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Plants Vs. Zombies Volume 1: Lawnmageddon



Synopsis

The confusing-yet-brilliant inventor known only as Crazy Dave helps his niece, Patrice, and young adventurer Nate Timely fend off a "fun-dead" neighborhood invasion in *Plants vs. Zombies: Lawnmageddon!* Winner of over thirty "Game of the Year" awards, *Plants vs. Zombies* is now determined to shuffle onto all-ages bookshelves to tickle funny bones and thrill... brains. * The first *Plants vs. Zombies* comic book! *

Book Information

Series: *Plants vs. Zombies* (Book 1)

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Average Customer Review: 4.7 out of 5 stars Â Â See all reviews Â (92 customer reviews)

Best Sellers Rank: #7,671 in Books (See Top 100 in Books) #10 in Â Books > Comics & Graphic Novels > Publishers > Dark Horse #11 in Â Books > Children's Books > Comics & Graphic Novels > Media Tie-In #84 in Â Books > Children's Books > Science Fiction & Fantasy > Spine-Chilling Horror

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

While licensed properties are always a dicey proposition (often churned out quickly to make an easy buck and then forgotten), *Plants vs. Zombies: Lawnmageddon* sidesteps that trap beautifully and delivers a fun and funny time. I read each issue when it was released digitally and I'm back for the hardcover. Paul Tobin really captured the essence of what makes the game fun and then just ran away with it. The addition of two new characters (Nate and Patrice) could have gone badly in a less-capable writer's hands but Tobin made them engaging and entertaining in their own right. And Ron Chan's art (with Matthew Rainwater's colors) serves the humor of the story very well. Overall this is a fast-paced, fun comic that any fan of the game or of the creator's involved would enjoy. Just try not to take it too seriously.

I originally got the book for my 9 yr. old son - who dislikes reading. Ever since getting this book he's been a bit more enthused about reading. This book is full of action and everyone in my household absolutely loves it! My son can't wait to get Timepocalypse; the second book in this series. Its a great little graphic novel/comic book for my kids.

We purchased this title to expand our kids exposure to books within the Plants vs Zombies universe. This graphic novel is a great book and easily approachable for kids. With a great hardcover, nice size, colorful pages and illustration, great story, and plenty to see, we were very pleased with this purchase. I would highly recommend this title and will definitely be looking to give it as a gift to upcoming parties.

I got this book for my 7-year-old son and first I read it to him, and once we finished he read it on his own. He loves it. He has now finished it twice and is very excited to get the next one!! Such a great comic and game!

You should read Plants vs. Zombies! I recommend this book because this book is full of adventure and humor. It might take two minutes, but you might get interested with the book. Don't doubt me because you might want to read the book first. It is exciting because you will get to meet two new characters: Nate and Patrice. This book is about nature vs evil. You can also get it on your phone,laptop or any other touchscreen device. So,what are you waiting for? This book is totally brrrrains.

Love it! Perfect condition when I got it, never before used and can tell by the cover and the stiffness that all new books have to them. I absolutely love this book and it came right on time too. Recommend this fully!

My niece and nephew loved reading this after playing the game on their tablets.This was a good introduction to comics, using a subject that would engage them since they play the game all the time.

I'm a huge fan of "Plants vs. Zombies," and after a long dry spell have returned to the game and discovered why I liked it so much. It's a tower-defense game, but a strangely offbeat and addicting

one, goofy and just grotesque enough to appeal to the macabre side of all of us without being so disgusting it's stomach-turning. When I saw that a line of comic books had come out for the game, I was immediately curious. The nature of the game means that much about the world is left completely up to the player's imagination (where do the plants come from? What caused the zombie apocalypse? What's Crazy Dave's role in all this?), so any sort of adaptation that could flesh out the world a bit more would be welcome. I'm obviously not the intended audience for this comic series, so I'm trying to keep that in mind as I read. And sadly, the comic doesn't build as much on the world and characters as I would like. But it's still a hilarious and rollicking good time, and remains faithful to the game. The sunny and pleasant city of Neighborville has fallen under attack, as a zombie scourge has erupted from the sewers and is rampaging through the streets. In the midst of all this is Nick Timely, a wannabe adventurer who finds an intruder in his treehouse -- not a zombie, but spirited and slightly-insane Patricia Blazing. Patricia knows that there's only one man who can help them stop the zombie apocalypse... her uncle Dave, a.k.a. Crazy Dave, a saucepan-wearing mad scientist who speaks in gibberish and with an affinity for plants and pancakes. But the zombies have a mad scientist of their own... and it will take all this threesome's courage, wits (don't say brains!), and insanity to help the plants fend off the undead and save Neighborville from destruction. The artwork of this book is colorful and true to the graphics of the games, with just a bit more detail than the games provided. The panels do a good job of conveying the action, and I was never confused by the panel layout -- sometimes graphic novels, in an attempt to be artsy, will experiment way too much with panel layout and make a mess of the flow of the action. The artwork also has some funny sight gags for the sharp-eyed reader to catch, both in relation to the story (a newspaper headline that describes a character's predicament the instant it's happening, for example) and as amusing pop-culture references (though some of these, like a "Gangam-Style" reference that crops up in an elevator, might become dated fairly quickly, if they aren't already...). The characters themselves are fairly flat, though. There really isn't a whole lot to either Nate or Patricia -- Nate's the usual bumbling but adventurous boy that shows up in every animated series, with Patricia as the nutty but overly competent female sidekick. I understand that people want to see strong, competent female characters in media, but it always makes me roll my eyes a bit when this competence comes at the expense of making every other character look completely inept, and sadly that's the case here. I hoped to see a bit more character development to these two, and part of me wonders if the book wouldn't have worked better if they'd just been left out entirely and we saw the adventure through the eyes of the plants -- they're certainly sentient enough to know what's going on. Crazy Dave gets a mention of his own, as while "crazy" is part of his name, he's WAY too crazy in this version of

events. The Dave in the games was certainly nutty, but he was competent and helpful as well. This Dave almost can't tie his shoes without help, and is so off the wall that it gets annoying and random. Insanity and craziness are qualities that can make a character memorable and quirky, but they can also be badly done or just plain overdone, and sadly Crazy Dave falls into that category. It's entirely possible to make characters that are quirky and crazy without making them irritating, people... just look at Pinkie Pie from "My Little Pony" or Greg from "Over the Garden Wall"...I also would have liked to see more backstory to the invasion itself -- why is Dr. Zomboss targeting Neighborville, why a zombie army, why plants to fight said army, etc. Perhaps that was expecting a little much from a graphic novel geared at children, but that's just my feeling. In several ways, this graphic novel falls short of my expectations, and I wished for a little more meat, as it were, to accompany a vegetable-based story. But despite my disappointment, I can't deny that I had fun reading this, and that it does remain true to the spirit of the game even if it doesn't contribute a whole lot to the world of said game. I do plan on reading the next volume, "Timepocalypse," to see if the world or characters get a little more development. I certainly hope so, at any rate... but at least I know the next one won't be boring.

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