported to a prehistoric age when animals of superior intelligence roamed the earth even before the coming of man himself. Cory, now a beaver called Yellow Shell, must outwit the Changer, a creature of superhuman power who uses his magic for harmful purposes.

A returning soldier becomes the *Dark Piper* who leads ten children to safety in the underground caves of Beltane as interplanetary war threatens to destroy their small world. Griss Lugard is killed leading his young friends to shelter deep in the desert. Courage and perseverance push the group onward through the dark and damp tunnels as they search for an exit. When they finally emerge, all that is left on the surface are hostile mutants that had been studied in Beltane's research laboratories before the chaos.

Both are excellent books, full of adventure and suspense from beginning to end.

M.H.

THE KING WITH SIX FRIENDS by Jay Williams. illus by Imero Gobbato

Parents Magazine Press, Sept. 1968. unnumbered (abt. 40p) \$3.50

Age level: 4-8

An unemployed king in search of a kingdom acquired six unusual friends whose special skills enable King Zar to accomplish three tests and win the hand of the princess who is heiress to a kingdom. Mr. Williams has taken an oft-used folk plot and somewhat modernized the vocabulary and action. He was not up to the task. The mediocre writing is matched by colorful, non-distinctive illustrations. The illustrator, however, shows promise. Mr. Williams' "Danny Dunn" series for older boys (grades 4-6) is more imaginative than *The King* and quite popular, although the writing style is not exceptional.

B.L.S

JOURNEYS OF SEBASTIAN by Fernando Krahn

Delacorte, Oct. 1968. \$3.95 unnumbered. All ages

Sebastian is a little boy with a series of marvellously imaginative adventures. In each adventure the story is told only with pictures -- and very well told. In the first story, Sebastian rides a bee-copter, piloted by three top-hatted men. He returns to his home when a flower he visits is clipped for home use. In "Sebastian and the Mirror," he becomes a king in a mirror-conscious society and returns to find himself gazing at his image on top of his dresser. In the third story, a hole in the wall provides Sebastian with a large, red, easily-tamed monster. He wins a race riding it and loses it when it leaps into his trophy. The illustrations suit the stories, each being in black and white semi-realistic style, with one color used to accentuate Sebastian's unusual imag-