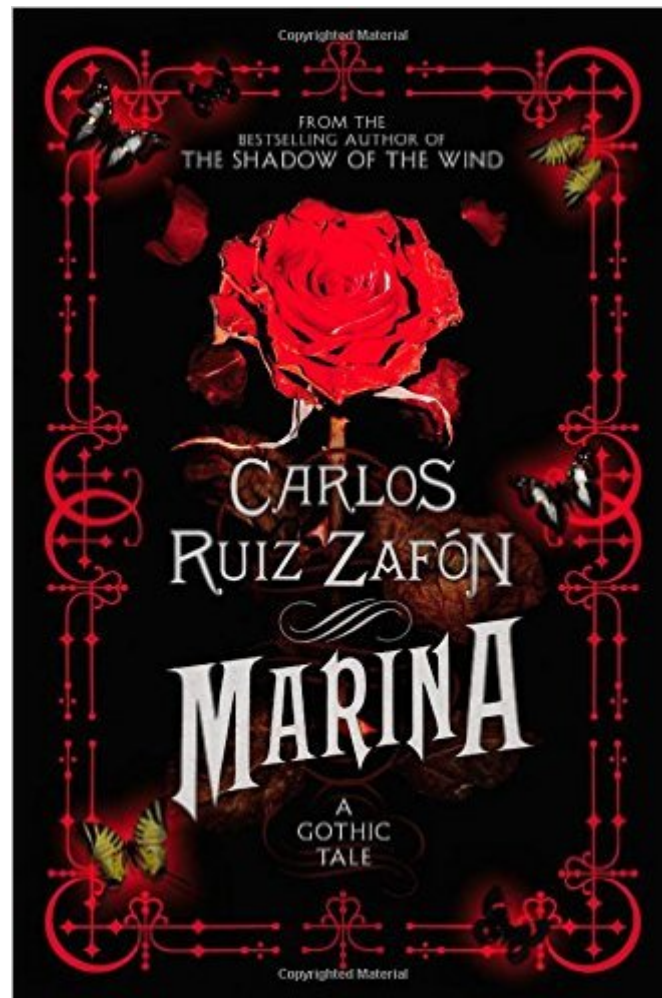


The book was found

Marina



Synopsis

"We all have a secret buried under lock and key in the attic of our soul. This is mine." When Fifteen-year-old Oscar Draï suddenly vanishes from his boarding school in Barcelona, no one knows his whereabouts for seven days and seven nights. His story begins when he meets the strange Marina while he's exploring an old quarter of the city. She leads Oscar to a cemetery, where they watch a macabre ritual that occurs on the last Sunday of each month. At exactly ten o'clock in the morning, a woman shrouded in a black velvet cloak descends from her carriage to place a single rose on an unmarked grave. When Oscar and Marina decide to follow her, they begin a journey that transports them to a forgotten postwar Barcelona--a world of aristocrats and actresses, inventors and tycoons--and reveals a dark secret that lies waiting in the mysterious labyrinth beneath the city streets. Carlos Ruiz Zafón's haunting *Marina* has long been a cult classic in Spain and is now an international bestseller.

Book Information

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Customer Reviews

I received this book for free from LibraryThing's Early Reviewers Program in exchange for an honest review. This does not affect my opinion of the book or the content of my review. What I liked: According to [this](#), this book has been a "cult classic" in Spain (looks like it was published there back in 1999) and I can see why. I will say that I've yet to read anything else by Zafón and now I'm almost afraid to because I worry it won't live up to my extreme love for this book. I have a lot of thoughts on this book, so pardon me if my review is less than coherent. I was instantly absorbed into the plot and the "old quarter" of Spain that Zafón presents in this book. It's set in the 80's, but in my

mind I was immersed in the architecture and gothic touches of the late 1800s. Zafñ n does an excellent job of describing the old buildings with just enough detail, yet I was free to add in my own touches. I really ran with the gothic theme and I was loving what I was seeing in my head. When I was about a third of the way through this book, I had the idea that it should be a video game - and I mean this as a compliment. I feel the atmosphere Zafñ n created is perfectly suited to a sort of mystery/adventure/puzzle game - maybe even something like Heavy Rain, where your actions can affect the entire outcome of the game. I just desperately wanted to see the entire world in some sort of animated graphics - I wanted to creep around corners with Oscar, break into crumbling old buildings, and run from the monsters he fought. I don't want to say too much about the story, because I think you should just read this book yourself. But Oscar and Marina discover a photo album that leads them on a dark adventure.

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