



The King of Kazoo

Norm Feuti

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Scatterbrained Cornelius, King of Kazoo, and his resourceful daughter, Bing, explore a mysterious cave at the top of Mount Kazoo. There they discover a famous alchemist named Quaf is planning a dangerous and forbidden experiment. Now Cornelius, Bing, and the brilliant royal inventor Torq must go all out to stop Quaf before his crazy undertaking threatens the entire kingdom.

The King of Kazoo Details

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Author : Norm Feuti

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From Reader Review The King of Kazoo for online ebook

tony dillard jr says

King Cornelius, of the realm of Kazoo, has yet to make his legacy. He's lack of confidence and boastful stubbornness has made him appear as a joke to his subjects. But when his daughter Princess Bing, an aspiring wizard, notices a tunnel that has appeared on the summit of Mount Kazoo, the King thinks he's found his chance to earn a place in the hearts of his people. Along with his daughter and his royal inventor, Torq, and his new-fangled gronkless-speedster (AKA an automobile that Torq invented and the King took credit for) Cornelius conducts a mission to get to the bottom on the mystery. But in order to save the day, he's going to have to learn to trust the abilities of his brilliant daughter, Bing, and genius staff-person, Torq. I thought the King of Kazoo was brilliant. The story by cartoonist Norm Feuti was funny, smart, and original. It combines a medieval fantasy motif with modern day creations like cars and mechanical men. Plus, there's the Frog People of the Swamp, an evil Alchemist, and lots of zany slapstick antics... The excitement never ends!

I also didn't want this book to end. I wanted there to be a sequel and above all else, I want to see the King of Kazoo as either an animated feature OR a TV show. Just please don't make it CGI! That would ruin the whimsical effects that come alive with Norm Feuti's cartoons.

A fun read that kids and kids at heart will love. One of the best new books I have read in 2016!

Laura says

The illustration style felt like a bit of a throwback to children's comics of the past. The storyline was interesting and will hold the attention of young readers.

Lola says

3.5 stars.

Ah, graphic novels. My go-to books for bus rides. (Usually) short, (usually) fast-paced and (usually) charming, they're the best way to spend an hour and a half using public transportation.

THE KING OF KAZOO is simply lovely. The characters are adorable in their own unique ways, the world-building is captivating enough (I adored the Gonks!) and the humour is pleasant.

The story itself is the only element that needed real improvement. It was fine. Nothing about it bothered me, as this is a fun book for children/tweens, but it did lack substance, especially since this is a standalone graphic novel.

What's up with that? The world-building shows signs of potential for expansion, so why are there no sequels planned for the future? I'd love to see more of these characters as well. And the magic! Where does it even come from? No much background on anything.

The illustrations are original. I like Norm Feuti's style. It's not fully different from anything you may have

seen in graphic novels, but I could easily recognize another book by this author, if you put it in front of me, without seeing his name anywhere on the cover, let's say.

So, I mean it, the story is really the only thing that needed improvement. It's a huge element, which is unfortunate because I could have given this a higher rating otherwise, but let's not forget that everything else is enjoyable. Worth your time!

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Amy Formanski Duffy says

This is shaping up to be the year of great graphic novels for kids! Lots to enjoy here: Bing, the magician daughter, and Torq, the silent inventor, are smarter than the absent-minded, self-centered King of Kazoo. Whenever the king does something dumb that gets them into a scrape, Bing casts a spell or Torq tinkers with something technical to ease their escape. Also, Bing has a "familiar," a bird named Gypsy, who helps them along the way.

This could be a fun fictional STEM tie-in for librarians and teachers, since it shows how technology can solve problems, but that well all need to respect nature, too. It also includes a gentle reminder about gratitude. The king takes credit for everything that Bing and Torq do until the wise Toad King reminds him, "Good leaders know how to listen!" and Bing calls him out on his selfish behavior. Together they defeat a disgruntled alchemist who wants to use lava from a nearby volcano to animate an evil Mechanical Man, with many laugh out loud moments along the way. Fab light-hearted summer reading for kiddos 8-12!

Jeanne says

This graphic novel is smart and funny and has a strong girl character. The illustrations are awesome and there are several great lessons.

Kay says

3.5

I wasn't sold on this story until about 3/4 of the way through. It was a very interesting choice to have King Cornelius, a father, "go up against" his daughter, Bing...: While trying to make a name for himself, Cornelius belittles Bing, is mean, rude, arguably emotionally abusive, steals recognition from Torq (and claims Torq's inventions as his own), and is a completely self-obsessed bully. It was a hard father-daughter story to read. **But**, this is a story of growth and maturity... so we do see King Cornelius learn from his "mistakes" and learn how to give credit where credit is due by the end.

