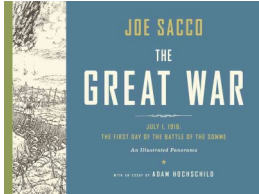


Graphic Novels & Manga

The Great War



[view in catalog](#)

ISBN:

9780393088809

If you are a fan of graphic novels or comic book histories, Joe Sacco's incredibly detailed book about the battle of the Somme is a keeper. The accordion style of the book imparted a narrative push to this graphic history that has no text.

The folded-over 24 foot long drawing also gave Sacco a large expanse of space to record the planning for the war on the ramparts of Montreuil-sur-Mer, the gathering of horses, laden carts and howitzers before the battle, and the trenches, explosions and destruction of the battle itself. The artist also vividly captured the digging of graves and the field of white crosses after the bloodshed ended. Sacco's drawings are very accurate, expertly rendered, and they convey emotion. To get the full effect of this book, you should spread it out across a long table or even two tables.

The one-day battle had 60,000 British casualties—the largest of any battle Britain has been involved in before or since. Included in a separate booklet is Adam Hochschild's narrative essay that places the art in context. [Read more »](#)

[For the Love of Reading Information, Answers & Reviews Graphic Novels & Manga The Great War : July 1, 1916 : the first day of the Battle of the Somme : an illustrated panorama World War I](#)
Posted by Dory L. on Jan 29, 2014 [Dory L.'s blog](#)



Geeking Out on the 80s

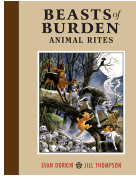


The decade was only roughly ten years gone when the BBC (and then US network VH1) brought nostalgia for the 1980s to TV with *I Love the '80s* in 2001. America has long been fascinated with looking back on its pop-culture history, but the decade that saw PCs, video games, cable TV, and a variety of musical sub-genres explode maintains a hold on our imaginations. Two of this year's [Rosie Award](#) nominees focus on the decade, centered on what has become our true national pastime ? gaming. [Read more »](#)

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Beasts of Burden



Making yourself read outside your comfort zone can end up with some total misses

and some excellent surprises. In all likelihood I would have missed *Beasts of Burden: Animal Rites*, a graphic novel about a talking pack of animals that solve supernatural mysteries in their seemingly sweet suburban neighborhood of Burden Hill. That description wouldn't peak my interest, but also doesn't do the graphic novel justice either.

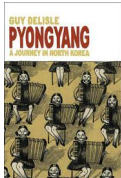
The storytelling is episodic, in that there are chapters that are a complete story into itself which makes for a fast read. There is a pack of animal friends, all dogs and one orphan cat who start uncovering supernatural cases in their neighborhood. They eventually become apprentices in the Wise Dog Society to further their training in fighting these evil forces. The supernatural stories cover a wide range from an evil coven of cats, a rain of mutant frogs, werewolves, magical earthen golems, ghosts, and more. **[Read more »](#)**

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Posted by Sarah B. on Mar 15, 2013 [Sarah B.'s blog](#) [Add new comment](#)



Graphic Novels from Guy Delisle



People often read travel books of places of either exotic places they want to visit, or of a beloved travel destination. I would think that a travel book of a destination that most people don't ever want to visit wouldn't exactly be very engaging. Guy Delisle proves me wrong.

Delisle is a French Canadian whose work in animation has taken him to some interesting and not so interesting places. Two of these locations have become novel length graphic novels. Delisle has a knack for taking the ridiculous and mundane and making them funny and smart. *Pyongyang* chronicles Delisle's stay in North Korea that extends over several months for his job. The charcoal drawings reflect the drab and sterile city. Delisle tries to get to know the residents, but is often thwarted by his guide, translator and driver, with whom Delisle isn't to be without. He is taken to some creepy (and sometimes funny) monuments to the Eternal President. The insights and details are surprising and delightful. Even if you aren't the least curious about North Korea, I would still recommend this title.

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Posted by Sarah B. on Nov 30, 2011 [Sarah B.'s blog](#) [Add new comment](#)



Yet Another Troll-Fighting 11-Year-Old Orthodox Jewish Girl



Looking for a fantasy story that treads new ground? Look no further than Hereville: How Mirka Got Her Sword by Barry Deutsch. This refreshingly offbeat graphic novel tells the story of a young girl in an isolated community who wants to be a dragon slayer. Mixing elements of fairy tale, Yiddish folklore, and small town dynamics, Barry Deutsch has created a coming-of-age hero tale that is also a magical and poignant picture of Orthodox Jewish life. Recommended for grades 4 and up.

Oh, the Thinks You Can Think Graphic Novels & Manga Hereville : how Mirka got her sword
Posted by Josh W. on Jul 30, 2011 [Josh W.'s blog](#) [1 comment](#)



Road to Perdition



I saw the film based on the graphic novel by Max Collins long before reading the

book. I liked the movie ok, but I loved the graphic novel *Road to Perdition*. Set in the early 1930's the story takes place in the midwest told from the perspective of a now-grown Michael O'Sullivan Jr. Not knowing what his father does for a living Michael Jr. stows away in his car one night to see for himself. Unfortunately his father is the "Angel of Death" for the local mob boss, John Looney. Michael Jr. witnesses a murder committed by Looney's son and is discovered.

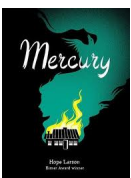
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Posted by Elizabeth G. on Apr 7, 2011 [Elizabeth G.'s blog](#) [Add new comment](#)



Graphic Novels for The Afraid



I will come right out and say that I do not like superheroes (movie or print) and I didn't read comic books as a kid, so I am not naturally drawn to the graphic novel format. Because I'm

kind of a nerd, what I do like is big fat novels and dusty historical non-fiction. So color me surprised when recently I've been enjoying more graphic novels. Last night as I finished Mercury by Hope Larson I began to wonder and hope that the reason went beyond the fact that I can read on in a single sitting -- though that is very satisfying too! My rationale is that I've been craving something different. I have read enough fiction to be somewhat bored with a traditional storyline. I want to think while I read -- to be engaged! And picking up some graphic novels has been the way to do that recently. I've tried to compile a list of graphic novels for the hesitant -- for anyone who thought that they weren't interested. Give one a try, you might be pleasantly surprised.

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