

Find Waldo Now

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In this sequel to "Where's Waldo?" readers must find the bespectacled little man in the red-striped shirt as he travels among Egyptians building pyramids, marauding Vikings, Romans in the Colosseum, 1949 gold rush miners, and other populated historical settings. Like Handford's *Where's Waldo?* (Little, 1987), this game book challenges children to locate Waldo among the myriad of figures and objects in each picture. They are further challenged to go back to the beginning to find the book that Waldo has lost in each picture, as well as to look for the items listed in checklists at the back of the book. On each of the 12 spreads, Waldo is traveling through time, and the narration consists of a description of each time period. The feeling and tone of this book, like the first, is frantic and frenzied in each of the cartoon-style line and watercolor illustrations. The tongue-in-cheek narrative and the slapstick depiction of characters and actions offer little, if any, historical value but provide abundant amusement. While Anno's books (Putnam) offer subtle, artistic contributions of both literary and historical substance, *Find Waldo Now* will find a ready audience in the game/puzzle book crowd. Handford's fans will be captivated by and attentive to Waldo's new adventure. Janie Schomberg, Edgerton Elementary School, Maplewood, Minn.

Copyright 1988 Reed Business Information, Inc. Readers who first met wayfaring Waldo in *Where's Waldo?* will be delighted to have him back for another search. This time, however, Waldo is traveling through time, to be found among cavemen, Egyptian slaves or Roman gladiators. He keeps dropping books as he goes along; at the end (when Waldo reaches the future), readers are instructed to go back to find his missing items. If that weren't enough, there are checklists on the end papers of even more things to look for: crusaders soaking up the sun, five knockouts with one slingshot, etc. Handford's detailed, brightly colored illustrations are panoramically busy; each one is filled with humorous incidents. A game for many or a book for one, this is a welcome follow-up to the first of Waldo's adventures. All ages.

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