I think the character growth was well done and felt like a good/natural progression. The art and colors are really fun and cute (why are they all rabbits?).

Two thumbs up!

Tasha says

When there is an explosion on Mount Kazoo someone must investigate. So King Cornelius who is quite vain and rather scattered and his magic-wielding daughter, Bing, set off with the royal inventor Torq to see what has happened. They take Torq's latest invention the "gonkless carriage" to get there. As they discover a deserted village at the top of the mountain, the three realize that something much bigger than a natural phenomenon is going on. As they solve the mystery of the explosion, it will take all of their scientific and magic know-how to battle a villainous wizard who is risking the future of the entire kingdom.

This graphic novel has a zany appeal. It is filled with lots of action, plenty of one-liner jokes and three very appealing main characters. From the clueless king with his pride on full display to the two plucky companions, they all have lots of personality to move the story forward. The tension between magic and science also adds energy to the storyline of the book, creating a book where both wizard fans and science fans will find happiness.

The art casts all of the characters as rabbits with their ears high alongside hats and crowns. The art has a cartoon style with subtle coloring that makes the entire world rich with detail. The art and story work well together with the dialogue moving the story along nicely. Pacing is also done well with a rip-roaring and wild pace that will appeal to young readers.

Science, magic and mystery all in one graphic novel! Appropriate for ages 7-10.

Kristy McRae says

This was an ARC from the publisher that my bookstore received. I brought it home for my 7-year-old son, and he loved it! We read it together. Fun story, lots of action and lots of humor. And there's even a positive message at the end! Win!

Brittany says

I won this book via a Goodreads Giveaway. I thought the story was great and I know my 8 year old son is excited to read it!

Matthew Hunter says

Excellent illustrations; weak story. The larger format made my life much easier as a bedtime story-reading parent. The kids - 4 and 7 years old - found The King of Kazoo fun to look at. But we all found the story lacking. A weaker plot can be forgiven if a book is part of a series. But a standalone work? Add another 100 to 150 pages, including greater depth to the characters and world of Kazoo, and Feuti might have something here.

Becky B says

King Cornelius is desperate to figure out what his legacy will be. His chief scientist, Torq, has come up with a new invention the King is eager to take credit for. But when Mount Kazoo blows its top, the King is forced to go investigate. He takes along his daughter Bing, a budding magician, and Torq, and the three are off to see what's up at Mount Kazoo. As readers will quickly realize, the saving the day business is really up to Bing and Torq, because all the King seems to be good at is making others mad with his self-centeredness.

The cover of this makes it look a little more goofy and juvenile than the plot really is. I was very pleasantly surprised. The King is utterly ridiculous. This provides much of the humor and I'm very pleased to say he eventually learns his lesson. Torq, the mute inventor is super smart along with being very patient and long-suffering, and Princess Bing, has enough wisdom and smarts herself to make up for her father's guffaws. I really liked Bing and Torq. The plot was not super easy to figure out until all the characters did. The mystery of what's going on in Mount Kazoo slowly builds from the start to the climax. The art style feels like a Sunday comics cartoon style, but it fits the story and tone. In all, this turned out to be a very entertaining graphic novel fantasy adventure with touches of humor and some good lessons woven in. I'm going to have to get this for both our secondary and elementary school libraries. I can see a broad range of kids enjoying it.

Notes on content: Dangerous situations abound, but only some property damage occurs. No one is seriously hurt.

Betsy says

When I used to run a children's book club for 9-12 year-olds, I'd regularly let them choose the next book we'd discuss. In time, after some trial and error, I learned that the best way to do this was to offer them three choices and then to have them vote after a stirring booktalk of each title. The alternative was to let them choose the next book we'd read for themselves. Why would this be a problem? Because given a choice, these kids would do the same kinds of books week after week after week: graphic novels. In fact, it was my job to give them the bad news each week (after they plowed through our small comic section) that we didn't have any new comics for them. To their minds, new graphic novels for kids should come out weekly, and secretly I agreed with them. But five years ago there really weren't a lot to choose from. These days . . . it's not all that different. In spite of the fact that comics have been sweeping the Newbery and Caldecott Awards and our current National Ambassador of Children's Literature is a cartoonist by trade, the number of graphic novels produced in a given year by trade publishers isn't much different from the number produced in the past. Why? Because a good comic takes a long time to create. You can't just slap something together and expect it to hold a kid's interest. There was a time when this fact would make me mad. These days, when I see a book as great as *King of Kazoo*, I just give thanks that we're living in an era where we get any comics at all. A debut GN from a syndicated cartoonist, *Kazoo* is a straight-up, kid-friendly, rollicking adventure complete with magic, big-headed kings, robots, volcanoes, and trident wielding frog people. Everything, in short, you want in a book.

