

1: The Phantom Tollbooth | Music Theatre International

Here's the interesting thing about "Phantom Tollbooth". Neither the book nor the movie strike me as a children's' story. Don't get me wrong, kids will probably like this movie, particularly older kids, but it's more for adults who can get the puns and such.

List of The Phantom Tollbooth characters Milo is a boy bored by the world around him; every activity seems a waste of time. He arrives home from another boring day at school to find a mysterious package. Among its contents are a small tollbooth and a map of "the Lands Beyond", illustrating the Kingdom of Wisdom which will also guide the reader from its place on the endpapers of the book. Attached to the package is a note "For Milo, who has plenty of time". Warned by an included sign to have his destination in mind, he decides without much thought to go to Dictionopolis, assuming this is a pretend game to be played on the floor of his room. He maneuvers through the tollbooth in his electric toy car, and instantly finds himself driving on a road that is clearly not in his city apartment. In Expectations, he seeks directions from the Whether Man, who is full of endless talk. As Milo drives on, he daydreams and soon is paying no attention at all, and gets lost in the Doldrums , a colorless place where nothing ever happens. Milo is soon joining the inhabitants, the Lethargarians, in killing time there, a pastime angrily interrupted by the arrival of Tock, a talking, oversize dog with an alarm clock on each side a "watchdog" , who tells Milo that only by thinking can he get out of the Doldrums. Head abuzz with unaccustomed thoughts, Milo is soon back on his road, and the watchdog joins him on his journey through Wisdom. Milo and Tock travel to Dictionopolis, one of two capital cities of the divided Kingdom of Wisdom, and home to King Azaz the Unabridged. A fight between the Spelling Bee and the blustering Humbug breaks up the market, and Milo and Tock are arrested by the very short Officer Shrift. In prison, Milo meets the Which not to be confused with Witch , also known as Faintly Macabre, long in charge of which words should be used in Wisdom. She tells him how the two rulers, King Azaz and his brother, the Mathemagician, had two adopted younger sisters, Rhyme and Reason, to whom everyone came to settle disputes. They banished the princesses to the Castle in the Air, and since then, the land has had neither Rhyme nor Reason. Milo and Tock leave the dungeon. King Azaz hosts them at a banquet where the guests literally eat their words, served to them on plates. After the meal, King Azaz lets Milo and Tock talk themselves into a dangerous quest to rescue the princesses. Along the way, they meet such characters as Alec Bings, a little boy suspended in the air who sees through things and who will grow down until he reaches the ground. Milo then loses time in substituting for Chroma the Great, a conductor whose orchestra creates the colors of the world. In Digitopolis, they meet the Mathemagician, who is still angry at Azaz, and who will not give his blessing to anything that his brother has approved. Milo maneuvers him into saying he will permit the quest if the boy can show the two have concurred on anything since they banished the princesses. After overcoming testing obstacles and their own fears, they reach the Castle in the Air. Princesses Rhyme and Reason welcome Milo and agree to return to Wisdom. Unable to enter the castle, the demons cut it loose, letting it drift away, but Milo realizes Tock can carry them down because time flies. The demons pursue, but the armies of Wisdom repel them. Rhyme and Reason heal the divisions in the old Kingdom of Wisdom, Azaz and the Mathemagician are reconciled, and all enjoy a three-day celebration. Milo says goodbye and drives back through the tollbooth. Suddenly he is back in his own room, and discovers he has been gone only an hour, though his journey seemed to take weeks. He awakens the next day with plans to return to the kingdom, but finds the tollbooth gone when he gets home from school. A note instead is there, "For Milo, who now knows the way. Milo is somewhat disappointed but agrees and looks at a now-interesting world around him, concluding that even if he found a way back, he might not have time to go, for there is so much to do right where he is. Writing[edit] Architect Norton Juster was living in his hometown of Brooklyn , after three years in the navy. He took a weekend break with friends at Fire Island , and came back determined to put aside the cities book and seek inspiration in another writing project. Juster quit his job so that he could work on the book. Juster showed Feiffer the draft to date and, unbidden, the artist began sketching illustrations. Feiffer knew Judy Sheftel, who put deals together in the publishing trade and was his future bride. Why, we fought in

