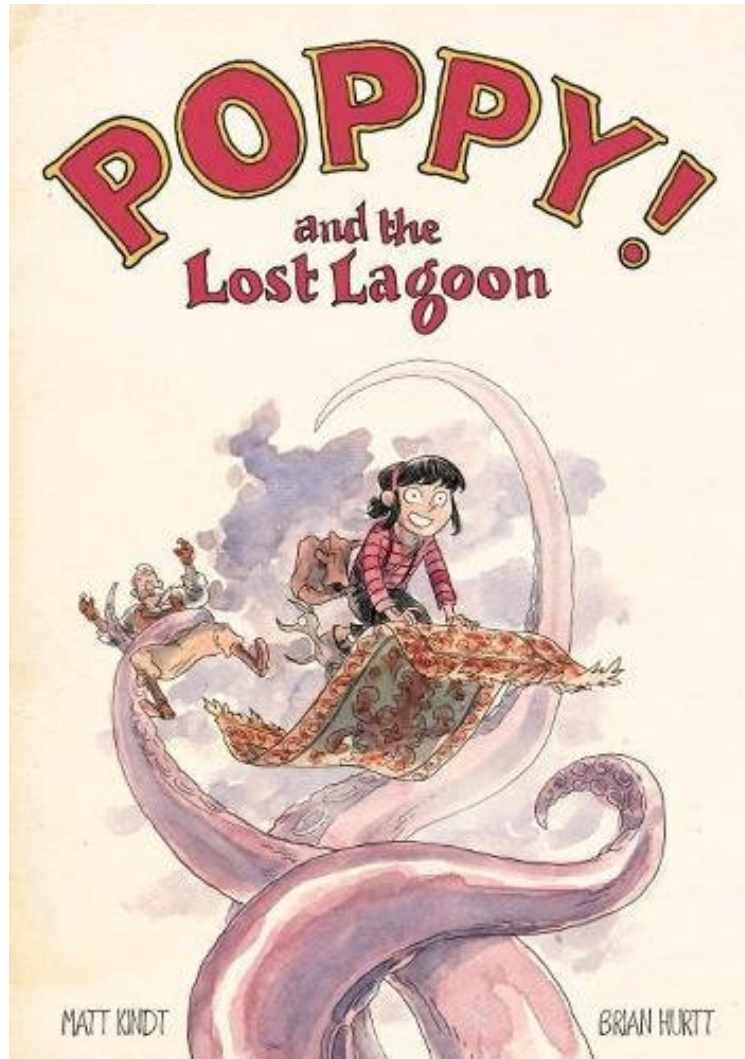


[Free] Poppy! and the Lost Lagoon

Poppy! and the Lost Lagoon

Matt Kindt

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Matt Kindt : Poppy! and the Lost Lagoon before purchasing it in order to gauge whether or not it would be worth my time, and all praised Poppy! and the Lost Lagoon:

0 of 0 people found the following review helpful. Just the startBy CustomerThis was an interesting change of pace after reading mostly adult oriented comics as of late(The Sixth Gun, Harrow County, Saga, Walking Dead). Being a fan of both Kindt and Hurtt from their respective runs on Mind MGMT and Sixth Gun this was an obvious pick-up to support their work and their growth as writer/artist.As to the book I spent more time scanning the artwork than reading but that is what kids books are for eh!? All-in-all I would recommend this for an adventurous youngin in the vein of Scrooge McDuck (Barks or Rosa), Johnny Quest and Indiana Jones.If there is to be one complaint it would be the

physical size. The pages are pretty small and sometime I wish I was holding a Where's Waldo size book so I could see every little detail up close and really soak it in. I am glad the spine has a #1 on it as we are surely due a new adventure soon. 1 of 1 people found the following review helpful. Hurtt Kindt's collaborative all-ages adventure is spectacular. By Chris Schweizer Poppy, granddaughter and heir of the world's greatest adventurer, teams up with her curmudgeonly partner Colt Winchester to travel the world at the behest of a four thousand year-old Egyptian recluse to seek out adventure and right the inadvertent wrongs that her grandfathers exploits may have enacted. Brian Hurtt, whose art and storytelling made the six-year run of the fantasy western series THE SIXTH GUN so compelling, handles drawing duties, and in doing so departs from the crispness of his earlier work for a jaunty and energetic style whose inking aesthetic is reminiscent of Lewis Trondheim's later work. Hurtt plotted the story with Matt Kindt, whose script delivers the sort of unusual and fresh take on an established genre that anyone who has read MIND MGMT or his graphic novels has come to expect, and Kindt has colored the entire book with watercolor. The book has the feel of a classic European comic without feeling derivative, and the pages are beautiful. I'd been excited to read Poppy since Hurtt and Kindt posted a collaborative drawing in the vein of an all-ages adventure story a few years back, but so often these sorts of spitball projects never come to fruition. When the book was announced much later, I started counting off the days to its release. I picked it up and read it with my daughter (six at the time of writing this review) and both of us enjoyed it a great deal. Familiarity with the authors previous work gave me some sense as to what to expect tonally, though I was surprised and delighted by many of the details throughout (Poppy's dialogue lead-in to the title page was especially delightful and immediately changed the project from one I liked because of its creator pedigree into one that I loved because of its content). My daughter loved it as well, poring over the puzzle codes that grace the booby-trap sequence and putting together her own version of Poppy's action pack for a day trip immediately after finishing the book. I hope that POPPY AND THE LOST LAGOON will yield a sequel (or many). I'm a huge fan of both Hurtt and Kindt, but their collaborative art might be my favorite, aesthetically, from either artist, and I want more of it. 1 of 2 people found the following review helpful. I love Matt Kindt. By Nicola Mansfield Unfortunately, this was a letdown. I love Matt Kindt, with "2 Sisters" and "Red-Handed" being among my favourite of his standalone books. I was excited to see he'd written a kids book but found it very bland, if not boring. Kindt's books usually contain quite complex stories leaving one with much to think about. Poppy doesn't come anywhere near that quality. For an action/adventure, I found the tale incredibly dull and had to force myself to finish the book. The main character is unlikable as she's a know-it-all with no respect for her mature guardian. The plot just had the two of them (using various James Bond type vehicles) following some fish and a "gigantapus" because the ecosystem they lived in had failed when they left the region. The book ends all mysterious letting us know there are plans for another book in the series.

Adventure runs in Poppy Pepperton's family! At the age of ten, Poppy is the greatest explorer since her grandfather Pappy Pepperton, traveling the globe with her trusty sidekick/legal guardian Colt Winchester. When a shrunken mummy head gives a series of clues to discover an exotic fish no one's seen in years, adventure calls, and Poppy and Colt find themselves in the strange city of Old Macadamia, swimming alongside the gigantapus, trailed by a strange robot, and end up uncovering clues to the greater mystery of what happened to Pappy all those years ago! From New York Times bestselling creators Matt Kindt (MIND MGMT) and Brian Hurtt (The Sixth Gun) comes the first story in a new generation of adventure!

About the Author Matt Kindt is the Harvey Award winning writer and artist of the comics and graphic novels MIND MGMT, Frankenstein: Agent of S.H.A.D.E., Revolver, 3 Story, Super Spy, 2 Sisters, and Pistolwhip. He has been nominated for 4 Eisner and 3 Harvey Awards (and won once). His work has been published in French, Spanish, Italian, and German. The author lives in St. Louis, MO.