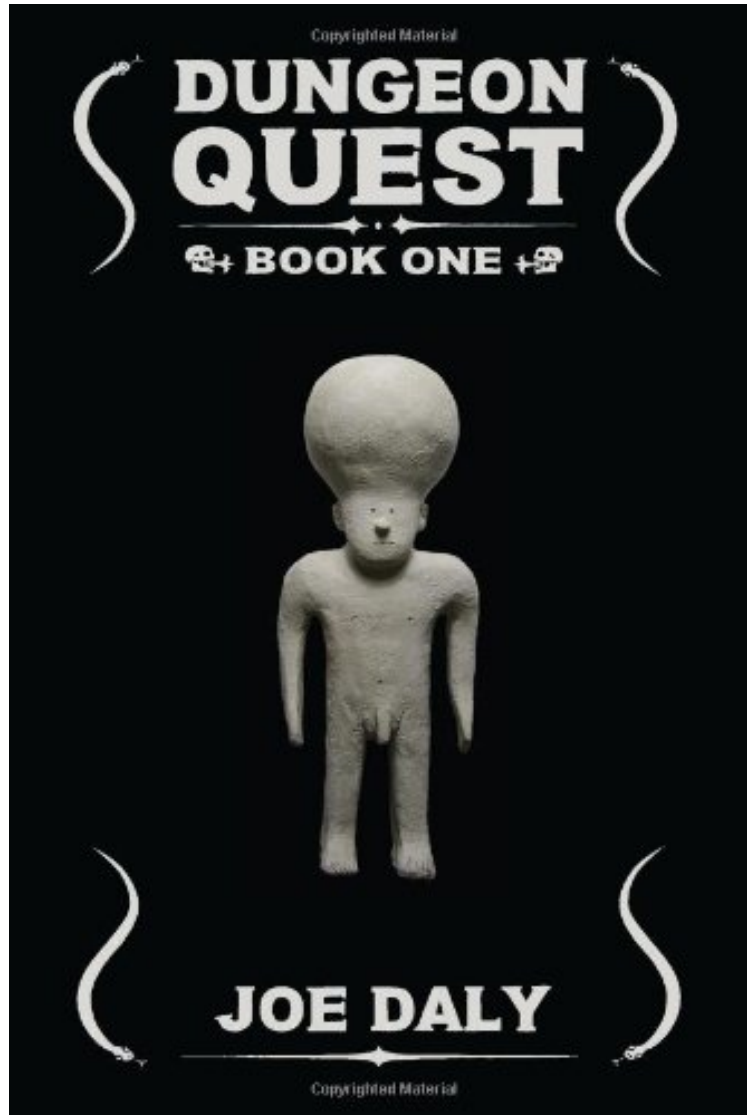


(Download) Dungeon Quest: Book One (Dungeon Quest)

Dungeon Quest: Book One (Dungeon Quest)

Joe Daly

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Joe Daly : Dungeon Quest: Book One (Dungeon Quest) before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Quest: Book One (Dungeon Quest):

0 of 1 people found the following review helpful. A Fun Story For Fans of Roll PlayingBy David SwanLet me address what youre getting into with this book. The F-bomb is dropped seven times in the first seven panels and doesnt go down tremendously for the rest of the book. Early in the book a guy is hit in the head so hard his skull cracks open and his brain, still attached by the stem, is left lying on the pavement. Hes then dispatched with a final blow with a crowbar to his exposed brain. This is not a book for everyone. My sister is a decades long DD fan but with the level of

