Review of *Geis: A Matter of Life and Death*

By Alexis Deacon

Adult/Educator Reviewer: Megan Beth Hedgecock
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Student Review: Eric Samoson, 10th Grade


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Adult Review: Megan Beth Hedgecock

Geis: A Matter of Life and Death is a beautifully illustrated graphic novel that tells the tale of a contest being held to name the next chief. The book starts with the current chief on her deathbed, surrounded by fifty people who have been summoned to take part in the contest. Readers quickly learn that it is wise to know what you are signing before you sign it, and that magic exists within the realm of this story. As the story continues, several characters have various challenges to face and two characters begin to stand out as important to the tale. One of these is a young girl, which was very exciting to see, especially within the context of the setting – one in which we aren’t typically used to seeing strong females depicted. The end of the book leaves readers wanting more, and the second book Geis: A Game Without Rules, was released in December of 2017 and is a highly recommended follow-up to the first book.

Those readers who are interested in fantasy, magic, tales from the past, or stories in other lands will truly enjoy this book. Graphic novel fans will also take pleasure in reading the book. Though it isn’t very long, one could spend a great deal of time lost within the images as they are drawn in a very unique and beautiful style. I found myself going through the pages several times after the initial read so that I could discover more of the beauty and story in the images. The book does contain a bit of violence that isn’t too graphic; it would be something to consider before passing it along to more sensitive readers.

Student Review: Eric Samoson

This book is an intriguing read with a well put together plot and characters. It has a very particular art style which I have never seen before in a graphic novel. A combination of this art style, the plot, and the world it all fits into is beautifully complementary. Especially after reading, there is an elegance in how well the art complements the dialogue.

I would most certainly recommend this book to any of my fantasy loving friends. Any person with a love towards magic and old-timey settings would certainly enjoy reading this graphic novel. As I have noted, the special art and intriguing plot makes this book both a fun and interesting read. The characters are all very diverse with their own unique personalities and skills. Each and every one of them fits perfectly with the setting and events of the story. A short back story on every character or more detailed epilogue would seem to sum up everyone nicely, and is something I would have enjoyed having in the book. All of the combined traits the book has certainly put it on my and likely many others recommended reading list.

From the art style to the plot to the characters, this graphic novel has worked a special place
in my mind. I would gladly read and re-read any other books in this series. There is so much potential in this book that I certainly hope it will unlock.