

# BOOK REPORT

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Title: The Phantom Tollbooth  
Author: Norton Juster

## Main Characters:

Milo, a boy

Tock, a watchdog for Doldrums

King Azaz, the king of Dictionopolis

the Mathmagician, the king of Digitopolis

## Summary:

Milo, a boy of about ten, was walking home from school one day and he found a large package near the phonograph in his

apartment. A bright blue envelope was attached to the side of the package. On the back of the envelope it read: "for Milo who has a lot of time." Milo opened the package and found a phantom tollbooth inside. The letter contained instructions on how to use the tollbooth. "I hope this is a fun game" Milo thought. Milo put in his coin and said "Dictionopolis." Then in a flash Milo was driving down a country road and stopped at a house. A short fat man with a balloon came out of the house and told Milo to go down the road and turn left. Milo accidentally took a right and ended up in Doldrums. Doldrums is a place where you are not allowed to *think*. Milo found a watchdog there and asked "do you want to go to Dictionopolis with me?" The dog's name was Tock. "Yes I do", replied Tock. They had to *think* in order to get out of Doldrums. At the gates to Dictionopolis they were not allowed in without money or something to sell. The guard gave them a necklace with the word "why" on the

back of it. While they were in the market they saw a *spelling bee*. I really mean the bug bee. It was a bee that could spell! The bee was having a fight with a humbug that had a cane. Eventually the fight knocked over the tents where you sell and buy things. At lunch time you had to eat whatever you said. If you said, "mudpie", that is what you would eat, but you had to eat the word "mudpie". As Milo and Tock left Dictionopolis the humbug came with them. They drove to a place where there was another castle referred to as Digitopolis. There was a cave where people were digging up numbers. The king, called the mathmagician, asked Milo if he wanted to walk on a line forever or up a staircase to infinity? Milo chose "up the stairs". So, he went up and up and up and up until he was so weak he could barely get down. When they left the king gave Milo a pencil. Then Milo, Tock and the humbug drove to the land of the demons. They arrived at a castle and the guard needed to

know everything about them; I mean everything! When they were done telling the guard everything, the demons just missed them. Then they climbed to the top of the castle to save the princesses. Then they all jumped on Tock's back and tail. They jumped out the window! It was hard to get away from the demons, but they did. They were safe at last in the space between Digitopolis and Dictionopolis. Milo had to go home, so he took off in the car and went home.

In what ways was this book Interesting?

I liked when the Mathmagician asked milo if he wanted to walk across the line or go up the stairs to get to infinity. When the humbug ate twenty-three helpings of subtraction stew.

