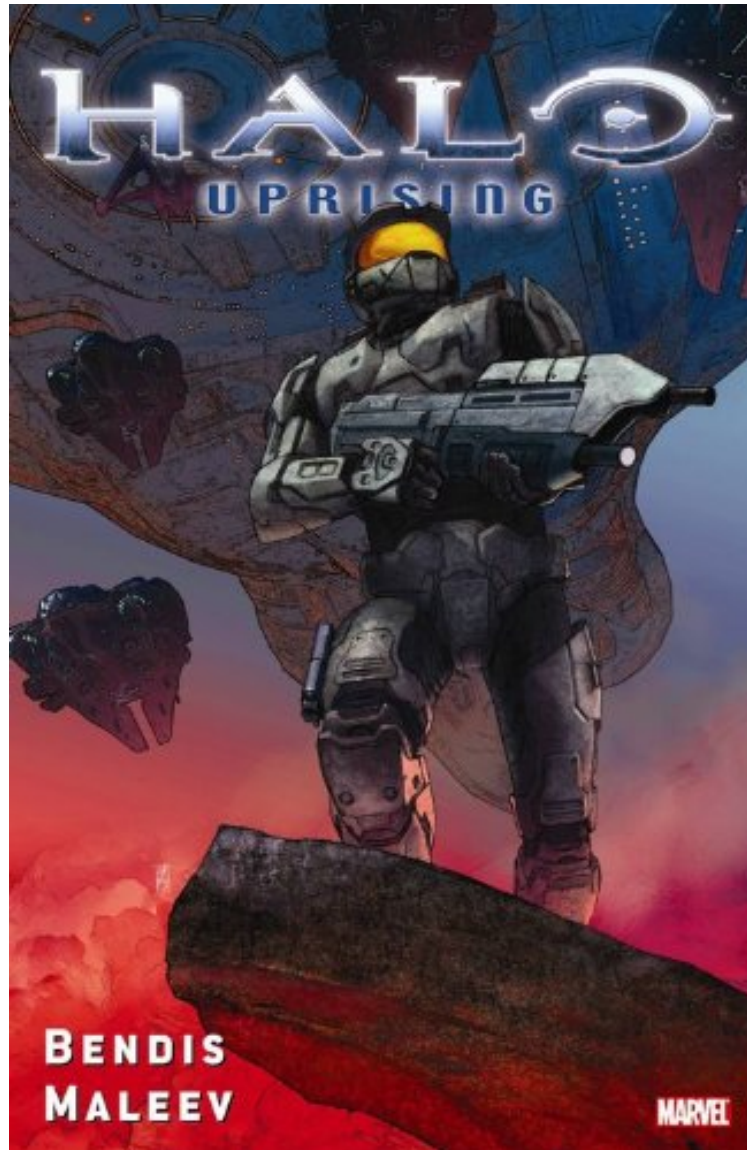


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Halo: Uprising

Brian Michael Bendis

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#668266 in Books 2010-06-29Original language:EnglishPDF # 1 10.25 x .25 x 6.75l, .70 #File Name: 0785128395168 pages | File size: 26.Mb

Brian Michael Bendis : Halo: Uprising before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo: Uprising:

0 of 0 people found the following review helpful. Better the Second Time, 3.5 starsBy ScrantoncityWhen I originally read this years ago I was upset that the book had little to do with Master Chief or any uprising of any sort. Years later, I read it again and where I would have given it a 2 stars I now give it 3.5.First off, Alex Maleev is a great artist. His art isn't the first thing you would think of when you think of Halo but its a great treat for comic fans and he knows his

craft well. Master Chief's movements and battles carry weight and have great movement while the characters on the ground are expressive and feel real. The real problem with this book is that Bendis indulges a little too much in these characters. The story centers around Cleveland, Ohio and the Covenant's search for something called the Key of Onasalan and bridges the gap between Halo 2 and 3. The idea behind it, and the plot themselves are great. I liked the characters and enjoyed seeing Master Chief slay some Covenant in droves. The problems come with Bendis spending pages with his 2 main characters in thought about how they feel they've wasted their lives in light of what seems like their final hours. Way too much room is spent with this when it could have been done with less. As a four issue comic, there is no room for this internal exposition. Sometimes it feels like Bendis was just trying to get it done. If you go into the comic knowing its not about Master Chief, the larger War or an Uprising you will enjoy the book. Bendis, as he did with Daredevil, gets you to really feel for and like the main characters and provides a clever plot. Its a missed opportunity to tell a great Master Chief story but it does very well, what it aims to do. 0 of 0 people found the following review helpful. Good book. By siwrcw03 Good book. I am enjoying the series. 0 of 0 people found the following review helpful. not worth it By Jeremiah Evans This is advertised as the story filling in the gaps between halo 2 and 3, but barely had anything to do with master chief. Boring, pointless, and uninspired. Not worthy of the Halo universe.

