

## *Warriors: Code of the Clans*

Erin Hunter

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For the four clans that preside in the forest, the warrior code does not exist as a list of imposing laws, but serves as their way of life. However, these rules did not manifest themselves during the dawn of the clans, but appeared one by one, established due events momentous enough to merit such a drastic change in the cats' manner of living. Each of the fifteen warrior codes bears its own story, but all have truly been a major driving force in shaping the history of the clans. Some reveal the valor and strength of individual cats that have become legends among the clans while others were created as lessons to be learned from tragic events or even made as precautions to near-tragedies. Interspersed with the stories of the fifteen codes are brief tales of various clan cats who and references to pieces from the main *Warriors* series as well as commentary from the narrators. Overall, this collection of anecdotes connects the present Warrior cats' world to the past through a familiar, yet seldom discussed topic in the actual series.

As part of a field guide trio designed to accompany the *Warriors* books, *Warriors: Code of the Clans* takes a different approach from what readers are accustomed to- the directing of the story through the main character. Instead, readers are addressed directly as if they are being introduced into the world of the clan cats themselves. The storytelling style of the book complements the tour-theme Hunter sets up, as it gives readers the impression of actually being introduced to the clans through the characters themselves. It is similar to a behind-the-scenes look at forest life in a more relaxed setting in which the cats are not facing an imminent threat on their lives or struggling over an ambiguous prophecy presented by StarClan in the form of a dream. As a result, refreshing, new content is presented in a lighthearted tone with an easy pace, transforming a factual guide into an engaging, enjoyable read.

Despite the variety Hunter integrates into the types of stories he uses, some of these snippets are just too brief to reach the level of depth or complexity a typical novel has. Therefore, the book slightly resembles Aesop's fables with the stories followed by a moral, or in this case, a Warrior Code. However, due to the nature of this work, this is to be expected. On the other hand, the pictures, while visually appealing, are quite confusing. They seem to be acting more as decorations pasted into the book than anything else. Otherwise, I would describe this handbook as brief and satisfying, having achieved its foremost goal of providing insight on the Warrior Code.

I highly recommend this book to any Warrior fans eager for an extra peak into the clan cats' history and lifestyles. Unlike some other side products of a series, *Warriors: Code of the Clans* is by no means repetitive or dull. Even readers who have not read the books from the *Warriors'* series can dive into this book with very few, if any, problems. In addition to this book, readers should consider looking into *The Kane Chronicles Survival Guide* by Rick Riordan, *Sideways Stories from Wayside School* by Louis Sachar, and *The Perfect Hamburger and Other Delicious Stories* by Alexander McCall Smith.