The King of Kazoo is not a wise man. The King of Kazoo is not a smart man. The King of Kazoo is not a particularly good man. But the King of Kazoo, somehow or other, has a wise, smart, good daughter by the name of Bing, and that is fortunate. Bing dabbles in magic and has been getting pretty good at it too. That's

lucky for everyone since recently the nearby mountain Mount Kazoo kinda, sorta exploded a little. When the King decides the only way to secure his legacy is to solve the mystery of the exploding mountain, he ropes in Bing and silent inventor/mechanic Torq. Trouble is, Bing's dad has a tendency to walk over everyone who tries to help him. So just imagine what happens when he runs into someone who doesn't want him to fare well. It'll take more than magic to stop the evil machinations of a crazed alchemist. It'll take teamwork and a king who understands why sometimes it might be a good idea to let others take some credit for their own work.

As a general rule, it is unwise to offer up comparisons of any cartoonist to the late, great Carl Barks. The man who lifted Uncle Scrooge out of the money pit to something bigger and better, set the bar high when it came to animal-like semi-humans with long ears and big shiny black noses (not that Barks invented the noses, but you know what I mean). All that said, it was Barks I kept thinking of as I read *The King of Kazoo*. There's something about the light hand Feuti uses to tell his tale. The storytelling feels almost effortless. Scenes glide from place to place with an internal logic that seemingly runs like clockwork. I know it sounds strange but a lot of graphic novels for kids these days are pretty darn dark. Credit or blame the Bone books if you like, but for all that most of them contain humor the stakes can run shockingly high. The Amulet series threatens characters' souls with tempting magic stones, the Hilo books are filled with questions about the absolutes of "good" and "bad", and the aforementioned *Bone* books delve deep into madness, apocalypse, and dark attractions. Little wonder a goofy tale about a hare-brained king in a wayward jalopy appeals to much to me. Feuti is harkening back to an earlier golden age of comics with this title, and the end result is as fresh as it is nostalgic (for adults like me).

Which is not to say that Feuti sacrifices story for silly. The biggest problem the characters have to overcome isn't what's lurking in that mountain but rather the King's love of bombast and attention. Each character in this story is seeking recognition. The King wants any kind of recognition, whether he deserves it or not. Torq and Bing just want the King to recognize their achievements. Instead, he takes credit for them. And Quaf the Alchemist has gone mildly mad thanks to years of not receiving sufficient credit for his own inventions. To a certain extent the book is questioning one's desire for applause and attention on a grand scale, focusing more on how necessary it is to give the people closest to you the respect and praise they deserve.

The style of the art, as mentioned, owes more than a passing nod to Carl Barks. But the seeming simplicity of the style hides some pretty sophisticated storytelling. From little details (like Torq's missing ear) and sight gags to excellent facial expressions (Feuti is the lord and master of the skeptical eyebrow) and uses of body language (Torq never says a word aside from the occasional sigh, but you are never in any doubt of what he's feeling). I'm no expert on the subject, but I even think the lettering in the speech balloons may have been done entirely by hand. The coloring is all done on a computer, which is a pity but is also pretty par for the course these days. There's also something sort of classic to the story's look. With its strong female character (Bing) you wouldn't mistake it for a tale published in the 1950s, but on all the other fronts the book harkens back to a simpler comic book time.

I read *The King of Kazoo* to my four-year-old the other day at bedtime. She's not the book's intended audience but her inescapable hunger for comics can drive a mother to grab whatsoever is handiest on the shelf. Lucky is the mom that finds this book sitting there when you need it. Perfect for younger readers, ideal for older ones, and with a snappy plot accompanied by even snappier dialogue, Feuti has produced a comic that will actually appeal to kids of all ages. That King is a kook. Let's hope we see more of him in the future.

For ages 8-12.

Nikki says

As an adult, the king being a bumbling idiot who doesn't listen to anybody drove me crazy, but I can see younger kids enjoying the silliness of him, and he does evolve as a character, so there is that. Liked the story and the idea of magic and science working together to save the day.

Rebecca says

Won this as a giveaway. My 8 year old read this all day and said "you HAVE to give this book 5 stars! It's so funny and I couldn't stop reading it!"

Paul says

A lesson wrapped in a glorious quest! A book filled with witty lines and zany illustrations. Definitely recommended.

For my full review: <https://paulspicks.blog/2018/12/14/fr...>

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