The Eisner Award-winning team of superscribe Brian Michael Bendis and artist extraordinaire Alex Maleev unleash an epic story of mankind's struggle against the alien threat of the Covenant! Picking up from the conclusion of blockbuster video game Halo 2, the must-read saga reveals how the Master Chief, while onboard a hostile ship headed towards Earth, is battling against Covenant forces! Intertwined with Master Chief's interstellar one-man-war is the saga of a great American city's rebellion and downfall, two disparate lives' collision and shared fate, and the Covenant's hunt for an ancient relic of untold power and value. With hope dwindling and the fate of humanity hanging by a thread, is there any chance for a future? Journey into the Halo universe! Collects Halo: Uprising #1-4 and Marvel Spotlight: Halo.

From Publishers Weekly Based on the famous video-game series Halo and created by the Eisner-winning team of writer Brian Michael Bendis (Powers) and artist Alex Maleev (Daredevil), this book shows the Covenant invasion of Earth from the perspective of civilians on the ground. Ruwan, a hotel concierge in the beautiful resort city of Cleveland, Ohio, my, how the future changes things flees the conquering aliens and teams up with Myras Tyla, a musician determined not to be a sitting duck. Instead of simply killing everyone, the Covenant aliens are ransacking the city for the mysterious Key of Osanalan, which they heard about from their captive, Colonel Akerson. Of course, it doesn't exist, but only his brother, Ruwan, knows that. What follows is a genuinely heroic and touching tale. What it isn't is a story about Master Chief John 117, the protagonist of the Halo series and the star of the book's cover. The unbeatable armored super-soldier does appear, but his beautifully drawn and choreographed space-battles have very little to do with the plot. Still, much like its hit predecessor, Halo Graphic Novel, this should appeal to Halo lovers everywhere. Maleev's planetscapes are memorably luminous, and Bendis's dialogue is wry and effective. (June) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. Halo is again and again described as a multimedia experience. If you don't know what that means, then you probably don't care, and there's no problem in that. It won't hamper your enjoyment of Halo: Uprising, assuming this violent sci-fi/alien-invasion series is your cup of tea in the first place. Suffice to say, Halo is a first-person shooter video game. A longer description would be more appropriate for the phenomenon, but again: If you were really interested in it, you'd probably already know about it. Halo: Uprising serves as a bridge between Halo 2 and Halo 3. As such, there's definitely a feeling of joining a movie in medias res here, and there's little in the way to bring you completely up to speed. Not that you really need it. The story is simple enough to follow along and enjoy: Aliens are attacking Earth, and humans are the good guys. That's about all you need to understand, although perhaps knowing more would help you glom on to the series opening. In it, a human astronaut has been captured in Mars orbit (this is an unspecified future date) and, before the aliens are about to kill him, he reveals one thing they must find if their invasion is to succeed: a key hidden in Cincinnati. Meanwhile, back in Cincinnati, that astronaut's brother, unaware of anything that has transpired, is working as a hotel concierge. One of the guests in his hotel is a celebrity singer, a bold, brash woman who saves his life when the aliens attack. As the city is strafed with alien fire, the pair make their way to presumed safety, eventually realizing that they hold the key the aliens are searching for. Brian Michael Bendis has shown over and over again that he is a terrific writer. But here, paired once again with the simply wonderful artist Alex Maleev (the two previously worked together on a classic Daredevil run), he wisely turns over several pages entirely to Maleev. Maleev takes the ball and runs with it. His artwork is stunning, capturing the cold void of space, the elegance of alien machinery, and the bleakness of futuristic American cities blitzed by warfare. He gives all of them a special flourish. On its own, Halo: Uprising is an intriguing yet ultimately unfinished read. It's a bridge, after all, and the ending comes just as the reader is finally getting to see the main characters fleshed out and forming real attachments to them. The next installment in

the story will be eagerly anticipated. - John Hogan --Graphic Novel Reporter