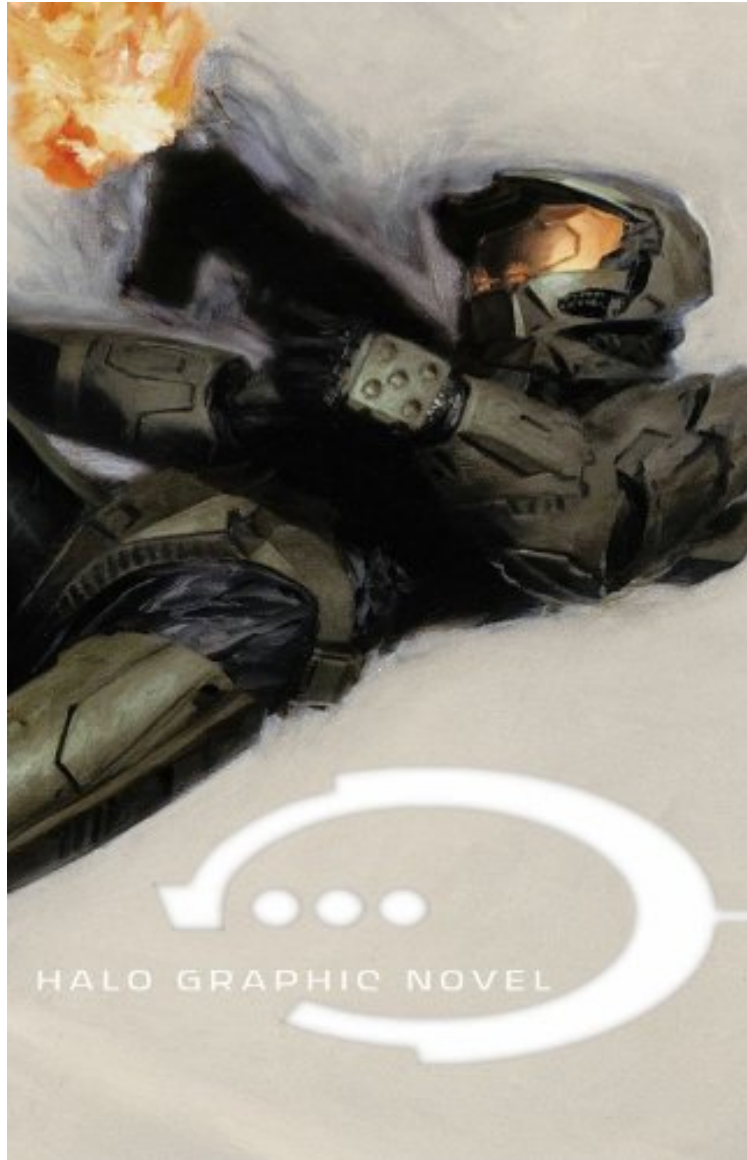


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Halo Graphic Novel (Halo (Tor Paperback))

Brett Lewis, Lee Hammock, Tsutomu Nihei, Jay Faerber
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Brett Lewis, Lee Hammock, Tsutomu Nihei, Jay Faerber : Halo Graphic Novel (Halo (Tor Paperback)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo Graphic Novel (Halo (Tor Paperback)):

0 of 0 people found the following review helpful. If you are a fan of the Halo game series you will probably love this graphic novel.By Joseph J. TruncalI have been a fan of science fiction most of my life. Whether it was movies, books or comics, I enjoyed all of them. However, I am not a gamer and never got into this popular form of play; nevertheless,

I thought this graphic novel might be interesting. The Halo world was new to me and even though I found this graphic novel mildly interesting at best, I think those who are into this series will probably really like this book. It seems there are a lot of different writers and illustrators who contribute to this series. This book is organized into six areas. They are as follows: The first one, The last voyage of the infinite succor by Lee Hammock and Simon Bisley. The second is Armor Testing by Joy Foerber, Ed. Lee and Andrew Robinson. The third story is Breaking quarantine by Tsutomu Nihei. The fourth is Second sunrise over new Mombasa by Brett Lewis and Moebius. The fifth section shows a gallery of contributors material and the final section has Bungies buster. In conclusion, if you are a gamer who loves the Halo games you will relate to this graphic novel. I did think the illustrations were unique and interesting. Rating: 3 Stars. Joseph J. Truncala (Author: The Samurai Soul: An old warrior's poetic tribute) 1 of 1 people found the following review helpful. Graphics. By iTzVlad First and foremost, I'd like to say I'm not the biggest comic book fan. I'm more of a Halo fan - played all the games, read all of the books, and there was basically one thing left - the graphic novel. It's not much of a novel with emphasis upon plot or story or even character developments but more about the Halo universe and art. You really have to be a Halo or a graphic novel fan to enjoy it, otherwise I would recommend that you pass this up. There's four stories overall, the first one having to do with an Elite Special Operation to destroy a ship infected with the mysterious parasitic race known as The Flood. "The Last Voyage of the Infinite Succor" expands on events briefly following the first Halo game which was probably my favorite in terms of graphical art and dialogue. The second story, "Armor Testing" follows a deadly war game between Spartans and UNSC Marines (I'm sure most will get a kick out of the ending). Next, what would a graphic novel be without our favorite secondary hero, Sarge? "Breaking Quarantine" attempts to develop Sarge's character without any use of dialogue, simply weapons fire (how ironic). And finally, our last story takes a look at New Mombasa, the city that was fought and badly destroyed in the second Halo game. "Second Sunrise over New Mombasa" deals with a lonely reporter illustrating the humans way of life during the Covenant Invasion of Earth. In other words, most non-Halo fans won't have a clue on events in this graphic novel, they will just sit back and enjoy the art. 0 of 0 people found the following review helpful. The Halo series of video games has come a long way since its first release. By Recca Bays The Halo series of video games has come a long way since its first release, "Halo: Combat Evolved" in 2001. The novel recently released is a great way to finalize some questions left from the main story of Halo. It also adds some in depth descriptions on Master Chief's armor. I rather enjoyed the novel, and the extra content it contained. If your a halo fan, bottom line, get it!

This graphic novel, based on the best-selling video game, brings the Halo universe to life for the first time in the sequential art medium.

From Publishers Weekly Based on the wildly popular videogame, this anthology collects four stories by different creators, all set in the Halo universe of the 26th century. The game's central story details a war between Earth's United Nations Space Command and the Covenant, a coalition of hostile alien races. At the center is Master Chief, a UNSC cyborg-marine who discovers the terrible secret of the Halo, a series of ringlike artificial planets. Hardcore Halo fans will love Lee Hammock's "The Last Voyage of the Infinite Succor," viscerally illustrated by Simon Bisley, detailing the Flood, a nasty parasitic race of monsters that threaten both the Covenant and the human race. For newcomers there's the legendary Moebius's "Second Sunrise over New Mombasa," in which he renders a beautiful, futuristic version of the Kenyan city and deftly surveys the intersection of war propaganda and the media. The book's artwork is skillful and unusual (including a story by Tsutomu Nihei and a gallery by an all-star lineup of artists in the back) and the writing brings the Halo universe and its central tenets to life. But ultimately the reader will yearn for the depth of a real, book-length graphic novel and maybe that's next to come. (July) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.