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Steve Niles

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Steve Niles : 28 Days Later: The Aftermath before purchasing it in order to gauge whether or not it would be worth my time, and all praised 28 Days Later: The Aftermath:

0 of 0 people found the following review helpful. Another great tale from Steve Niles that helps flesh out the world of 28 Days Later even more. By David A. Martinez 28 Days Later The Aftermath is a slightly misleading title since this book starts as a prequel too, then runs concurrently to the first movie. There are 4 chapters with the final one acting as

a sort of prequel to the second film. The great writing of Steve Niles alone should please most readers, but the 3 wonderful artist Calero, Olmos, and Jones also did a great job on this. Some reviewers seemed put off by this being a graphic novel which is weird since it's pretty obviously what it is. My only complaint and another sore point with some reviewers is the climactic conclusion that is supposed to be the revelation that leads into 28 Weeks Later. While not a bad ending by any means it totally deserved a 5th chapter to flesh things out a little more. 0 of 0 people found the following review helpful. Frightening and fascinating. By Alan E. Creager Watch out for the spoilers. Published in 2007 by HarperCollins Publishers for Fox Atomic Comics, "28 Days Later: The Aftermath" is 105 pages long and divided into four sections. A variety of people illustrated or otherwise worked on the book, but Steve Niles is the primary author.

Stage 1: Development covers the origins and beginnings of the Rage Virus. Two troubled but highly intelligent scientists, Clive and Warren, attempt to create an anti-aggression inhibitor, first using an utterly insane criminal and then monkeys as test subjects. Arguing eventually causes Clive to quit and inform a British animal liberation group of the project, afterwards attempting to commit suicide. Clive's actions, then, are what caused those poor, deluded idiots to raid the lab at the beginning of "28 Days Later". -I found Stage 1 to be the best-written of the lot, and its characters the most reasonable. Which isn't saying but so much, since they are two scientists who are quite out of their minds. But their actions are quite sane compared to what happens later on.

Stage 2: Outbreak has the pace picking up, as an initially normal and unaware London begins to feel the chaotic effects of the Rage virus. One of the very first victims is Liam, one of three children in a British family that is celebrating the wife's birthday in a park near Cambridge University when an escaped monkey is found in a tree, attacking and infecting Liam. As the family follow an ambulance carrying Liam to a hospital in London, it becomes very obvious that Liam is far from the only person who has become violently sick all of a sudden. Total pandemonium ensues. Liam is possibly killed after hurling himself out of the ambulance, where he infected the two attendants, and onto the windshield of his family's car. The family has no time to mourn his demise as chaos takes over Britain's capital, and police and military forces struggle with the situation. Eventually they make a run for a local bridge, possibly the one Jim crosses early on in the first film, knowing boats are tied up alongside the river below. I didn't much understand why the mother and father chose to stay on the bridge while their two remaining children escaped- the infected aren't known for their brains or for their swimming skills. Plus, a tire jack and a piece of wood won't give you a chance in **** against dozens of infected, many of them soldiers since a military blockade was overrun nearby. It's a fair chance that the parents' possibly needless sacrifice only saw them infected as well, making them two more menaces against the dwindling population of survivors.

Stage 3: Decimation depicts a lone survivor, Hugh Baker, as he battles the infected in a ruined, empty London. Out of loyalty to the city he has refused to leave it, and carries on the fight alone. His discovery of how the infected track uninfected is rather iffy- using perfumes and deodorants, he sets traps for them and lures them here and there. But aren't there always going to be some recently infected, especially earlier on, who will still have those things on when they become infected with Rage? There must be some means by which the infected distinguish their own from the uninfected, but Baker's discovery doesn't answer much. Here is where the book starts getting real sketchy. Why would the other survivor he meets, an M-4 wielding, hockey mask-wearing fella who takes potshots at Baker after saving him from two infected, decide that the only uninfected left in London might as well shoot each other? And then why, *why*, does Baker accept this as well, deciding a fight to the death is the only option after being shot at by the other man? His actions from there on are inexcusable. I don't care how much PTSD a guy is gonna have from things like Baker has seen, he should have known better than to bring hordes of infected down on, for all he knew, the only other uninfected person in the world. Major Henry West, who lost thousands of comrades and failed in his task to shield Manchester, still had a better hold of his senses than Baker. Fun to see those now-retired Tomcats roaring low over London, though.

