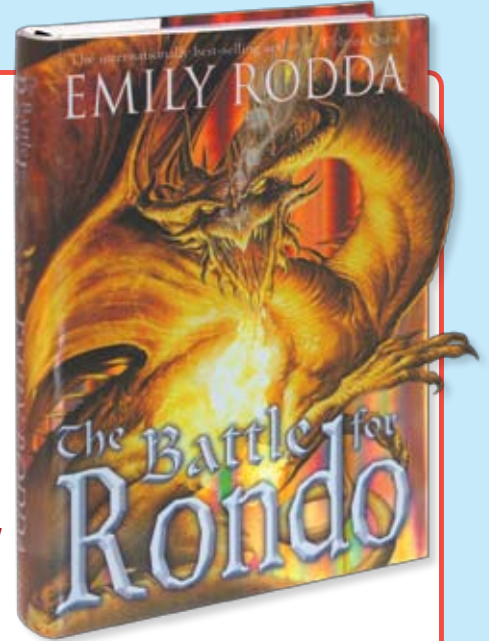




The Blue Queen's power is growing stronger and another Dark Time is looming over Rondo. With the help of Rondo's seven most powerful witches and wizards, Leo and Mimi must find a way to stop the Blue Queen for good. But first they must solve the Tideseer's riddle...



A Note from Emily Rodda:

It was exciting for me to begin *The Battle for Rondo*, the final book in the Rondo trilogy. Though each of the three books can be read and understood independently, they do form a single story when taken together. So for me *The Battle for Rondo* is the climax of many years of thinking and writing. It was a challenge to draw together the many threads that run through *The Key to Rondo* and *The Wizard of Rondo* to provide what (I hope) is a gripping and satisfying ending to the story. It was also great to be able to revisit so many of the characters who have featured in the other two books, as well as meeting new ones, and to see how they work together to defend their world.

Classroom Activity: Their Own World

According to its residents, the world of Rondo was created by the Artist. Have students pretend they are Artists and create their own special world.

- If their world was also contained in a music box, what scenes would be depicted on each side?
- What would the world be called?
- What kind of music will play when you open the music box?
- How does one enter their world?
- What beings would live in their world?

If your students liked *The Battle for Rondo*, encourage them to write and tell Emily Rodda why. Or if someone in your class comes up with a question about the book that no-one can answer, write and ask her about it! Don't forget to include a stamped, self-addressed envelope for your reply.

You can address your letter to:

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