

Graphic Novels for Teens: a Suggested Bibliography Cheryl Scheer, Denver Public Library

Arnoldi, Katherine. **Amazing True Story of a Teenage Single Mom**. Hyperion, 1998.

Briggs, Raymond. **Ethel & Ernest**. Knopf, 1998. The poignant story of Briggs' parents courtship and married life over a fifty year period.

Busiek, Kurt and David Wenzel. **The Wizard's Tale**. Homage Comics, 1997. In the land of Evernight, Bafflerog, the latest in an ancient line of wizards, laments his fate at being an evil wizard with a heart of gold.

Chadwick, Paul. **Concrete: Killer Smile**. Dark Horse Comics, 1995. After Larry Munro is kidnapped at gunpoint by a hood, Concrete must rush to save his friend.

Delgado, Ricardo. **Age of Reptiles: the Hunt**. Dark Horse Comics, 1997. After his mother is eaten by a pack of certosaurs, a frightened young allosaur must make his way cross a vast desert. A wordless graphic novel.

Dezago, Todd. **Tellos: Reluctant Heroes** By Todd Dezago and Mike Wieringo. Image Comics 2001. A swashbuckling young boy, a valiant tiger-warrior and a bold pirate princess battle evil in a magical world called Tellos.

Fujishima, Kosuke. **Oh My Goddess**. Dark Horse, 1996. When Keiichi misdials the local pizza delivery service, he gets the goddess Belldandy instead.

Hinds, Gareth. **Bearskin: A Grimm Tale**. The Comic.com, 1995. A stark retelling of the Grimm's fairy tale.

Jurgens, Dan. **Tomb Raider: Saga of the Medusa Mask**. Illustrated by Andy Park, Jonathan Sibal, Jonathan D. Smith. Image Comics, 2000. Lara Croft, with the able assistance of aide and confidant Hartford Compton, is on the trail of the fabled Medusa Mask, one of the greatest lost treasures of the world.

Koike, Kazuo. **Lone Wolf and Cub: Assassins Road**. Dark Horse Comics, 2000. During the Edo Period in Japan, Ogami Itto, the disgraced executioner of the Shogun and now an assassin for hire, travels with his infant son in his quest to seek revenge against a rival clan.

LaHaye, Tim. **Left Behind, Vol. 1**. Tyndale House, 2001. After millions of people mysteriously disappear, the people on board an in-flight Boeing 747 must search for answers.

McCloud, Scott. **Understanding Comics**. Kitchen Sink Press, 1994. All about comics, from how to read them, to the different genres, influences, history and aesthetics.

Miller, Frank. **300**. Dark Horse Comics, 1998. The Battle of Thermopylae in 480 B. C. is reenacted, in which a skeletal army of 300 Spartans must try to overcome the vast army of King Xerxes of Persia.

Miller, Frank. **Batman: The Dark Knight Returns**. DC Comics, 1996. An aging Batman, retired and regretful, must once again don his cape after mutants take over Gotham City.

Miyazaki, Hayao. **Nausicaa of the Valley of Wind, 1**. Viz, 1995. After a war known as the Seven Days of Fire has destroyed the fragile ecological balance on Earth, a pacifist warrior princess, Nausicaa, attempts to negotiate peace among kingdoms battling over the world's remaining resources.

9/11: Artists Respond. Dark Horse Comics, 2002. A compellation of short stories describing experiences and emotions after the attacks of September 11th.

Oakley, Mark. **Thieves & Kings.** I Box Publishing, 1998. An indecisive king creates turmoil when he declares that his rightful heir will be the first person to find his hidden crown.

Ostrander, John. **The Kents.** DC Comics, 1999. The saga of a family living in Kansas during the Civil War.

Otomo, Katsuhiro. **Akira.** Dark Horse Comics, 2000. Neo-Tokyo, built on the ashes of a city annihilated by World War III, is the setting for this story of two teens, Tetsuo and Kaneda, members of a motorcycle gang, who, after finding a child with wizened features, become embroiled in a conflict between two mysterious agencies.

