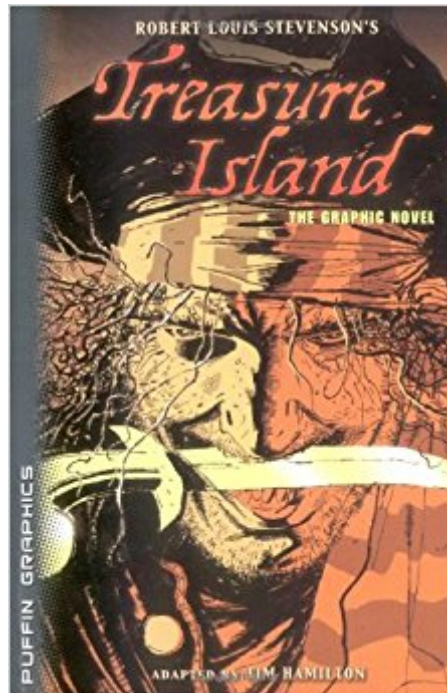




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Treasure Island: The Graphic Novel (Puffin Graphics)



Synopsis

The Graphic Novelization of a Classic Tale! When Jim Hawkins uncovers the key to a pirate's treasure map he sets out on a quest to find the buried treasure with the help of pirate captain Long John Silver. Artist Tim Hamilton brings the pirates and villains to life in this graphic novel adaptation of Robert Louis Stevenson's classic.

Book Information

Lexile Measure: 680 (What's this?)

Series: Puffin Graphics

Paperback: 176 pages

Publisher: Puffin Books (September 8, 2005)

Language: English

ISBN-10: 0142404705

ISBN-13: 978-0142404706

Product Dimensions: 5.1 x 0.5 x 8 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 3.2 out of 5 stars 11 customer reviews

Best Sellers Rank: #444,632 in Books (See Top 100 in Books) #88 in Books > Children's Books > Literature & Fiction > Historical Fiction > Exploration & Discoveries #782 in Books > Comics & Graphic Novels > Graphic Novels > Literary #2582 in Books > Children's Books > Comics & Graphic Novels

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

Grade 5-9 Jim Hawkins, Billy Bones, Ben Gunn, and Long John Silver come alive again in this faithful adaptation of the classic novel, which retains much of the original language. Billy Bones is still struck dead by apoplexy and the parrot still cries pieces of eight, for example. The stark visuals are often gripping, most notably in the scene in which Billy Bones first appears and later when Jim Hawkins fights for his life against Israel Hands aboard the Hispaniola. The section entitled The Making of Robert Louis Stevenson's Treasure Island includes concept sketches, photos of Hamilton's friends that he used as models for his characters, and information on his artistic techniques. Readers will also learn that the author approaches storytelling in a cinematic way, which may explain why there are so many images of characters' faces hidden dramatically in shadows.

Older children and teens will find this to be a compelling read, and it can help to bridge the gap in your library between graphic novels and the classics. —Andrea Lipinski, New York Public Library Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

ROBERT LOUIS STEVENSON (1850–1894) was a Scottish novelist, poet, essayist, and travel writer who spent the last part of his life in the Samoan islands. His best-known books include *Treasure Island*, *Kidnapped*, *The Master of Ballantrae*, and *Dr. Jekyll and Mr. Hyde*.

Treasure Island has will always be one of my favorite adventure tales and when I saw that there was a graphic novel adapting it, I bought it right away. I was so excited reading this one! For some reviewers, they point out that the art is lacking and pace of the writing being off, but I disagree. The art is yes, not like the "typical" graphic novel, but that is what I found so intriguing! It is gritty and raw and because the story is all told as if Jim Hawkins himself is telling the story, with this adaptation it is as if he has sketched the drawings himself aswell. Which, for me, added great depth to the story. I look forward to seeing more from this artist.

Robert Louis Stevenson's classic pirate adventure tale "Treasure Island" comes to life as a graphic novel by artist Tim Hamilton. Hamilton faithfully recreates the pacing and suspense of the original story, along with the well-remembered characters and much of the original dialogue, for an audience at the middle school level. As in the original, an aging "Captain" Billy Bones settles in at the old Admiral Benbow Inn, where young Jim Hawkins helps him keep a "weather eye" out for a seafaring man with one leg. Trouble arrives in the form of the Captain's old shipmates Black Dog and Old Pew. Hawkins escapes with an old map, which his friends Squire Trelawney and Doctor Livesay identify as the treasure map of the fearsome pirate Captain Flint. Hawkins accompanies an expedition to find the treasure, sailing on the "Hispaniola" as cabin boy. Once at "Treasure Island," Hawkins and his friends will face a mutiny, pirates, and the mysteries of the island itself while in search of buried treasure. Hamilton's artwork is dramatically rendered in black and white, with lots of shadows and a variety of sight angles that heighten the suspense of the story. Included is a "making of" feature showing some of Hamilton's storyboard sketches and live models. This reviewer wishes the graphic novel had been printed in a full-size book, not the small paperback on offer here. However, "Treasure Island: The Graphic Novel" is highly recommended for young audiences and for parents hoping to coax their children into reading the original story.

This is a graphic novel of TI. Not a kids version per se. But none the less, something different for the Graphic Novel fan. I'm not overly excited about it. Wish the quality of the paper was a little bit better to help with the visibility of the graphics. It's all black and white - no color.

Not a good version of this classic story, I have read other graphic novels of this title. Go for the one by Marvel because this one skips over any details that build up intensity in the story. And the artwork is very plain black and white.

These books are great! My 7 and 10 year old love them and it's a great and fun way to introduce them to the classics. Also, they are safe for kids to read without supervision, unlike other traditional comic books that have sexual scenes and bad language.

I did not read it, but my eleven year old grandson really enjoyed it. He is a big fan of graphic novels and gave it a definite thumbs up.

My 10 year old grand-daughter loves to read. I thought this would be a good adventure novel to start her with. She opened it and said in disdain "it's cartoons." My fault, I should have looked on the inside before I purchased.

*Book source ~ Library Do I really need to summarize this book? It's a classic for Pete's sake! Ok, ok Jim Hawkins is a young son of an innkeeper. When a drunken pirate, Billy Bones, comes to stay at the inn he tells Jim many different stories, but he also has Jim keep a weather eye out for a pirate with a wooden leg. Hawkins and Long John Silver end up sailing to an island looking for buried treasure. Much shenanigans ensue. Ok, I've read Treasure Island before. But this is the graphic novel. It does a pretty good job of conveying everything that was in the original book in a short amount of pages. I didn't particularly care for the artwork though. It seemed sparse and unfinished. But then again, I like a lot of detail and color. If you want a short quick read of Treasure Island then this graphic novel may do the trick.

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