



Gravity's Pull

MariNaomi

Graphic Universe (Mar 5, 2019)

Softcover \$11.99 (176pp)

978-1-5415-4526-7

MariNaomi continues her immersive saga of teenagers and possible alien abductions in *Gravity's Pull*.

The *Life on Earth* trilogy thus far has been a model of slowly rising action, centered on a group of teens consumed by relationship problems, unintended pregnancy, failing parental health, and general adolescent angst. It's easy to forget about the atypical component in the story: Claudia Jones, a girl who was thought to be abducted, has now returned to school just as mysteriously as she disappeared. She brings with her a strange kind of charisma that takes hold of nearly everyone who looks at her—one possible interpretation of the title.

Just as Claudia Jones magnetically attracts her classmates, *Gravity's Pull* proves utterly absorbing as a graphic novel. It is divided into six sections. Each focuses on a different character's point of view and ends in a subtle yet tantalizing way that propels the book's momentum ever forward.

MariNaomi's art is deceptively pared-down, at first appearing fairly simple and straightforward. But there's much more at work here, and her thoughtful layouts and willingness to experiment prove highly effective in conveying emotions and essential information while preserving the sense of suspense that permeates the book.

Gravity's Pull ends with a cliffhanger of sorts, and—despite a helpful one-page summary of the first book, for those who missed it—is best read as a masterful installment in an increasingly compelling series.

PETER DABBENE (May/June 2019)

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