Pini, Wendy and Richard. **ElfQuest: Fire & Flight.** Warp Graphics, 1999 (reissue). Elfin Wolfriders, lead by fearless Cutter, must make a new life after being driven from their forest home by trolls.

Smith, Jeff. **Bone vol. 1: Out from Boneville.** Cartoon Books, 1991. After being run out of Boneville, the three Bone cousins, Fone Bone, Phoney Bone and Smiley Bone are separated and lost in a vast uncharted desert.

Smith, Jeff. **Rose.** Cartoon Books, 2002. The much anticipated prequel to the Bone series.

Spiegelman, Art, ed. **Little Lit: Folklore and Fairy Tale Funnies.** HarperCollins, 2000. Daniel Clowes, Walt Kelly, William Joyce and others contributed fairy tale retellings in comic format.

Speigelman, Art. **Maus I: a Survivor's Tale: My Father Bleeds History.** Pantheon, 1986. Spiegelman retells the true story of his parents' struggle to survive as Jews in World War II Poland.

Takahashi, Rumiko. **Inu-Yasha: a Feudal Fairy Tale.** Viz, 1998. Kagome, a modern-day Tokyo teen, travels through time to feudal Japan where she does battle with demon centipedes and joins forces with Inu-Yasha in their quest to recover the Jewel of Four Souls.

Takahashi, Rumiko. **Ranma 1/2.** Viz, 1993. Genma Saotome and his son Ranma, while visiting China, fall into the legendary "training ground of the accursed springs" and turn into a panda and a girl, respectively, whenever they get wet.

Talbot, Bryan. **The Tale of One Bat Rat.** Dark Horse Books, 1995. Helen Potter is out on the London streets after years of physical abuse by her father. A talented artist, she longs to travel to the Lake District in search of Beatrix Potter's home, hoping that there she will find peace.

Thompson, Craig. **Good-bye Chunky Rice.** Top Shelf Productions, 1999. Solemn little turtle Chunky Rice goes off on a journey to satisfy an unarticulated longing, leaving his mouse girlfriend, Dandel, behind.

Tolkien, J. R. R. **The Hobbit.** Illustrated by David Wenzel; adapted by Charles Dixon and Sean Deming. Del Rey, 2001. A carefully adapted graphic novel of the classic fantasy.

Winick, Judd. **Pedro and Me: Friendship, Loss and What I Learned.** Holt, 2000. An autobiographical graphic novel of two young men who met on the set of MTV's A Real World, one of whom is dying of AIDS.

For additional information:

Amazon.com provides a wealth of information on what teens are interested in. Look at some of the customer lists that have been developed, such as "Start A Cool Graphic Novel Collections" and "Neato Comicbooks and Graphic Novels." Many of these have been developed by teens and are eye-opening.

Diamond Comics website. Diamond is the largest distributor of graphic novels and comics, and has an extensive bibliography for all ages and even includes lesson plans!
www.diamondcomics.com

Topica is a listserv devoted to discussions about graphic novels for libraries by librarians. Lots of good information. To subscribe send to GNLIB-L-subscribe@topica.com. The subject should read subscribe and the message should be blank.

On January 9, 2002 Talk of the Nation on NPR had an hour-long show devoted to comics, with Art Spiegelman, Mary Fleener, Chris Claremont and Michael Chabon. To listen, go to www.npr.org and click on Talk of the Nation to get the audio of this show.

Yahoo has an amazing amount of information on its website which I hesitate to recommend because of fear that you'll fall into a blackhole of comic info. Be forewarned!
dir.yahoo.com/Entertainment/comics_and_animation/comic_books/

May 4, 2002 is National Comic Book Day. Several of the larger publishers have produced specially priced comics for distribution. Check out their website: www.freecomickbookday.com

The theme for this year's Teen Read Week (Oct. 13-19, 2002) is "Get Graphic @ Your Library." For information and ideas, log onto their website: www.ala.org/teenread.

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