profanity, violence, drug use and male genitals I know this would not be her cup of tea. If the subject matter of the book doesn't scare you off please read on. *Dungeon Quest* is an awesome idea for a book. If you've ever played *Dungeons and Dragons* or an RPG video game you'll be able to relate. There is also a generous mix of *Lord of the Rings*. It's debatable whether this book is an homage or a mocking of a Live action role-playing game (LARP). Why is the main character named Millennium Boy and why does he have an enlarged cranium like a 1950s future boy? No idea. Joe Daly is just having fun and making sense isn't important. Our main character, Millennium Boy, gathers up a group of friends and mild acquaintances in order to embark on an adventure around his home city of Glendale and then on into the forest of Fireburg Forest. After engaging in battles the group will loot the corpses of their defeated opponents acquiring weapons, armor and magic items. Items like Woolen Beanie of Insulation and Crowbar of the Scorpion. Following a successful encounter the characters stats rise and it's all done tongue in cheek as they somehow seem aware of their own stats. They even choose character types with Millennium Boy endeavoring to become a Grand Mage and his friend Steve working towards Master Thief. This is not intended to be a semi-realistic story of a Larp and about a quarter of the way through the book they encounter actual monsters that burrow up from under the ground and then skeletons. I wouldn't categorize this book as humor. Although there are funny parts it's not laugh out loud funny. I would call it amusing and surreal. It feels like a concept that would come from the mind of a junior high student. That is, if the artist had writing and drawing skills far beyond the normal junior high school student. Although I wouldn't categorize the art as stunning it does have a charm and I particularly liked the landscapes and forests which are well done. Joe Daly doesn't go for the cheap dumb laughs like a lot of DD parodies try for. The humor is more in the outrageousness of events and the clever banter between some of the characters. I was amused that Nerdgirl, the archer, is a very average looking girl and never says a single word through the entire book. The barbarian, Lash Penis (yes, that's his name), is not as bereft of speaking but says very little leaving all the conversation to Millennium Boy and Steve. Oh, and everyone but everyone is a self-proclaimed poet. Well, actually I don't know about Nerdgirl since she never says anything. If you're cool with profanity, violence, pot smoking and full frontal male nudity this is a fun book. If you're not then I suggest avoiding it. 0 of 0 people found the following review helpful. Fun fun fun By Kathleen Parsons I want to go on a dungeon quest. Surreal but fun, no profound themes explored, exactly what you need sometimes. Bit of gore and puerile humour, all in fun. Boycentric (is that a word) but boys are silly. (girls can be silly too). 0 of 0 people found the following review helpful. South African cartoonist, Joe Daly is a sequential art god! By Mark Onyx Joe Daly is one of the best cartoonist of our time! Buy *Dungeon Quest* one, two and three now!!! I can't wait to see what comes next...

A surreal suburban role playing game yarn from the creator of *The Red Monkey Double Happiness Book*. One day Millenium [sic] Boy decided to grab his hobo stick, his bandana, and his Swiss Army knife, bid his mom goodbye, and head off on a quest for adventure. Joined by his best friend Steve (weapon: baseball bat; clothing: wife beater, cargo pants and sandals), they soon find themselves in a violent altercation with two other adventure seekers. It ends badly for their antagonists (Whoa, check it out, dude! You actually knocked this dude's brain right out of his cranium!) and Millenium Boy and Steve become the proud owners of fancy weapons upgrades (a crowbar and a steel chain). So on they trek, and the next inductee to their group is the muscle-bound Lash Penis. And then things start getting weird! Readers of 2009's *Red Monkey Double Happiness Book* will recognize Joe Dalys delightfully unique stoner/philosopher dialogue and distinctive character designs, but the hilarious over-the-top Role Playing Game action (complete with periodic updates for each characters status in ten criteria, including dexterity, intelligence, and money) propel this new story into a heretofore unachieved action-comedy realm. By the end of this book (the first chapter of a projected four-part epic), the trio has been joined by Nerdgirl the Archer, Lash Penis has nearly had his arm cut off, they've acquired a whole new nifty bag of tricks, and the menaces have become increasingly surreal and lethal. Where will it end? Stay tuned for *Dungeon Quest Book Two* in Fall 2010! 136 pages of black-and-white comics

From Booklist Frustrated by homework, Millennium Boy, whose head is shaped like an enormous lightbulb, dons swim trunks and wellies, loads a hobo stick, and takes off on an adventure. He rounds up thirtyish slacker Steve, bodybuilder Lash Penis, and Japanese archer Nerdgirl. Each gears up before joining in, and all get upgraded after each dangerous exploit. If it seems no fair that MB and Steve start upgrading earlier because they fight crowbar- and chain-wielding thugs and furry Molelocs before they get to Lash's and Nerdgirl's houses, well, Lash and Nerdgirl are better equipped to begin with. Finally, they're off through a graveyard where pirate skeletons attack, a healing pool in which Lash's near-severed arm is made whole, and a shamanic encounter with Redman, to the edge of Fireburg Forest. Daly's parody of the trek adventure the template for ripping yarns from *King Solomon's Mines* to *King Kong* to *Indy Jones* to scads of video games is a kind of slackers' *SpongeBob Squarepants*, earthier (of course) but as ingenuously absurd, slightly boring but magnetically amusing. --Ray Olson Dalys parody of the trek adventure the template for ripping yarns from *King Solomons Mines* to *King Kong* to *Indy Jones* to scads of video games is a kind of slackers *SpongeBob Squarepants*, earthier (of course) but as ingenuously absurd... [and] magnetically amusing. - Ray Olson, Booklist *Dungeon Quest* succeeds on so many levels: the art and character design are superb, the dialogue is acerbic

yet measured, the page construction has a flow to it that verges on perfection, the meter of the storytelling is spot-on, and, most importantly, its actually really funny. - Martin Steenton, Avoid the Future
About the Author
Joe Daly is a cartoonist from South Africa. Born in London, he studied animation for two years at Cape Towns City Varsity College. His work has been described as Tintin Meets the Freak Brothers in the Cape of Good Dope. His books include Scrublands, The Red Monkey Double Happiness Book, and Dungeon Quest.