Serena is a teenager that is traveling the world by boat with her family when a sudden storm sends her overboard. She is rescued by John Blake and finds herself stuck on a time-traveling ghost ship with John and the rest of the crew. As Serena becomes more acquainted with the men on the boat, she learns the story behind how they came to be. She also learns about Carlos Dahlberg and the threat he and his technology pose to them and the rest of the world. With some help, John and the crew are able to thwart Dahlberg’s plans, while in one last desperate attempt to end his enemy, Dahlberg destroys his own corporation.

The Adventures of John Blake: Mystery of the Ghost Ship

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Abstract
Serena is a teenager that is traveling the world by boat with her family when a sudden storm sends her overboard. She is rescued by John Blake and finds herself stuck on a time-traveling ghost ship with John and the rest of the crew. As Serena becomes more acquainted with the men on the boat, she learns the story behind how they came to be. She also learns about Carlos Dahlberg and the threat he and his technology pose to them and the rest of the world. With some help, John and the crew are able to thwart Dahlberg’s plans, while in one last desperate attempt to end his enemy, Dahlberg destroys his own corporation.

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Thanks to Fordham’s artwork, as well as the fact, perhaps, that Pullman grew up on the adventures of Da At the centre of the adventure is a mysterious ghost ship, the Mary Alice, crewed by men from all times including ancient Rome, the seventeenth century and the present. But someone in the present is desperate to get their hands on the boat and will stop at nothing to do so. When contemporary teenager Serena falls from the family yacht she is rescued by crew member John Blake. How can he evade the present day evil and return her safely to her family? Pullman’s brevity and storytelling power are superbly realised in Fred Fordham’s atmospheric and equally taut illustrations.