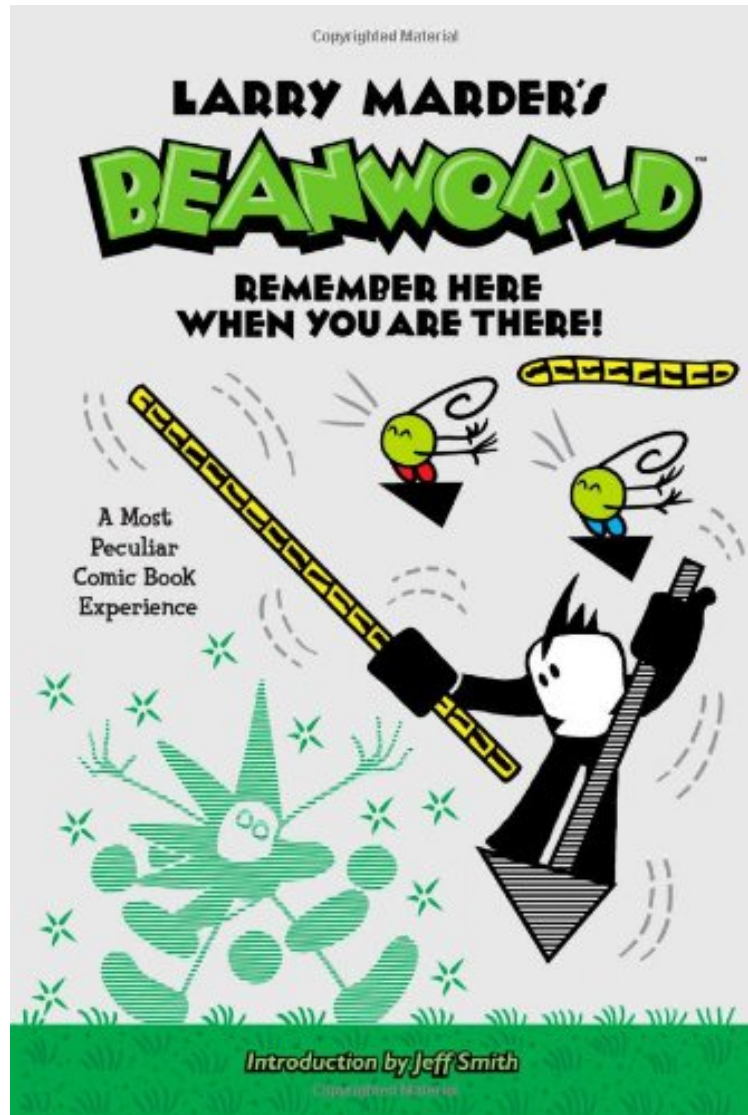


(Mobile book) Beanworld Book 3: Remember Here When You Are There! (Larry Marder's Beanworld)

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Larry Marder

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Larry Marder : Beanworld Book 3: Remember Here When You Are There! (Larry Marder's Beanworld)
before purchasing it in order to gage whether or not it would be worth my time, and all praised Beanworld Book 3: Remember Here When You Are There! (Larry Marder's Beanworld):

9 of 9 people found the following review helpful. One of the most ingenious comic stories I've ever readBy John W. HarrisOver twenty years ago, during the black-and-white indie comics boom of the 80s and 90s that gave us Teenage