Stage 4: Quarantine is the worst of the lot. Sid and Sophie have by 38 days after the outbreak reached an armed camp of some kind, and see a lone survivor, a commando-ish guy like Baker, being thrown into solitary confinement. We also see Clive again. What fun. Apparently the fella failed to shoot himself properly, and somehow reached the camp as well. I found what all the civilian survivors did in this section to be off-the-planet crackers. They vilify and plot against the soldiers who keep them from having their heads bashed in or necks bitten by their enraged fellow British citizens, eventually taking up arms against them. Keep in mind Sophie and Sid do this, immediately trusting a man who shot at military jets when they flew over London. They kill some of the soldiers, whose nationality is never identified- I admit, with their black suits, gas masks, and quarantine markings, those guys were a bit mysterious- and make a badly botched escape attempt. The soldiers react quickly, hunting down and terminating all of the four. What a waste. And as the helicopter- with onboard sniper- that took down Sophie flies away, we see London burning in the distance. Having seen 28 Weeks Later, we now know that the new outbreak and the US military reaction to it are the cause of that. Total loss of the four characters in this stage, loss of the attempted reinhabiting of London, and the firebombing of one of the world's oldest and most beautiful cities, now doubly ruined by infection, infection again, and napalm. What a bloody waste. Still, for fans of the "28 Days Later" story like myself, this book is essential. "Frightening and fascinating", though flawed as well, aptly describes this graphic novel. 1 of 1 people found the following review helpful. Not much substance. By CrackaJack Was excited to read the book. The stories feel like Niles was just trying to make some cash on the side and really didn't care about the plots. It's okay to read if you don't have

anything else when on the toilet but other than that it was pretty lame. Art was good though. The third story kinda sucked.

Two idealistic scientists unwittingly developing the deadliest virus the world has ever known...A family making desperate choices as they struggle to survive the Infection's initial outbreak...A lone gunslinging survivor battling the Infected in a decimated London...Four original tales chronicling the greatest horror humanity has ever faced come together in a bloody conclusion as terrifying as the Rage Virus itself. Written by horror master Steve Niles (creator of the classic 30 Days of Night) and illustrated by three of the most terrifyingly talented illustrators working in comics today, 28 Days Later: The Aftermath begins before the hit movie and ends with a shocking revelation that leads into the events of the sequel, 28 Weeks Later.

From Publishers Weekly
Gruesome rules in this horror collection. Despite the title, the four stories actually are set before or at the same time as the action of the 2002 film about the horrifying consequences of a manmade virus that infects humans with mindless rage, turning them into carnivorous brutes who infect others by spewing virus-laden blood. Niles's scripts (one of which is included as a bonus text feature) show the creation of the virus by ethically challenged researchers, describe its uncontrollable spread as zomboid mobs wipe out most of humanity, and question whether the survivors deserve to survive. Like the movie, the stories also juxtapose the rationalizations that we use to justify violence—idealism, pride, revenge, love, etc.—with the behavior of the infected monsters. The characters aren't especially interesting beyond that: some infected zomboids totter around, puking blood and exclaiming Ghaaaagh! while others dither and wait for death. Of the multiple artists at work, Calero's two stories, Stage 1: Development and Stage 4: Quarantine, effectively combine glimpses of light with masses of darkness, and Nat Jones (Stage 3: Decimation) mixes scratchy agitated line work with a muted wash, especially in a two-page spread of a ruined Piccadilly Circus. Mainly, however, the art is just graphic enough to satisfy readers' cravings for literal blood and guts. (Apr.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. [Niles] ably weaves together four separate tales that each feature those blood-spewing zombies and the mayhem they create. (Atlanta Journal-Constitution) Recommended! (Dreadcentral.com) [W]ill evoke excitement and appreciation...with its fine combination of a well-written story and beautifully disturbing artwork. (Fangoria.com) Gotta have it (Wisconsin State Journal, Rob Thomas' "Gotta Have It" List) Gruesome rules in this horror collection. (Publishers Weekly) As far as zombie comics go, [this] is definitely ahead of the shambling, brain-eating pack. (Ain't It Cool News.com) [A] quick paced, intense ride for the 28 Days Later lover in all of us...slick and intelligent. (joblo.com) The art...is fantastic... Horror Buffs give it a once-over. It'll whet your appetite for the film! (Comics Alliance.com) [A] fine bridge between the two movies [28 Days Later and 28 Weeks Later]. (Kevin Carr, 7mpictures.com) This is high-octane horror magnificently illustrated with gory brio. (Count Gore.com) About the Author Steve Niles is a film producer and writer of screenplays including the classic 30 Days of Night which is being made into a film produced by the legendary Sam Raimi for release in October 2007. Named by Fangoria magazine as one of the "13 rising talents who promise to terrify us for the next 25 years" is also penning the upcoming films Bigfoot (which he co-created with rocker Rob Zombie) and The Lurkers. He lives in Los Angeles.