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Halo: Fall of Reach

Brian Reed

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#155474 in Books 2016-03-29 2016-03-29 Original language: English PDF # 1 10.40 x .60 x 6.70l, .81 #File Name: 1506700772296 pages | File size: 34.Mb

Brian Reed : Halo: Fall of Reach before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo: Fall of Reach:

14 of 14 people found the following review helpful. An interesting read if you are a Halo fan, particularly of Eric Nylund's "Fall of Reach" novel By Jared LI am not that big into comic books, but I am a huge Halo fanatic. So I have been buying and reading several of the Halo graphic novels that have been released over the years. This one in particular is the entirety of the three different "Halo: Fall of Reach" graphic novel issues (Bootcamp, Covenant, and Invasion), comprised in one book. For those who may not know, it is basically Eric Nylund's "Halo: Fall of Reach"

novel is comic book form. And it was a very interesting read. I have read the novel several times over the past decade, and it was really amazing seeing all of the scenes/action I experienced in the novel in well-done art like this. Because it is a comic book, the story moves at a much faster pace than the novel, and some stuff is skipped/abridged, simply for fitting purposes I suppose. But it is definitely worth a read; if you are a Halo fan in general, or a fan of the novel by Eric Nylund, you should give this book a try. 0 of 0 people found the following review helpful. A solid Cliffs Notes version of the original novel By GEORGE This series adapts the Fall of Reach, the fantastic first Halo novel, into a quick paced comic series. This volume is number 2 of 3. The original novel was pretty large in scale, and this graphic novel series manages to include nearly all events from that book without omission. Dialogue is much shorter and world-building details are left out, but the result is worthwhile. The original history of the Spartans, their creation, training, and first contact with the covenant is told clearly and at a rapid pace. Easily the best and most critical story of the halo mythos, in an easy-to-digest format. It isn't perfect. The artwork has a scratchy, grungy style that suits the action well but not the fine details. Combat looks energetic and intense but individual characters have little or no detail to their faces or expressions. Combined with the expedited plot, you get a story that emphasizes the external conflict of the war without much of the internal narratives of the Spartans growing into their roles. This is a good adaptation of a great story. It retains the plot points of the novel, but doesn't get into the depths of characters like John or Halsey- you'll see what they do, but not always hear what they think. Fall of Reach is essential reading for anyone interested in Halo. This version may be lacking in character and technology details but it is a much faster read. 3 of 3 people found the following review helpful. A Good Addition to and Halo Fan's Collection By Andrew Bulthaupt Fall of Reach: Invasion is the third graphic novel retelling the story of Eric Nylund's Fall of Reach book from back in 2001. It begins shortly before the Covenant arrive at Reach, but with some flashbacks/forwards it jumps around a bit to try to fit everything in there. It's a little jarring, but thankfully the comics keep the trend of having the location and date at the beginning of each scene, so it's easier to keep things together in your head. The adaptation is done well. There's a good amount that's left out, mainly character development of the Spartans. I thought they did a much better job of this in the first two novels, where you see them training and interacting more. Invasion focuses almost solely on John 117, so Linda, Fred, Kelly, and the rest all get the short end of the stick. We finally meet Cortana though, and a good amount of time is spent digging into her character, which is much appreciated. All-in-all I felt like it was a bit too condensed and could have used another issue or two to fit everything in. The art was great and captured the Halo universe well. All the characters were recognizable and the Spartans were even distinguishable from each other. Environments were crisp and detailed. For a Halo fan, you should definitely pick this up - it's one of the core stories of the universe told in a new way very successfully. For sci-fi fans, I'd suggest the novel over the comics, but if you prefer the visual storytelling format it works quite well.

In the year 2517, humanity's last hope is with Dr. Catherine Halsey, the SPARTAN-II program, and one 6-year-old boy: John-117. Kidnapped and ruthlessly trained, John endures and rises as the leader of the Spartans: he becomes the Master Chief! These legendary heroes are entrusted with stopping the Covenant at all costs...but will their harrowing biological augmentation and unparalleled Mjolnir armor be enough to rise to victory? Halo: Fall of Reach is based on the New York Times Best-Selling novel of the same name by Eric Nylund!"

About the Author Brian Reed was born on July 1, 1973, in Anderson, Indiana. He is an American comic book and video game writer. His comic book work includes Spider-Man Unlimited, Ms. Marvel, Red Sonja, Halo: Initiation, and Halo: Escalation. Felix Ruiz is an artist and cover artist known for his work on Halo.