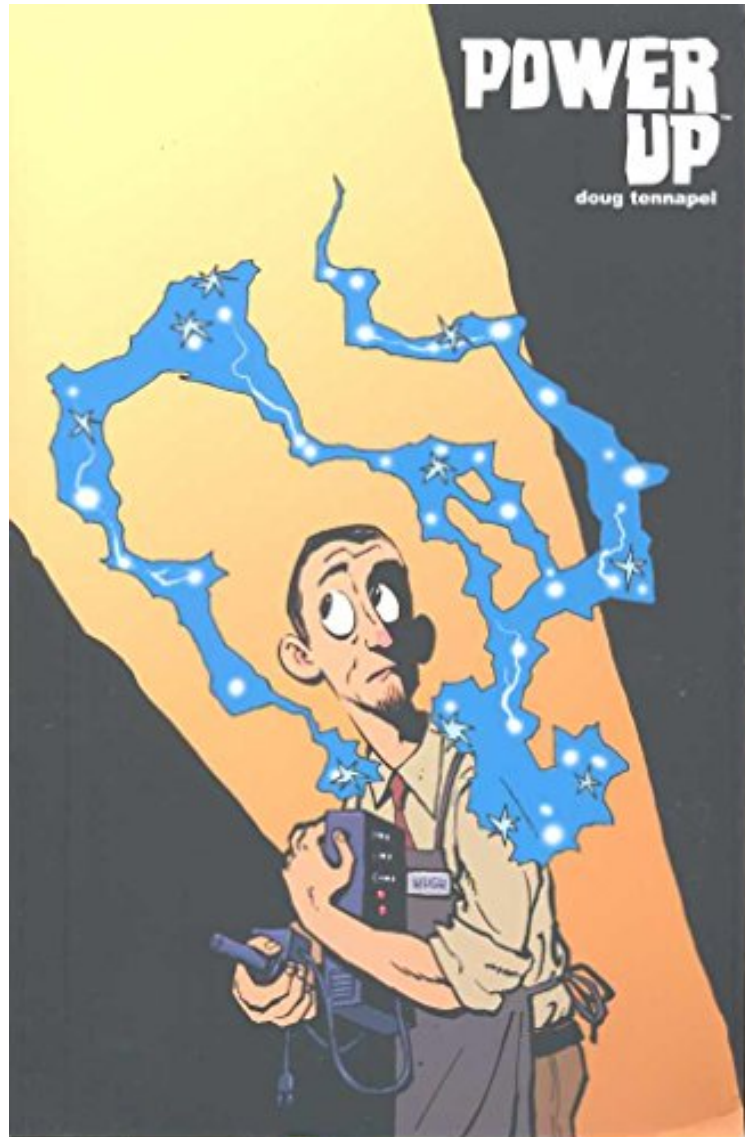


(Mobile book) Power Up

Power Up

Doug Tennapel

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Doug Tennapel : Power Up before purchasing it in order to gage whether or not it would be worth my time, and all praised Power Up:

1 of 1 people found the following review helpful. Doug is the Awesome train of graphic novels and I want to rideBy Aaron LeeAfter the amazing story of Ghostopolis, I followed it up with Doug Tennapel's graphic novel Power Up. Power up follows the story of a man named Hugh who after being laid off working for a local copy store. He has high hopes with his ever evolving, never finished video game idea. His ho hum life is suddenly changed when he purchases

an old gaming console from a garage sale. He soon finds out this game console grants him Marvelous powers in the form of old school contra style Power Ups. His life radically changes when he has unlimited power at his fingertips. This book was not as powerful to me as Ghostopolis or Creature Tech but still was a lot of fun. Each one of Doug's books I have read amaze me with the creativity this man has. From Earthworm Jim to this all of his works are unique and fun. My main complaint about most of his books are they are all black and white. Which for the most part is awesome but going from full color Ghostopolis to this kept my mind reeling about the color it could have had. That being said it no way took anything away from the story or art being black and white. It was a fun story, a really short read (30 min at most), but well worth the time and money. Way to go Doug, please keep the originality coming for years to come.

6 of 7 people found the following review helpful. Good stuff

By Ryan Agadoni

Power Up is the story of a family man named Hugh who discovers an experimental game system that allows him to use power-ups in real life. He is a creative guy, but afraid of failure, so he stays in his dead-end job and always makes excuses for why he won't take a chance and try to sell his game idea. While the high-concept idea is fun and makes for some great gags, the real meat is the excellent story. It hit close to home for me, because I've often been afraid of putting myself out there creatively and failing. I've thought of the same excuse, too: "It's not ready. Just a bit more work." Working at a "good enough" job, not really using the abilities and passions I have.

The family dynamic is very well done. TenNapel creates believable relationships between Hugh, his wife Val, and their son Matty. It was also a pleasant change to see Hugh and his wife interacting in genuine and loving ways. Hugh isn't a dummy (even though he makes mistakes), and Val isn't a nagger (even though she expects better from her husband when he messes up). It's touching to see the way Hugh tries to help his son cope with teenage social issues, too.

The cast is further rounded out by Hugh's friend Doyle. Doyle is a dork, but he has genuine care for his friend, and vice versa. He adds some good TenNapel goofy moments to the story. Oh, and Val's cat, Moby. I love his design and his tendencies (sleeping on Hugh's face). The art is good as well. It's not filled with impressively rendered vistas like Iron West or Creature Tech, but it's cleaner than Gear and Black Cherry and suits the story. (Trivia: this was TenNapel's return to real inks after he completed his all-digital Ghostopolis.)

If you're a fan of TenNapel's other work, or you're looking for a good clean and funny book for you or your kids, check this one out. I rank it up there with my favorite stuff of his.

0 of 0 people found the following review helpful.

By Glenn H.

Interesting artwork. Weak story. Reads as if it were thrown together. This was a gift to give to my daughter to share my interest in comics/graphic novels. She quickly lost interest. I recommend 'Monster on the Hill', which I bought for my 5 year old daughter. 'Monster on the Hill' was a 5 star hit with me, my 5 yr old, my 10 yr old, and my 12 yr old.

From the creator of Earthworm Jim, Creature Tech, and Monster Zoo comes the comedic story of Hugh Randolph, a family man down on his luck. He works as a mindless drone at a local printer until he discovers a mysterious video game console that gives him the power to produce endless riches, manipulate his work day, and even cheat death!