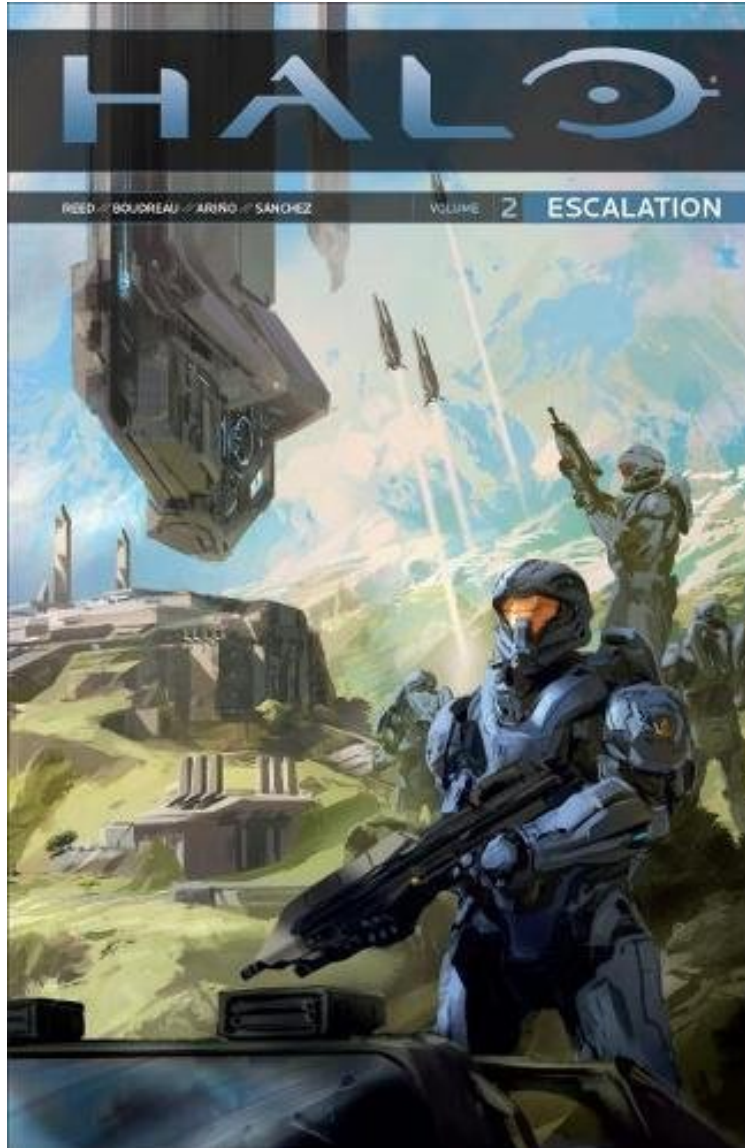


(Free download) Halo Volume 2 Escalation

## Halo Volume 2 Escalation

*Brian Reed*

*DOC | \*audiobook | ebooks | Download PDF | ePub*



[Download](#)

[Read Online](#)

#505335 in Books 2015-04-21 2015-04-21 Original language: English PDF # 1 10.18 x .28 x 6.65l, .73 #File Name: 1616556285144 pages | File size: 17.Mb

**Brian Reed : Halo Volume 2 Escalation** before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo Volume 2 Escalation:

2 of 2 people found the following review helpful. Poor pacing makes for an impersonal and perfuncatory experience. By LegacyOfTheAsh\*\*\*Minor Spoilers for each storyline\*\*\*If you're a fan of the franchise and enjoy keeping up with all of the events in between games, then you should pick up this series if only to see the reunion of Blue Team. That being said, it isn't necessarily a good comic. There are several problems here with a few redeeming

