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Mike Maihack, Cassandra Pelham (Editor)

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A funny, action-packed graphic novel featuring a young Cleopatra -- yes, THAT Cleopatra -- who's transported to the future and learns it's up to her to save the galaxy!

When a young Cleopatra (yes, THAT Cleopatra) finds a mysterious tablet that zaps her to the far, REALLY far future, she learns of an ancient prophecy that says she is destined to save the galaxy from the tyrannical rule of the evil Xaius Octavian. She enrolls in Yasiro Academy, a high-tech school with classes like algebra, biology, and alien languages (which Cleo could do without), and combat training (which is more Cleo's style). With help from her teacher Khensu, Cleo learns what it takes to be a great leader, all while trying to figure out how she's going to get her homework done, make friends, and avoid detention!

Target Practice Details

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Author : Mike Maihack , Cassandra Pelham (Editor)

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From Reader Review Target Practice for online ebook

Kendra says

I tried to read this in webcomic form and couldn't really get into it, but this was really great! I love Cleo, and her side characters, and the terrible and wonderful cats a LOT. I'm intrigued by the child Pharaoh, and I really want to know if Cleo gets home ever??!

Erica says

Adorable!

This starts out all Indiana Jones (and goes back to Indiana Jones a couple of times) then jumps back to Ancient Egypt then forwards to Ender's Game while maybe being a bit like The Search for WondLa and it all centers on Cleopatra VII, fifteen-year-old prophesized savior of the galaxy.

And why is the galaxy in trouble this time?

Because the Xerx have captured and locked all the electronic data in existence. They have all the information and economies are collapsing, entire worlds have lost their histories and cultures, and there are only small sectors of the universe that remain non-invaded, primarily because someone realized that relying on The Cloud isn't always going to cut it, so wrote stuff down.

I can't tell you how that makes me grin with gleeful wickedness.

Also: Lots of cats.

I enjoyed this and hope the rest of the series remains as upbeat, adventurous, zazzy, and cute.

Reading is my Escape says

Cleopatra in Space

I loved this book. Cleopatra is transported from Egypt to the future and to the planet Mayet. There she is recognized as the savior, there to defeat the evil dictator whose is conquering civilizations. But even in the future, Cleo has to go to school and deal with friendship issues.

The artwork is beautiful, and the cinematic flair brings the action to life. Cleo is a strong, fearless heroine that girls can look up to.

If you are interested in Egypt at all, this is the book for you. it is fun, exciting and I'm looking forward to reading more in the series.

Sarri says

No niin, aihe ei kyllä innostanut alkuunsa ollenkaan. Miettikää nyt, juuri SE Cleopatra nuorena tyttöinä

ampaisee tulevaisuuteen täyttämään iänaikaista ennustusta ja taistelemaan avaruudessa. Häh? Kenelle edes tulee tällainen mieleen?

Tilasin kuitenkin kirjastomme kokoelmiin tämän ja päätin lukea albumin, jotta tiedän, mistä ihmiset oikein puhuvat täällä Goodreadsissa.

Monia, monia vuosia sitten nuori Cleopatra on täyttämässä viisitoista vuotta, mikä on ikä, jolloin Cleopatra tulisi täysi-ikäiseksi ja olisi tarpeeksi vanha jopa hallitsemaan Egyptiä. Asema hallitsijan tyttärenä ei kuitenkaan poista sitä, että Cleopatra joutuu opiskelemaan tylsiä asioita, kuten matematiikkaa. Onneksi opettaja nukahtaa kesken opetuksen ja Cleopatra pääsee livahtamaan tunnilta hakemaan kaveriaan Gozia. Retkellään he löytävät jännittävän paikan, jota tutkiessaan Cleo koskettaa erästä kivitaulua ja sujahtaa tulevaisuuteen planeetalle nimieltä Mayet, jossa toimii puhuvien kissojen valtuusto ja kissojen johtama sotilasakatemia. Käy ilmi, että Cleopatra on osa iänaikaista ennustusta ja hänen on määrä pelastaa Niilin Galaksi vallanahneelta diktaattorilta Xaius Octavianilta. Vaikkei Cleopatra ole uskoa koko tarinaa, niin hän jää akatemiaan opiskelemaan, sillä kissoilla ei ole keinoa lähettää Cleopatraa takaisin omaan aikaansa.

