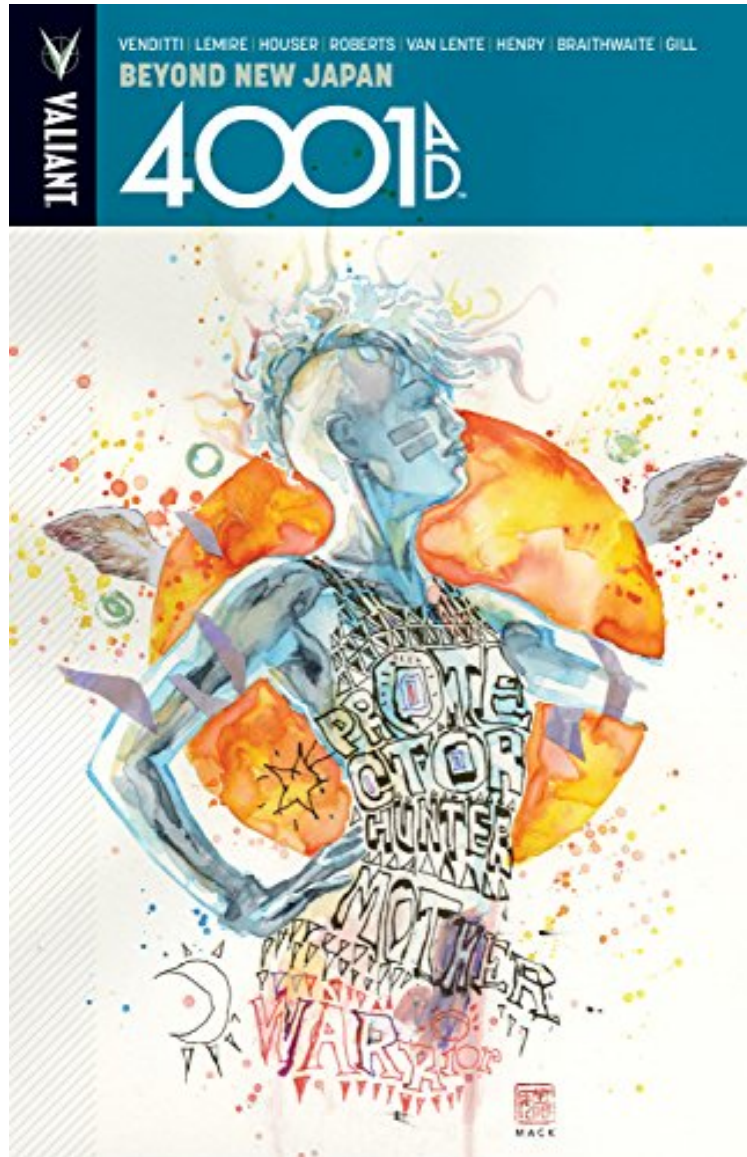


[Mobile ebook] 4001 A.D.: Beyond New Japan

4001 A.D.: Beyond New Japan

Robert Venditti, Jeff Lemire, Jody Houser, Rafer Roberts, Fred Van Lente
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Robert Venditti, Jeff Lemire, Jody Houser, Rafer Roberts, Fred Van Lente : 4001 A.D.: Beyond New Japan before purchasing it in order to gauge whether or not it would be worth my time, and all praised 4001 A.D.: Beyond New Japan:

0 of 0 people found the following review helpful. 4001 A.D. By Steven W. Johnston Good story telling, sets the stage for the literal future of the Valiant universe. 6 of 6 people found the following review helpful. One unfortunate story really drags this down By Adam Adiment I normally love most of what Valiant does so this is a frustrating misfire. It's

4 separate stories that are tangentially related to the 4001 AD crossover and each one is actually a pretty good idea. The problem is execution based. The X-O Man-O-War story is pretty good. It's basically Gundam. Being Gundam is not a bad thing and this is probably the mostly directly related to the 4001 AD crossover and adds the most to it. It's not necessary at all either. Valiant isn't trying to screw you for money like Marvel with Civil War number whatever. It's just fun background that adds a little wrinkle that writers later can reference back too. Clayton Henry's pencils on it look absolutely great too. The Bloodshot story is also pretty good but kind of ignores things in a weird way. Lemire is still doing his Mad Max thing. It looks good too, which makes up for Lemire basically spinning those wheels at us. The War Mother story is the first brand new thing here. It's interesting. They pretty much have mashed up bits of Rogue Trooper from 2000AD and Charlize Theron's character from Mad Max Fury Road. I think this is supposed to be a girl power piece but it doesn't work very well at that. It's well illustrated. Tomas Giorello is a really good illustrator and the colors work really well. It's not quite a Mad Max world. It's more of a goofy jungle death world. Giorello sells it. I'm not a huge Fred Van Lente fan either but credit where credit is due. He gives us a ton of information without sacrifice forward motion on the plot. The Shadowman story really drags things down. It's too political for it's own good. It's all about a border dispute between the living world and the voodoo world. The living world sacrifices people to the voodoo world to keep themselves safe from basically the rest of the 4001 AD crossover. It's actually a funny idea and an interesting way of not dealing with the fact you're part of a crossover. It falls apart when an obvious Donald Trump character shows up spouting off the most cliché of dog whistles for coastal liberals to feel superior too. For a story about not stereotyping people as other, the entire story spends its entire time not so subtly stereotyping real life people as other. It's a shame too. I normally like Rafer Roberts. His work on Archer and Armstrong has been great. Jody Houser is maybe the cause of the more obvious political content. Almost all her work I've read include a political bent but she's done better much more nuanced and pleasant work than here. She's someone who seems like she's gonna produce something really good someday (Mother Panic at DC seems like a start) but the current cultural climate allows her to indulge her worst instincts. It's a bit like what happened at Vertigo for a period of time when everything was overly political and they forgot about stories. I wish I could say nicer things about the writing but it's hard. It's close minded and bigoted. Just because it's the popular view doesn't make it right. We're taught all the time not to other and bully people and frankly this story is othering and bullying of people with the most tasteless and cliché of claims. It's made worse because everyone involved is capable of much, much more. Frankly, they're capable of a much more interesting and scathing critique. In the end, you get 1 good story, 1 average story, 1 interesting story, and 1 really bad story make these tie-ins to 4001 AD a big let down. It's a rare misfire from the company and honestly the Shadowman issue and it's misguided messaging and bullying are the things that really put the bad taste in my mouth. It's a wash ultimately.

ROCKETING OUT OF THE PAGES OF 4001 A.D...the present and future of Valiant's greatest heroes come together in four essential standalone chapters at the heart of the blockbuster comics event of the year!