qualities. Let's start with the art work. It works in the most basic of ways in that the reader can understand what is happening in the panels and that's it. The various characters look great in their armor, with their helmets on. When the helmets come off, it's a whole other ball game. The artists do a very poor job of making the characters' faces even remotely reminiscent of their video game counterparts. If it wasn't for their signature armor or uniforms it would be difficult to tell many of the characters apart. As an example, Serin Osman and Kelly-087 are both tall, statuesque women with pulled back, jet black hair. Facially, they look almost identical. In addition to this, none of the pencilers (there are three) seem to be able to keep the characters' faces consistent across the various panels. Spartan Thorne may have full, rounded cheeks in one panel and then gaunt angular cheek lines in the next. Particularly in issue 7 the penciler has no sense of movement as characters often seem stiff and look as if they're awkwardly posing while in the middle of an action. In issue 8, which sees John-117 reunite with Blue Team, the characters are often squeezed shoulder to shoulder in the panels with very little regard to the utilization of space. The last two panels of the Blue Team storyline really showcases the artists ignorance of immediate chronology or passage of time. We see John walking up a ramp to rendezvous with Blue Team and in the very next panel all of Blue Team (including John) are standing at the bottom of the ramp and facing away from it. It's just odd and is just one of many examples of these sorts of errors. There is also a distinct lack of respect for the lore in a few of the drawings where proportions are concerned. Of particular note is the size of the kig-yar (Jackals) in relation to the other characters in the comic. Kig-yar are thin, diminutive creatures and due to this are rarely observed engaging in hand to hand combat with the larger species in the series. In this comic, however, the kig-yar are often portrayed as large (almost the size of a SPARTAN IV or Sangheli) formidable opponents. In one particular panel, a kig-yar that is larger than Thorne (who is nearly 7 feet tall) is seen dragging the unconscious SPARTAN and his near half ton armor with very little effort. Later, Spartan Ray is attacked by a kig-yar that looms over her. In addition to this many of the weapons used by the character are out of proportion and change size from panel to panel. Other than that, the coloring is fantastic. The artists are fairly adept where the form of the vehicles and armor are concerned. They do really well with pretty much everything but faces and proportions. As for the actual stories presented. They are a bore. The first issue attempts to give us some insight into the ever more bland Spartan Thorne. Little insight is given to what drives him or what makes Thorne who he is. All we learn about him are that he always hated Earth because it was "too old and too built up", whatever that means. We get a brief glimpse of his grandmother and her wish that Thorne will one day become a professional violinist and not a soldier. This is all told to us over sparse thought bubbles as Thorne reluctantly visits his old home on New Phoenix. The story is an attempt to tie up loose ends with Thorne's coming to peace with the New Phoenix tragedy but it's ultimately abrupt and a bit impersonal. The middle issues give us a look at just how John-117 reunites with Blue Team and the Didact's fate after Halo 4. This would make for a great plot but it is handled with terrible pacing and the author just kind of seems to go through the motions. The story is brief and culminates in an unsatisfying, blunt climax. There is even a lore unfriendly contradiction that many Halo readers will definitely notice in issue #8. It isn't a gigantic deal but considering that the author of this comic is the lead writer for Halo 5: Guardians, the contradiction is all the more egregious. I won't spoil anything here but there is a particular group of characters that have been established in several other stories in the Halo universe that make a brief cameo. They are dealt with in the same rushed and sloppy manner as the rest of this story. The problem is necessarily with what happens so much as how the writer handles it. You'll see what I mean. The final story suffers from the same pacing issues with Spartans Thorne and Ray hunting a lab where a bacterial infection is being developed. There is plenty of action which is good but it all lacks substance. The author attempts to create tension over the few issues in which the story takes place. Unfortunately the tension is typically broken a few pages after it begins so there is little pay off. For instance, Thorne is kidnapped (again) and frees himself 8 pages later. There is very little perceived danger because of this. Again, the climax of this story is also extremely abrupt so any tension that was built up break too early for the reader to feel any real sense of peril for the characters. Near the end of the final issue it is revealed that this particular storyline was just a conspiracy precipitated by ONI and is summed up through a conversation between Lasky and Palmer over the course of a few panels on a single page. This plot is wrapped up almost too neatly and has no implication of being part of the bigger Halo picture. With that in mind, the story added little if nothing to the universe and could easily be ignored. This volume could have been served better by dropping this storyline and devoting more time to Blue Team which may have resulted in better pacing. The alternative to that could have been focusing on the open ended events in the final issue of Volume 1. This volume made it pretty apparent that packing three separate stories into 6 volumes was a tall order that left the entire thing feeling impersonal and awkwardly paced. In conclusion, where the story is concerned, I don't really have anything positive to say. I was excited to see John reunite with Blue Team but that was ruined by bumbling, forced dialogue with not nearly enough time devoted to the story to allow for a proper reunion. 0 of 0 people found the following review helpful. Good read! By Garrett The only reason I gave this volume 2 a 3 star rating was because this edition was kind of bland. The art work as usual is very good quality though. I still couldn't put it down though, as I am a huge halo fan. I'm not the type of person to write biased reviews though. For the amount of money spent though, this is a great deal. I love Halo and the ever expanding universe. It's hard to write reviews on these kinds of things without spoiling anything. Thank you Brian Reed. 2 of 3 people found the following review helpful. A decent read, but

with poor future-thinkingBy sNovahProbably the best thing I can say about Escalation in general is that it's very well-drawn and colored: the eye-candy is a great reason to pick up the comics alone. That said, the stories told in Volume 2 are... well...Without going too far into spoiler territory, Escalation sort of proves to me that 343 has a very poor idea of preserving universe elements: in addition to killing a major character (a protagonist) in a short story released a short time ago (New Blood), we see some of the best and most original characters, originally made for the Halo comics themselves, killed off in this volume. I don't mind the attempt to give some humanization to Chief and the Spartan-IVs that this volume sees, but I do resent 343's insistence on killing off nearly every established character in the series for the sake of making a point. At this point, it's not even alarming: it's just infuriating. Complaints out of the way, Escalation Volume 2 is pretty good, well worth about \$10 to \$12: the Kindle version is a bit annoying, as all graphical ebooks are, because of the lack of ability to control how you're reading it, the relatively low-resolutions you're able to view it in (they look fine, but you can never see enough detail, in my opinion), but for the convenience of carrying a few hundred or thousand pages of comics in your pocket, I can't complain too much. Overall, if you're a big Halo expanded universe fan, get it, especially if you want to have some backstory for Halo 5. Beyond that however, unlike some of the early comics or some of the novels, there's no reason to get this if you're new to the expanded universe: start out with the novels, the Fall of Reach comic series, or Uprising. Escalation is NOT the point to start at.

The Fall of New Phoenix, Master Chief's return to action, and a dark plot by the Office of Naval Intelligence--all in this volume collecting Halo: Escalation issues #7-#12 by Brian Reed (Amazing Spider-Man), Duffy Boudreau (Blackacre), Sergio Ario (Ms. Marvel) and Ricardo Snchez (Green Arrow).

About the AuthorBrian 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.