



## Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)

By Jason Shiga

Download now

Read Online →

### Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga

Chocolate or Vanilla? This simple choice is all it takes to get started with *Meanwhile*, the wildly inventive creation of comics mastermind Jason Shiga, of whom Scott McCloud said “Crazy + Genius = Shiga.” Jimmy, whose every move is under your control, finds himself in a mad scientist’s lab, where he’s given a choice between three amazing objects: a mind-reading device, a time-travel machine, or the Killitron 3000 (which is as ominous as it sounds). Down each of these paths there are puzzles, mysterious clues, and shocking revelations. It’s up to the reader to lead Jimmy to success or disaster.

*Meanwhile* is a wholly original story of invention, discovery, and saving the world, told through a system of tabs that take you forward, backward, upside down, and right side up again. Each read creates a new adventure!

Awards and praise for Jason Shiga

2004 Eisner Award

2003 Ignatz Award

2007 Stumpton Trophy Award

1999 Xeric Grant Recipient

“Crazy + Genius = Shiga” —Scott McCloud, author of *Understanding Comics*

“If humankind ever finds itself at the brink of its own destruction and I am given the task to fill a small, space-bound time capsule with a collection of ten graphic novels that would present to alien eyes the best that the cartoonists of Earth had to offer the universe, Jason Shiga's *Meanwhile* would surely be among my picks.” —Gene Luen Yang, author of *American Born Chinese*

“A creator of comix that can be at once funny, disturbing, thoughtful, deconstructed, and cleverly put together.” —*Time* online

“*Meanwhile* is a wallop of a book/graphic novel! It delivers action, choices, problem solving, and engagement. And it reminds me of my own efforts in writing Choose Your Own Adventure, which I take as a great compliment coming from Jason Shiga. I wish I had written this book! Run, don’t walk, to your favorite bookseller and pick up a copy!” —R. A. Montgomery, Choose Your Own Adventure author

“Ingenious” —Edward Packard, Choose Your Own Adventure author

 [Download Meanwhile: Pick Any Path. 3,856 Story Possibilitie ...pdf](#)

 [Read Online Meanwhile: Pick Any Path. 3,856 Story Possibilit ...pdf](#)

# Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)

By Jason Shiga

**Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)** By Jason Shiga

Chocolate or Vanilla? This simple choice is all it takes to get started with *Meanwhile*, the wildly inventive creation of comics mastermind Jason Shiga, of whom Scott McCloud said “Crazy + Genius = Shiga.” Jimmy, whose every move is under your control, finds himself in a mad scientist’s lab, where he’s given a choice between three amazing objects: a mind-reading device, a time-travel machine, or the Killitron 3000 (which is as ominous as it sounds). Down each of these paths there are puzzles, mysterious clues, and shocking revelations. It’s up to the reader to lead Jimmy to success or disaster.

*Meanwhile* is a wholly original story of invention, discovery, and saving the world, told through a system of tabs that take you forward, backward, upside down, and right side up again. Each read creates a new adventure!

Awards and praise for Jason Shiga

2004 Eisner Award

2003 Ignatz Award

2007 Stumpton Trophy Award

1999 Xeric Grant Recipient

“Crazy + Genius = Shiga” —Scott McCloud, author of *Understanding Comics*

“If humankind ever finds itself at the brink of its own destruction and I am given the task to fill a small, space-bound time capsule with a collection of ten graphic novels that would present to alien eyes the best that the cartoonists of Earth had to offer the universe, Jason Shiga's *Meanwhile* would surely be among my picks.” —Gene Luen Yang, author of *American Born Chinese*

“A creator of comix that can be at once funny, disturbing, thoughtful, deconstructed, and cleverly put together.” —*Time* online

“*Meanwhile* is a wallop of a book/graphic novel! It delivers action, choices, problem solving, and engagement. And it reminds me of my own efforts in writing Choose Your Own Adventure, which I take as a great compliment coming from Jason Shiga. I wish I had written this book! Run, don’t walk, to your favorite bookseller and pick up a copy!” —R. A. Montgomery, Choose Your Own Adventure author

“Ingenious” —Edward Packard, Choose Your Own Adventure author

**Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga Bibliography**

- Sales Rank: #46081 in Books
- Brand: Simon & Schuster Children's Publishing
- Published on: 2010-03-01
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x .50" w x 7.50" l, 1.05 pounds
- Binding: Hardcover
- 80 pages

 [Download Meanwhile: Pick Any Path. 3,856 Story Possibilitie ...pdf](#)

 [Read Online Meanwhile: Pick Any Path. 3,856 Story Possibilit ...pdf](#)

## **Download and Read Free Online Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga**

---

### **Editorial Review**

### **Users Review**

#### **From reader reviews:**

##### **Carrie Hanks:**

Book is to be different per grade. Book for children until eventually adult are different content. To be sure that book is very important normally. The book Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) was making you to know about other information and of course you can take more information. It is extremely advantages for you. The reserve Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) is not only giving you considerably more new information but also to be your friend when you truly feel bored. You can spend your own spend time to read your book. Try to make relationship while using book Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens). You never really feel lose out for everything should you read some books.

##### **Scott Marin:**

This Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you have by reading this book is actually information inside this guide incredible fresh, you will get info which is getting deeper an individual read a lot of information you will get. This particular Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) without we understand teach the one who looking at it become critical in imagining and analyzing. Don't become worry Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) can bring any time you are and not make your handbag space or bookshelves' come to be full because you can have it inside your lovely laptop even telephone. This Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) having fine arrangement in word and layout, so you will not feel uninterested in reading.

##### **Lena Stubbs:**

Do you one of people who can't read enjoyable if the sentence chained inside straightway, hold on guys this specific aren't like that. This Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) book is readable by you who hate those perfect word style. You will find the details here are arrange for enjoyable looking at experience without leaving perhaps decrease the knowledge that want to deliver to you. The writer associated with Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) content conveys objective easily to understand by many people. The printed and e-book are not different in the content material but it just different by means of it. So , do you even now thinking Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) is not loveable to be your top list reading book?

**Justin Belz:**

Don't be worry should you be afraid that this book may filled the space in your house, you can have it in e-book means, more simple and reachable. This specific *Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)* can give you a lot of close friends because by you considering this one book you have factor that they don't and make an individual more like an interesting person. This kind of book can be one of a step for you to get success. This publication offer you information that possibly your friend doesn't know, by knowing more than additional make you to be great folks. So , why hesitate? We should have *Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)*.

**Download and Read Online *Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens)* By Jason Shiga #APQT627843U**

## **Read Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga for online ebook**

Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga books to read online.

## **Online Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga ebook PDF download**

**Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga Doc**

**Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga Mobipocket**

**Meanwhile: Pick Any Path. 3,856 Story Possibilities. (Top Ten Great Graphic Novels for Teens) By Jason Shiga EPub**