Sarjakuvaromaani tuntui aluksi vähän tylsältä, mutta nyt tarinaan tutustuttuani ymmärrän, että kyllä pitempi tarinan pohjustus oli tarpeen. Cleo osoittautuu melkoiseksi taistelijanaluksi, mutta opiskelu itsessään on aivan yhtä tylsää Cleolle, kuin mitä se oli kotipuolellakin. Albumin piirrostaide on erinomaista ja kun pääsin yli sen faktan, että kaikilla tytöillä on minihameet (oi nuo avaruuden kätevimmät vaatekappaleet...), alkoi tarinakin viedä mukanaan. Todella viihdyttävä pläjäys tuntuu Cleopatra avaruudessa olevan. Vahva kyllä jatko-osillekin.

Nicola Mansfield says

Totally loved this. Not always, but most of the time Scholastic's GRAPHIX imprint, brings out great juvenile graphic novels and this was no exception. An exciting and fun tale of the real Queen Cleopatra as a teenager. (pre-Pharaoh-hood) She is zapped into the future as a prophecy to save an Egyptian-like planet from a galactic tyrant. Cleo is a fun, take life-by-the-reigns character and so far outshines her supporting side-kick friends. The book uses the device of starting with the climax at a crucial point, then going back to the beginning to tell the story of how the characters got there and what happens next. I enjoy this device when done right, and here it keeps the action moving along at a quick pace as the reader sees the events unroll which lead up to this exciting moment. This volume ends on a final note, having completed the plot presented which I enjoyed as I like series books to be able to stand up on their own. However it ends with the promise of more to come and on the final page Book 2 is advertised for release in Apr of 2015. Great fun!

karenbee says

IN SPACE!

Cleopatra in Space puts THAT Cleopatra . . . in space. Suspend disbelief -- for instance, don't ask how a 15-year-old cheerfully adapts so quickly to the future -- and this is an adorable graphic novel filled with fun futuristic hijinks.

I don't think the heroine necessarily needed to be Cleopatra, because aside from the name (which is

shortened to Cleo most of the time anyway), there's not much that's authentically "Cleopatra" about her, but it's a fun idea. There are talking cats and pharaohs and flying sphinx-carpets so it all ties together, even if it's not exactly history class material.

The story as a whole doesn't make a lot of sense if you take it apart, but it's definitely cute, and Rabbit enjoyed it enough that she has her eye on Book Two. I could have done without all the academics-bashing, and I thought that Cleo's BFF was basically a Willow clone, which is funny since Cleo gives off a Chosen One vibe, but again, CUTE and it features an ass-kicking young heroine, so I can see why Rabbit liked it.

Lola says

This is a kickass graphic novel series for young readers.

I try to stay away from science fiction works—whether novels or graphic novels—because when the author does not clearly illustrate the world, it can be very confusing, and so, not at all a wonderful experience.

But Mike Maihack nailed it. Although we don't know absolutely everything about the world, the author didn't info-dump us, meaning that the little we know is clear enough for me to be receptive to more information in the future sequels.

Cleopatra is a great heroine. She's fifteen, therefore she's young and sometimes immature as well as reckless, but she has a good heart and is someone I believe I could have gotten along with had she been real. She is adjusting well at her new futuristic academy, considering she is a historical figure.

It's obviously not at all a realistic story, but once in a while you do need a work purely entertaining that doesn't require too much of your attention. It's action-packed and fast-paced. There is little dialog. It's the perfect book to read during a short bus or metro ride.

