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Gulliver's Travels: The Graphic Novel (Campfire Graphic Novels)



Synopsis

Lemuel Gulliver always dreamed of travelling the world. But when a violent storm claims his ship and casts him adrift among uncharted lands, he is taken to places that he could not even dream of. Travelling to the nation of Lilliput, where the inhabitants measure just centimetres tall, and to Brobdingnag, where they tower into the sky like giants, Gulliver voyages to an island floating above the clouds, visits a race of immortals, and finds himself stranded in a land ruled by horses. Face to face with warring armies and power-hungry kings, each new journey makes Gulliver more desperate to find a way back home. But once he discovers the truth about his own land and himself, returning home becomes the last thing he desires. Written by world-renowned satirist Jonathan Swift, Gulliver's Travels is one of the most gripping and poignant adventures ever told.

Book Information

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Customer Reviews

"I highly recommend Campfire's comics. They do what they are intended to do and do it in a way that excites kids about classic literature." — Chris Wilson, The Graphic Classroom (a resource for teachers and librarians)

Born on November 30, 1667 in Dublin, Jonathan Swift began writing essays and political pamphlets anonymously or under pseudonyms. His first major work, A Tale of a Tub, was published in 1704. Swift addressed the most prominent social, political, and religious issues of the time through his biting satirical essays and novels. Two of his most famous works are Gulliver's Travels and A

Modest Proposal. He died in 1745, and is still considered to be one of the greatest satirists of all time.

The narration includes the naughty bits that we're edited out of the print version. I assume this was done to protect the naive sensibilities of children, but it is must reading for us grownups and gives insight into the raunchier nature of early 18th century popular literature.

It is not Jonathan Swift's fault that the writing is archaic. This may be over looked if it was not so redundant and trivial. It can easily put you to sleep. We all know that these stories are supposed to a thin veil for an agenda. Everyone from H. G. Wells to Ayn Rand hit you over the head with their agenda form the first. But no Jonathan rattles with 10 pages to describe what is in his pockets included his hidden pocket. (Who Cares?) And the book is filled with mundane descriptions. I think he is using this to flesh out what would be a 25 page manifesto. It is not until you get half way through the book that, with the exception of a few snide remarks about kings he finally coughs up his point. "..., whether a private man's house might not be better defended by himself, his children, and family, then by half-a-dozen rascals, picked up at a venture in the streets for small wages, who might get a hundred times more by cutting their throats?" He goes on to pick on just about all the politics and ventures of England at the time. Paranoid readers can see the parallels form the book and today's news. However if it is that important than dump Swift and just watch the news. Anyhow it is not worth the time to read this book unless you are interested in someone that defecates at the end of his chain and dells about it in detail.

I read the Illustrated Classics version as a kid and when I was in my mid-teens, I read the full version. To this day, I am still enjoying both versions; which one I read depends on my mood and how I feel. The author uses great metaphors, like storms, to transition between different islands. Each change in setting teaches many important lessons without the reader really realizing it. How the author does this is a mystery and keeps the reader hooked,, wanting to know what will happen next and if the characters will ever return home. You also wonder how things will change for thr main character if their journey does end and what the long lasting effects will be. Not just on that person, but those around them and where they live. This is an interesting, intriguing, edge of your seat book that you don't want to miss!

THIS REVIEW SPECIFICALLY FOR THE KINDLE EDITION--I was disappointed with the formatting

on this classic. At least on my Kindle Fire, the footnote and endnote shortcuts seem to malfunction. Some bad line breaks and lots of small annoying things contribute to an overall less than satisfactory experience. But it is free.

Jonathan Swift's "Gulliver's Travels" gets the graphic novel treatment, courtesy of Campfire Classics and adapter Lewis Helfand and illustrator Vinod Kumar. Swift's satire remains an entertaining story and a biting commentary on humankind. As the story opens, the adventurous Lemuel Gulliver goes to sea, to see the world. What he gets is a ship wreck that leaves him stranded in Lilliput, where, to his surprise, the inhabitants are the size of tin soldiers. Gulliver will eventually escape, only to end up in a land of giants, where he is the one who is the size of a tin soldier. Gulliver's travels will continue; he will visit a land of immortals and a land run by horses before finally returning home for good, a much wiser if less content man. "Gulliver's Travels" holds up very well as a reading experience. The story can be appreciated on one level for the hero's fantastic adventures, and on another level as a knowing satire of human society as Swift knew it. Highly recommended to readers of all ages.

Since this was one of my grown son's favorite books, I gave this book to his son (my grandson) for Christmas. He loved it!

It's a "classic" for good reasons. If you keep in mind when this was written, it is remarkable how well it has held up over time. It remains a well told story with interesting flourishes, and the underlying social and political satire is just as on the mark now as it was in 1726. Also worth a read just to think about where the genres of science fiction and fantasy writing started. Think about the "founding fathers" of the American Revolution possibly having copies of this book on their shelves when the US was still a loose collection of British colonies-- and what it says about nationalities, the power of Kings, and the ways people treat each other.

This was a really fun book that I really enjoyed. The author's style was great and the plot even better. Each story in the book is better than the last. I stayed up reading it till past 1 o'clock. This book is highly recommended for anyone who wants to read a good classic, but still get some fun reading in. This book is a great combination of fun and classic-style writing!

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