the crusades with Richard the Lion Heart, crossed the Atlantic with Columbus, blazed trails with the pioneers, and today many members of the family hold important government positions throughout the world. History is full of Humbugs. Milo journeys through a land where, without Rhyme or Reason, the art of governance has been lost, leading to bizarre results. Milo repeatedly meets characters to whom words are more important than their meaning. The denizens around Digitopolis are little better; the twelve-faced Dodecahedron, named for what he is, turns the logic of his naming on its head when he asks if everyone with one face is called Milo. The attitudes now displayed by the adherents of both brothers are summed up by the Dodecahedron, "as long as the answer is right, who cares if the question is wrong? Milo has had difficulties in school with mathematics and problem solving; his reaction to this encounter is to protest that averages are not real. The partial child enlightens Milo that there is beauty in math beyond the tedium of learning an endless set of rules, "one of the nicest things about mathematics, or anything else you might care to learn, is that many of the things which can never be, often are". For you often learn more by being wrong for the right reasons than you do by being right for the wrong reasons". He exhibits characteristics of a well-schooled child of his time; his speech is polite and peppered with "please" and "thank you", and when he unexpectedly encounters the partial child, he requests pardon for staring. Not realizing he will be asked to eat his words, he then makes a plausible start at a speech before being interrupted by the king. Marcus in his notes to its annotated edition writes that the boy learns to think in the abstract, pledging after his unintentional jump to Conclusions that he will not make up his mind again without a good reason. Milo does not accept the word of the demon of insincerity that he is a threat and is rewarded by learning he is not. Juster has written that it was his intent to get Milo out of there as quickly as possible, and that "the fight would have to be won again and again". This is a lesson that had been unlearned by the citizens of Wisdom, as exemplified by the described fate of the twin cities of Reality and Illusions. Although the city of Illusions never actually existed, Reality was lost as its residents concentrated on getting to their destination as quickly as possible, and, unappreciated, the city withered away, unnoticed by the busy people who still hasten along its former streets. Milo cannot accept such laws, beginning when, in the Doldrums, he thinks, thus violating a local ordinance and separating himself from the thoughtless inhabitants. In his childhood, Juster spent much time listening to the radio. Jim gave Tock his wisdom, courage, and adventurous spirit. He remembered that the condition affected word associations. Carroll leaves us uncertain if Alice has learned anything from her adventures, but Juster makes it clear that Milo has acquired tools he will need to find his way through life. Neither publisher nor first-time author expected many sales for *The Phantom Tollbooth*, but Juster was nevertheless disappointed not to find his work on store shelves. His mother, Minnie, did her part, as her son put it, "terrorizing" bookstore owners into displaying it. The obvious guess is that the appeal of this sort of writing is directed towards just the sort of adults who derive a perfectly grown-up pleasure from regularly rereading the Alices. One would hardly have thought from the sound of this that it would have so magnetic an appeal, but the brilliant verbal humour and the weird and wonderful characters the Dodecahedron. He found that children understood the wordplay at different ages, and heard from the occasional college student as well. A lot more of the fun kind of crazy references". Composed entirely of numbers, some readers assumed it was a code and set about breaking it, only to appeal to Juster for help when they were not successful. His thoughts darted eagerly about as everything looked new and worth trying. *The Phantom Tollbooth* home again [47] As the book became acclaimed as a modern classic, it began to be used in the classroom, and Juster corresponded with some teachers. Novelist Cathleen Schine recalled, "it was as if someone had turned on the lights. The concepts of irony, of double entendre, of words as play, of the pleasure and inevitability of intellectual absurdity, were suddenly accessible to me. They made sense to me in an extremely personal way. It struck us as a little like *The Wizard of Oz*, only better. This is a book that should be in every home. *The Phantom* is a mappa mundi of our hearts, proving once again that in laughter and simplicity lies the truth of life". Juster states that he does not know if the wordplay of the original carries through to the translated works. Juster disliked the film, describing it as "drivel". A fiftieth anniversary edition was also published, with appreciations by Maurice Sendak, Michael Chabon and Philip Pullman. It has been adapted into a small-scale opera with music by Arnold Black, and a book by Juster and Sheldon Harnick, produced by Opera Delaware in It was then revamped into a musical that had its debut to strong reviews at the

Kennedy Center in Washington, D. When I grew up I still felt like that puzzled kidâ€”disconnected, disinterested and confused. There was no rhyme or reason in his life. My thoughts focused on him, and I began writing about his childhood, which was really mine They still get bored and confused, and still struggle to figure out the important questions of life. Well, one thing has changed: As many states eliminate tolls on highways, some children may never encounter a real tollbooth. Luckily there are other routes to the Lands Beyond. And it is possible to seek them, and fun to try.

2: The Phantom Tollbooth (film) - Wikipedia

The Phantom Tollbooth is a children's fantasy adventure novel written by Norton Juster with illustrations by Jules Feiffer, published in by Random House (USA).

