2017

The Giant Smugglers

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BYU ScholarsArchive Citation
Bell, Jarrett (2017) "The Giant Smugglers," Children's Book and Media Review: Vol. 38 : Iss. 7 , Article 44.
Available at: https://scholarsarchive.byu.edu/cbmr/vol38/iss7/44

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**Review**

Charlie is an average middle school student. His biggest thrill? Defeating everyone else on the hit online game Total Turbo. His biggest annoyance? That’s a toss-up between his mom’s boyfriend, DJ, or his brother who left home to join the circus. Charlie’s uneventful life changes dramatically one night in the AD German Warehouse designed by famous architect Frank Lloyd Wright when he finds himself face-to-face with a teenage Giant. However, Charlie soon finds out he’s not the only one interested in his new friend.

The Giant Smugglers lies somewhere between Roald Dahl’s BFG, Disney’s The Iron Giant, and Steven Spielberg’s Jurassic Park. Pauls and Solomon bring a fresh appeal to the classic giant story through a science fiction lens, rather than fantasy. They paced the novel well enough to allow for character development as well as exciting action. You can expect unethical research facilities, hired assassins, carnival performers, and intense car chases while still connecting with the main characters. Any upper-grade elementary reader wanting a thrill will be staying up late to finish this enthralling novel.

*Contains mild violence*