I can't wait for more. I'm beginning to care about this world.

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David Schaafsma says

This is the first in a series by Scholastic, so this will be marketed mightily. Maihack creates one of the several emerging strong girl characters, Cleopatra VII, in what is essentially a sci-fi adventure. So far. There doesn't seem to be much reason to call a hip modern girl butt-kicker Cleopatra, but maybe some historical connection will emerge in the coming issues? Developed from a webcomic. I liked it. Women and girls I know seem to like it even more, which is good, because they are the target audience.

Jenna Friebe says

Give this to fans of Zita and Amulet.

Calista says

I thought this book was a whole lot of fun and I can see young readers really enjoying the character of Cleopatra. It's the Cleopatra from history, only this one has been transported thousands of years into the future among aliens. It is very Sci-Fy for the middle grade set.

Cleo doesn't like school or Math. She seems to always get stuck in school. She has amazing aim though. This series goes on and if there is time, I would like to continue on with it. The future is an interesting place and the aliens don't seem to stand a chance against Cleo. There are still cats around.

The artwork has plenty of action and kinetic energy. It's colorful and sweeping landscapes all over.

Diamond says

a copy of this book was provided to me by the publisher in exchange for my honest review.

This was good. Not spectacular, but I liked the idea. Cleopatra, at 15 years old is flung from Egypt into the future. She's thrust into Yasiro Academy and seems very un-agitated by the thrust from time and space in a different world where she's supposed to be a hero/ prophetic godsend. That was probably what bothered me the most. It also bothered me that she is supposed to be 15; yet she is drawn to look like 12 or 13...

This is also one of those graphic novels that has very little words/story and is predominantly graphics. I admit I would've liked a little more story and dialogue. That being said - if the sequel is made available I'd request to read it.

I'd recommend this for younger readers. There is violence, but very toned down.

Jessica-Robyn says

How can anyone resist picking up a graphic novel called "Cleopatra in Space"? This is such a great concept for a middle grade graphic novel. I mean, there are futuristic space cats! What more could you want?

The first thing you notice about this book is how amazing the visual design is. The style fits the tone of the story and the vivid colouring brings everything to life. It's incredibly polished and I have a serious case of art envy. I would give the art five stars alone.

The content of the graphic novel is good, passable, but has its limitations. The story is rather light on substance. It lacked that spark that it needed in order to make the concept really work. However, I still found it enjoyable because it's Cleopatra in Space, I mean common! The action and adventure aspects reminds me a little bit of the cartoon Atomic Betty and I am a sucker for female lead, concept driven, throwback, science fiction. I'm looking forward to checking out Book 2. The pull of this concept and the draw of the artwork is enough that I think this series will be worth following. Hopefully, book 2 will offer a little more growth and development.

Robert Greenberger says

The allure of Cleopatra VII has endured over the millennia and continues to be a source of fascination for people young and old. As a result, she is an easy subject to inject into novels, plays, and unfortunately, this graphic novel. What could have been a fun, interesting, character-driven fish out of water story became a by-the-numbers young adult graphic novel that bears no resemblance to the source.

Mike Maihack is a talent and clever storyteller and the art and color make the book a fun, if irritating, read. He has an open style that is expressive and a restrained color palette so you're not overwhelmed. He's been producing this as a webcomic since 2011 and the first cycle of stories is being collected by Scholastic's Graphix imprint in April. A second volume is already promised for 2015 so they're expecting great things.

Fifteen year old Cleopatra (or Cleo to her friends) is snatched from Egypt by a piece of technology that sends her far into the future where she has to attend an intergalactic school in order to fulfill her destiny of saving the universe. Her teacher Khensu, a talking cat, tries to mentor her, tempering her youthful exuberance and adolescent ways with exasperating results.

The future world is made up of species and races from around the galaxy, all of whom are looking to Cleo to save them from the Xerx War that threatens life as they know it. Additionally, they have no way of sending her home so she can fulfill her first destiny, to be the last great pharaoh of Egypt's classic period.

