



# Joyland

*Emily Schultz , Nate Powell (Illustrations)*

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**Joyland** Emily Schultz , Nate Powell (Illustrations)

Welcome to 1984 and the town of South Wakefield. Chris Lane is 14 and he's sure that he can see the future, or at least guess what's inside of Christie Brinkley's mind. But he can't foresee the closing of Joyland, the town's only video arcade. With the arcade's passing comes a summer of teenage lust, violence, and a search for new entertainment. Never far away is Chris's younger sister, Tammy, who plays spy to the events that will change the lives of her family and town forever. Joyland is a novel about the impossibility of knowing the future. Schultz bring the Cold War home in a novel set to the digital pulse of video games and the echoes of hair metal. Joyland is illustrated throughout by graphic novelist Nate Powell, whose work has been praised by Sin City creator Frank Miller as "observant, intimate cartooning [that] surgically cuts to the bone."

## Joyland Details

Date : Published April 1st 2006 by ECW Press

ISBN : 9781550227215

Author : Emily Schultz , Nate Powell (Illustrations)

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Genre : Young Adult, Fiction, Sequential Art, Graphic Novels, Literary Fiction, Literature, Canadian Literature

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# From Reader Review Joyland for online ebook

## Jayne says

The story brought tears to my eyes at the end. This novel of Kings reminded more of the early Alice Hoffman stories with a cast of unique and distinct characters that I found endearing and authentic amid the mysterious and spiritual themes.

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## Carole says

Emily Schultz's clever and engaging coming-of-age story certainly is brilliant in many ways despite some flaws.

I found the video game format really interesting but the continual shift in point of view between Tammy and Chris to be a bit disorienting. I also found it easier to identify with Tammy although really, I feel that Chris is the main character.

Still, I would always prefer to read a flawed book by a writer who is willing to take risks than a work by a writer who smoothly follows a formula. Emily Schultz never does the latter and I have enjoyed all of the books that I have read by her so far.

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## D.J. Sylvis says

Interesting fiction, with video-game and pop culture references so eerily picture-perfect that I wonder if she doesn't have a time machine ... but for all that, I was disappointed in the way the book resolves itself, and I'm left a little less impressed by her storytelling skills than her picture-perfect research skills / memory.

Still, I wouldn't give it four stars if it wasn't worth checking out.

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## Bruce says

As an adolescent child growing up in a small Ontario town enjoying arcades, how could I not like this book? Schultz nails down the 80's pop-culture to a T. The chapters reference a whole slew of popular arcade games in the early 80's - video games I really enjoyed myself.

If you didn't play these video games, you may feel lost in some of the imagery. Thankfully, they connected well with me.

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## Suzanne says

Although not quite as good as I had hoped it would be, I was still mostly satisfied with my first Emily Schultz book. The concept was brilliant, the imagery was beautiful, and the characters were excellent, but I wasn't completely content with how things wrapped up (although I should note that I think the epilogue was perfectly done). Still, I'm very much looking forward to reading more of Schultz's work, especially *Heaven is Small*.

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### **Christine says**

This was on Steven King's must read list, but it didn't really hold my interest. Maybe it was well-written. Maybe I just don't like reading about kids who are wasting their lives. Maybe I don't like the seminal event happening in the second-to-last chapter.

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### **Jason says**

Set in southern Ontario in the 80s, on the day the local arcade closed down, Joyland spoke to me. The chapters are named after arcade games and the sections alternating the POV between a brother and sister are labeled Player I and Player II. It was downright strange reading paragraphs describing the gameplay of Galaga, or the different levels of the Atari 2600 Combat.

But as well as the nostalgia there was also a story of summer transformations, and the shifting landscape of teenaged life.

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### **Annett says**

This is quite possibly a case of having grown up in a very different world from the characters in the novel and being unable to relate to the story emotionally. I didn't feel that wave of nostalgia hitting me in the heart, and so I must conclude that we're just not a good match, this book and me.

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### **J.R. Miller says**

This was a fun read...took me back to when I was a kid. If you're from Detroit (maybe Windsor but drive into Detroit) you might see the error. But you'll get over it pretty quick.

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### **Gareth Stevens says**

Dull

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