Mutant Ninja Turtles, Love And Rockets and Flaming Carrot among others, there was one series that stood out even above the rest. Drawn with minimalist art and cartoony style, at first Beanworld appeared to be a title for children but that was far from the reality. Inspired by Native American myth and possessing an infectious writing style that borrowed equally from slang and advertising, Beanworld was utterly unique at the time, and remains unique to this day. To miss it would mean being ignorant of the full sweep of the possibility of comics as a medium. The joys of reading Beanworld are many. The writing has a pop and poetry little seen in this age. The artwork is stylish and engaging. The characters are energetic and appealing, and their secrets are many. But just these things would not be enough for me to so heartily recommend it. The Beanworld is a separate reality, with its own physical laws and types of matter. For example, the floating musical notes that comics use to represent music, and the hearts that indicate love, are both a real and tangible thing in the Beanworld, and have special properties! One of the greatest pleasures of the series is discovering how it all works. Creator Larry Marder warns us at the beginning not to look for scientific or magical processes, but that doesn't mean that the Beanworld doesn't have processes that fit neither description. These processes have a deep consistency and logic to them, and the Beans are as in the dark as to how they fit together as we are. The methods they use throughout the series to deduce the physical laws of the Beanworld look similar to the scientific method of our own universe. The Beans even have their own scientist, Professor Garbanzo, who both invents tools to improve Beanlife and searches for the underlying thread that ties it all together. The Beanworld has a spiritual side too. The Beans' patron deity is the awesome, silent GRAN'MA'PA, a tree-like being that stands in the center of their world that provides subtle guidance and sustenance to the tribe. It is the center of the Beanworld, its lifecycle, and its greatest mysteries. Gran'Ma'Pa is closer to an indigenous culture's idea of godhood than the Christian idea. Another prominent character is Dreamishness, who could be considered a kind of sun goddess. There are also creatures that come down from the sky, like Big-Fish and Mr. Teach'm, who could be considered gods or spirits themselves. Yet for all this mythology, the characters are rarely full of themselves, and are nearly all friendly. That is perhaps the greatest surprise of Beanworld. There is actually not a huge amount of intra-character conflict going on! Most of the characters' quests are against the mysteries of the universe (which are many), of the nature of their lives (like the Beans' war against the Hoi-Polloi), or of misunderstandings between them. The Beans' adversaries, the Hoi-Polloi, are often friendly when approached without the intent of thievery. While the Hoi-Polloi and the Beans fight each other as a necessary part of their lives, it is understood, between them, that they are really partners existing in a symbiotic relationship. Refreshingly, there appears to be no real source of *evil* in the Beanworld; all of the characters have their own motives that sometimes put them at odds, but there is no pure meanness or spite. Even the "villains" in the early comics have their own priorities and desires. And so we observe the central irony of Beanworld. It's this: although the art work is minimalist and symbolic, and although the Beanworld's physical systems are often alien to our own, the absence of that good-and-evil, light-and-darkness worldview that permeates so many other comics (not to mention movies) means that Beanworld is one of the most realistic comics you could hope to read. 0 of 0 people found the following review helpful. Another excellent Beanworld volume By Clayton Hollifield I can't pretend that I fully understand what's going on when I read "Beanworld," but I enjoy the bewilderment and confusion, and it does end up making some sort of sense. Don't ask me to explain it, though. There's no explanation that I could offer that would come close to the experience of reading "Beanworld." It's utterly unique, deceptively simple and playful, and completely immersive. This book was great, just in case I wasn't too clear about that. 0 of 0 people found the following review helpful. Creativity to the max By Elaine TG This is an awesome book series. Has inspired my son to create his own comics. He is collecting all of the beanworld books.

Fifteen years in the making, Remember Here When You Are There! completes the "Springtime" cycle of Beanworld stories, chronicling the season in which the perfect harmony of the Beanworld is interrupted for the first time in memory. Larry Marder's Beanworld is a most peculiar comic book experience. Inspired by equal parts Jack Kirby, Native American Mythology, Marcel Duchamp, and Robert Crumb, Beanworld has delighted readers from grade school to grad school for more than a generation. Now, Marder returns to his sui generis creation with the first in a series of original Beanworld graphic novels! Chock full of characters new and old, this volume sees the Pod'l'pool Cuties learn to fly; Dreamishness ask Beanish to write a love song; trouble with the Hoi-Polloi; the long-anticipated return of Heyoka and the Big Fish to the Beanworld; and all manner of other developments and surprises!

From Publishers Weekly Starred . After a 15-year hiatus, Marder returns to finish the springtime arc of his acclaimed Beanworld graphic novel series, a deceptively simple fable told in cartoony black-and-white drawings of human culture acted out by a race of magical beans. Artist Beanish finds himself forced to explore the unfamiliar world of music when his muse Dreamish orders him to present her not with a love song but with the love song. At the same time, a determined and somewhat paranoid tribal hero, Mr. Spook, endeavors to feed and defend his fellow beans, despite the loss of his Trusty Fork; the Pod'l'pool Cuties and the Elusive Notworm quietly explore the mystery of the Float Factor; contrary Heyoka struggles to return home for the first time since she Broke Out; and Professor Garbanzo ponders what it all means. Where other fantasy authors are happy to mirror our present or past in their secondary worlds,

embellishing their borrowed settings with a patina of imaginary magic and invented legend, Marder's Beanworld is its own highly original realm, with its own natural laws and mythology. Aside from a short glossary and simple map, Marder eschews explicit explanations, trusting his audience to unravel his intensely personal vision from context. (Dec.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist This third Beanworld volume (the first to feature all-original material) continues Marders early indie-comic creation, which imagines surreal, funny-talking Krazy Katstyle characters in a scrupulously imagined world la Bone (Jeff Smith provides an introduction). Themes of essential ecological symbiosis deepen as Mr. Spook, Professor Garbanzo, and Beanish cooperate to grow chow, master the float force, and learn its better to do it right than fast. Though this volume is less densely packed than the previous two, it remains rather inaccessible to newcomers; and its claim of being a most peculiar comic book experience is accurate, assuring it a devoted, if somewhat small, audience. Grades 8-12. -- Jesse Karp