

The DIAMOND of DARKHOLD

the fourth BOOK OF EMBER

Emulation Handbook

by Harlem Satterfield



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Component #1 - Made-Up Vocab

Roamer - A person who travels across the land in search of anything to trade with people.

Dunderhead - A very dim-witted person, usually said when asking something obvious.

Doodad - A small item (i.e. A bolt or a screw)

What's this element?

There's plenty of made-up words and things people in this book use. Since the Disaster pretty much destroyed the world, the survivors had developed this way of life. Roamers were important and many villages relied on them for food and supplies, especially in the book because winter is coming. Many people see great value in small items and start collecting them, such as Doon's father. Before the people of Ember left the city, he owned a place called the Small Items Shop, where he collected all sorts of doodads.

What's the impact on the reader?

When the reader first encounters these new words, it's like any time they see new vocabulary. With this situation, however, there's an added level because it makes the reader feel like a rookie or novice in the new religion they're learning about. There's no way to look up these words in a dictionary, so the reader just has to keep going and figure them out via context. As the words begin to make sense, it means that the reader is also being initiated into the religion a bit. In this way, the words serve as a kind of passport to understanding of what is going on with this strange religion. The fact that the made-up words are all italicized by the author draws even more attention to them, putting a spotlight on their importance for the reader to notice.

Why does it matter?

We honestly don't know what will happen in the next 200 years. The author writes a good vision on what the future will hold by describing a reader subject in our society, power. Power is something everyone wants, and most will do anything to get it, even if it means almost wiping out the human race. This book series is a result of it.

Component #2 - Time Jumps

Quotes

“Around the middle of the twenty-first century, when it seemed that a great catastrophe was about to engulf the world, an underground city was built as a last refuge for the human race. It was called the city of Ember.”(1)

“The bombs fell. Cities burned all over the world. People died in the millions, and plagues and famines and floods reduced even further the numbers of those who were left. It was many, many years before the scattered survivors of the Disaster began to rebuild any sort of civilization.”(3)

What's the impact on the reader?

This is so realistic yet so bizarre that the readers thinks to himself, “What if something like this really happened in the real world?” “Have people’s lust for power grown so vast that it cost the world most of its inhabitants?” After reading the book, the reader can’t help but imagine what could happen.

What's this element?

These two quotes from the prologue provide the reader with a glimpse of the reasons behind the book, and the series as a whole. It presents an idea of the direction the world is heading and its eventual collapse. I think it’s possible if war continues and greed takes over people’s minds.

Why does it matter?

Without this, the book would be super confusing, unless the reader has read through the series, which they should. Towards the middle (when Doon gets captured and Lina heads back up), the books switches between the two. First it would talk about what’s going on with Doon and then switches to Lina immediately afterwards.

Component #3 - Sentences

What's this element?

Most of the sentences analyzed had 10 to 20 words, with almost no commas. They were straight-to-the-point and super descriptive. However, when the sentences did have commas, they were usually describing a character's state of mind. When there's dialogue, it's usually a huge chunk of it, lasting at least three pages. But the dialogue can get so long that some readers would just skim over it and continue with the story. It also uses simpler words than other books, so younger readers could try to read it.

Why does it matter?

This element is important because it gives the reader a clear sense of the setting and situation. It's pretty easy to picture the book in your head. This makes the book more enjoyable as a whole.

What's the impact on the reader?

When a huge conversation is about to take place, the reader can feel many ways. They can either feel so engrossed in what's happening right now that the conversation is unimportant and they should skip it, or they can feel that this might reveal something new about the book.

Quotes

"Inside, she threw a blanket on the ground, flopped down upon it, and went instantly to sleep."
(129)

"Lina ran forward. 'Please help me!' she cried. 'I have to get home! I have to hurry!'" (129)

My emulation: The Discovery of Axen

The scientists drove through the thick forests of Axen. The leader of the group was holding a small radar that beeped as they went on.

"I'm pretty sure we should've taken a left back there," one of the men said. "We have to follow the radar, you *dunderhead*! Besides, we don't want to get ourselves lost!" another man shouted.

The beeping suddenly speed up and the radar began to vibrate as the scientists rejoiced, having found what they're looking for.

"Get out the shovels!" the leader shouted, eager to dig up the item.

The men quickly grabbed the digging equipment from their trucks and drove them into the soil below. After three hours of digging, they unearthed....a cube.

But this wasn't just any cube. It was silver in color with a smaller square core in the middle, showing on all sides. It glowed a bright red color.

"Amazing!" the leader shouted. "It is unlike anything I've seen before! We must rush it back to the lab immediately! Prepare the trucks!"

"Sir!" everyone shouted, as the *roamers* readied themselves to depart.

Back at their laboratory, the group of scientists thoroughly studied the strange cube. They ran all sorts of tests on it, using all sorts of *doodads*, which, strangely, turned up nothing, until they tested its metal. "It's material doesn't match any element known to man!" the leader's assistant said. "Unbelievable!" the leader replied, "we've truly made a remarkable discovery." As he was saying this, he had the cube in his hands, closely observing it. He soon noticed a hidden button on the bottom.

"What does this do?" he asked, pressing the button.

Suddenly, the cube began to glow radiantly and shot up into the air. Metal parts began to form around it, and wheels, a handlebar, a motor, and a seat began to form.

The strange cube had just transformed into an ATV!

All the leader and his assistant could do was stand there with their mouths agape. They knew that this was the greatest discovery to mankind.

Annotation #1:

I used each italicized vocab word that I listed above and made sure they're in the same context as the book.

Annotation #2:

This story is designed to be like the story's prologue. It's centered around a group of people doing something. In the book, people known as the Builders were discussing how to build an underground city for the remainder of the human race. However, in this case, people are discovering new technology.

Annotation #3:

I did my best to keep the sentences between 10 and 20 words. It was kinda difficult because I wanted to put in a lot of information. Also, the paragraphs range from 2-6 sentences.

About The Authors

Jeanna DuPrau is a famous author born on June 9, 1944, residing in San Francisco. She has been reading and writing ever since childhood and went to Scripps College. A quote that DuPrau goes by is:

"A writer is someone for whom writing is harder than it is for other people." - Thomas Mann

She's written countless books, including the award-winning Ember series. The first book of the series, *The City of Ember*, is one of my personal favorites and it got a movie adaptation.

Harlem Satterfield is more into computer science and engineering, but he enjoys writing a lot. He is a 15-year-old sophomore that goes to Science Leadership Academy in Philadelphia. He lives with his family outside of the city in Yeadon. Satterfield has really enjoyed Ms. Pamahov's English 2 class and produced this emulation handbook as a benchmark.

THE
CITY OF EMBER



JEANNE DUPRAU

CITY OF EMBER

The Prophet of Yonwood



CITY OF EMBER

The People of Sparks



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