History shows Cleopatra was fourteen when she was named co-regent with her father, Ptolemy XII, until his death when she was eighteen. So right here, the book makes little sense. Secondly, she arrives in the far future and at no point does she appear confused by the languages, the knowledge there is life beyond Earth, the technology, etc. She arrives, is assigned classes, and settles into dorm life where she is a slacker student but a deadly shot.

This is not the Cleopatra of history, the wily, tough leader who charmed two Roman leaders and oversaw her people after prolonged battle. None of what we know of her personality is here, instead we're given a modern day plucky teenager and we've seen that. We've seen the "savior" storyline, we've seen it all before so plopping Cleopatra into this does nothing but trade on her name.

There is little explanation about why the organization that recruited her is acronymed .P.Y.R.A.M.I.D. or why there are Egyptian touches, such as her sphinx sky cycle, so far into the future on another world. Similarly, the Xerx is reminiscent of Xerxes, the Persian, conqueror of Greece as immortalized in 300 while their leader is Xarius Octavian (the surname being that of Caesar's son who wound up with Egypt after Cleo killed herself). The supporting cast is visually interesting but woefully under-utilized. What could have and should have been something different is a cookie-cutter approach to a young adult graphic novel, so it's all the more disappointing that her 8-12 year old readers will know nothing of what the true Queen of the Nile was like.

Leslie says

Space saga geeks and Indiana Jones adventure fans will dig the familiar rush Cleopatra will provide, but that does not mean Maihack makes this series a predictable one.

Newly-turned-15 and sucked through space and time, Cleopatra offers a lot of kick-ass action and snark. She also sulks. I mentioned she's 15. As for Target Practice (book one), it is not as predictable as I'd anticipated plot-wise, which is nice. Really what Maihack is doing is developing consistent characters with a lot of potential for growth and adventure, which is excellent. I'm really looking forward to The Thief and the Sword (Book 2) due to be out in Spring 2015.

he artwork is damn likable and easy to follow. The panels follow contemporary trends of being as mobile as the characters themselves. The panels participate in controlling the movement and the action, contributing to mood and energy. I'm not suggesting it is completely nonsensical, but I was troubled by all the white space on the page. Is it more incidental than artful? I began to question whether the visual story could have been tighter, but its target audience will appreciate the expenditures. Maihack allots the action room to give chase and Cleo is a marvelous action star. She can be appropriately dramatic. And Maihack is savvy with the comedic timing as well.

Despite concerns on design-compositional scores, Cleopatra hits the targets of what makes for an entertaining comic: great artwork, characters, action, gadgets, humor, and story. Maihack is launching a series for this reluctant heroine that suggests the sinister and the exhilarating. He writes a satisfying start to a really promising new series. Be sure to check it out.

L (omphaloskepsis)

<http://contemplatrix.wordpress.com/20...>

Alyson (Kid Lit Frenzy) says

Sometimes the teacher in me comes out while I am reading. Can't help it! Where I can appreciate the beautifully illustrated graphic novel and the sense of fun and adventure in the story and the knowledge that this will appeal to the same audience that likes Amulet, Zita, or even Babymouse and Lunch Lady, I have a few issues. I am not sure why the issues in this book bothered me more than it does in other books (possibly the shorter format of a graphic novel vs. something like a novel)?

Remember I said the teacher in me bristled...

- * Cleo (short for Cleopatra) uses tea to put her teacher to sleep in order to escape her lessons
- * her friend intentionally acts up in class to get kicked out so he can go and have fun with Cleo
- * There is a constant put down of all academic subjects
- * Even the supposedly smart kid is caught cheating (this is implied) and has detention
- * Cleo and her friend use a sleeping lizard as target practice (a cute one - not some mutant lizard about to attack them)

Would children like it? Most likely. I am interested to see how children view the items that most bother the teacher in me. And I am interested to see how these characters grow in future issues.