Read an in-depth analysis of Tock. The Humbug is ignorant about everything from math to geography and proves himself the fool by his constant attempts to say intelligent things. After trying to brown-nose his way to favor with King Azaz, he accompanies Milo and Tock on their journey. Read an in-depth analysis of The Humbug. Azaz and his brother argue over which is more importantâ€”numbers or letters, and they banish the princesses Rhyme and Reason. Once he realizes the foolishness of his squabble, King Azaz sends Milo to rescue the princesses. Unlike Azaz, the Mathemagician has doubts about releasing Rhyme and Reason. When Azaz and the Mathemagician asked them to determine whether numbers or letters are more important, Rhyme and Reason say each is equally valuable. The brothers then imprisoned the two princesses in the Castle in the Air. It was once her duty to select the words to use for every occasion, but she became corrupted by her power and began to hoard the words for herself. Faintly tells Milo the story of the imprisoned princesses and inspires him to broach the subject with King Azaz. Alec has the special ability to "see through things" and can see anything except that which is right before his eyes. When he decides to take a rest, Milo makes a mess of the colors of the day. Dischord, a quack doctor, prescribes medicines of terrible noises to all of his patients and has an assistant, a smoke monster named Dynne. Dischord and Dynne invent new sounds, peddle noise pulls, racket lotions, clamor salves and hubbub tonics in the Valley of Sound. In protest, she cuts off sound and retreats to the fortress where she keeps all sounds made since the beginning of time. He leads Milo and his companions through the numbers mine, where workers chisel out gemlike digits, to the city of Digitopolis. He lives in the Mountains of Ignorance and preys upon travellers, convincing them to undertake tasks that can never be completed. He tries to scare Milo and his companions off their path through the Mountains of Ignorance by throwing half-truths at them, which are only dispelled when they see this demon for what he really is. He is the epitome of spinelessness. He hides in the Mountains of Ignorance and tries to look exactly like everything around him because he thinks it is "unsafe" to be different. His appearance as an ink-stained old man perched over an enormous book deceives Milo into thinking his purpose is anything other than wasting time. In Dictionopolis, he works as a police officer, judge, and jailer all at the same time. Officer Shrift has a habit of sentencing people to millions of years in prison then immediately forgetting about them. He is so busy thinking about what could be and why that he never seems to go anywhere or get anything done. They change colors to match their surroundings and sometimes enforce laws against thinking and laughing. He believes in the reality of averages and likes to spend his time on the staircase to Infinity.

3: The Phantom Tollbooth - Wikipedia

The Phantom Tollbooth is the book I wish my parents had read to me when I was a child. This book explores English and mathematics, and connects them together in a world of their own. A world filled with puns and wordplay.

4: The Phantom Tollbooth () - IMDb

The Phantom Tollbooth is a delightful book full of wordplay, and what incredible wordplay at that! It is a children's book, which not just teaches about numbers and letters and words and responsibility, but I r l love (good) children's books, and this is definitely one of the best I've ever read.

5: The Phantom Tollbooth () - Rotten Tomatoes

The Phantom Tollbooth is dated as hell but if nothing else the adults might get a kick out of it. Michael Gildea Super Reviewer. Â½ This was an enjoyable movie largely because the source material.

6: NPR Choice page

Being dedicated to advancing the pursuit of knowledge, this book is fairly packed with educational material and clever perspectives on it. Wordplay and math problems are strewn exuberantly, along with commentary on social ills wrought by ignorance and mental laziness.

7: The Phantom Tollbooth by Susan NanusNorton Juster | Scholastic

The Phantom Tollbooth () Official Trailer - Chuck Jones, Mel Blanc Animation Movie HD Milo is a boy who is bored with life. One day he comes home to find a toll booth in his room.

8: SparkNotes: The Phantom Tollbooth: Character List

The Phantom Tollbooth is here to show you, once and for all, that learning can be fun (whoa, just like Shmoop!). Imagine if you had a magic pencil to math your way out of sticky situations, or a box of words that helped you defeat evil demons.

9: The Phantom Tollbooth by Norton Juster | www.enganchecubano.com

About The Phantom Tollbooth. Hailed as "a classic humorous, full of warmth and real invention" (The New Yorker), this beloved story-first published more than fifty ago-introduces readers to Milo and his adventures in the Lands Beyond.

Engineering geologists A Mirror on Which to Dwell Reorganized Railroads The (check)book of love Guide to writing a paragraph in Rail Three Hundred Avid editing a guide for beginning and intermediate users The possibility of a new state I : delinking Experience of previous researchers. The competent research design, then, Casey Ryan (Large Print Edition) Aviation maintenance technician handbook powerplant volume 2 Basic statistics for business and economics douglas lind Century of Utah High School football, 1893-1993 The Hispanics of New Mexico Moral philosophy of Mo-tze Ship handling theory and practice david j house The role of play in individual psychotherapy from childhood to adolescence Brs gross anatomy Prayers, having reference to our Lords Passion, corresponding with the Seven Canonical Hours 459 Thermodynamics and its applications tester solutions manual Rare benign neoplasms of melanocytes Music contract down loads Isaac Newton, 1642-1727, by D. W. Hutchings. New materials in architecture Mary, Bloody Mary Value of Believing in Yourself History of staining. Ap world history chapter 11 test Won by a bicycle, or, A race for a wife Three bears on vacation 1987 ezgo gas powered manual Consideration of House Joint Resolution 323. Important bird areas of Southern Africa Summer MacCleary, Virginia, 1749 Managing our rivers Elementary algebra 9th edition chapter 2 The law elsewhere and questions of individual rights Decorative Lighting Ideas Projects Elements of 3-D seismology Baseball Field Management